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Topics

- What's SignalR
- Creating a Server and Client
- Asynchronous Streaming



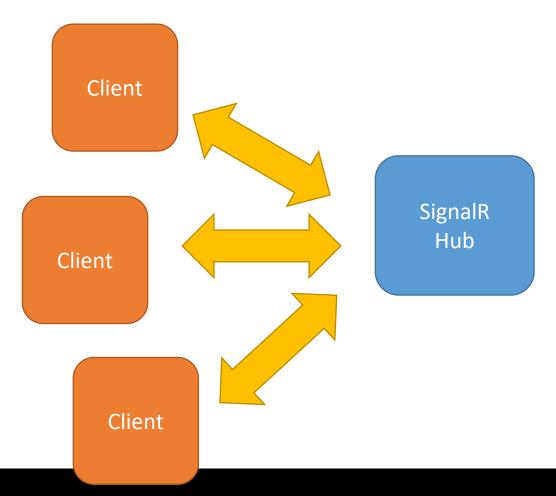
Intro to SignalR

What's SignalR?

Real-time functionality for applications

Push content to clients

Overview





Transports

HTML 5 transports

- WebSocket
- Server Sent Events (EventSource)

Comet transports

- Forever frame (IE only)
- Ajax long polling



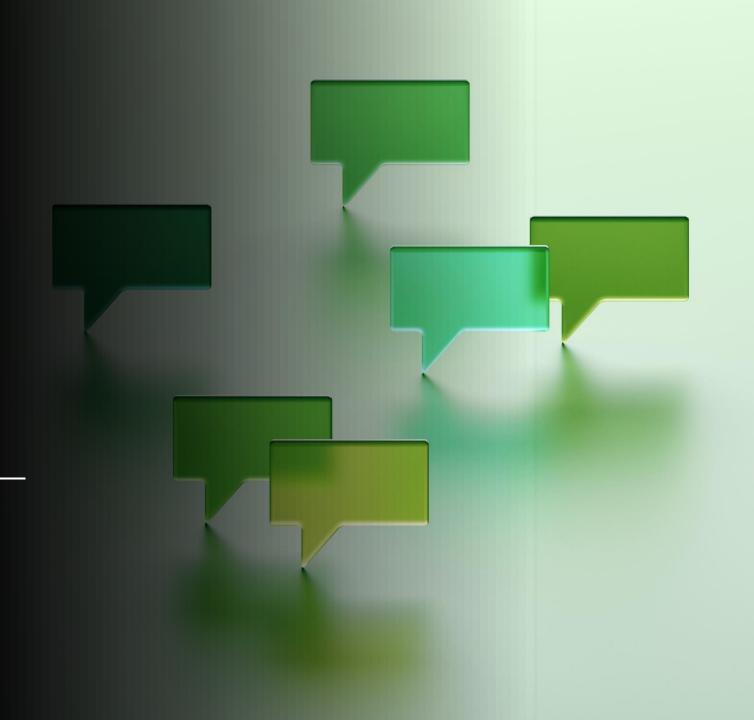


Libraries

- Server
 - ASP.NET Core
- Client
 - JavaScript
 - .NET
 - Java
 - C++ (unsupported)
 - Swift (unsupported)



Demo – Chat Application



Implementing a Server

- Configure DI
- Configure Middleware
- Create a Hub

```
var builder = WebApplication.CreateBuilder(args);
builder.Services.AddSignalR();
var app = builder.Build();
app.MapHub<ChatHub>("/chat");
app.MapGet("/", () => "Use a SignalR client");
app.Run();
```

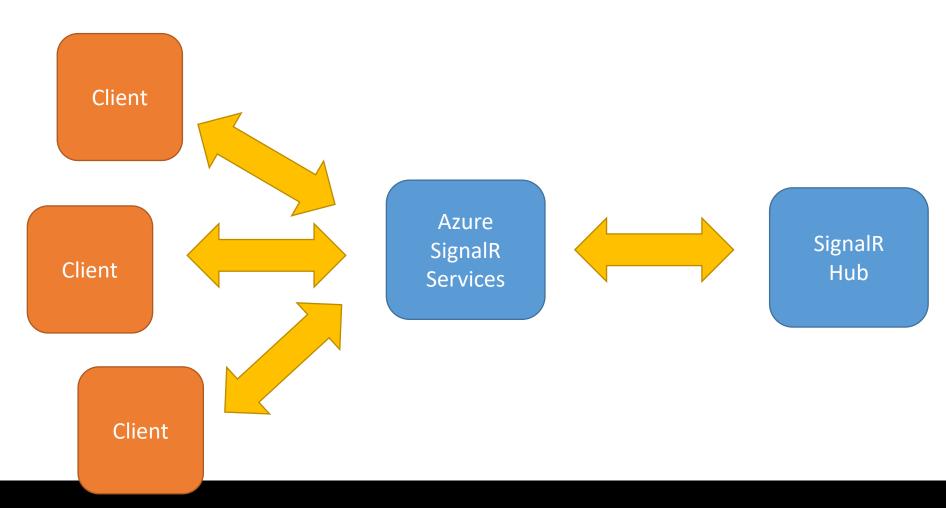
Hub

- Hub base class
- Overrides on connect, disconnect of clients
- Hub operations
- Access the SignalR context
- Send message to all clients, a group of clients, or one client (IHubCallerClients)





Reduce the load of your server









.NET Asynchronous Streaming

- Stream a list of asynchronous results
- IAsyncEnumerable<T>
- IAsyncEnumerator<T>
- IAsyncDisposable
- Enhancements with yield and foreach

Async Streaming with SignalR

- Server
 - Create Channel
 - Return ChannelReader
 - Send data using ChannelWriter
- Client
 - StreamAsChannelAsync
 - TryRead to read from the channel

- Server
 - Return IAsyncEnumerable
 - Use yield statement

- Client
 - StreamAsync
 - await foreach





Summary

- Easy to use library for real-time communication
- Asynchronous streaming



More Information

- https://csharp.christiannagel.com
- https://github.com/ProfessionalCSharp
- https://github.com/cnilearn/thrive2022

















