# Implementing Hybrid Rendering and Analyzing Blazor Application Performance

## Activity: Implementing and Optimizing Blazor Application Performance

**Objective:** By the end of this lab, you will be able to implement hybrid rendering techniques in Blazor, analyze application performance using profiling tools, and apply optimization strategies to enhance application efficiency.

# **Step 1: Prepare for the Application**

Create a new Blazor WebAssembly application using Visual Studio Code. This application will use hybrid rendering techniques and serve as the foundation for applying performance optimization techniques.

#### **Instructions:**

### 1. Create a New Project:

- a. Open a terminal in Visual Studio Code (Ctrl + `` or View > Terminal).
- b. Run the following command to create a new Blazor WebAssembly project: dotnet new blazorwasm -o BlazorPerformanceApp This will create a new folder named BlazorPerformanceApp with the required files.

## 2. Open the Project:

- a. Navigate into the project directory: cd BlazorPerformanceApp
- b. Open the project in Visual Studio Code: code .

## 3. Run the Application:

- a. In the terminal, run the application: dotnet run
- b. Copy the URL displayed in the terminal (e.g., http://localhost:5000) and open it in your browser.
- c. Verify that the default Blazor WebAssembly application loads successfully.

## 4. Clean Up the Default Code:

- a. Open the Pages folder and review the default Razor components.
- b. Identify the file named Home.razor in the Pages folder. This is the file you will modify in subsequent steps.

### **Step 2: Implement Hybrid Rendering**

Add hybrid rendering logic by combining server-side and client-side Blazor features in the HybridComponent.

#### **Instructions:**

- 1. In the Pages folder, create a new Razor component named HybridComponent.razor.
- 2. Use mock data to simulate a hybrid rendering scenario.
- 3. Add the HybridComponent to Home.razor to verify it renders correctly.
- 4. Now we'll need to update the Program.cs file:
  - a. After the variable builder is declared and before the line await builder.Build().RunAsync();
     add this line: builder.Services.AddInteractiveServerComponents();

### **Step 3: Monitor and Analyze Performance**

Use .NET's built-in diagnostics tools to measure the performance of your Blazor application.

### **Instructions:**

- Add Logging: Inject logging functionality into the HybridComponent.
- Log Key Events: Modify the OnInitializedAsync method in HybridComponent.razor to log key performance events

## **Step 4: Apply optimization Techniques**

Optimize the HybridComponent for performance by adding lazy loading functionality.

## **Instructions:**

- Modify Home.razor to Include Lazy Loading: Update Home.razor by replacing the direct inclusion of the HybridComponent with a lazy loading approach.
- Test the Optimization:
  - o Rebuild and run the application.
  - Click the "Load Hybrid Component" button to verify the lazy loading functionality.

#### **Step 5: Validate and Reassess**

Re-evaluate the application after optimizations to ensure performance has improved.

#### **Instructions:**

- 1. Rerun Performance Measurements: Observe the application's behavior before and after clicking the "Load Hybrid Component" button.
- 2. Document Observations:
  - a. Note any improvements in responsiveness and behavior.
  - b. Discuss how lazy loading improves performance by deferring resource usage until required.

#### Home.razor:

```
@page "/"
@rendermode InteractiveServer
@using static Microsoft.AspNetCore.Components.Web.RenderMode
Qusing BlazorPerf.Components
@using BlazorPerf.Client.Components
@inject NavigationManager Nav
<PageTitle>Home</PageTitle>
<section class="hero">
  <div class="hero content">
   <h1 class="title">Blazor Hybrid Rendering Lab</h1>
   SSR • Interactive Server • Interactive
WebAssembly
    <button class="btn" @onclick="LoadHybrid">Load Hybrid
Inline</button>
    <a class="btn btn--ghost" href="/hybrid" style="margin-</pre>
left:8px;">Open Full Page</a>
  </div>
</section>
<section class="preview">
  <h2 class="preview__title">Live Preview</h2>
  <div class="cards">
    <div class="card">
     <h3>SSR-only</h3>
     <SSRPane />
    </div>
    <div class="card">
     <h3>Interactive Server</h3>
     <ServerClock @rendermode="InteractiveServer" />
    </div>
  </div>
</section>
@if (showHybrid)
```

## **HybridComponent.razor:**

```
@using System.Diagnostics
@page "/hybrid"
@rendermode InteractiveServer
@using static Microsoft.AspNetCore.Components.Web.RenderMode
Qusing BlazorPerf.Components
@using BlazorPerf.Client.Components
@inject ILogger<HybridComponent> Logger
<PageTitle>Hybrid Component</PageTitle>
<section class="hybrid">
  <header class="hybrid head">
   <h1>Hybrid Component</h1>
  </header>
  <div class="cards">
    <div class="card">
      <h3>SSR-only</h3>
      <SSRPane />
    </div>
    <div class="card">
      <h3>Interactive Server</h3>
      <ServerClock @rendermode="InteractiveServer" />
    </div>
    <div class="card">
      <h3>Interactive Auto (WASM) </h3>
      <SlowList @rendermode="InteractiveAuto" ItemsCount="300" />
    </div>
  </div>
</section>
@code {
   private readonly Stopwatch sw = new();
   protected override void OnInitialized()
        sw.Start();
        Logger.LogInformation("HybridComponent OnInitialized at {Utc}",
DateTime.UtcNow);
```

```
protected override async Task OnInitializedAsync()
{
    Logger.LogInformation("HybridComponent OnInitializedAsync start
at {Utc}", DateTime.UtcNow);
    await Task.Yield();
    Logger.LogInformation("HybridComponent OnInitializedAsync end at
{Utc} (elapsed {Ms} ms)", DateTime.UtcNow, _sw.ElapsedMilliseconds);
}

protected override Task OnAfterRenderAsync(bool firstRender)
{
    if (firstRender)
        Logger.LogInformation("HybridComponent first render complete
at {Utc} (elapsed {Ms} ms)", DateTime.UtcNow, _sw.ElapsedMilliseconds);
        return Task.CompletedTask;
}
```

#### ServerClock.razor:

```
Qusing System. Timers
@implements IDisposable
<div class="element">
   Server time
   <h3>@ now.ToLongTimeString()</h3>
</div>
@code {
   private DateTime now = DateTime.Now;
   private Timer? timer;
   protected override void OnInitialized()
       _timer = new Timer(1000);
       timer.Elapsed += ( , ) =>
            now = DateTime.Now;
           InvokeAsync(StateHasChanged);
       };
       timer.Start();
    }
   public void Dispose()
       _timer?.Stop();
       timer?.Dispose();
}
```

#### SSRPane.razor:

```
@code {
    private readonly DateTime _renderedAt = DateTime.UtcNow;
```

#### SlowList.razor:

```
@code {
   [Parameter] public int ItemsCount { get; set; } = 50;
   private List<string> items = new();
   protected override void OnInitialized()
       for (int i = 0; i < ItemsCount; i++)</pre>
            _items.Add($"Item {i:D3}");
   }
   private void Shuffle()
       var rnd = new Random();
       for (int i = items.Count - 1; i > 0; i--)
           int j = rnd.Next(i + 1);
           (_items[i], _items[j]) = (_items[j], _items[i]);
       }
   }
}
<div class="element">
   <button class="btn" @onclick="Shuffle">Shuffle</button>
   <l
       @foreach (var it in items)
           @it
   </div>
```