

# Namespace Rise.Client

## Classes

[App](#)

[Imports](#)

# Class App

Namespace: [Rise.Client](#)

Assembly: Rise.Client.dll

```
public class App : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

## Inheritance

[object](#) ← [ComponentBase](#) ← App

## Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

## Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),  
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),  
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),  
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),  
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),  
[ComponentBase.DispatchExceptionAsync\(Exception\)](#),  
[ComponentBase.SetParametersAsync\(ParameterView\)](#), [object.Equals\(object\)](#),  
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),  
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

## Methods

### BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

## Parameters

\_\_builder [RenderTreeBuilder](#)

# Class \_Imports

Namespace: [Rise.Client](#)

Assembly: Rise.Client.dll

```
public class _Imports : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

## Inheritance

[object](#) ← [ComponentBase](#) ← [\\_Imports](#)

## Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

## Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),  
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),  
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),  
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),  
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),  
[ComponentBase.DispatchExceptionAsync\(Exception\)](#),  
[ComponentBase.SetParametersAsync\(ParameterView\)](#), [object.Equals\(object\)](#),  
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),  
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

## Methods

### BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

## Parameters

[\\_\\_builder](#) [RenderTreeBuilder](#)

# Namespace Rise.Client.Layout

## Classes

[MainLayout](#)

[NavMenu](#)

# Class MainLayout

Namespace: [Rise.Client.Layout](#)

Assembly: Rise.Client.dll

```
public class MainLayout : LayoutComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

## Inheritance

[object](#) ← [ComponentBase](#) ← [LayoutComponentBase](#) ← MainLayout

## Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

## Inherited Members

[LayoutComponentBase.SetParametersAsync\(ParameterView\)](#), [LayoutComponentBase.Body](#),  
[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),  
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),  
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),  
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),  
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),  
[ComponentBase.DispatchExceptionAsync\(Exception\)](#), [object.Equals\(object\)](#),  
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),  
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

## Methods

### BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

## Parameters

\_\_builder [RenderTreeBuilder](#)

# Class NavMenu

Namespace: [Rise.Client.Layout](#)

Assembly: Rise.Client.dll

```
public class NavMenu : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

## Inheritance

[object](#) ← [ComponentBase](#) ← NavMenu

## Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

## Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),  
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),  
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),  
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),  
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),  
[ComponentBase.DispatchExceptionAsync\(Exception\)](#),  
[ComponentBase.SetParametersAsync\(ParameterView\)](#), [object.Equals\(object\)](#),  
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),  
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

## Methods

### BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

## Parameters

\_\_builder [RenderTreeBuilder](#)

# Namespace Rise.Client.Pages

## Classes

[Counter](#)

[CounterShould](#)

These tests are written entirely in C#. Learn more at <https://bunit.dev/docs/getting-started/writing-tests.html#creating-basic-tests-in-cs-files>

[Index](#)

[IndexShould](#)

These tests are written entirely in C#. Learn more at <https://bunit.dev/docs/getting-started/writing-tests.html#creating-basic-tests-in-cs-files>

[Login](#)

# Class Counter

Namespace: [Rise.Client.Pages](#)

Assembly: Rise.Client.dll

```
[Route("/counter")]
public class Counter : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

## Inheritance

[object](#) ← [ComponentBase](#) ← Counter

## Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

## Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),  
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),  
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),  
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),  
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),  
[ComponentBase.DispatchExceptionAsync\(Exception\)](#),  
[ComponentBase.SetParametersAsync\(ParameterView\)](#), [object.Equals\(object\)](#),  
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),  
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

## Methods

### BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

## Parameters

[\\_\\_builder](#) [RenderTreeBuilder](#)

# Class CounterShould

Namespace: [Rise.Client.Pages](#)

Assembly: Rise.Client.Tests.dll

These tests are written entirely in C#. Learn more at <https://bunit.dev/docs/getting-started/writing-tests.html#creating-basic-tests-in-cs-files>

```
public class CounterShould : TestContext, IDisposable
```

## Inheritance

[object](#) ← TestContextBase ← TestContext ← CounterShould

## Implements

[IDisposable](#)

## Inherited Members

TestContext.RenderComponent<TComponent>(params ComponentParameter[]) ,  
[TestContext.RenderComponent<TComponent>](#)  
(Action<ComponentParameterCollectionBuilder<TComponent>>).[\(\)](#) ,  
[TestContext.Render<TComponent>\(RenderFragment\)](#) , [TestContext.Render\(RenderFragment\)](#) ,  
[TestContext.BuildRenderTree\(RenderTreeBuilder\)](#) , TestContext.CreateTestRenderer() ,  
TestContext.JSInterop , TestContextBase.Dispose() , [TestContextBase.Dispose\(bool\)](#) ,  
TestContextBase.DisposeComponents() , TestContextBase.DefaultWaitTimeout ,  
TestContextBase.Renderer , TestContextBase.Services , TestContextBase.RenderTree ,  
TestContextBase.ComponentFactories , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### CounterShould(ITestOutputHelper)

```
public CounterShould(ITestOutputHelper outputHelper)
```

## Parameters

[outputHelper](#) ITestOutputHelper

# Methods

## ClickingButtonIncrementsCounter()

```
[Fact]  
public void ClickingButtonIncrementsCounter()
```

## CounterStartsAtZero()

```
[Fact]  
public void CounterStartsAtZero()
```

# Class Index

Namespace: [Rise.Client.Pages](#)

Assembly: Rise.Client.dll

```
[Route("/")]
public class Index : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

## Inheritance

[object](#) ← [ComponentBase](#) ← Index

## Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

## Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),  
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),  
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),  
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),  
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),  
[ComponentBase.DispatchExceptionAsync\(Exception\)](#),  
[ComponentBase.SetParametersAsync\(ParameterView\)](#), [object.Equals\(object\)](#),  
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),  
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

## Methods

### BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

## Parameters

[\\_\\_builder](#) [RenderTreeBuilder](#)

# Class IndexShould

Namespace: [Rise.Client.Pages](#)

Assembly: Rise.Client.Tests.dll

These tests are written entirely in C#. Learn more at <https://bunit.dev/docs/getting-started/writing-tests.html#creating-basic-tests-in-cs-files>

```
public class IndexShould : TestContext, IDisposable
```

## Inheritance

[object](#) ← TestContextBase ← TestContext ← IndexShould

## Implements

[IDisposable](#)

## Inherited Members

TestContext.RenderComponent<TComponent>(params ComponentParameter[]) ,  
[TestContext.RenderComponent<TComponent>](#)  
(Action<ComponentParameterCollectionBuilder<TComponent>>).[\(\)](#) ,  
[TestContext.Render<TComponent>\(RenderFragment\)](#) , [TestContext.Render\(RenderFragment\)](#) ,  
[TestContext.BuildRenderTree\(RenderTreeBuilder\)](#) , TestContext.CreateTestRenderer() ,  
TestContext.JSInterop , TestContextBase.Dispose() , [TestContextBase.Dispose\(bool\)](#) ,  
TestContextBase.DisposeComponents() , TestContextBase.DefaultWaitTimeout ,  
TestContextBase.Renderer , TestContextBase.Services , TestContextBase.RenderTree ,  
TestContextBase.ComponentFactories , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### IndexShould(ITestOutputHelper)

```
public IndexShould(ITestOutputHelper outputHelper)
```

## Parameters

[outputHelper](#) ITestOutputHelper

# Methods

## ShowHelloWorld()

```
[Fact]  
public void ShowHelloWorld()
```

# Class Login

Namespace: [Rise.Client.Pages](#)

Assembly: Rise.Client.dll

```
[Route("/login")]
public class Login : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

## Inheritance

[object](#) ← [ComponentBase](#) ← Login

## Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

## Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),  
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),  
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),  
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),  
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),  
[ComponentBase.DispatchExceptionAsync\(Exception\)](#),  
[ComponentBase.SetParametersAsync\(ParameterView\)](#), [object.Equals\(object\)](#),  
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),  
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

## Methods

### BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

## Parameters

[\\_\\_builder](#) [RenderTreeBuilder](#)

# Namespace Rise.Client.Products

## Classes

[FakeProductService](#)

[Index](#)

[IndexShould](#)

These tests are written entirely in C#. Learn more at <https://bunit.dev/docs/getting-started/writing-tests.html#creating-basic-tests-in-cs-files>

[IndexWithMockExampleShould](#)

Same as [IndexShould](#) using mocking instead of faking. <https://nsubstitute.github.io>

[ProductService](#)

# Class FakeProductService

Namespace: [Rise.Client.Products](#)

Assembly: Rise.Client.Tests.dll

```
public class FakeProductService : IProductService
```

Inheritance

[object](#) ← FakeProductService

Implements

[IProductService](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

GetProductsAsync()

```
public Task<IEnumerable<ProductDto>> GetProductsAsync()
```

Returns

[Task](#)<[IEnumerable](#)<ProductDto>>

# Class Index

Namespace: [Rise.Client.Products](#)

Assembly: Rise.Client.dll

```
[Route("/products")]
public class Index : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

## Inheritance

[object](#) ← [ComponentBase](#) ← Index

## Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

## Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnParametersSet\(\)](#),  
[ComponentBase.OnParametersSetAsync\(\)](#), [ComponentBase.StateHasChanged\(\)](#),  
[ComponentBase.ShouldRender\(\)](#), [ComponentBase.OnAfterRender\(bool\)](#),  
[ComponentBase.OnAfterRenderAsync\(bool\)](#), [ComponentBase.InvokeAsync\(Action\)](#),  
[ComponentBase.InvokeAsync\(Func<Task>\)](#), [ComponentBase.DispatchExceptionAsync\(Exception\)](#),  
[ComponentBase.SetParametersAsync\(ParameterView\)](#), [object.Equals\(object\)](#),  
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),  
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

# Properties

## ProductService

```
[Inject]
public required IProductService ProductService { get; set; }
```

## Property Value

[IProductService](#)

# Methods

## BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

\_\_builder [RenderTreeBuilder](#)

## OnInitializedAsync()

Method invoked when the component is ready to start, having received its initial parameters from its parent in the render tree.

Override this method if you will perform an asynchronous operation and want the component to refresh when that operation is completed.

```
protected override Task OnInitializedAsync()
```

Returns

[Task](#)

A [Task](#) representing any asynchronous operation.

# Class IndexShould

Namespace: [Rise.Client.Products](#)

Assembly: Rise.Client.Tests.dll

These tests are written entirely in C#. Learn more at <https://bunit.dev/docs/getting-started/writing-tests.html#creating-basic-tests-in-cs-files>

```
public class IndexShould : TestContext, IDisposable
```

## Inheritance

[object](#) ← TestContextBase ← TestContext ← IndexShould

## Implements

[IDisposable](#)

## Inherited Members

TestContext.RenderComponent<TComponent>(params ComponentParameter[]) ,  
[TestContext.RenderComponent<TComponent>](#)  
(Action<ComponentParameterCollectionBuilder<TComponent>>).[\(\)](#) ,  
[TestContext.Render<TComponent>\(RenderFragment\)](#) , [TestContext.Render\(RenderFragment\)](#) ,  
[TestContext.BuildRenderTree\(RenderTreeBuilder\)](#) , TestContext.CreateTestRenderer() ,  
TestContext.JSInterop , TestContextBase.Dispose() , [TestContextBase.Dispose\(bool\)](#) ,  
TestContextBase.DisposeComponents() , TestContextBase.DefaultWaitTimeout ,  
TestContextBase.Renderer , TestContextBase.Services , TestContextBase.RenderTree ,  
TestContextBase.ComponentFactories , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### IndexShould(ITestOutputHelper)

```
public IndexShould(ITestOutputHelper outputHelper)
```

## Parameters

[outputHelper](#) ITestOutputHelper

# Methods

## ShowsProducts()

```
[Fact]
```

```
public void ShowsProducts()
```

# Class IndexWithMockExampleShould

Namespace: [Rise.Client.Products](#)

Assembly: Rise.Client.Tests.dll

Same as [IndexShould](#) using mocking instead of faking. <https://nsubstitute.github.io>

```
public class IndexWithMockExampleShould : TestContext, IDisposable
```

## Inheritance

[object](#) ← TestContextBase ← TestContext ← IndexWithMockExampleShould

## Implements

[IDisposable](#)

## Inherited Members

TestContext.RenderComponent<TComponent>(params ComponentParameter[]) ,  
[TestContext.RenderComponent<TComponent>](#)  
(Action<ComponentParameterCollectionBuilder<TComponent>>),  
[TestContext.Render<TComponent>\(RenderFragment\)](#) , [TestContext.Render\(RenderFragment\)](#) ,  
[TestContext.BuildRenderTree\(RenderTreeBuilder\)](#) , TestContext.CreateTestRenderer() ,  
TestContext.JSInterop , TestContextBase.Dispose() , [TestContextBase.Dispose\(bool\)](#) ,  
TestContextBase.DisposeComponents() , TestContextBase.DefaultWaitTimeout ,  
TestContextBase.Renderer , TestContextBase.Services , TestContextBase.RenderTree ,  
TestContextBase.ComponentFactories , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,  
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### IndexWithMockExampleShould(ITestOutputHelper)

```
public IndexWithMockExampleShould(ITestOutputHelper outputHelper)
```

## Parameters

**outputHelper** ITestOutputHelper

# Methods

## ShowsProducts()

```
[Fact]
```

```
public void ShowsProducts()
```

# Class ProductService

Namespace: [Rise.Client.Products](#)

Assembly: Rise.Client.dll

```
public class ProductService : IProductService
```

## Inheritance

[object](#) ← ProductService

## Implements

[IProductService](#)

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### ProductService(HttpClient)

```
public ProductService(HttpClient httpClient)
```

## Parameters

httpClient [HttpClient](#)

## Methods

### GetProductsAsync()

```
public Task<IEnumerable<ProductDto>> GetProductsAsync()
```

## Returns

[Task](#)<[IEnumerable](#)<ProductDto>>



# Namespace Rise.Domain.Common

## Classes

### [Entity](#)

Entity Base Class

### [StreetEnumExtensions](#)

## Enums

### [RolesEnum](#)

### [StreetEnum](#)

# Class Entity

Namespace: [Rise.Domain.Common](#)

Assembly: Rise.Domain.dll

Entity Base Class

```
public abstract class Entity
```

Inheritance

[object](#) ← Entity

Derived

[Product](#), [Address](#), [Role](#), [User](#)

Inherited Members

[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

Entity()

```
protected Entity()
```

Entity(int)

```
protected Entity(int id)
```

Parameters

**id** [int](#)

## Properties

## CreatedAt

Date of the initial creation.

```
public DateTime CreatedAt { get; set; }
```

### Property Value

[DateTime](#)

## Id

Primary Key of the [Entity](#)

```
public int Id { get; protected set; }
```

### Property Value

[int](#)

## IsDeleted

Soft Delete indicator, instead of deleting rows, we flag them as deleted.

```
public bool IsDeleted { get; set; }
```

### Property Value

[bool](#)

## UpdatedAt

Date of the last update.

```
public DateTime UpdatedAt { get; set; }
```

## Property Value

[DateTime](#)

## Methods

### Equals(object?)

Determines whether the specified object is equal to the current object.

```
public override bool Equals(object? obj)
```

#### Parameters

[obj](#) [object](#)

The object to compare with the current object.

#### Returns

[bool](#)

[true](#) if the specified object is equal to the current object; otherwise, [false](#).

### GetHashCode()

Serves as the default hash function.

```
public override int GetHashCode()
```

#### Returns

[int](#)

A hash code for the current object.

## Operators

## operator ==(Entity, Entity)

```
public static bool operator ==(Entity a, Entity b)
```

Parameters

a [Entity](#)

b [Entity](#)

Returns

[bool](#)

## operator !=(Entity, Entity)

```
public static bool operator !=(Entity a, Entity b)
```

Parameters

a [Entity](#)

b [Entity](#)

Returns

[bool](#)

# Enum RolesEnum

Namespace: [Rise.Domain.Common](#)

Assembly: Rise.Domain.dll

```
public enum RolesEnum
```

## Fields

Admin = 0

Godparent = 2

User = 1

# Enum StreetEnum

Namespace: [Rise.Domain.Common](#)

Assembly: Rise.Domain.dll

```
public enum StreetEnum
```

## Extension Methods

[StreetEnumExtensions.GetStreetName\(StreetEnum\)](#)

## Fields

AFRIKALAAN = 1

BATAVIABRUG = 2

DECKERSTRAAT = 3

DOKNOORD = 4

DOORNZELESTRAAT = 5

FINLANDSTRAAT = 6

GASMETERLAAN = 7

GOUDBLOEMSTRAAT = 8

GROENDREEF = 9

GROTEMUIDE = 10

HALVEMAANSTRAAT = 11

HAM = 12

HAMERSTRAAT = 13

INDUSTRIEWEG = 14

KARELANTHEUNISSTRAAT = 15

KIEKENBOSSTRAAT = 16

KOOPVAARDIJLAAN = 17

LANGERBRUGGEKAAI = 18

MEULESTEDEBRUG = 19

MEULESTEDEDIJK = 20

MEULESTEDEHOF = 21

MEULESTEDEKAAI = 22

MEULESTEEDSESTEENWEG = 23

MUIDEHOFSTRAAT = 24

MUIDEKAAI = 25

MUIDELAAN = 26

MUIDEPOORT = 27

NEERMEERSKAAI = 28

NIEUWEVAART = 29

NULL = 0

OKTROOIPLEIN = 30

SCHELDEKAAI = 31

SCHOONSCHIPSTRAAT = 32

SPANJAARDSTRAAT = 33

STAPELPLEIN = 34

VOORHAVENKAAI = 35

ZEEESCHIPSTRAAT = 36

ZEEESCHIPSTRAATJE = 37

ZONGELAAN = 38

# Class StreetEnumExtensions

Namespace: [Rise.Domain.Common](#)

Assembly: Rise.Domain.dll

```
public static class StreetEnumExtensions
```

## Inheritance

[object](#) ← StreetEnumExtensions

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### GetStreetEnum(string)

```
public static StreetEnum GetStreetEnum(this string streetName)
```

#### Parameters

streetName [string](#)

#### Returns

[StreetEnum](#)

### GetStreetName(StreetEnum)

```
public static string GetStreetName(this StreetEnum streetType)
```

#### Parameters

streetType [StreetEnum](#)

Returns

[string](#) ↗

# Namespace Rise.Domain.Products

## Classes

[Product](#)

# Class Product

Namespace: [Rise.Domain.Products](#)

Assembly: Rise.Domain.dll

```
public class Product : Entity
```

## Inheritance

[object](#) ← [Entity](#) ← Product

## Inherited Members

[Entity.Id](#) , [Entity.CreatedAt](#) , [EntityUpdatedAt](#) , [Entity.IsDeleted](#) , [Entity.Equals\(object\)](#) ,  
[Entity.GetHashCode\(\)](#) , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

# Properties

## Name

```
public required string Name { get; set; }
```

## Property Value

[string](#)

# Namespace Rise.Domain.Tests.Products

## Classes

### [ProductShould](#)

Example Domain Tests using xUnit and Shouldly <https://xunit.net> ↗ <https://docs.shouldly.org> ↗

# Class ProductShould

Namespace: [Rise.Domain.Tests.Products](#)

Assembly: Rise.Domain.Tests.dll

Example Domain Tests using xUnit and Shouldly <https://xunit.net> <https://docs.shouldly.org>

```
public class ProductShould
```

## Inheritance

[object](#) ← ProductShould

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

# Methods

## BeCreated()

```
[Fact]  
public void BeCreated()
```

## NotBeChangedToHaveAnInvalidName(string?)

```
[Theory]  
[InlineData(null)]  
[InlineData(new object[] { " " })]  
[InlineData(new object[] { "" })]  
public void NotBeChangedToHaveAnInvalidName(string? name)
```

## Parameters

name [string](#)

## NotBeCreatedWithAnInvalidName(string?)

```
[Theory]
[InlineData(null)]
[InlineData(new object[] { " " })]
[InlineData(new object[] { "" })]
public void NotBeCreatedWithAnInvalidName(string? name)
```

### Parameters

name [string](#) ↗

# Namespace Rise.Domain.Tests.Users

## Classes

[AddressShould](#)

[RoleShould](#)

[UserShould](#)

# Class AddressShould

Namespace: [Rise.Domain.Tests.Users](#)

Assembly: Rise.Domain.Tests.dll

```
public class AddressShould
```

## Inheritance

[object](#) ← AddressShould

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### ShouldAssignCorrectHouseNumber()

```
[Fact]  
public void ShouldAssignCorrectHouseNumber()
```

### ShouldAssignCorrectStreet()

```
[Fact]  
public void ShouldAssignCorrectStreet()
```

### ShouldThrowIncorrectHouseNumber(int)

```
[Theory]  
[InlineData(new object[] { 0 })]  
[InlineData(new object[] { -1 })]  
public void ShouldThrowIncorrectHouseNumber(int houseNumber)
```

## Parameters

```
houseNumber int ↗
```

## ShouldThrowIncorrectStreet()

```
[Fact]
```

```
public void ShouldThrowIncorrectStreet()
```

# Class RoleShould

Namespace: [Rise.Domain.Tests.Users](#)

Assembly: Rise.Domain.Tests.dll

```
public class RoleShould
```

## Inheritance

[object](#) ← RoleShould

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

# Methods

## ShouldAssignCorrectRole()

[Fact]

```
public void ShouldAssignCorrectRole()
```

# Class UserShould

Namespace: [Rise.Domain.Tests.Users](#)

Assembly: Rise.Domain.Tests.dll

```
public class UserShould
```

## Inheritance

[object](#) ← UserShould

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### ShouldAssignCorrectAddressToUser()

```
[Fact]  
public void ShouldAssignCorrectAddressToUser()
```

### ShouldAssignCorrectRoleToUser()

```
[Fact]  
public void ShouldAssignCorrectRoleToUser()
```

### ShouldCreateCorrectUser()

```
[Fact]  
public void ShouldCreateCorrectUser()
```

### ShouldThrowIncorrectEmail(string?)

```
[Theory]
[InlineData(null)]
[InlineData(new object[] { " " })]
[InlineData(new object[] { "" })]
public void ShouldThrowIncorrectEmail(string? email)
```

Parameters

email [string](#)

## ShouldThrowIncorrectFirstname(string?)

```
[Theory]
[InlineData(null)]
[InlineData(new object[] { " " })]
[InlineData(new object[] { "" })]
public void ShouldThrowIncorrectFirstname(string? firstname)
```

Parameters

firstname [string](#)

## ShouldThrowIncorrectLastname(string?)

```
[Theory]
[InlineData(null)]
[InlineData(new object[] { " " })]
[InlineData(new object[] { "" })]
public void ShouldThrowIncorrectLastname(string? lastname)
```

Parameters

lastname [string](#)

## ShouldThrowIncorrectPass(string?)

```
[Theory]
[InlineData(null)]
[InlineData(new object[] { " " })]
[InlineData(new object[] { "" })]
public void ShouldThrowIncorrectPass(string? pass)
```

Parameters

pass [string](#)

## ShouldThrowIncorrectPhonenumber(string?)

```
[Theory]
[InlineData(null)]
[InlineData(new object[] { " " })]
[InlineData(new object[] { "" })]
public void ShouldThrowIncorrectPhonenumber(string? phonenumbers)
```

Parameters

phonenumbers [string](#)

# Namespace Rise.Domain.Users

## Classes

### [Address](#)

Represents a user's address in the system.

### [Role](#)

Represents a role assigned to a user in the system.

### [User](#)

Represents a user entity in the system

# Class Address

Namespace: [Rise.Domain.Users](#)

Assembly: Rise.Domain.dll

Represents a user's address in the system.

```
public class Address : Entity
```

## Inheritance

[object](#) ↗ ← [Entity](#) ← Address

## Inherited Members

[Entity.Id](#) , [Entity.CreatedAt](#) , [Entity.UpdatedAt](#) , [Entity.IsDeleted](#) , [Entity.Equals\(object\)](#) ,  
[Entity.GetHashCode\(\)](#) , [object.Equals\(object, object\)](#) ↗ , [object.GetType\(\)](#) ↗ , [object.MemberwiseClone\(\)](#) ↗ ,  
[object.ReferenceEquals\(object, object\)](#) ↗ , [object.ToString\(\)](#) ↗

## Constructors

### Address(string, int)

Initializes a new instance of the [Address](#) class with the specified street and house number.

```
public Address(string street, int houseNumber)
```

#### Parameters

**street** [string](#) ↗

The street of the address.

**houseNumber** [int](#) ↗

The house number of the address.

### Address(string, int, string?)

Initializes a new instance of the [Address](#) class with the specified street, house number, and optional bus number.

```
public Address(string street, int houseNumber, string? bus = null)
```

## Parameters

**street** [string](#)

The street of the address.

**houseNumber** [int](#)

The house number of the address.

**bus** [string](#)

The optional bus number of the address.

# Properties

## Bus

Gets or sets the optional bus number of the address.

```
public string? Bus { get; set; }
```

## Property Value

[string](#)

## HouseNumber

Gets or sets the house number of the address.

```
public int HouseNumber { get; set; }
```

## Property Value

[int](#)

## Exceptions

### [ArgumentOutOfRangeException](#)

Thrown when the house number is less than or equal to zero.

## Street

Gets or sets the street name of the address.

```
public string Street { get; set; }
```

### Property Value

[string](#)

## Remarks

The street name is derived from the [StreetEnum](#) enumeration.

## Exceptions

### [ArgumentNullException](#)

Thrown when the street is [null](#).

## User

Gets or sets the user associated with this address.

```
public User User { get; set; }
```

### Property Value

[User](#)

## Exceptions

## [ArgumentNullException](#)

Thrown when the user is `null`.

# Class Role

Namespace: [Rise.Domain.Users](#)

Assembly: Rise.Domain.dll

Represents a role assigned to a user in the system.

```
public class Role : Entity
```

## Inheritance

[object](#) ↗ ← [Entity](#) ← Role

## Inherited Members

[Entity.Id](#) , [Entity.CreatedAt](#) , [Entity.UpdatedAt](#) , [Entity.IsDeleted](#) , [Entity.Equals\(object\)](#) ,  
[Entity.GetHashCode\(\)](#) , [object.Equals\(object, object\)](#) ↗ , [object.GetType\(\)](#) ↗ , [object.MemberwiseClone\(\)](#) ↗ ,  
[object.ReferenceEquals\(object, object\)](#) ↗ , [object.ToString\(\)](#) ↗

# Constructors

## Role(RolesEnum)

Initializes a new instance of the [Role](#) class with a specified role name.

```
public Role(RolesEnum name = RolesEnum.User)
```

## Parameters

**name** [RolesEnum](#)

The role name to assign. Defaults to [User](#).

# Properties

## Name

Gets or sets the name of the role.

```
public RolesEnum Name { get; set; }
```

## Property Value

[RolesEnum](#)

## Remarks

The role name is based on the [RolesEnum](#) enumeration.

## Exceptions

[ArgumentOutOfRangeException](#)

Thrown when the assigned role name is not valid according to the [RolesEnum](#).

# Class User

Namespace: [Rise.Domain.Users](#)

Assembly: Rise.Domain.dll

Represents a user entity in the system

```
public class User : Entity
```

## Inheritance

[object](#) ← [Entity](#) ← User

## Inherited Members

[Entity.Id](#), [Entity.CreatedAt](#), [Entity.UpdatedAt](#), [Entity.IsDeleted](#), [Entity.Equals\(object\)](#),  
[Entity.GetHashCode\(\)](#), [object.Equals\(object, object\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#),  
[object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

## Constructors

User(string, string, string, string, DateTime, Address, string)

Initializes a new instance of the [User](#) class with the specified details.

```
public User(string firstName, string lastName, string email, string password, DateTime  
birthDate, Address address, string phoneNumber)
```

## Parameters

**firstName** [string](#)

The first name of the user.

**lastName** [string](#)

The last name of the user.

**email** [string](#)

The email address of the user.

**password** [string](#)

The password of the user.

**birthDate** [DateTime](#)

The birth date of the user.

**address** [Address](#)

The address of the user.

**phoneNumber** [string](#)

The phone number of the user.

## Properties

### Address

Gets or sets the address of the user.

```
public Address Address { get; set; }
```

### Property Value

[Address](#)

### BirthDate

Gets or sets the birth date of the user.

```
public DateTime BirthDate { get; set; }
```

### Property Value

[DateTime](#)

## Email

Gets or sets the email address of the user.

```
public string Email { get; set; }
```

### Property Value

[string](#)

## FirstName

Gets or sets the first name of the user.

```
public string FirstName { get; set; }
```

### Property Value

[string](#)

## LastName

Gets or sets the last name of the user.

```
public string LastName { get; set; }
```

### Property Value

[string](#)

## Password

Gets or sets the password of the user.

```
public string Password { get; set; }
```

## Property Value

[string](#)

## PhoneNumber

Gets or sets the phone number of the user.

```
public string PhoneNumber { get; set; }
```

## Property Value

[string](#)

## Roles

Gets the roles associated with the user.

```
public IReadOnlyList<Role> Roles { get; }
```

## Property Value

[IReadOnlyList](#)<[Role](#)>

## Methods

### Activate()

Reactivates a previously deleted user.

```
public void Activate()
```

### AddRole(Role)

Adds a role to the user.

```
public void AddRole(Role role)
```

## Parameters

**role** [Role](#)

The role to add.

## RemoveRole(Role)

Removes a role from the user.

```
public void RemoveRole(Role role)
```

## Parameters

**role** [Role](#)

The role to remove.

## SoftDelete()

Marks the user as deleted (soft delete).

```
public void SoftDelete()
```

# Namespace Rise.Persistence

## Classes

### [ApplicationDbContext](#)

A DbContext instance represents a session with the database and can be used to query and save instances of your entities. DbContext is a combination of the Unit Of Work and Repository patterns.

### [Seeder](#)

Responsible for seeding the database with initial data.

# Class ApplicationDbContext

Namespace: [Rise.Persistence](#)

Assembly: Rise.Persistence.dll

A DbContext instance represents a session with the database and can be used to query and save instances of your entities. DbContext is a combination of the Unit Of Work and Repository patterns.

```
public class ApplicationDbContext : DbContext, IInfrastructure<IServiceProvider>,  
IDbContextDependencies, IDbSetCache, IDbContextPoolable, IResettableService,  
IDisposable, IAsyncDisposable
```

## Inheritance

[object](#) ← [DbContext](#) ← ApplicationDbContext

## Implements

[IInfrastructure](#)<[IServiceProvider](#)>, [IDbContextDependencies](#), [IDbSetCache](#), [IDbContextPoolable](#),  
[IResettableService](#), [IDisposable](#), [IAsyncDisposable](#)

## Inherited Members

[DbContext.Set< TEntity >\(\)](#), [DbContext.Set< TEntity >\(string\)](#),  
[DbContext.OnConfiguring\(DbContextOptionsBuilder\)](#), [DbContext.SaveChanges\(\)](#),  
[DbContext.SaveChanges\(bool\)](#), [DbContext.SaveChangesAsync\(CancellationToken\)](#),  
[DbContext.SaveChangesAsync\(bool, CancellationToken\)](#), [DbContext.Dispose\(\)](#),  
[DbContext.DisposeAsync\(\)](#), [DbContext.Entry< TEntity >\(TEntity\)](#), [DbContext.Entry\(object\)](#),  
[DbContext.Add< TEntity >\(TEntity\)](#), [DbContext.AddAsync< TEntity >\(TEntity, CancellationToken\)](#),  
[DbContext.Attach< TEntity >\(TEntity\)](#), [DbContext.Update< TEntity >\(TEntity\)](#),  
[DbContext.Remove< TEntity >\(TEntity\)](#), [DbContext.Add\(object\)](#),  
[DbContext.AddAsync\(object, CancellationToken\)](#), [DbContext.Attach\(object\)](#),  
[DbContext.Update\(object\)](#), [DbContext.Remove\(object\)](#), [DbContext.AddRange\(params object\[\]\)](#),  
[DbContext.AddRangeAsync\(params object\[\]\)](#), [DbContext.AttachRange\(params object\[\]\)](#),  
[DbContext.UpdateRange\(params object\[\]\)](#), [DbContext.RemoveRange\(params object\[\]\)](#),  
[DbContext.AddRange\(IEnumerable< object >\)](#),  
[DbContext.AddRangeAsync\(IEnumerable< object >, CancellationToken\)](#),  
[DbContext.AttachRange\(IEnumerable< object >\)](#), [DbContext.UpdateRange\(IEnumerable< object >\)](#),  
[DbContext.RemoveRange\(IEnumerable< object >\)](#), [DbContext.Find\(Type, params object\[\]\)](#),  
[DbContext.FindAsync\(Type, params object\[\]\)](#),  
[DbContext.FindAsync\(Type, object\[\], CancellationToken\)](#), [DbContext.Find< TEntity >\(params object\[\]\)](#),  
[DbContext.FindAsync< TEntity >\(params object\[\]\)](#),  
[DbContext.FindAsync< TEntity >\(object\[\], CancellationToken\)](#),

[DbContext.FromExpression<TResult>\(Expression<Func<IQueryable<TResult>>\)](#) ,  
[DbContext.Database](#) , [DbContext.ChangeTracker](#) , [DbContext.Model](#) , [DbContext.ContextId](#) ,  
[DbContext.SavingChanges](#) , [DbContext.SavedChanges](#) , [DbContext.SaveChangesFailed](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Remarks

Entity Framework Core does not support multiple parallel operations being run on the same DbContext instance. This includes both parallel execution of async queries and any explicit concurrent use from multiple threads. Therefore, always await async calls immediately, or use separate DbContext instances for operations that execute in parallel. See [Avoiding DbContext threading issues](#) for more information and examples.

Typically you create a class that derives from DbContext and contains [DbSet< TEntity >](#) properties for each entity in the model. If the [DbSet< TEntity >](#) properties have a public setter, they are automatically initialized when the instance of the derived context is created.

Override the [OnConfiguring\(DbContextOptionsBuilder\)](#) method to configure the database (and other options) to be used for the context. Alternatively, if you would rather perform configuration externally instead of inline in your context, you can use [DbContextOptionsBuilder< TContext >](#) (or [DbContextOptionsBuilder](#)) to externally create an instance of [DbContextOptions< TContext >](#) (or [DbContextOptions](#)) and pass it to a base constructor of [DbContext](#).

The model is discovered by running a set of conventions over the entity classes found in the [DbSet< TEntity >](#) properties on the derived context. To further configure the model that is discovered by convention, you can override the [OnModelCreating\(ModelBuilder\)](#) method.

See [DbContext lifetime, configuration, and initialization](#) , [Querying data with EF Core](#) , [Changing tracking](#) , and [Saving data with EF Core](#) for more information and examples.

## Constructors

### ApplicationDbContext(DbContextOptions)

```
public ApplicationDbContext(DbContextOptions options)
```

#### Parameters

options [DbContextOptions](#)

# Properties

## Addresses

```
public DbSet<Address> Addresses { get; }
```

## Property Value

[DbSet](#) <[Address](#)>

## Products

```
public DbSet<Product> Products { get; }
```

## Property Value

[DbSet](#) <[Product](#)>

## Roles

```
public DbSet<Role> Roles { get; }
```

## Property Value

[DbSet](#) <[Role](#)>

## Users

```
public DbSet<User> Users { get; }
```

## Property Value

[DbSet](#) <[User](#)>

# Methods

## ConfigureConventions(ModelConfigurationBuilder)

Override this method to set defaults and configure conventions before they run. This method is invoked before [OnModelCreating\(ModelBuilder\)](#).

```
protected override void ConfigureConventions(ModelConfigurationBuilder configurationBuilder)
```

### Parameters

`configurationBuilder` [ModelConfigurationBuilder](#)

The builder being used to set defaults and configure conventions that will be used to build the model for this context.

### Remarks

If a model is explicitly set on the options for this context (via [UseModel\(IModel\)](#)) then this method will not be run. However, it will still run when creating a compiled model.

See [Pre-convention model building in EF Core](#) for more information and examples.

## OnModelCreating(ModelBuilder)

Override this method to further configure the model that was discovered by convention from the entity types exposed in [DbSet< TEntity >](#) properties on your derived context. The resulting model may be cached and re-used for subsequent instances of your derived context.

```
protected override void OnModelCreating(ModelBuilder modelBuilder)
```

### Parameters

`modelBuilder` [ModelBuilder](#)

The builder being used to construct the model for this context. Databases (and other extensions) typically define extension methods on this object that allow you to configure aspects of the model that are specific to a given database.

### Remarks

If a model is explicitly set on the options for this context (via [UseModel\(IModel\)](#)) then this method will not be run. However, it will still run when creating a compiled model.

See [Modeling entity types and relationships](#) for more information and examples.

# Class Seeder

Namespace: [Rise.Persistence](#)

Assembly: Rise.Persistence.dll

Responsible for seeding the database with initial data.

```
public class Seeder
```

## Inheritance

[object](#) ← Seeder

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### Seeder(ApplicationDbContext)

Initializes a new instance of the [Seeder](#) class with a specified [ApplicationDbContext](#).

```
public Seeder(ApplicationDbContext dbContext)
```

## Parameters

**dbContext** [ApplicationDbContext](#)

The database context used for seeding.

## Methods

### Seed()

Seeds the database with initial data if it has not been seeded already.

```
public void Seed()
```

# Namespace Rise.Persistence.Migrations

## Classes

### Initial

A base class inherited by each EF Core migration.

### addedUserTables

A base class inherited by each EF Core migration.

# Class Initial

Namespace: [Rise.Persistence.Migrations](#)

Assembly: Rise.Persistence.dll

A base class inherited by each EF Core migration.

```
[DbContext(typeof(ApplicationDbContext))]
[Migration("20240926211417_Initial")]
public class Initial : Migration
```

## Inheritance

[object](#) ← [Migration](#) ← Initial

## Inherited Members

[Migration.InitialDatabase](#) , [Migration.TargetModel](#) , [Migration.UpOperations](#) ,  
[Migration.DownOperations](#) , [Migration.ActiveProvider](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Remarks

See [Database migrations](#) for more information and examples.

## Methods

### BuildTargetModel(ModelBuilder)

Implemented to build the [TargetModel](#).

```
protected override void BuildTargetModel(ModelBuilder modelBuilder)
```

## Parameters

[modelBuilder](#) [ModelBuilder](#)

The [ModelBuilder](#) to use to build the model.

## Remarks

See [Database migrations](#) for more information and examples.

## Down(MigrationBuilder)

Builds the operations that will migrate the database 'down'.

```
protected override void Down(MigrationBuilder migrationBuilder)
```

### Parameters

`migrationBuilder` [MigrationBuilder](#)

The [MigrationBuilder](#) that will build the operations.

### Remarks

That is, builds the operations that will take the database from the state left in by this migration so that it returns to the state that it was in before this migration was applied.

This method must be overridden in each class that inherits from [Migration](#) if both 'up' and 'down' migrations are to be supported. If it is not overridden, then calling it will throw and it will not be possible to migrate in the 'down' direction.

See [Database migrations](#) for more information and examples.

## Up(MigrationBuilder)

Builds the operations that will migrate the database 'up'.

```
protected override void Up(MigrationBuilder migrationBuilder)
```

### Parameters

`migrationBuilder` [MigrationBuilder](#)

The [MigrationBuilder](#) that will build the operations.

### Remarks

That is, builds the operations that will take the database from the state left in by the previous migration so that it is up-to-date with regard to this migration.

This method must be overridden in each class that inherits from [Migration](#).

See [Database migrations](#) for more information and examples.

# Class addedUserTables

Namespace: [Rise.Persistence.Migrations](#)

Assembly: Rise.Persistence.dll

A base class inherited by each EF Core migration.

```
[DbContext(typeof(ApplicationDbContext))]
[Migration("20241011055054_addedUserTables")]
public class addedUserTables : Migration
```

## Inheritance

[object](#) ← [Migration](#) ← addedUserTables

## Inherited Members

[Migration.InitialDatabase](#) , [Migration.TargetModel](#) , [Migration.UpOperations](#) ,  
[Migration.DownOperations](#) , [Migration.ActiveProvider](#) , [object.Equals\(object\)](#) ,  
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Remarks

See [Database migrations](#) for more information and examples.

## Methods

### BuildTargetModel(ModelBuilder)

Implemented to build the [TargetModel](#).

```
protected override void BuildTargetModel(ModelBuilder modelBuilder)
```

## Parameters

[modelBuilder](#) [ModelBuilder](#)

The [ModelBuilder](#) to use to build the model.

## Remarks

See [Database migrations](#) for more information and examples.

## Down(MigrationBuilder)

Builds the operations that will migrate the database 'down'.

```
protected override void Down(MigrationBuilder migrationBuilder)
```

### Parameters

`migrationBuilder` [MigrationBuilder](#)

The [MigrationBuilder](#) that will build the operations.

### Remarks

That is, builds the operations that will take the database from the state left in by this migration so that it returns to the state that it was in before this migration was applied.

This method must be overridden in each class that inherits from [Migration](#) if both 'up' and 'down' migrations are to be supported. If it is not overridden, then calling it will throw and it will not be possible to migrate in the 'down' direction.

See [Database migrations](#) for more information and examples.

## Up(MigrationBuilder)

Builds the operations that will migrate the database 'up'.

```
protected override void Up(MigrationBuilder migrationBuilder)
```

### Parameters

`migrationBuilder` [MigrationBuilder](#)

The [MigrationBuilder](#) that will build the operations.

### Remarks

That is, builds the operations that will take the database from the state left in by the previous migration so that it is up-to-date with regard to this migration.

This method must be overridden in each class that inherits from [Migration](#).

See [Database migrations](#) for more information and examples.

# Namespace Rise.Persistence.Triggers

## Classes

### [EntityBeforeSaveTrigger](#)

Programmatic trigger, similar to a database trigger but database-agnostic. It works across various databases (e.g., swapping from Microsoft SQL Server to MariaDB). More info:

<https://github.com/koenbeuk/EntityFrameworkCore.Triggered>

# Class EntityBeforeSaveTrigger

Namespace: [Rise.Persistence.Triggers](#)

Assembly: Rise.Persistence.dll

Programmatic trigger, similar to a database trigger but database-agnostic. It works across various databases (e.g., swapping from Microsoft SQL Server to MariaDB). More info:

<https://github.com/koenbeuk/EntityFrameworkCore.Triggered>

```
public class EntityBeforeSaveTrigger : IBeforeSaveTrigger<Entity>
```

Inheritance

[object](#) ← EntityBeforeSaveTrigger

Implements

IBeforeSaveTrigger<[Entity](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### EntityBeforeSaveTrigger(ApplicationDbContext)

```
public EntityBeforeSaveTrigger(ApplicationDbContext dbContext)
```

Parameters

dbContext [ApplicationDbContext](#)

## Methods

### BeforeSave(ITriggerContext<Entity>)

```
public void BeforeSave(ITriggerContext<Entity> context)
```

## Parameters

**context** ITriggerContext<[Entity](#)>

# Namespace Rise.Server.Controllers

## Classes

[ProductController](#)

[UserController](#)

API controller for managing user-related operations.

# Class ProductController

Namespace: [Rise.Server.Controllers](#)

Assembly: Rise.Server.dll

```
[ApiController]
[Route("api/[controller]")]
public class ProductController : ControllerBase
```

## Inheritance

[object](#) ← [ControllerBase](#) ← ProductController

## Inherited Members

[ControllerBase.StatusCode\(int\)](#) , [ControllerBase.StatusCode\(int, object\)](#) ,  
[ControllerBase.Content\(string\)](#) , [ControllerBase.Content\(string, string\)](#) ,  
[ControllerBase.Content\(string, string, Encoding\)](#) ,  
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 [ControllerBase.BadRequest\(object\)](#)  ,  [ControllerBase.BadRequest\(ModelStateDictionary\)](#)  ,  
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 [ControllerBase.ValidationProblem\(ValidationProblemDetails\)](#)  ,  
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 [ControllerBase.Accepted\(string, object\)](#)  ,  [ControllerBase.Accepted\(Uri, object\)](#)  ,  
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 [ControllerBase.AcceptedAtAction\(string, string, object\)](#)  ,  
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 [ControllerBase.Forbid\(params string\[\]\)](#)  ,  [ControllerBase.Forbid\(AuthenticationProperties\)](#)  ,  
 [ControllerBase.Forbid\(AuthenticationProperties, params string\[\]\)](#)  ,  
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 [ControllerBase.SignOut\(AuthenticationProperties, params string\[\]\)](#)  ,  
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[ControllerBase.TryUpdateModelAsync<TModel>\(TModel, string, params Expression<Func<TModel, object>>\[\]\)](#) ,  
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 [ControllerBase.RouteData](#) ,  [ControllerBase.ModelState](#) ,  [ControllerBase.ControllerContext](#) ,  
 [ControllerBase.MetadataProvider](#) ,  [ControllerBase.ModelBinderFactory](#) ,  [ControllerBase.Url](#) ,  
 [ControllerBase.ObjectValidator](#) ,  [ControllerBase.ProblemDetailsFactory](#) ,  [ControllerBase.User](#) ,  
 [ControllerBase.Empty](#) ,  [object.Equals\(object\)](#) ,  [object.Equals\(object, object\)](#) ,  
 [object.GetHashCode\(\)](#) ,  [object.GetType\(\)](#) ,  [object.MemberwiseClone\(\)](#) ,  
 [object.ReferenceEquals\(object, object\)](#) ,  [object.ToString\(\)](#)

## Constructors

### ProductController(IProductService)

```
public ProductController(IProductService productService)
```

#### Parameters

productService [IProductService](#)

## Methods

### Get()

```
[HttpGet]  
public Task<IEnumerable<ProductDto>> Get()
```

#### Returns

[Task](#) <IEnumerable<[ProductDto](#)>>

# Class UserController

Namespace: [Rise.Server.Controllers](#)

Assembly: Rise.Server.dll

API controller for managing user-related operations.

```
[ApiController]
[Route("api/[controller]")]
public class UserController : ControllerBase
```

## Inheritance

[object](#) ← [ControllerBase](#) ← UserController

## Inherited Members

[ControllerBase.StatusCode\(int\)](#) , [ControllerBase.StatusCode\(int, object\)](#) ,  
[ControllerBase.Content\(string\)](#) , [ControllerBase.Content\(string, string\)](#) ,  
[ControllerBase.Content\(string, string, Encoding\)](#) ,  
[ControllerBase.Content\(string, MediaTypeHeaderValue\)](#) , [ControllerBase.NoContent\(\)](#) ,  
[ControllerBase.Ok\(\)](#) , [ControllerBase.Ok\(object\)](#) , [ControllerBase.Redirect\(string\)](#) ,  
[ControllerBase.RedirectPermanent\(string\)](#) , [ControllerBase.RedirectPreserveMethod\(string\)](#) ,  
[ControllerBase.RedirectPermanentPreserveMethod\(string\)](#) , [ControllerBase.LocalRedirect\(string\)](#) ,  
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[ControllerBase.RedirectToAction\(string, string, string\)](#) ,  
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[ControllerBase.RedirectToActionPermanent\(string, string, object, string\)](#) ,  
[ControllerBase.RedirectToActionPermanentPreserveMethod\(string, string, object, string\)](#) ,  
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 [object.GetHashCode\(\)](#) ,  [object.GetType\(\)](#) ,  [object.MemberwiseClone\(\)](#) ,  
 [object.ReferenceEquals\(object, object\)](#) ,  [object.ToString\(\)](#)

## Constructors

### UserController(IUserService)

Initializes a new instance of the [UserController](#) class with the specified user service.

```
public UserController(IUserService userService)
```

## Parameters

### userService [IUserService](#)

The user service that handles user operations.

## Methods

### Get()

Retrieves the current user asynchronously.

```
[HttpGet]  
public Task<UserDto?> Get()
```

Returns

[Task](#) <[UserDto](#)>

The current [UserDto](#) object or `null` if no user is found.

## Get(int)

Retrieves a user by their ID asynchronously.

```
[HttpGet("{id}")]  
public Task<UserDto?> Get(int id)
```

Parameters

`id` [int](#)

The ID of the user to retrieve.

Returns

[Task](#) <[UserDto](#)>

The [UserDto](#) object or `null` if no user with the specified ID is found.

## GetDetails(int)

Retrieves detailed information about a user by their ID asynchronously.

```
[HttpGet("details/{id}")]  
public Task<UserDto?> GetDetails(int id)
```

Parameters

`id` `int`

The ID of the user to retrieve details for.

Returns

`Task` <`UserDto`>

The detailed `UserDto` object or `null` if no user with the specified ID is found.

## Post(`UserDto`)

Creates a new user asynchronously.

```
[HttpPost]  
public Task<UserDto?> Post(UserDto user)
```

Parameters

`user` `UserDto`

The `UserDto` object containing user details to create.

Returns

`Task` <`UserDto`>

The created `UserDto` object or `null` if the user creation fails.

## Put(`UserDto`)

Updates an existing user asynchronously.

```
[HttpPut]  
public Task<bool> Put(UserDto user)
```

Parameters

`user` `UserDto`

The [UserDto](#) object containing updated user details.

Returns

[Task](#)<[bool](#)>

**true** if the update is successful; otherwise, **false**.

## Put(int)

Deletes a user by their ID asynchronously.

```
[HttpPost("{id}")]
public Task<bool> Put(int id)
```

Parameters

**id** [int](#)

The ID of the user to delete.

Returns

[Task](#)<[bool](#)>

**true** if the deletion is successful; otherwise, **false**.

# Namespace Rise.Services.Products

## Classes

[ProductService](#)

# Class ProductService

Namespace: [Rise.Services.Products](#)

Assembly: Rise.Services.dll

```
public class ProductService : IProductService
```

## Inheritance

[object](#) ← ProductService

## Implements

[IProductService](#)

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### ProductService(ApplicationDbContext)

```
public ProductService(ApplicationDbContext dbContext)
```

## Parameters

dbContext [ApplicationDbContext](#)

## Methods

### GetProductsAsync()

```
public Task<IEnumerable<ProductDto>> GetProductsAsync()
```

## Returns

[Task](#)<[IEnumerable](#)<ProductDto>>



# Namespace Rise.Services.Users

## Classes

[UserService](#)

# Class UserService

Namespace: [Rise.Services.Users](#)

Assembly: Rise.Services.dll

```
public class UserService : IUserService
```

## Inheritance

[object](#) ← UserService

## Implements

[IUserService](#)

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Constructors

### UserService(ApplicationDbContext)

```
public UserService(ApplicationDbContext dbContext)
```

## Parameters

dbContext [ApplicationDbContext](#)

## Methods

### CreateUserAsync(UserDto)

```
public Task<UserDto?> CreateUserAsync(UserDto user)
```

## Parameters

user [UserDto](#)

Returns

[Task](#) <[UserDto](#)>

## DeleteUserAsync(int)

```
public Task<bool> DeleteUserAsync(int id)
```

Parameters

**id** [int](#)

Returns

[Task](#) <[bool](#)>

## GetUserAsync()

```
public Task<UserDto?> GetUserAsync()
```

Returns

[Task](#) <[UserDto](#)>

## GetUserByIdAsync(int)

```
public Task<UserDto?> GetUserByIdAsync(int id)
```

Parameters

**id** [int](#)

Returns

[Task](#) <[UserDto](#)>

## GetUserDetailsAsync(int)

```
public Task<UserDto?> GetUserDetailsAsync(int id)
```

### Parameters

**id** [int](#)

### Returns

[Task](#) <[UserDto](#)>

## UpdateUserAsync(UserDto)

```
public Task<bool> UpdateUserAsync(UserDto user)
```

### Parameters

**user** [UserDto](#)

### Returns

[Task](#) <[bool](#)>

# Namespace Rise.Shared.Enums

## Enums

[RolesEnum](#)

# Enum RolesEnum

Namespace: [Rise.Shared.Enums](#)

Assembly: Rise.Shared.dll

```
public enum RolesEnum
```

## Fields

Admin = 0

Godparent = 2

User = 1

# Namespace Rise.Shared.Products

## Classes

[ProductDto](#)

## Interfaces

[IProductService](#)

# Interface IProductService

Namespace: [Rise.Shared.Products](#)

Assembly: Rise.Shared.dll

```
public interface IProductService
```

## Methods

### GetProductsAsync()

```
Task<IEnumerable<ProductDto>> GetProductsAsync()
```

Returns

[Task](#) <[IEnumerable](#) <[ProductDto](#)>>

# Class ProductDto

Namespace: [Rise.Shared.Products](#)

Assembly: Rise.Shared.dll

```
public class ProductDto
```

## Inheritance

[object](#) ← ProductDto

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

# Properties

## Id

```
public required int Id { get; set; }
```

### Property Value

[int](#)

## Name

```
public required string Name { get; set; }
```

### Property Value

[string](#)

# Namespace Rise.Shared.Users

## Classes

### [AddressDto](#)

Data Transfer Object (DTO) representing an address.

### [RoleDto](#)

Data Transfer Object (DTO) representing a user.

### [UserDto](#)

Data Transfer Object (DTO) representing a user.

## Interfaces

### [IUserService](#)

# Class AddressDto

Namespace: [Rise.Shared.Users](#)

Assembly: Rise.Shared.dll

Data Transfer Object (DTO) representing an address.

```
public class AddressDto
```

## Inheritance

[object](#) ← AddressDto

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### Bus

Gets or sets the optional bus number for the address.

```
public string? Bus { get; set; }
```

### Property Value

[string](#)

### HouseNumber

Gets or sets the house number of the address.

```
public int HouseNumber { get; set; }
```

### Property Value

[int ↗](#)

## Street

Gets or sets the street name of the address.

```
public string Street { get; set; }
```

### Property Value

[string ↗](#)

# Interface IUserService

Namespace: [Rise.Shared.Users](#)

Assembly: Rise.Shared.dll

```
public interface IUserService
```

## Methods

### CreateUserAsync(UserDto)

```
Task<UserDto?> CreateUserAsync(UserDto user)
```

Parameters

`user` [UserDto](#)

Returns

[Task](#) <[UserDto](#)>

### DeleteUserAsync(int)

```
Task<bool> DeleteUserAsync(int id)
```

Parameters

`id` [int](#)

Returns

[Task](#) <[bool](#)>

## GetUserAsync()

Task<UserDto?> GetUserAsync()

Returns

[Task](#) <[UserDto](#)>

## GetUserByIdAsync(int)

Task<UserDto?> GetUserByIdAsync([int](#) id)

Parameters

[id](#) [int](#)

Returns

[Task](#) <[UserDto](#)>

## GetUserDetailsAsync(int)

Task<UserDto?> GetUserDetailsAsync([int](#) id)

Parameters

[id](#) [int](#)

Returns

[Task](#) <[UserDto](#)>

## UpdateUserAsync(UserDto)

Task<[bool](#)> UpdateUserAsync(UserDto user)

## Parameters

**user** [UserDto](#)

## Returns

[Task](#) <[bool](#)>

# Class RoleDto

Namespace: [Rise.Shared.Users](#)

Assembly: Rise.Shared.dll

Data Transfer Object (DTO) representing a user.

```
public class RoleDto
```

Inheritance

[object](#) ← RoleDto

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### Id

Gets or sets the unique identifier of the role.

```
public int Id { get; set; }
```

Property Value

[int](#)

### Name

Gets or sets the name of the role.

```
public RolesEnum Name { get; set; }
```

Property Value

## [RolesEnum](#)

# Class UserDto

Namespace: [Rise.Shared.Users](#)

Assembly: Rise.Shared.dll

Data Transfer Object (DTO) representing a user.

```
public class UserDto
```

## Inheritance

[object](#) ← UserDto

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Properties

### Address

Gets or sets the address of the user.

```
public AddressDto Address { get; set; }
```

### Property Value

[AddressDto](#)

### BirthDate

Gets or sets the birth date of the user.

```
public DateTime BirthDate { get; set; }
```

### Property Value

## [DateTime](#)

### Email

Gets or sets the email address of the user.

```
public string Email { get; set; }
```

### Property Value

[string](#)

### FirstName

Gets or sets the first name of the user.

```
public string FirstName { get; set; }
```

### Property Value

[string](#)

### Id

Gets or sets the unique identifier of the user.

```
public int Id { get; set; }
```

### Property Value

[int](#)

### LastName

Gets or sets the last name of the user.

```
public string LastName { get; set; }
```

## PropertyValue

[string](#)

## Password

Gets or sets the password of the user.

```
public string Password { get; set; }
```

## PropertyValue

[string](#)

## PhoneNumber

Gets or sets the phone number of the user.

```
public string PhoneNumber { get; set; }
```

## PropertyValue

[string](#)

## Roles

Gets or sets the list of roles assigned to the user.

```
public List<RoleDto> Roles { get; set; }
```

## PropertyValue

[List](#) <[RoleDto](#)>

# Namespace Xunit

## Classes

### [ServiceCollectionLoggingExtensions](#)

Logging for xUnit helper class, taken from: <https://bunit.dev/docs/mis...>

# Class ServiceCollectionLoggingExtensions

Namespace: [Xunit](#)

Assembly: Rise.Client.Tests.dll

Logging for xUnit helper class, taken from: <https://bunit.dev/docs/misc-test-tips.html>

```
public static class ServiceCollectionLoggingExtensions
```

## Inheritance

[object](#) ← ServiceCollectionLoggingExtensions

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,  
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

## Methods

### AddXunitLogger(IServiceCollection, ITestOutputHelper)

```
public static IServiceCollection AddXunitLogger(this IServiceCollection services,  
ITestOutputHelper outputHelper)
```

#### Parameters

**services** [IServiceCollection](#)

**outputHelper** ITestOutputHelper

#### Returns

[IServiceCollection](#)