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Annotated Bibliography

C# Essential Training 1: Types and Control Flow

<https://www.linkedin.com/learning/c-sharp-essential-training-1-types-and-control-flow/explore-the-essentials?>

This LinkedIn learning course helped me develop my basic understanding of C#. I referred to it throughout the project whenever I needed some more info about C#.

ASP.NET Overview

<https://learn.microsoft.com/en-us/aspnet/overview>

I used this comprehensive documentation to understand ASP.NET architecture and Blazor Server fundamentals. Throughout the project, I referred to specific sections covering dependency injection, service registration, and Razor component lifecycle management to implement features like real-time data updates and JavaScript interop effectively.

Spaceflight News API

<https://api.spaceflightnewsapi.net/v4/docs/>
<https://www.spaceflightnewsapi.net/>

I combed through this documentation to determine how to interact with the Spaceflight News API (SNAPI). The documentation was straightforward to me as they seem to use FastAPI, a python framework I am familiar with, and it was good to use their example endpoints online.

CesiumJS

<https://cesium.com/platform/cesiumjs/>

Cesium's main page provided me with clear instructions on how to implement the 3D globe for 3D dashboard.

Cesium community: Announcements, showcases, and discussion about the 3D geospatial ecosystem.

<https://community.cesium.com/>

I referred to these community chats to figure out some issues I was having regarding cesium, for example how to deal with the frames when selecting a location on the 3D dashboard. It was fun to do some searching through a stack overflow like site. I used it to figure out how to make the

YouTube video link work for the ISS on the 3D dashboard page as the issue was that YouTube was blocking accessing the video from within an iframe.

Amazon Q Developer

<https://aws.amazon.com/q/developer/>

I used my favorite extension on VS Code, Amazon Q, throughout my development process, serving as my AI coding assistant. I relied on it mostly for writing CSS, allowing me to focus on C# backend logic rather than frontend styling. Additionally, Q helped me troubleshoot technical issues, generate proof of concept code snippets, and provided architectural overviews for implementing complex features like JavaScript interop with Cesium and live data updates.