

# Working with Blazor Components

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**Daniel Villamizar**

Senior Cloud Solutions Architect - MVP

@danielvillamizara – <https://www.linkedin.com/in/danielvillamizara/>

# Module overview



**Doing more with components**

**Adding navigation**

**Using RenderFragment**

**Loading components dynamically**

**Handling errors in components**

**Using built-in components**

# Doing More with Components

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# Displaying Data in a Component UI

Technically data binding: one-way data binding from source to target (UI)

## EmployeeDetail.razor

```
<h1 class="page-title">  
    Details for @FirstName @LastName  
</h1>
```

## EmployeeDetail.razor.cs

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

# Changing the Access Modifier

## EmployeeDetail.razor

```
<h1 class="page-title">  
    Details for @_firstName @_lastName  
</h1>
```

## EmployeeDetail.razor.cs

```
private string _firstName;  
private string _lastName;
```

# Dotting into the Properties

## EmployeeDetail.razor

```
<h1 class="page-title">  
  Details for  
    @Employee.FirstName  
    @Employee.LastName  
</h1>
```

## EmployeeDetail.razor.cs

```
public Employee Employee { get; set; }
```



# Nesting Components

Components can include other components

Declared in HTML

# Nesting Components

May require @using to be added

## PageHeader.razor

```
<h1>@PageTitle</h1>
```

## EmployeeOverview.razor

```
@page "/employeeoverview"
```

```
<PageHeader></PageHeader>
```





**Components live in a namespace**

**Root namespace + folder**

- Typically project name

**May require @using to be added when using the component**

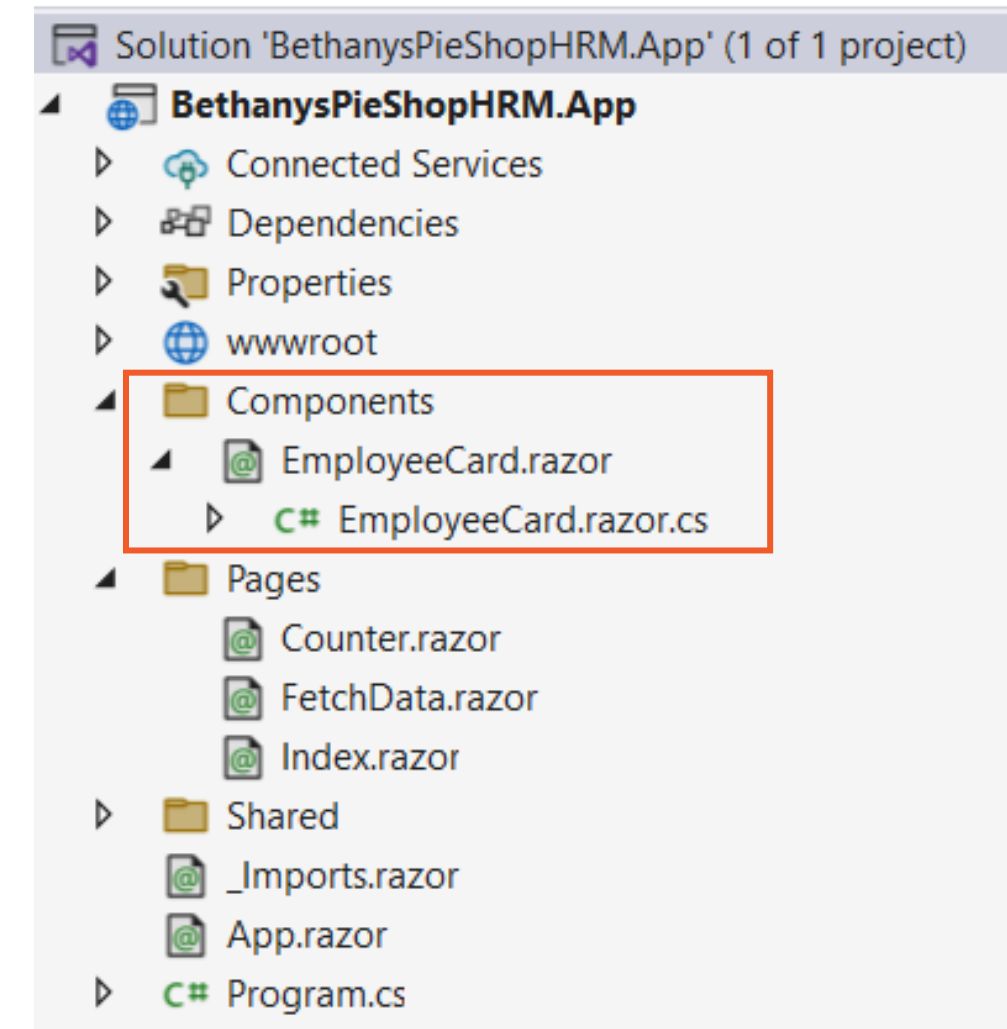
```
@using Microsoft.AspNetCore.Components.Forms
@using Microsoft.AspNetCore.Components.Routing
@using Microsoft.AspNetCore.Components.Web

@using BethanysPieShopHRM.App.Components
```

Using the \_Imports.razor File

# Component Namespaces

@using BethanysPieShopHRM.App.Components





# Component Parameters

Parameters are used to pass data between components

Use the [Parameter] attribute

Parameter can be simple or complex type

# Accepting a Parameter

<h3>@Name</h3>

```
@code {  
    [Parameter]  
    public string Name { get; set; } = string.Empty;  
}
```

```
<EmployeeCard Name="Gill Cleeren"></EmployeeCard>
```

Invoking a Component with a Parameter

# Demo



**Creating the employee card component**

**Passing data using [Parameter]**

# Working with Events in Components

@on{Dom Event}="Delegate"

```
<button @onclick="SaveEmployee">Save</button>
```

```
@code {  
    private void SaveEmployee()  
    {  
        //save the employee to the backend  
    }  
}
```



```
<button @onclick="ShowLocation">Show</button>
```

```
@code {  
    private void ShowLocation(MouseEventArgs e)  
    {  
  
    }  
}
```

## Using the Default Event Arguments

**@onclick** passes MouseEventArgs

**@onkeydown** passes KeyboardEventArgs

# Using Lambda Expressions

```
@for (int i = 1; i < 10; i++)
{
    var buttonNumber = i;

    <p>
        <button @onclick="@ (e => ShowLocation(e, buttonNumber))">
            Button @i
        </button>
    </p>
}

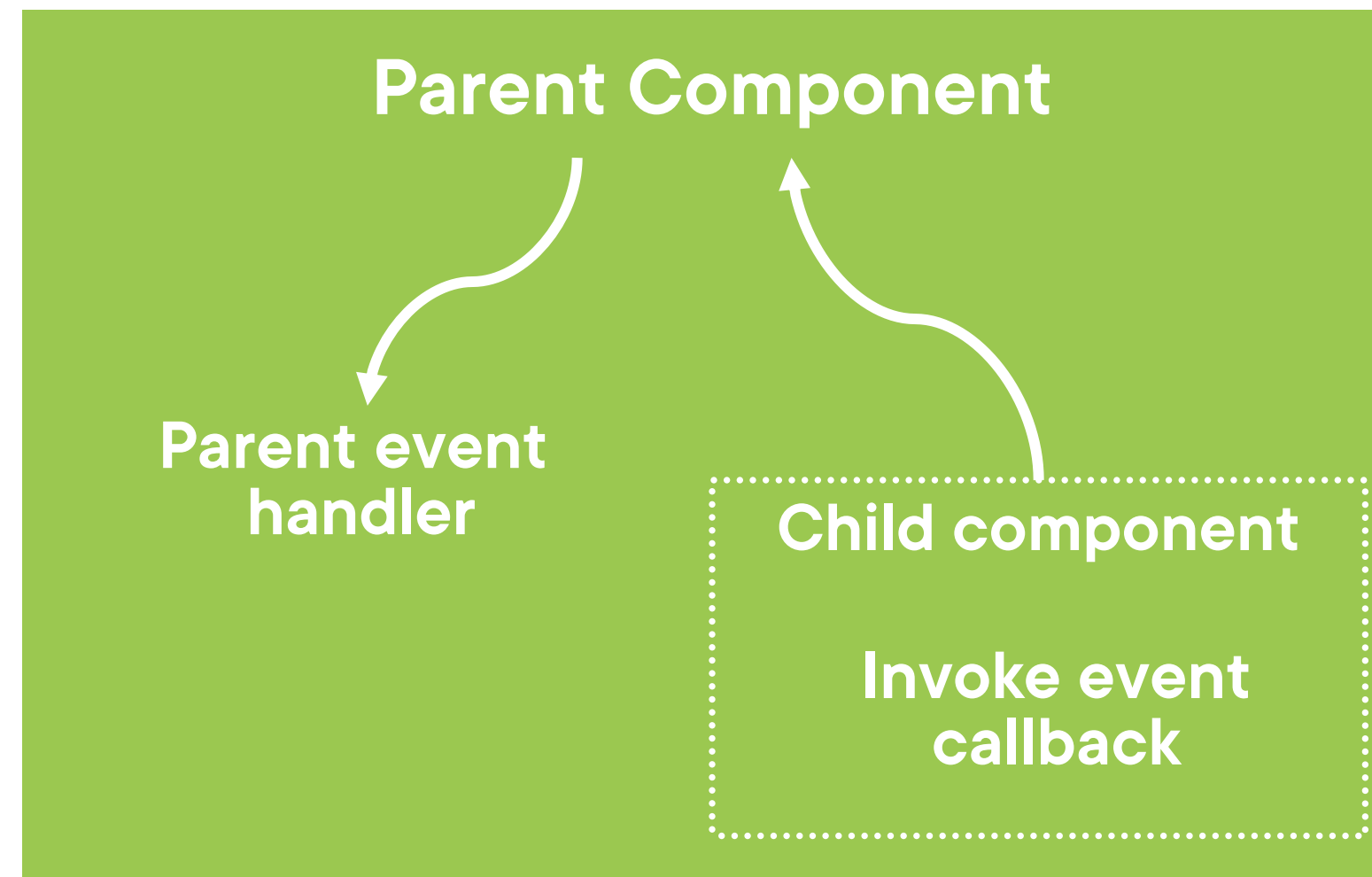
@code {

    private void ShowLocation(MouseEventArgs e, int buttonNumber)
    {

    }

}
```

# Using EventCallback



```
<button @onclick="TriggerCallbackToParent">Show</button>
```

```
@code {
```

```
    [Parameter]
```

```
    public EventCallback<MouseEventArgs> TriggerCallbackToParent { get; set; }
```

```
}
```

## Using EventCallback in the Nested Child Component

```
<ChildComponent TriggerCallbackToParent="ShowPopup"></ChildComponent>
```

```
@code {  
    private void ShowPopup()  
    {  
        ...  
    }  
}
```

Reacting to an EventCallback in the Parent Component



# Working with the Component Lifecycle

Events which are triggered automatically at certain points

Write code in overrides to hook into these

# Important Lifecycle Events

**OnInitialized()  
OnInitializedAsync()**

**OnParametersSet()  
OnParametersSetAsync()**

**OnAfterRender()  
OnAfterRenderAsync()**

```
protected override void OnInitialized()  
{  
    //Initialization code for the component  
}
```

## Overriding a Lifecycle Event



# Demo

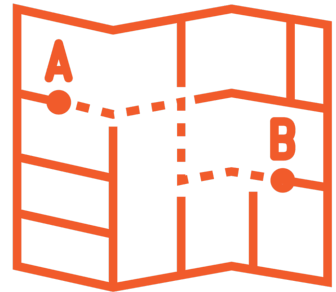


## Creating the Quick View popup component

# Adding Navigation

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# Navigating in Blazor Applications



**Router in App.razor is starting point**



**@page directive enables routing to the component**

**[1,2,3]**

**Can accept parameters**



**Use NavigationManager for code-based navigation**

# Router in App.razor

```
<Router AppAssembly="@typeof(App).Assembly">
  <Found Context="routeData">
    <RouteView RouteData="@routeData" DefaultLayout="@typeof(MainLayout)" />
  </Found>
  <NotFound>
    <h1>We can't find your page...</h1>
  </NotFound>
</Router>
```

```
@page "/employeeoverview"
```

A Component We Can Navigate to

```
@page "/employeeoverview"  
@page "/employeelist"
```

## Multiple Page Attributes

```
@page "/employeedetail/{EmployeeId}"
```

```
[Parameter]
```

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

## Adding Route Parameters

```
@page "/employeedetail/{Id:int}"
```

```
[Parameter]  
public int Id { get; set; }
```

## Adding a Constraint



```
[Parameter]  
[SupplyParameterFromQuery(Name = "id")]  
public string EmployeeId { get; set; }
```

## SupplyParameterFromQuery

**Specify that value can come from query string**

**Name property can be used to define a different query parameter**

```
[Inject]
public NavigationManager NavigationManager { get; set; }

NavigationManager.NavigateTo($" /employeedetail/{selectedEmployee.EmployeeId}");
```

## Triggering Navigation from Code

**NavigationManager is injected here using dependency injection**

# Demo



**Adding the employee details component**

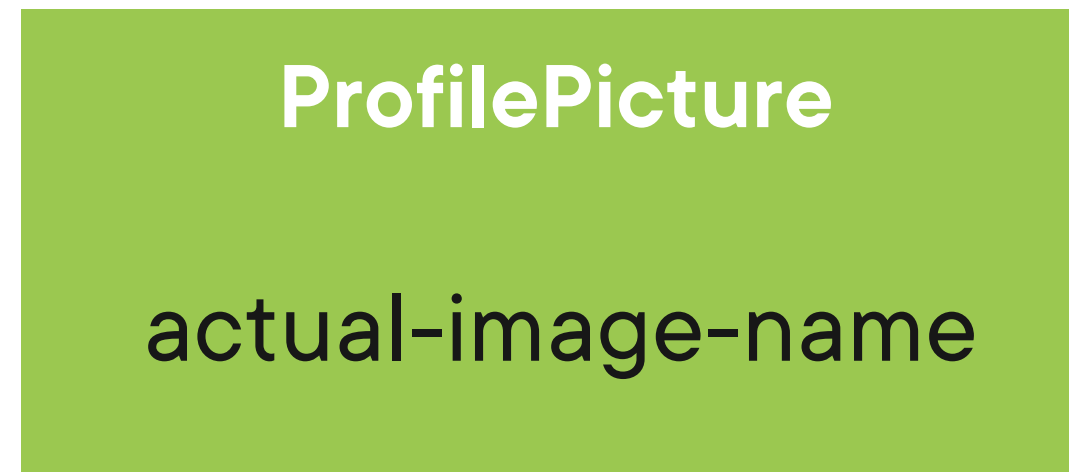
**Navigating to the details page**

# Using RenderFragment

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# Setting the Content

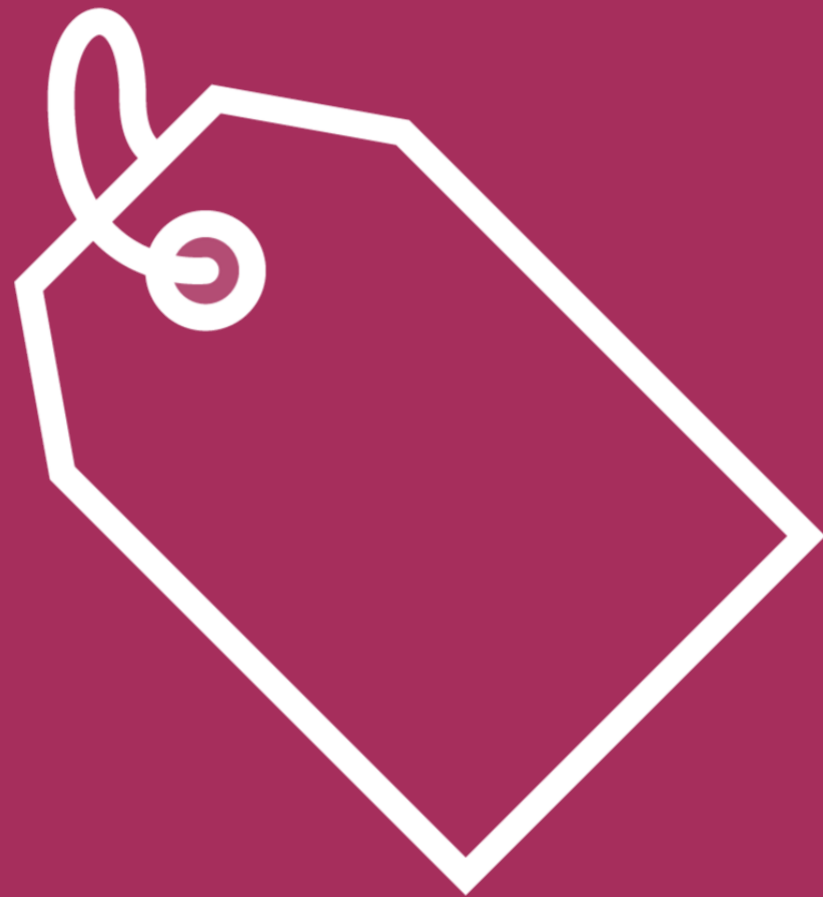
`<ProfilePicture>actual-image-name</ProfilePicture>`



# Using RenderFragment

```
<div class="profile-picture">  
    @ChildContent  
</div>
```

```
@code {  
  
    [Parameter]  
    public RenderFragment? ChildContent { get; set; }  
}
```



# Naming is everything!

The RenderFragment property must  
be named ChildContent!

# Demo



**Using RenderFragment to pass content**



# Loading Components Dynamically

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# Using Dynamic Components



```
<DynamicComponent Type="@type" />
```

```
@code {
```

```
    private Type type = ...;
```

```
}
```

## Using DynamicComponent

**Possible to pass in parameters too**

**Can render a dynamic UI if used in a loop**

# Demo

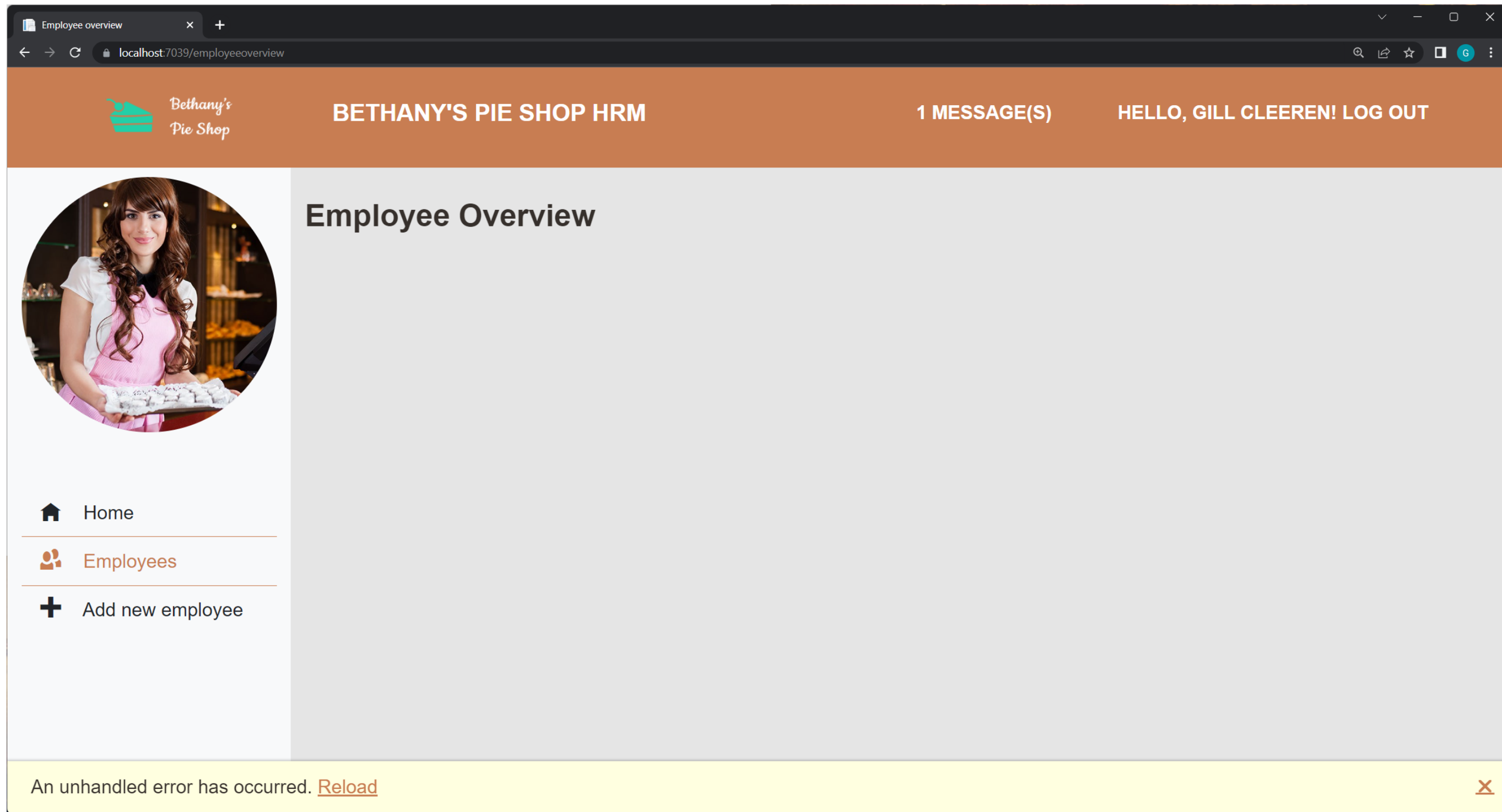


**Loading widgets on the home page**

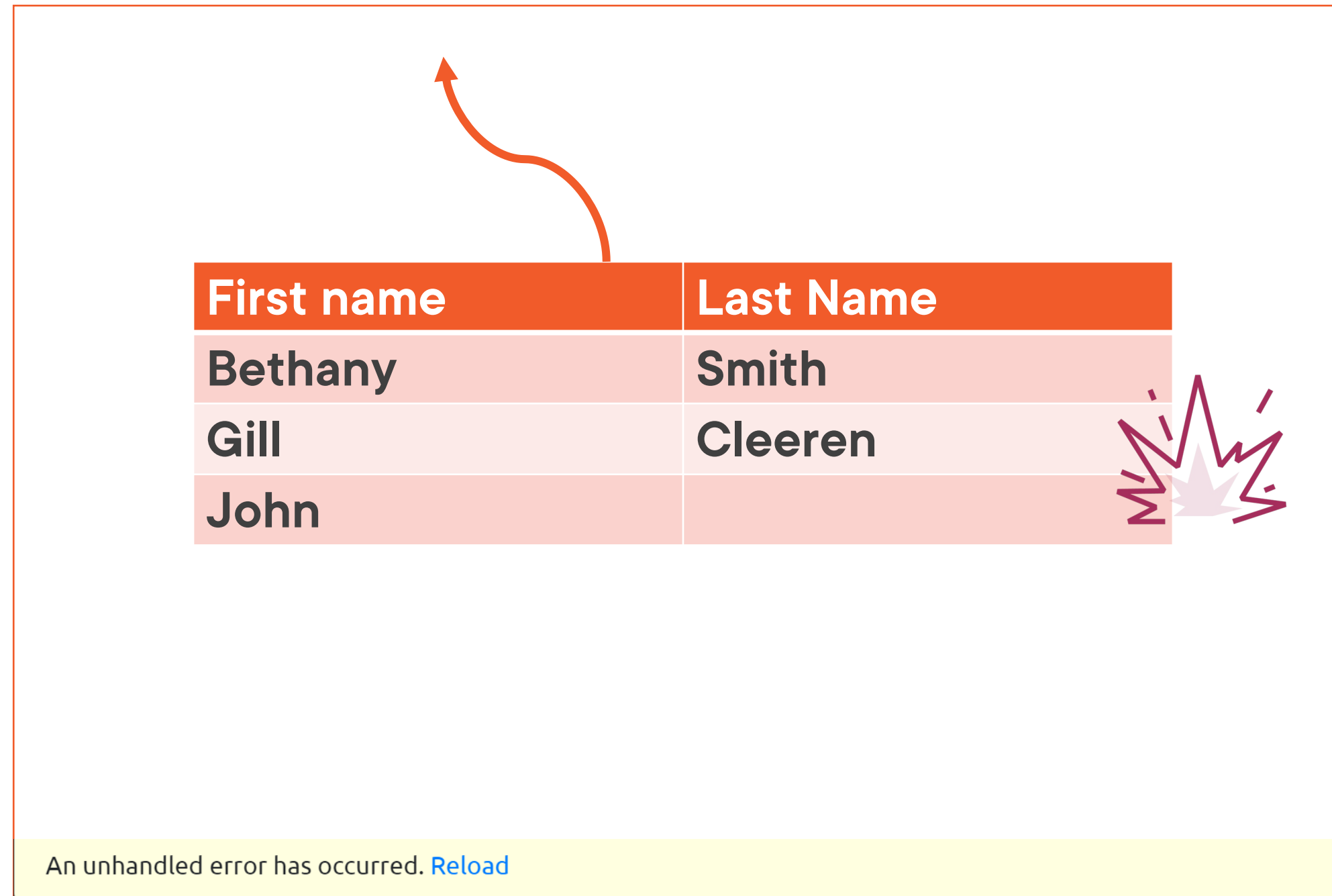
# Handling Errors in Components

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# The Default Exception Handling in Components



# Default Exception Handling




The diagram illustrates a web application's default exception handling. It features a table with two columns: 'First name' and 'Last Name'. The table contains three rows of data. A purple crash icon is positioned to the right of the table, indicating an error. An orange arrow points from the top of the table towards the top of the slide, representing the flow of an unhandled exception to the browser's error handling mechanism.

First name	Last Name
Bethany	Smith
Gill	Cleeren
John	

An unhandled error has occurred. [Reload](#)

# Adding Error Boundaries

First name	Last Name
Bethany	Smith
Gill	Cleeren
John	





```
<ErrorBoundary>  
  <EmployeeCard Employee="employee"></EmployeeCard>  
</ErrorBoundary>
```

## Using Error Boundaries

```
<ErrorBoundary>
  <ChildContent>
    <EmployeeCard Employee="employee"></EmployeeCard>
  </ChildContent>
  <ErrorContent>
    <p>Something went wrong!</p>
  </ErrorContent>
</ErrorBoundary>
```

## Showing a Specific Error

# Demo



## **Adding error boundaries**

# Using Built-in Components

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Everything is a component.

# Built-in Components

**App**

**Router**

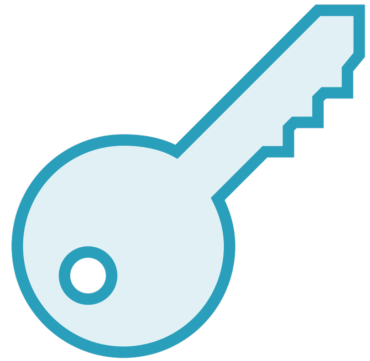
**DynamicComponent**

**ErrorBoundary**

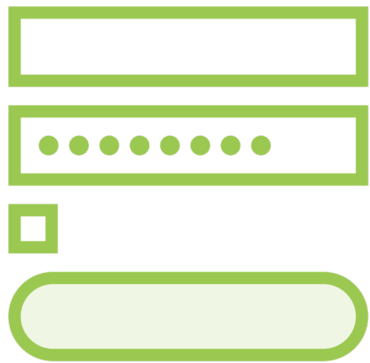
**NavMenu**

**NavLink**

# Built-in Components



**Authentication**



**Forms**



**Standalone: PageTitle...**

# Demo



**Setting the title of the page through Blazor**



## Summary



**Components can handle events and bind data**

**Parameters allow components to communicate**

**Navigation requires @page and is handled by Router component**

**Components can be rendered dynamically**

**Error boundaries allow catching errors within a component**

**Blazor comes with a set of built-in components**



**Up next:**  
Accessing real data using an API