

# Developing Cross-Platform Web Apps With Blazor

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v1.0

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  - Add notes to your copy of the presentation, if required
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# Module 2: Overview

## Module Overview

# Why Do We Need a .Net Single Page App (SPA) Framework?

- The evolution of JavaScript in the recent years resulted in an ever more complex build process and byzantine build systems
- With JavaScript it seems the simpler the programming model gets, the more complex the build system and tooling becomes
- This isn't just about 'language' either. JavaScript's insane build systems required for all major frameworks these days is a house of cards that seems to break anytime you step away for more than a few days. Other platforms have skinned that cat in other and potentially more efficient ways that are easier and more integrated without the brittleness that seems to come part and parcel for JavaScript development

“Rick Strahl”

Module 2: Overview

Section 1: WebAssembly

Lesson: WebAssembly  
Fundamentals

# What Is Webassembly?

WebAssembly is a new type of code that can be run in modern web browsers — it is a low-level assembly-like language with a compact binary format that runs with near-native performance and provides languages such as C/C++ and Rust with a compilation target so that they can run on the web. It is also designed to run alongside JavaScript, allowing both to work together

“MDN”

# What Is Webassembly?

A Virtual Machine For The  
Web  
Again.



# How Is It Different Than Java?

Separate VM

Clunky

No Dom  
Integration

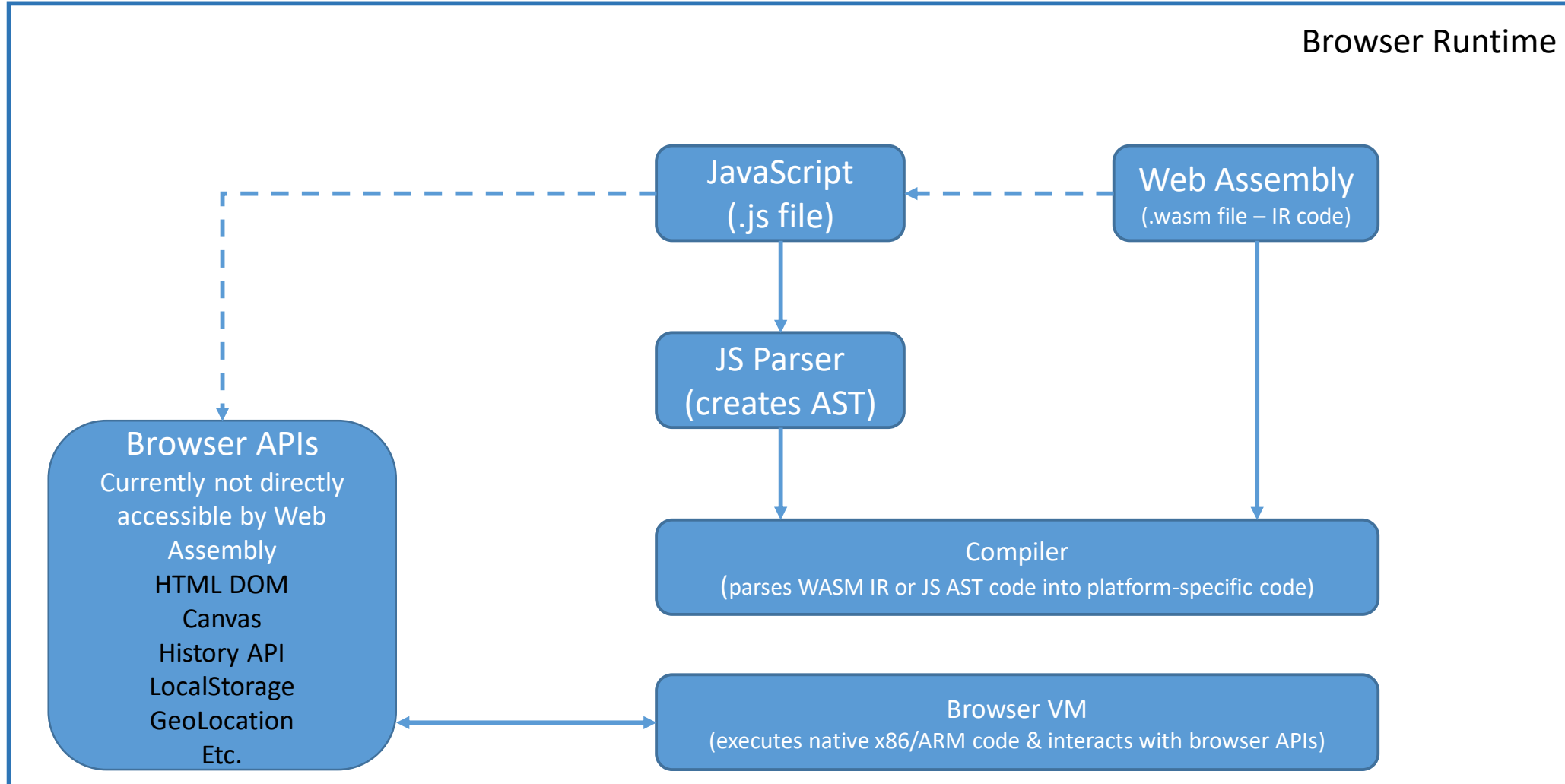
# What Is Different This Time?

Exposes Internal  
Browser VM

Cross-Browser  
Support

JS Bindings

# Re-Assembling The Web



# Let's Break That Down...

Low-level  
Assembly-like  
Language

Compact Binary  
Format

Near-native  
Performance

# Web Assembly Goals

Fast, Efficient, Portable

Readable, Debuggable

Keep Secure

Don't Break The Web

Demo: Unity3D

Module 2: Overview

Section 2: Blazor

Lesson: Getting Started

# WebAssembly and Mono

- Mono is an open source implementation of the .NET CLI specification, meaning that Mono is a platform for running .NET assemblies
- Mono is written in C++. This is important because you can compile C++ to WebAssembly
- The Mono team decided to try to compile Mono to WebAssembly, which they did successfully which in turn gave the birth to Blazor



# Approaches For Compiling Mono To WebAssembly

- .Net team considered two approaches:
  - Take the .NET code and compile it together with the Mono runtime into one big WASM application. This approach takes a lot of time because you need to take several steps to compile everything into WASM, which is not so practical for day-to-day development
  - The second approach takes the Mono runtime, compiles it into WASM, and this runs in the browser where it will execute .NET Intermediate Language just like normal .NET does. This has a big advantage as you can simply run .NET assemblies without having to compile them first into WASM. **This is the approach currently taken by Blazor.** The **disadvantage of this is that it needs to download a lot of .NET assemblies.** This **can be solved by using Tree Shaking algorithms,** which removes all unused code from assemblies

# Blazor History



NDC Demo In 2017



Lots Of Interest...



Moved To ASP.Net's Github As Official Experiment  
Jan 2018

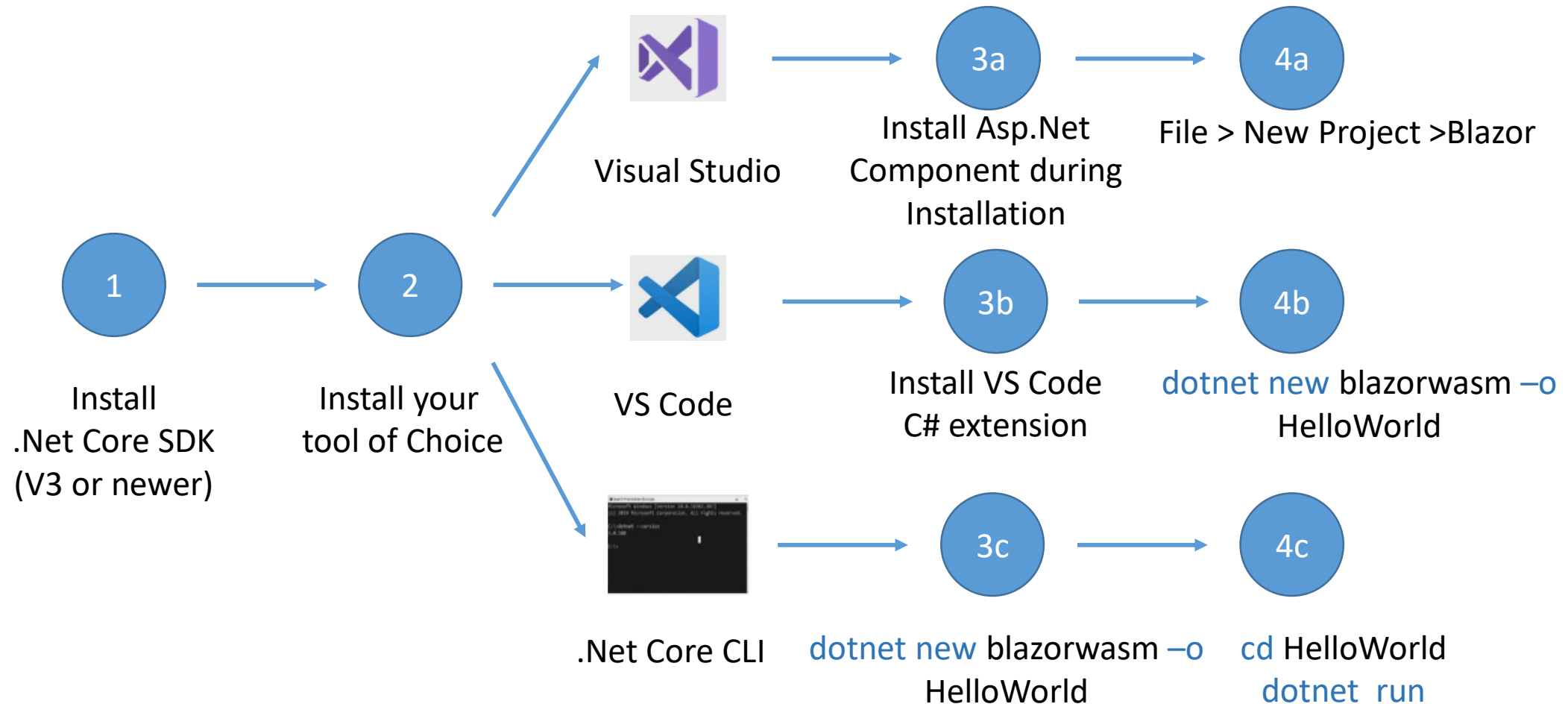


Server Side Blazor Components Shipped With .NET  
3.0

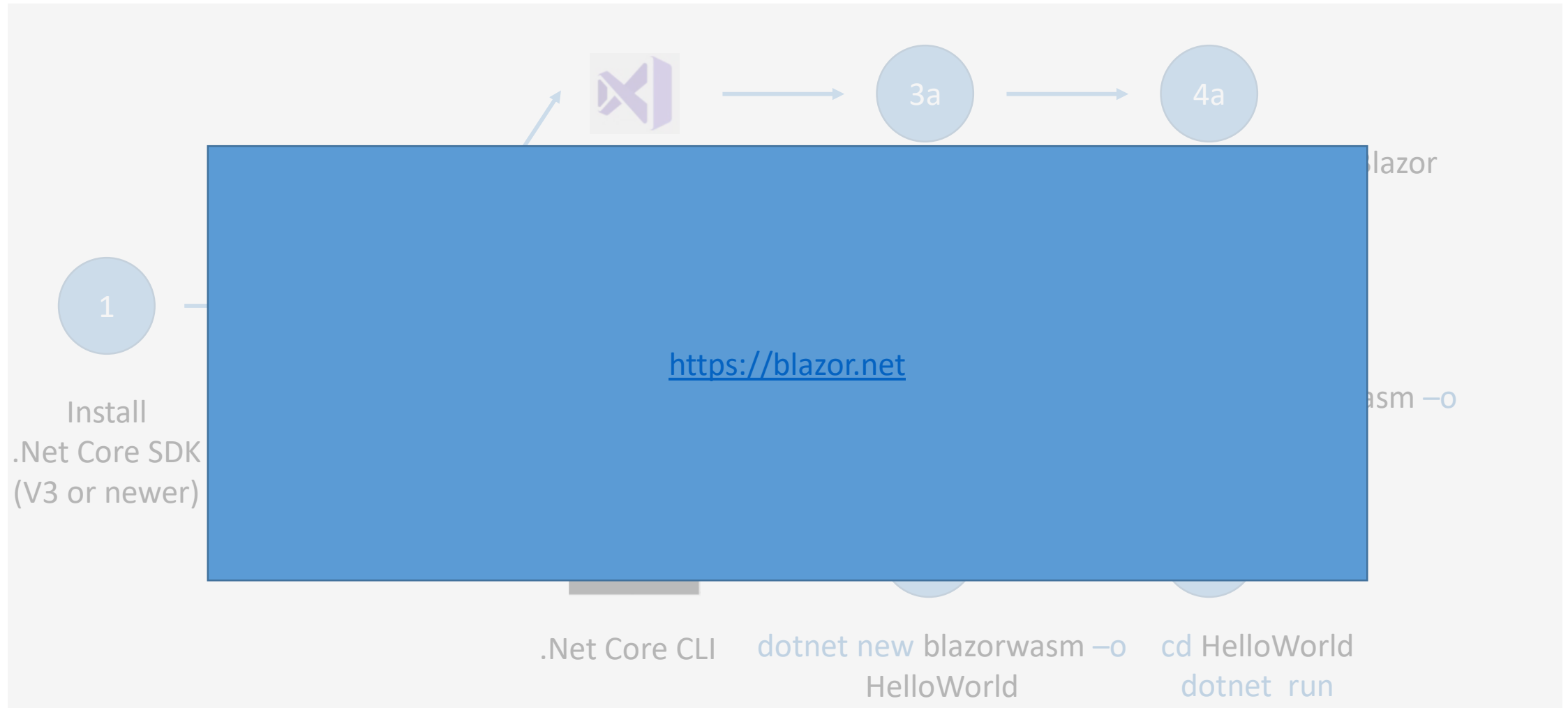


Client Side Blazor Shipping After .NET 3.0

# Blazor Development Environment Options



# Blazor Development Environment Options



# Why Use Blazor?

WebAssembly is supported by all major browsers



Use C# For Interactive Web Applications



Reuse Existing Libraries



Performance Is Near Native



Tooling And Debugging



# What Is Blazor?

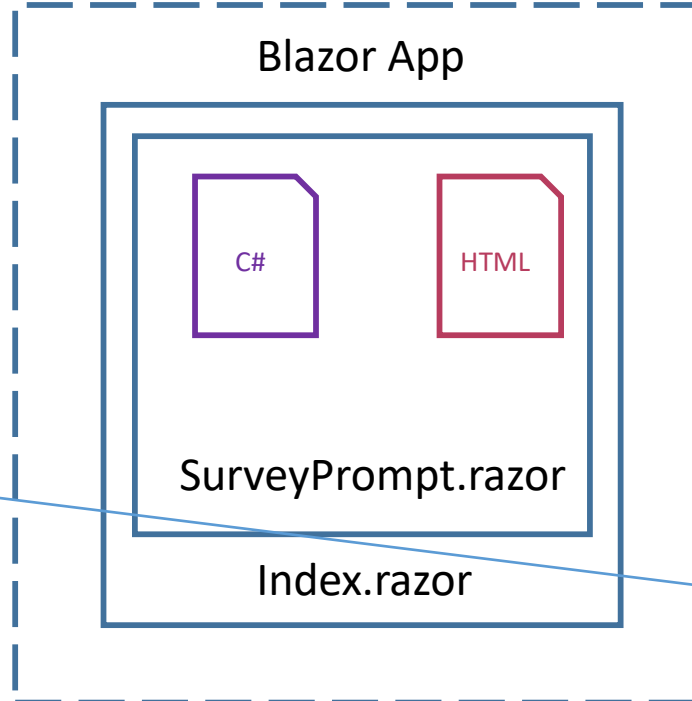
## Index.razor

```
@page "/"
```

```
<h1>Hello, world!</h1>
```

Welcome to your new app.

```
<SurveyPrompt Title="How is Blazor working for you?" />
```



## SurveyPrompt.razor

```
<div class="alert alert-secondary mt-4" role="alert">
  <span class="oi oi-pencil mr-2" aria-hidden="true"></span>
  <strong>@Title</strong>

  <span class="text-nowrap">
    Please take our
    <a target="_blank" class="font-weight-bold"
      href="https://go.microsoft.com/fwlink/?linkid=2109206">
      brief survey
    </a>
  </span>
  and tell us what you think.
</div>
```

```
@code {
```

```
// Demonstrates how a parent component can supply parameters
```

```
[Parameter]
```

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

```
}
```

# Demo: A Quick Hello World

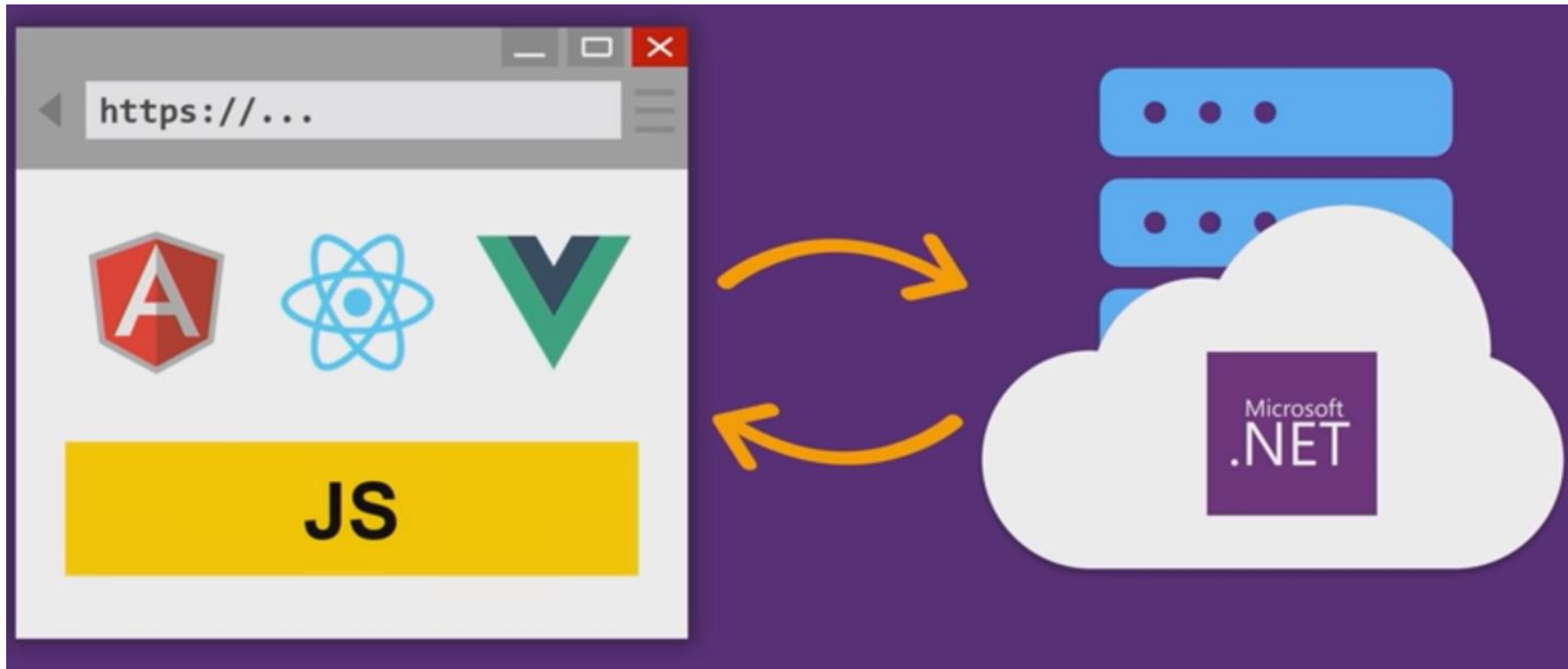
Module 2: Overview

Section 2: Blazor

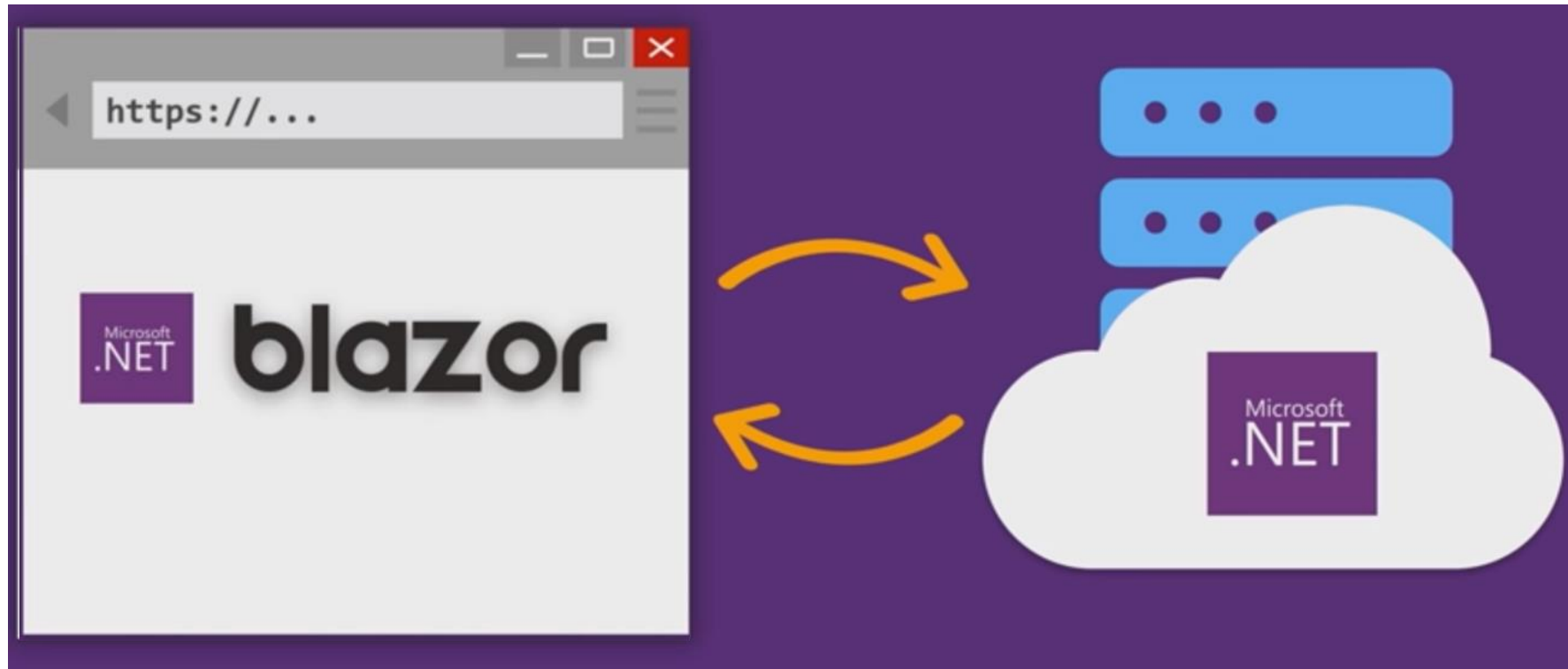
Lesson: Hosting Models



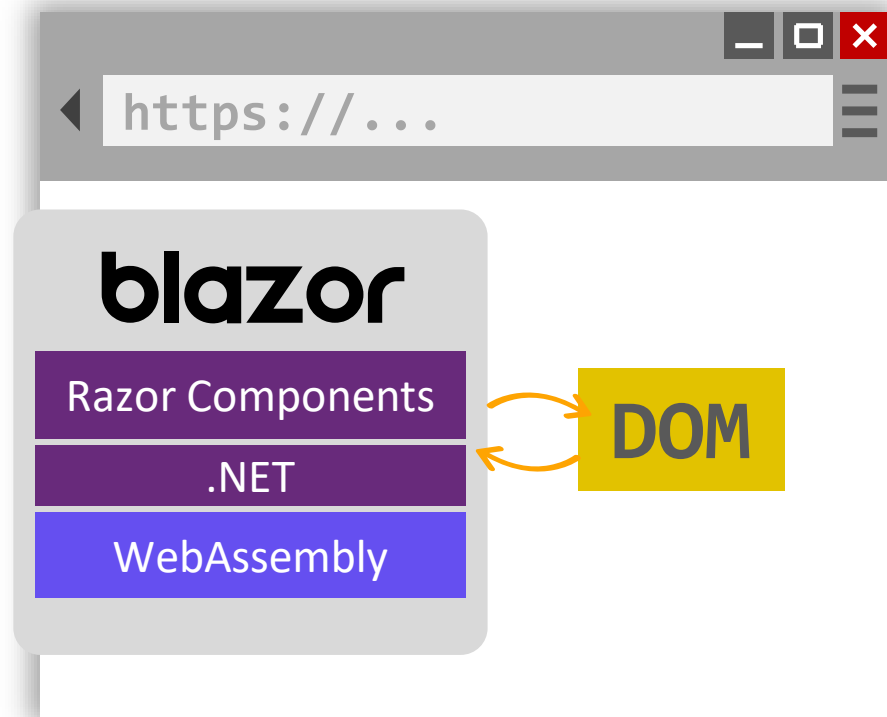
# Blazor WebAssembly



# Blazor WebAssembly



# Blazor WebAssembly



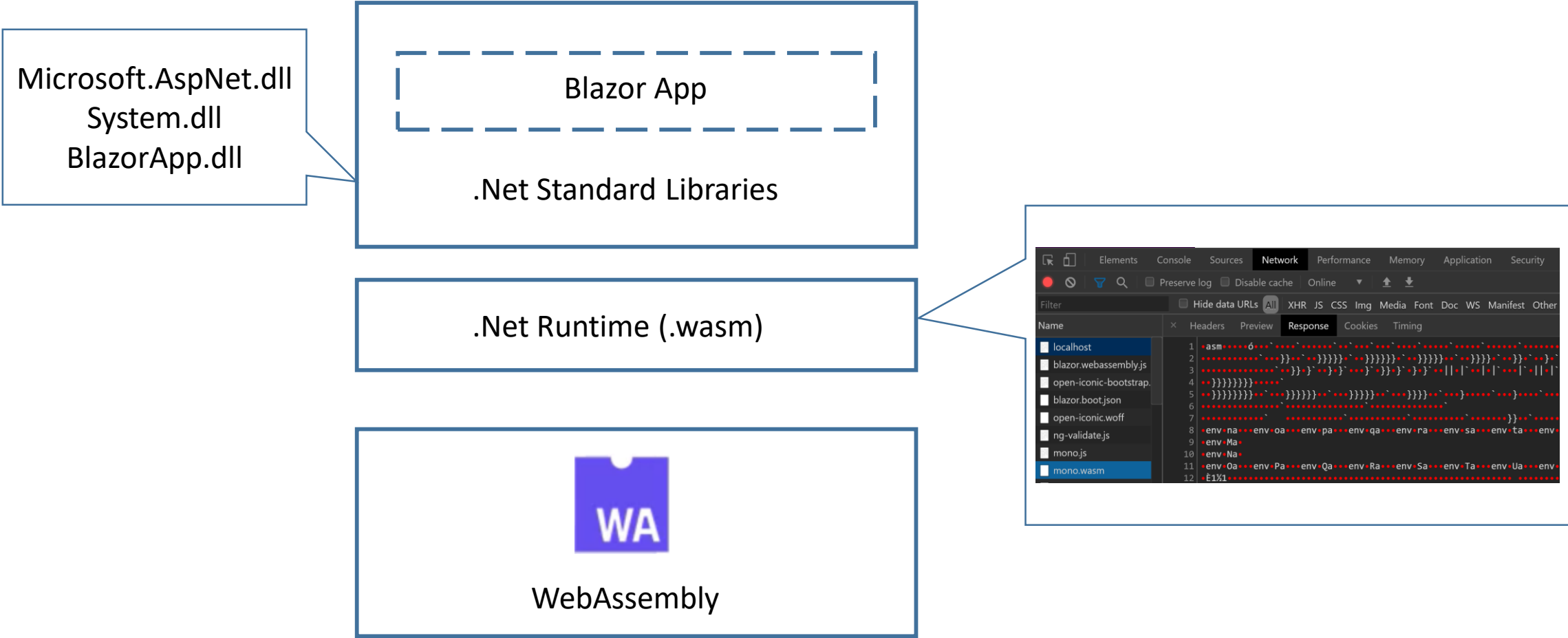
Browser  
provides the  
core  
WebAssembly  
support

.Net  
WebAssembly  
runtime runs  
on top of  
WebAssembly

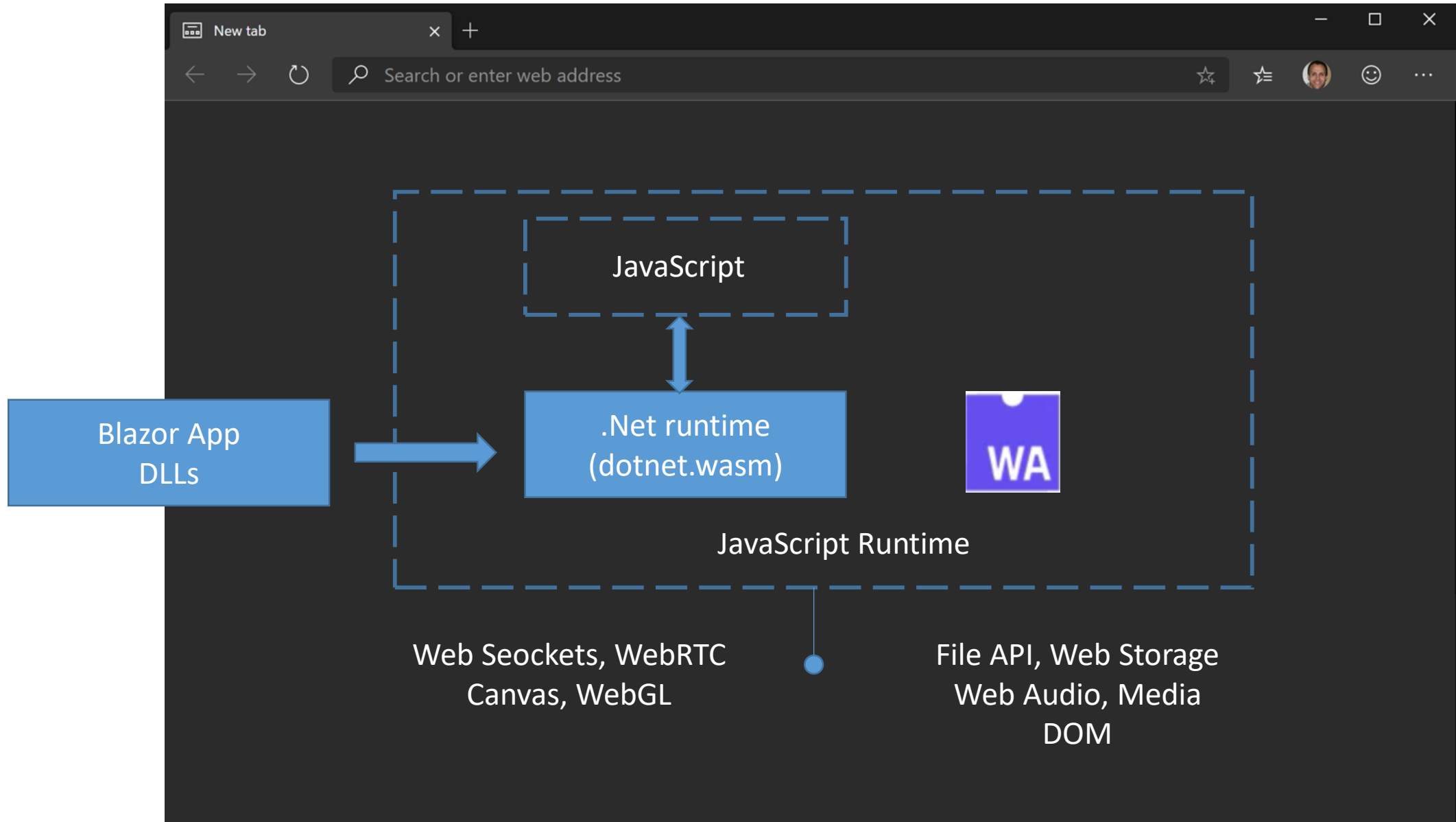
Razor  
Components  
run in the  
browser on  
top of the .Net  
runtime

Blazor receives  
UI events from  
the DOM and  
later sends  
back DOM  
diffs to be  
applied to the  
DOM

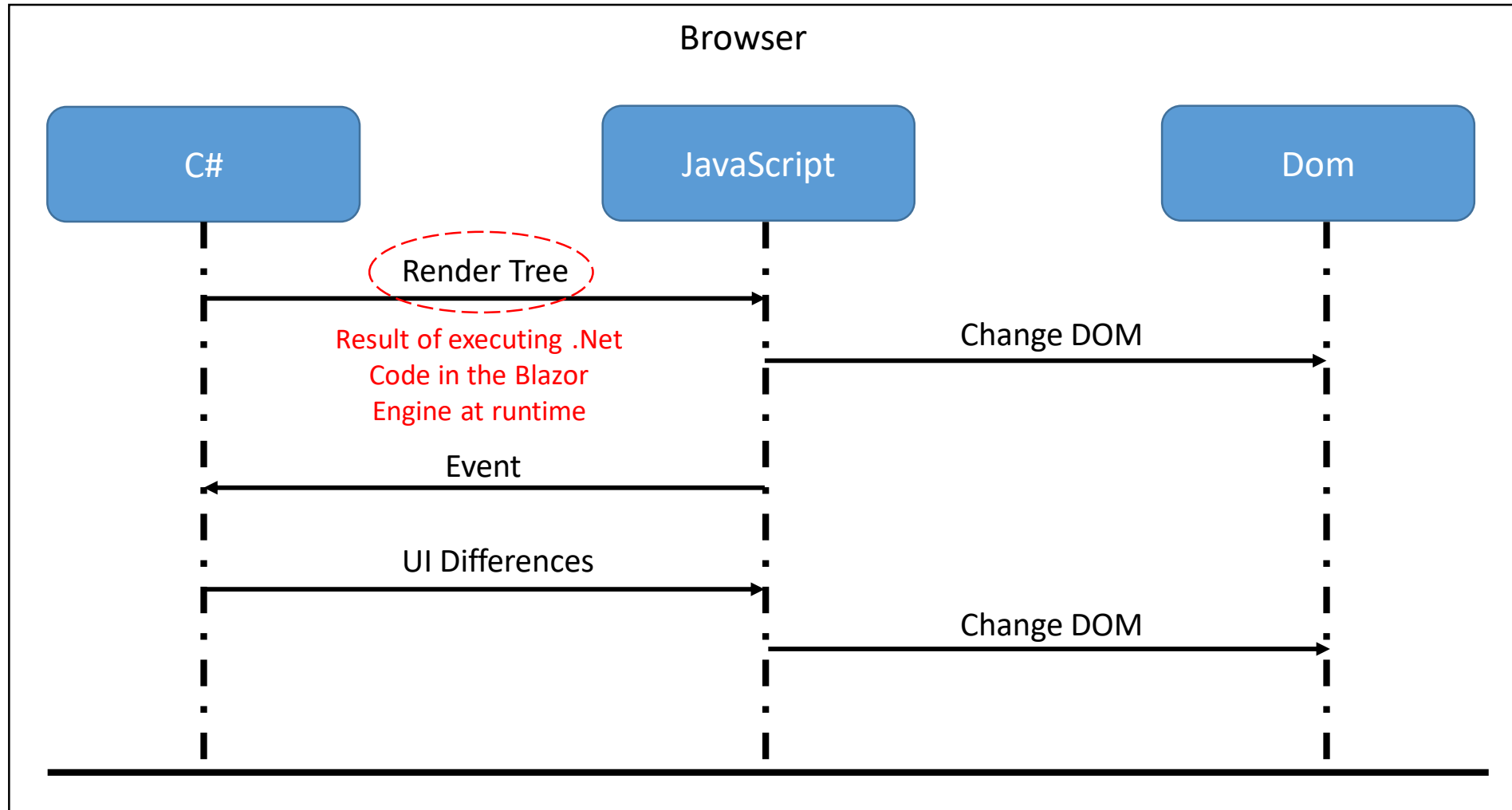
# Blazor WebAssembly



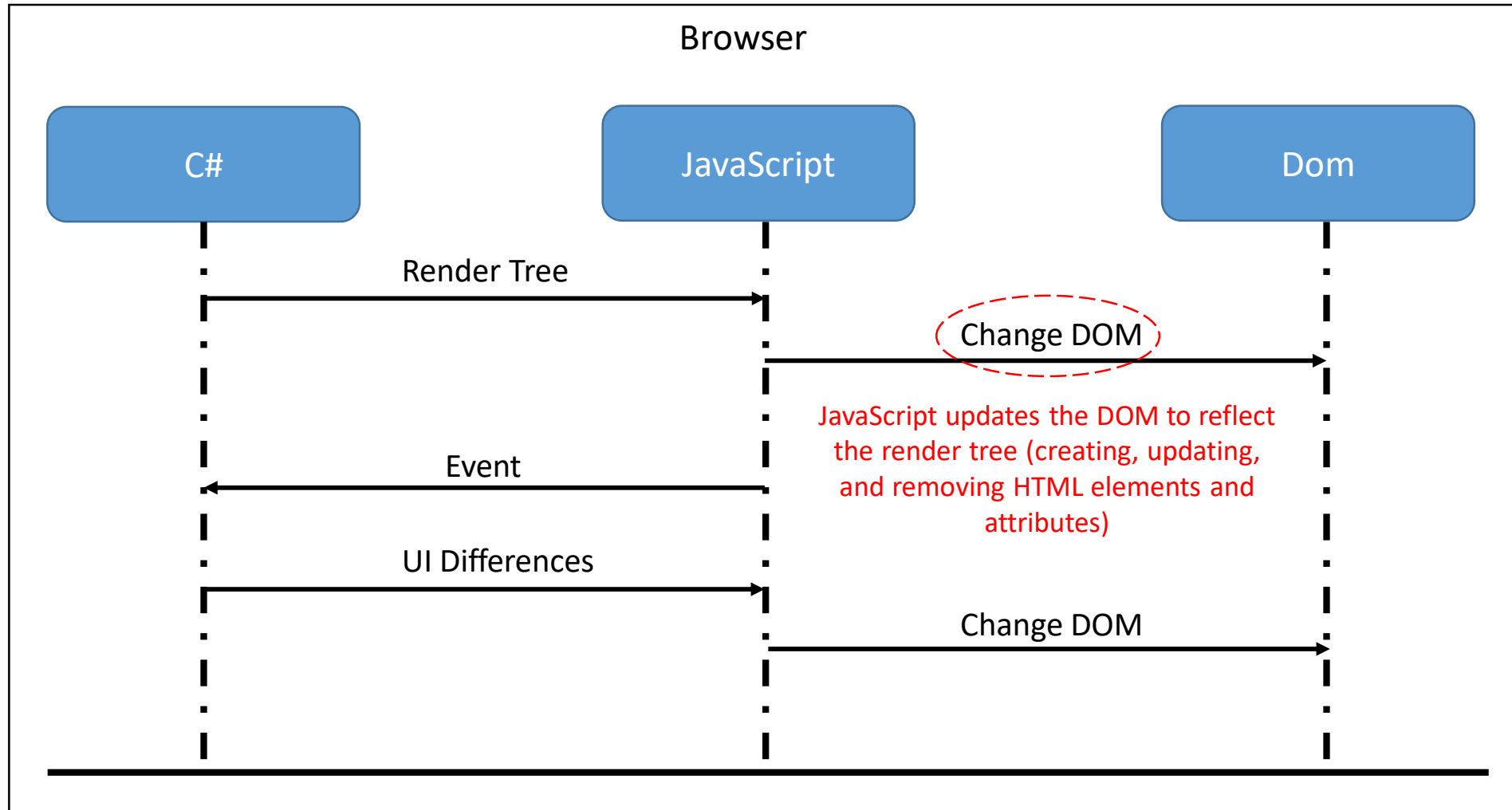
# Blazor WebAssembly SandBox



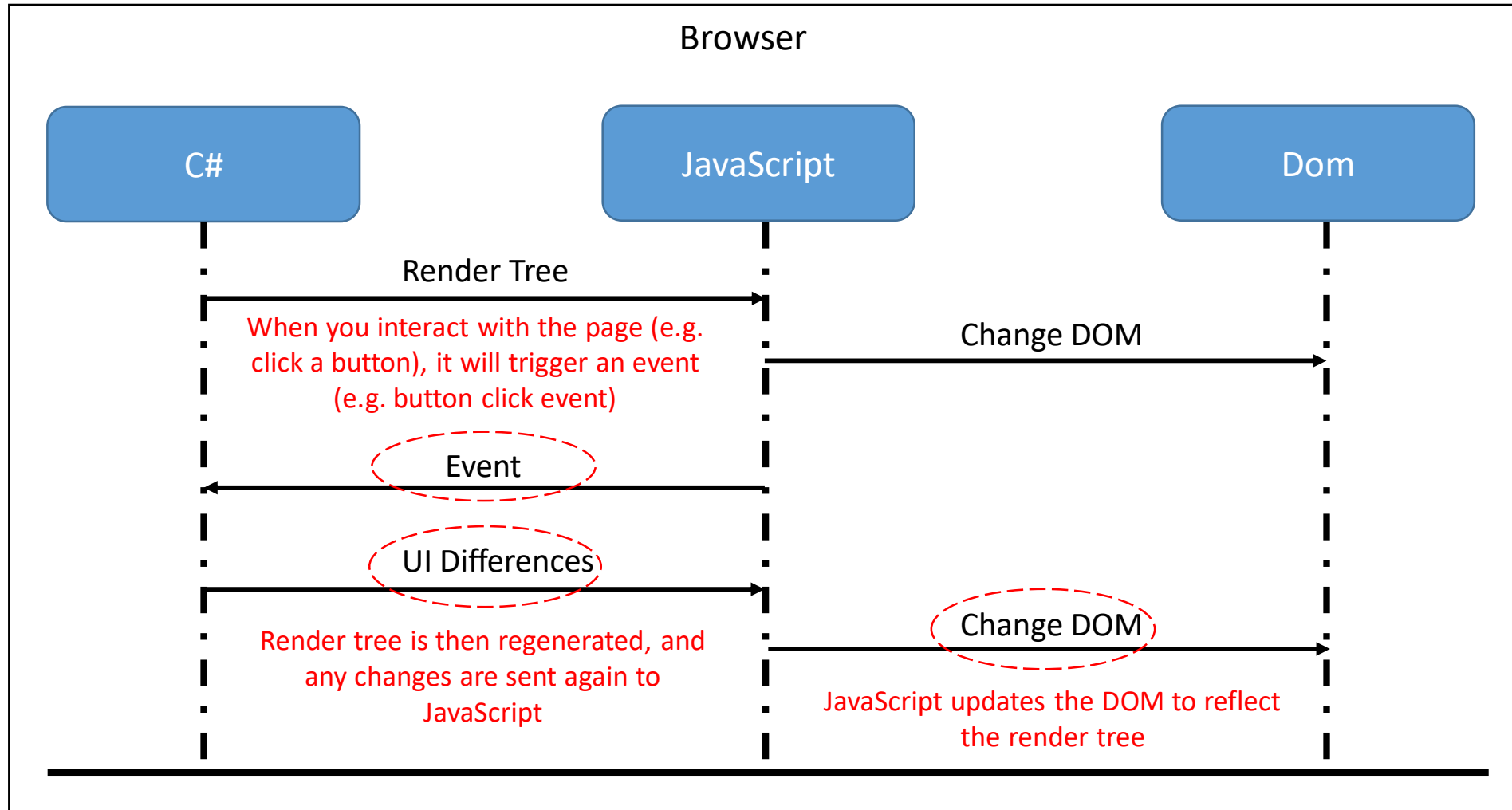
# Blazor WebAssembly DOM Generation Process



# Blazor WebAssembly DOM Generation Process

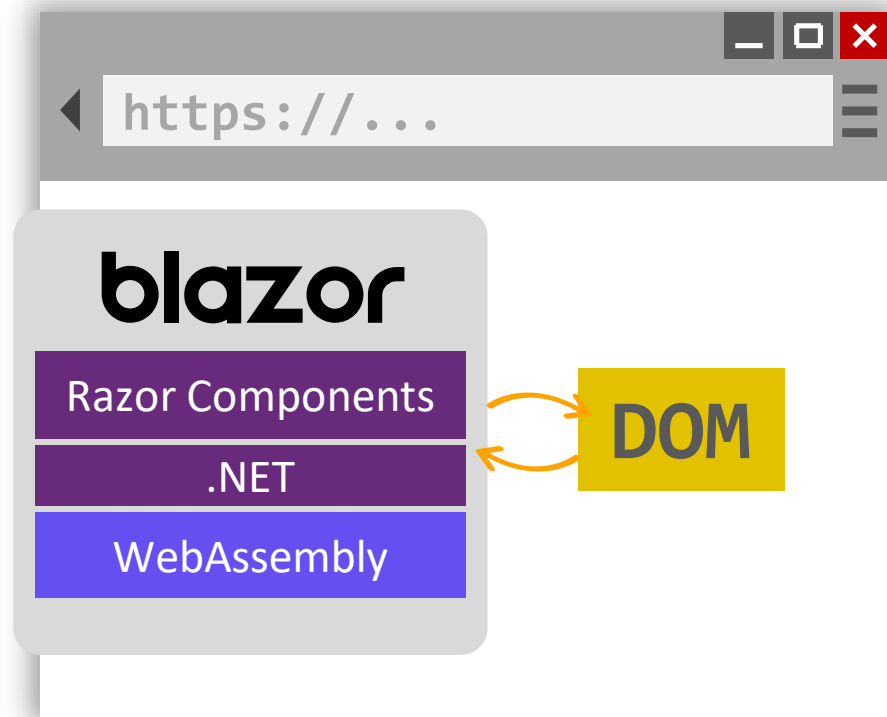


# Blazor WebAssembly DOM Generation Process





# Hosting Blazor WebAssembly



Azure  
CDN

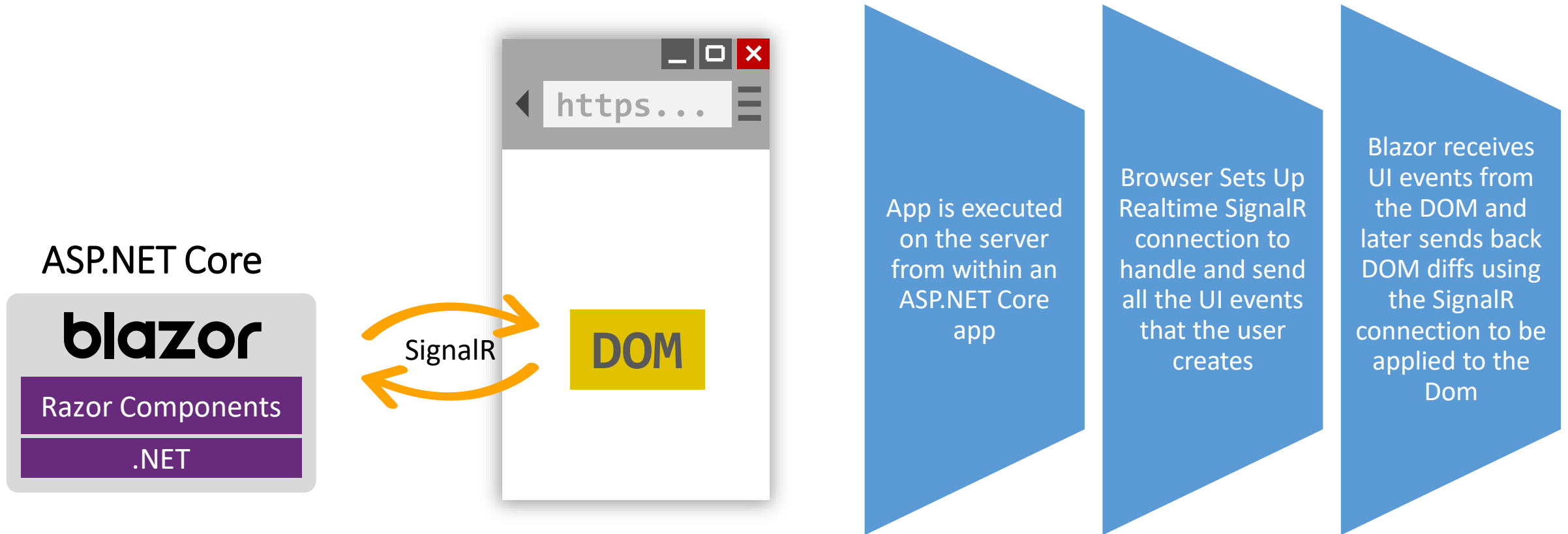


Azure  
App  
Service

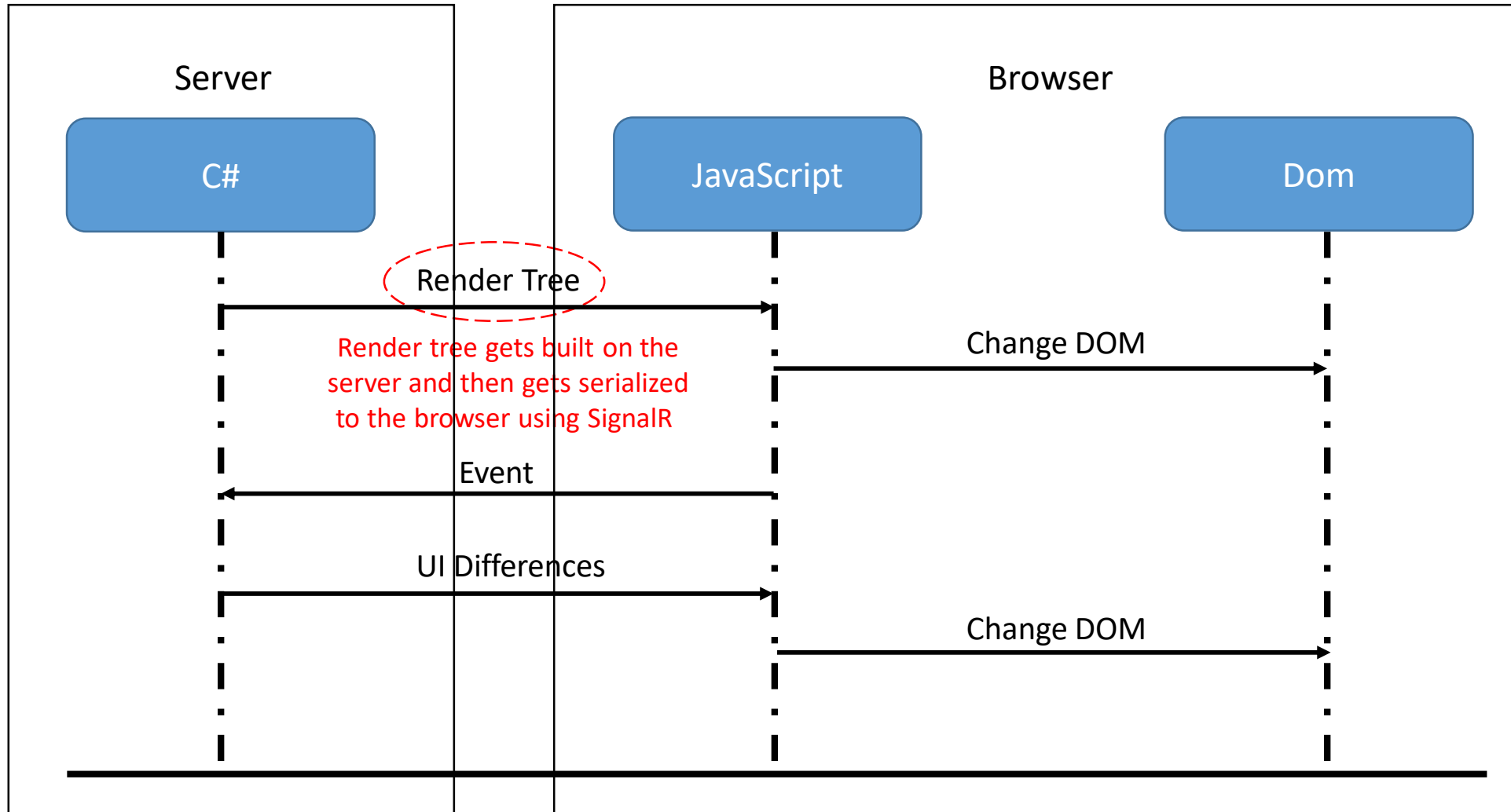


Azure Storage  
Static Website

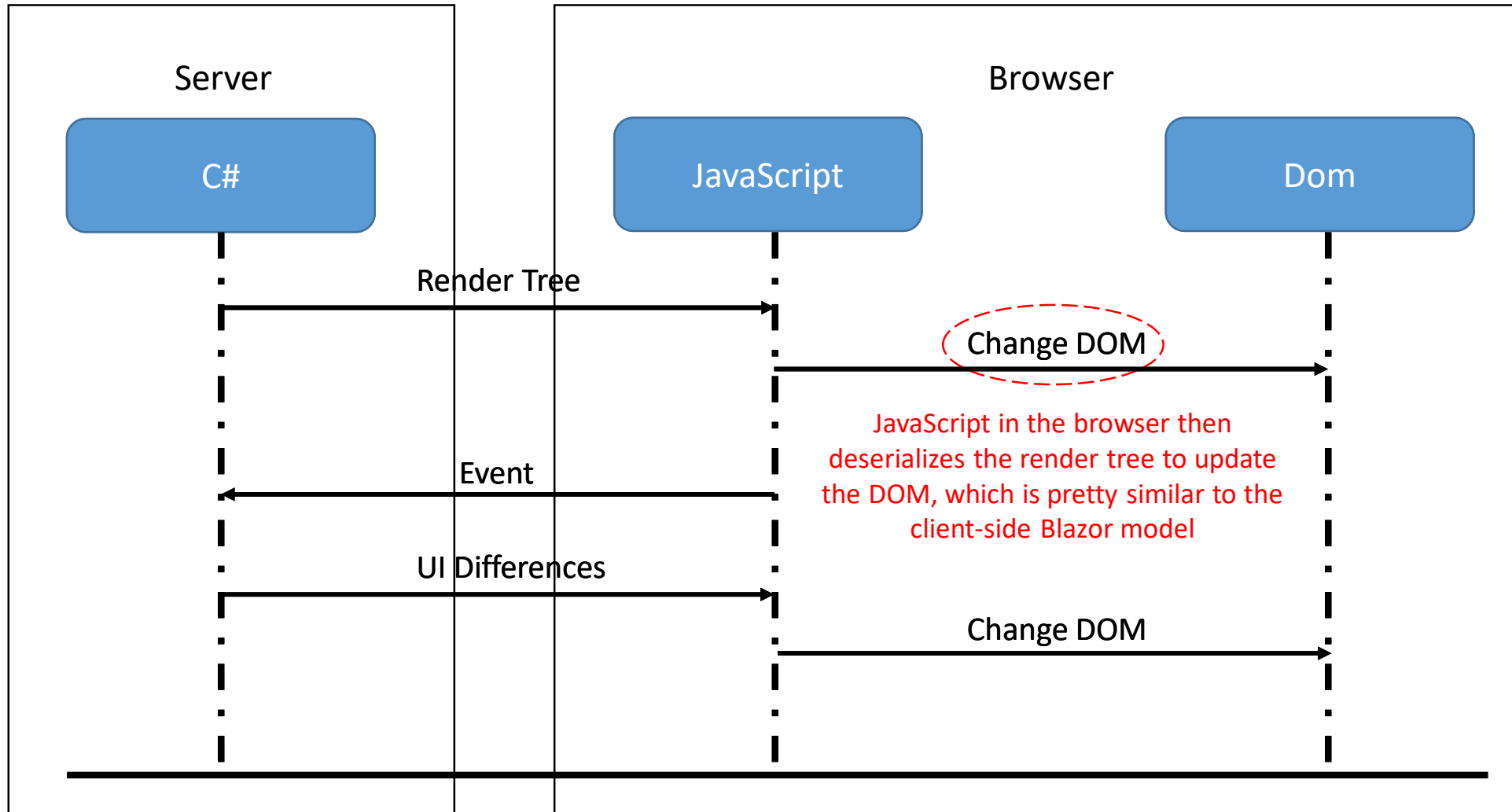
# Server-Side Blazor – Released With .Net Core 3



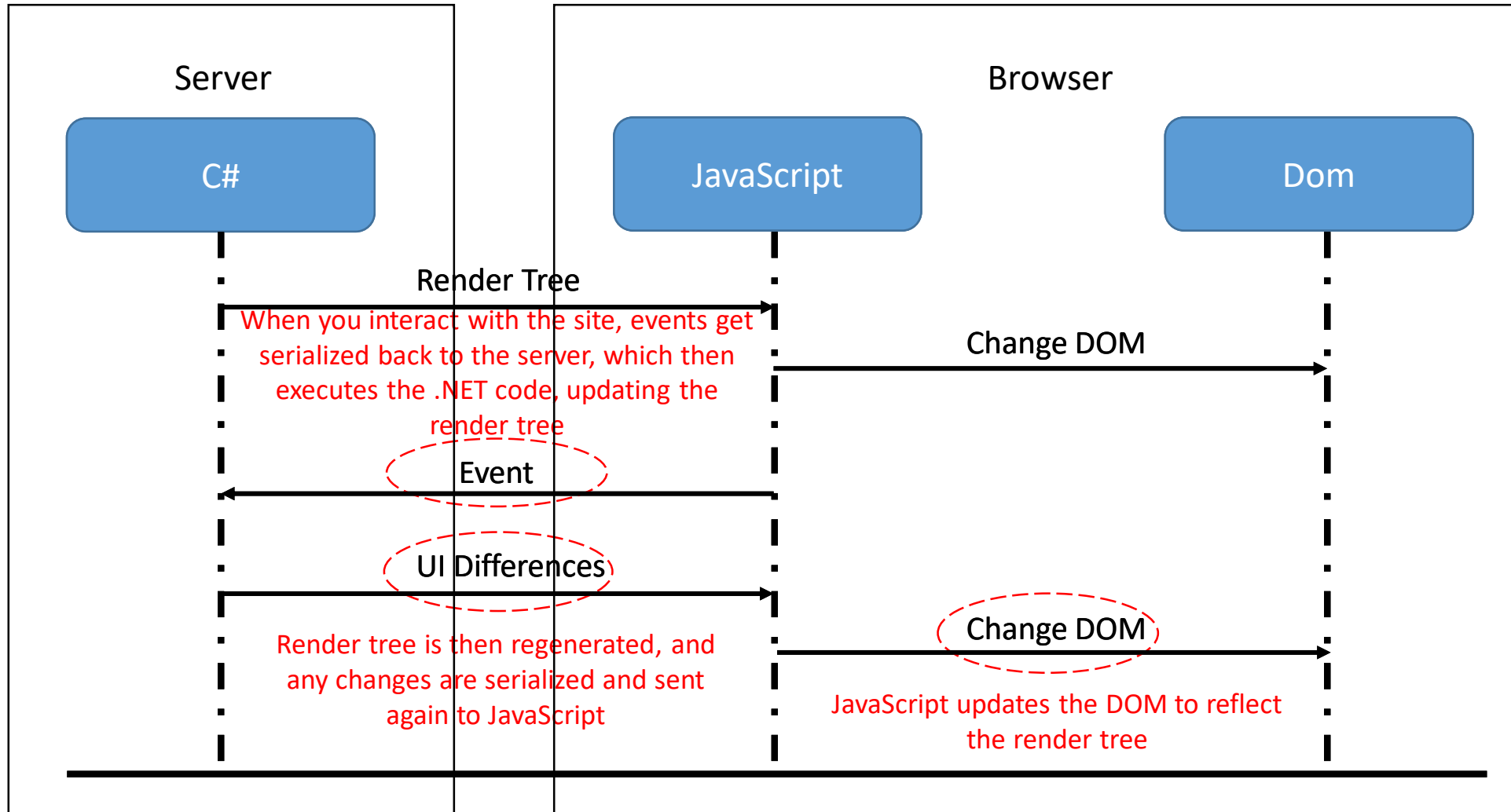
# Server-Side Blazor DOM Generation Process



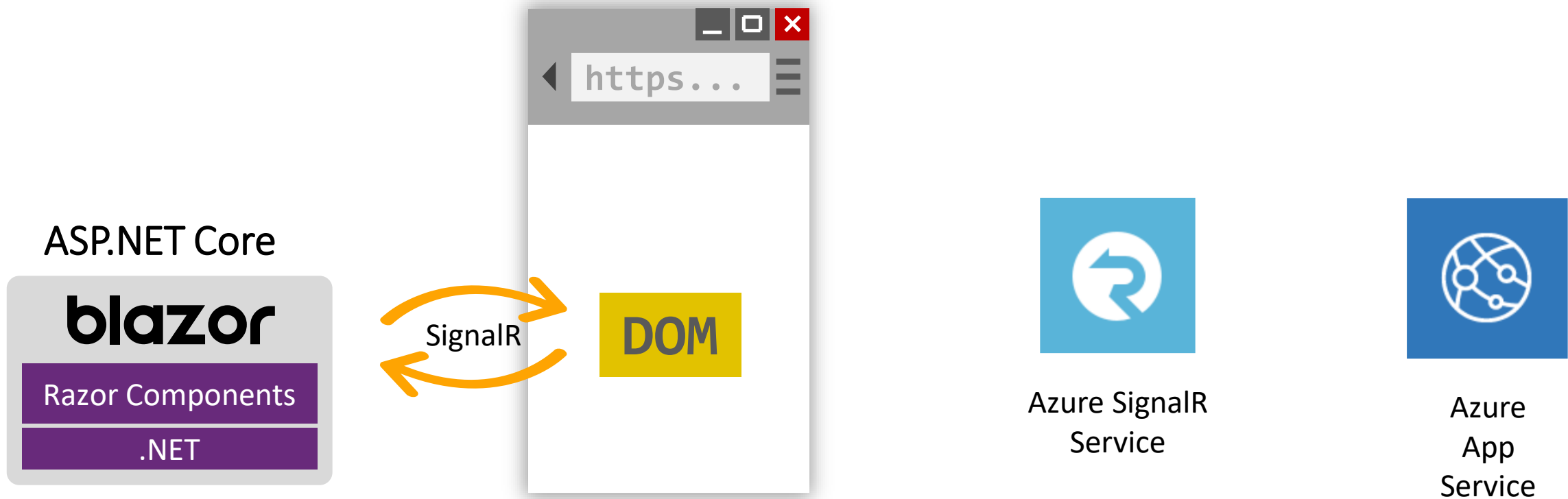
# Server-Side Blazor DOM Generation Process



# Server-Side Blazor DOM Generation Process



# Hosting Server-Side Blazor



# Blazor WebAssembly Vs Blazor Server








## Blazor WebAssembly

- Pros:
  - True SPA, full interactivity
  - Near Native Performance
  - Utilize client resources
  - No server needed
  - Can work offline
- Cons:
  - Restricted to the capabilities of the browser
  - Larger download size
  - Requires WebAssembly
  - Client-side secrets

## Blazor Server

- Pros:
  - Smaller download size, faster load time
  - Running on fully featured .NET runtime
  - Code never leaves the server, Server side secrets
- Cons:
  - Latency
  - No offline support
  - Consumes more server resources

# Which Hosting Model To Use When?

	Blazor WebAssembly	Blazor Server
Need near native experience		
Need to connect to Server-Side resources		
Using Older Browsers		
Offline Support		
You don't want to run an Asp.Net Core Server		
You want to create a fast, interactive web app with C#		

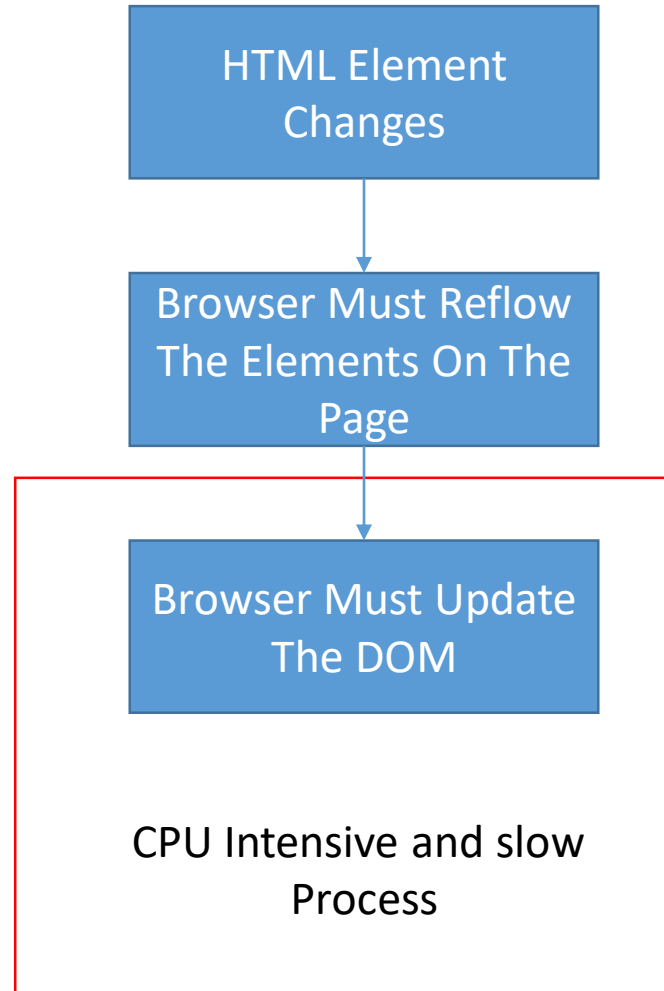


# Demo: Hosting Models

# Manipulating DOM Elements From Blazor

- Blazor is specifically designed to provide a convenient and efficient way to update the UI without having to issue individual calls to mutate individual DOM elements
- **Blazor runs a diffing algorithm to work out the minimal set of changes to apply and runs them in a batch.** This will be far more performant than crossing the interop boundary separately for each element update, and potentially interleaving DOM mutations with repaints, etc. Most modern SPA frameworks are built around an architecture similar to this
- Blazor still does allow you to directly reach DOM elements if you want via its JS interop APIs, but you should only do that for exceptional custom things, not for routine UI rendering

# Rendering Without Virtual DOM and Incremental DOM



# Rendering With Virtual DOM and Incremental DOM

- **Virtual DOM**

- An in-memory representation of the elements that will make up the HTML page. This data creates a tree of HTML elements as if they had been specified by an HTML mark-up page. Blazor components create this Virtual DOM in its Razor views via a virtual method named `BuildRenderTree`. For example, the `BuildRenderTree` for the standard `Pages/Index.razor` page looks like this

```
protected override void BuildRenderTree(Microsoft.AspNetCore.Components.Rendering.RenderTreeBuilder builder)
{
    builder.AddMarkupContent(0, "<h1>Hello, world!</h1>\r\n\r\nWelcome to your new app.\r\n\r\n");
    builder.OpenComponent<MyFirstBlazorApp.Client.Shared.SurveyPrompt>(1);
    builder.AddAttribute(2, "Title", "How is Blazor working for you?");
    builder.CloseComponent();
}
```

# Rendering With Virtual DOM and Incremental DOM

- **Virtual DOM**

- Building a data tree that represents the view to be rendered has two significant benefits:
  - Attribute values of those virtual HTML elements can be updated many times in code during a complex update process without the browser having to re-render and reflow its view until after the process has finished
  - Render trees can be created by comparing two trees and building a new tree that is the difference between the two. **This allows us to utilize an Incremental DOM approach**

# Rendering With Virtual DOM and Incremental DOM

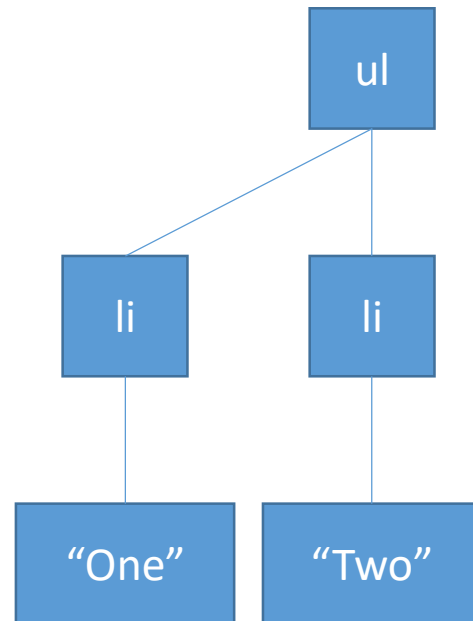
- **Incremental DOM**

- Incremental DOM is a technique that minimizes the amount of work needed to update the elements in a browser's view
- **Being able to create a diff tree gives us the ability to represent changes to the view using the smallest number of changes possible required to update the DOM.** This saves time when changing the display (so the user-experience is better), and in Server-Side Blazor apps it means fewer bytes over the network – making a Blazor app more useable on slow networks or very remote locations

# Rendering With Virtual DOM and Incremental DOM

Example – Adding a new list item

Virtual DOM 1



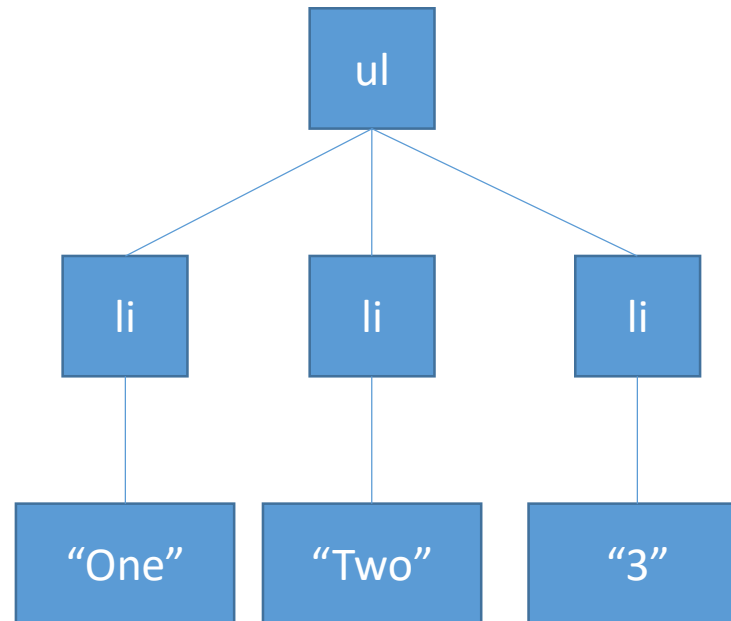
The current Virtual DOM for the view in the browser consists of a list with two items

# Rendering With Virtual DOM and Incremental DOM

Example – Adding a new list item

## Virtual DOM 2

The app adds a new item to the list. Blazor represents this in a new Virtual DOM



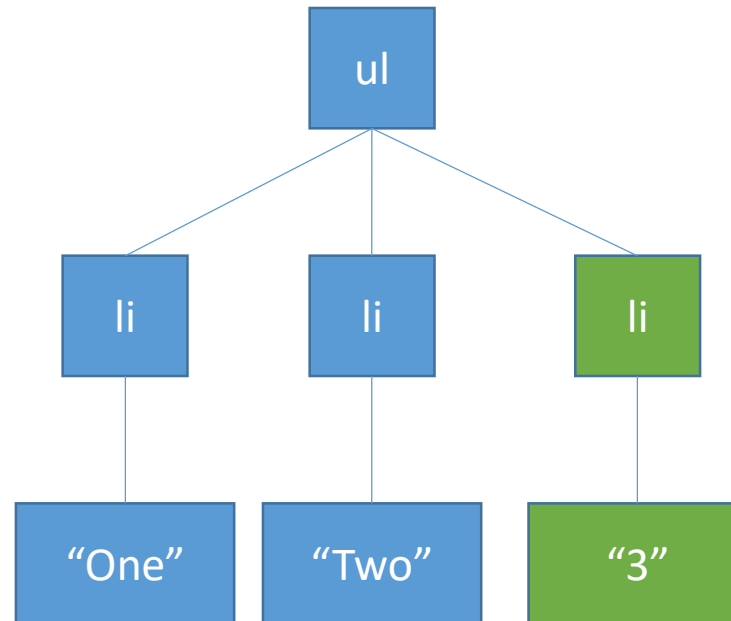


# Rendering With Virtual DOM and Incremental DOM

Example – Adding a new list item

## Differential Tree

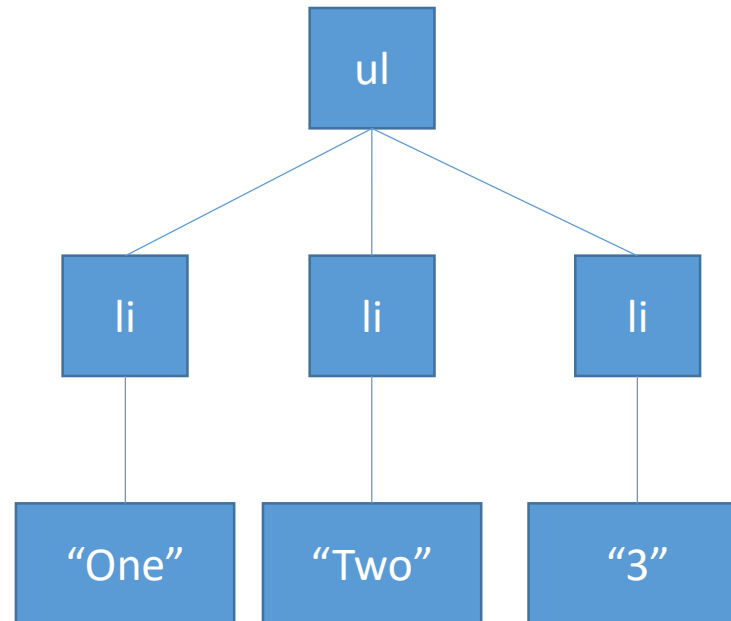
The following differential tree is determined to be the fewest number of changes required. In this case, one new `<li>` and one new text element "3"



# Rendering With Virtual DOM and Incremental DOM

Example – Adding a new list item

Actual DOM



The differential render tree is then used to update the actual HTML DOM in the browser

# Demo: Rendering With Virtual DOM and Incremental DOM

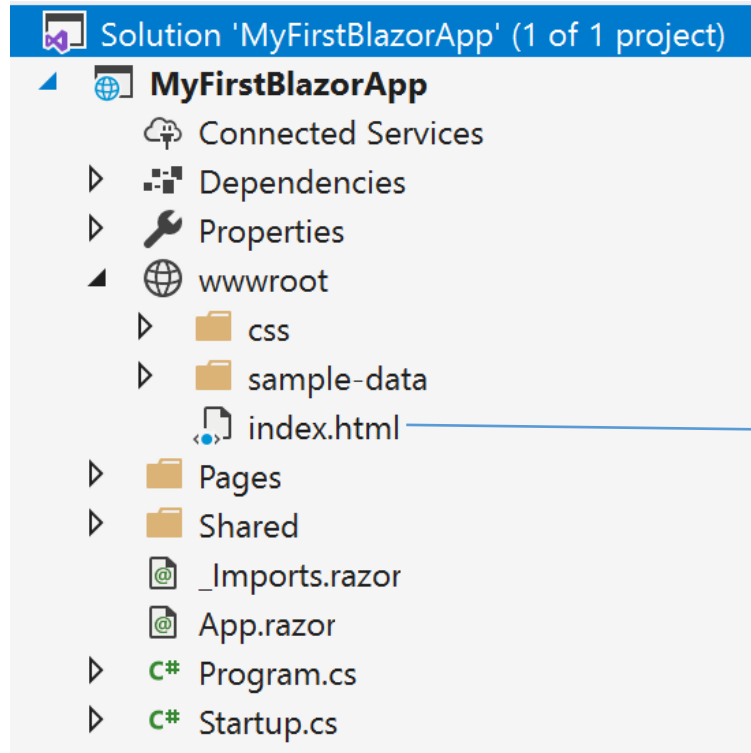
Module 2: Overview

Section 2: Blazor

Lesson: Bootstrap Process

# Blazor WebAssembly Bootstrap Process

- This script will install Blazor by downloading mono.wasm and your assemblies  
**<script src="\_framework/blazor.webassembly.js"> </script>**



```
<!DOCTYPE html>
<html>

<head>
  <meta charset="utf-8" />
  <meta name="viewport" content="width=device-width" />
  <title>MyFirstBlazorApp</title>
  <base href="/" />
  <link href="css/bootstrap/bootstrap.min.css" rel="stylesheet" />
  <link href="css/site.css" rel="stylesheet" />
</head>

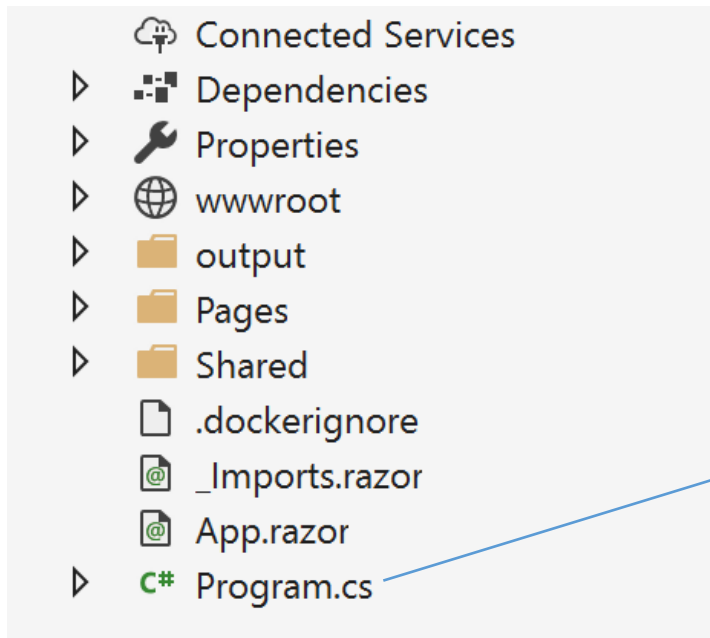
<body>
  <app>Loading...</app>

  <div id="blazor-error-ui">
    An unhandled error has occurred.
    <a href="" class="reload">Reload</a>
    <a class="dismiss">✕</a>
  </div>
  <script src="_framework/blazor.webassembly.js"></script>
</body>

</html>
```

# Blazor WebAssembly Bootstrap Process

- The bootstrapping happens in the main method in the Program.cs file which loads the root component (App)
- It also associates App component with the app element inside index.html
- A Blazor component uses a custom tag like <app>, and the Blazor runtime replaces the tag with the component's markup, which is normal HTML recognized by the browser

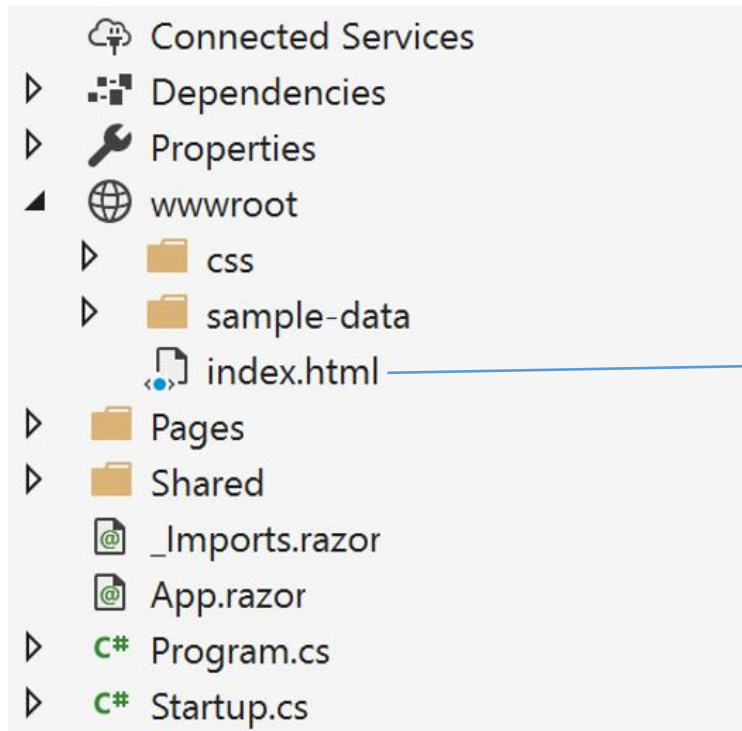


```
public class Program
{
    0 references
    public static async Task Main(string[] args)
    {
        var builder = WebAssemblyHostBuilder.CreateDefault(args);
        builder.RootComponents.Add<App>("app");
        builder.Services.AddBaseAddressHttpClient();

        await builder.Build().RunAsync();
    }
}
```

# Blazor WebAssembly Bootstrap Process

- index.html file includes the <app> element. This is similar to the behavior of other SPA frameworks like Angular where you have the root component that bootstraps the whole application at runtime



```
<!DOCTYPE html>
<html>

<head>
  <meta charset="utf-8" />
  <meta name="viewport" content="width=device-width" />
  <title>MyFirstBlazorApp</title>
  <base href="/" />
  <link href="css/bootstrap/bootstrap.min.css" rel="stylesheet" />
  <link href="css/site.css" rel="stylesheet" />
</head>

<body>
  <app>Loading...</app>

  <div id="blazor-error-ui">
    An unhandled error has occurred.
    <a href="" class="reload">Reload</a>
    <a class="dismiss">✕</a>
  </div>
  <script src="_framework/blazor.webassembly.js"></script>
</body>

</html>
```

# Blazor WebAssembly Bootstrap Process

- The app component is responsible for installing the router
- The router is responsible for loading a Blazor component depending on the URI in the browser
  - For example, if you browse to the / URI, the router will look for a component with a matching @page directive

```
<Router AppAssembly="@typeof(Program).Assembly">
  <Found Context="routeData">
    <RouteView RouteData="@routeData" DefaultLayout="@typeof(MainLayout)" />
  </Found>
  <NotFound>
    <LayoutView Layout="@typeof(MainLayout)">
      <p>Sorry, there's nothing at this address.</p>
    </LayoutView>
  </NotFound>
</Router>
```



# Blazor WebAssembly Bootstrap Process

Name	Status	Type	Initiator
localhost	200	document	Other
blazor.boot.json	200	fetch	blazor.webassembly.js:1
mono.wasm	200	fetch	mono.js:1
open-iconic.woff	200	font	Other
blazor.webassembly.js	200	script	(index)
ng-validate.js	200	script	content-script.js:24
mono.js	200	script	blazor.webassembly.js:1
bootstrap.min.css	200	stylesheet	(index)
site.css	200	stylesheet	(index)
open-iconic-bootstrap.min.css	200	stylesheet	(index)
DockerizedClientSideBlazor.dll	304	xhr	blazor.webassembly.js:1
Microsoft.AspNetCore.Authorization.dll	304	xhr	blazor.webassembly.js:1
Microsoft.AspNetCore.Blazor.dll	304	xhr	blazor.webassembly.js:1
Microsoft.AspNetCore.Blazor.HttpClient.dll	304	xhr	blazor.webassembly.js:1
Microsoft.AspNetCore.Components.dll	304	xhr	blazor.webassembly.js:1
Microsoft.AspNetCore.Components.Forms.dll	304	xhr	blazor.webassembly.js:1
Microsoft.AspNetCore.Components.Web.dll	304	xhr	blazor.webassembly.js:1
Microsoft.AspNetCore.Metadata.dll	304	xhr	blazor.webassembly.js:1
Microsoft.Bcl.AsyncInterfaces.dll	304	xhr	blazor.webassembly.js:1
Microsoft.Extensions.DependencyInjection.Abstractions.dll	304	xhr	blazor.webassembly.js:1

**Mono Runtime**

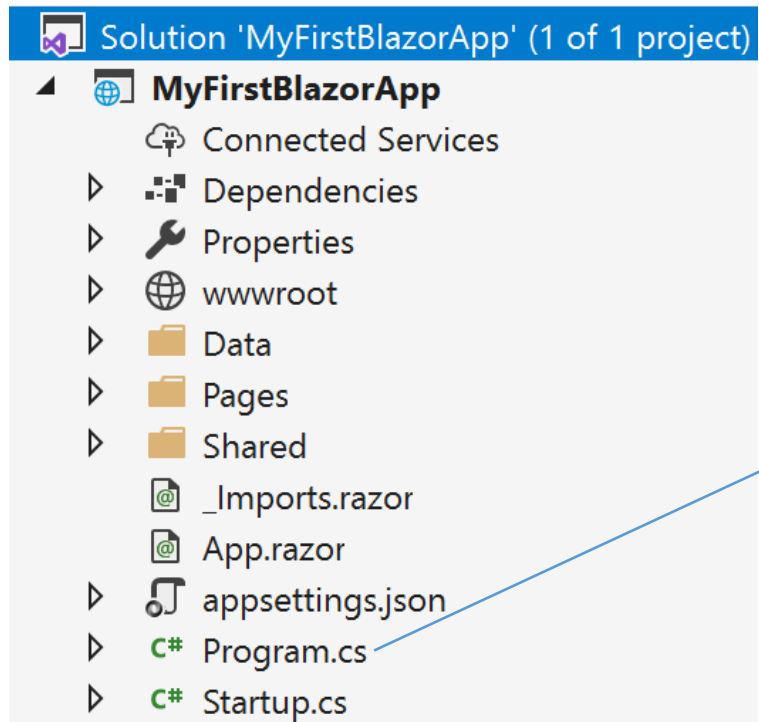
**JavaScript part of Blazor and Mono**

**App DLL (IL)**

**Framework DLLs (IL)**

# Server Side Blazor Bootstrap Process

- With the Blazor Server Side hosting model, the app is executed on the server from within an ASP.NET Core app

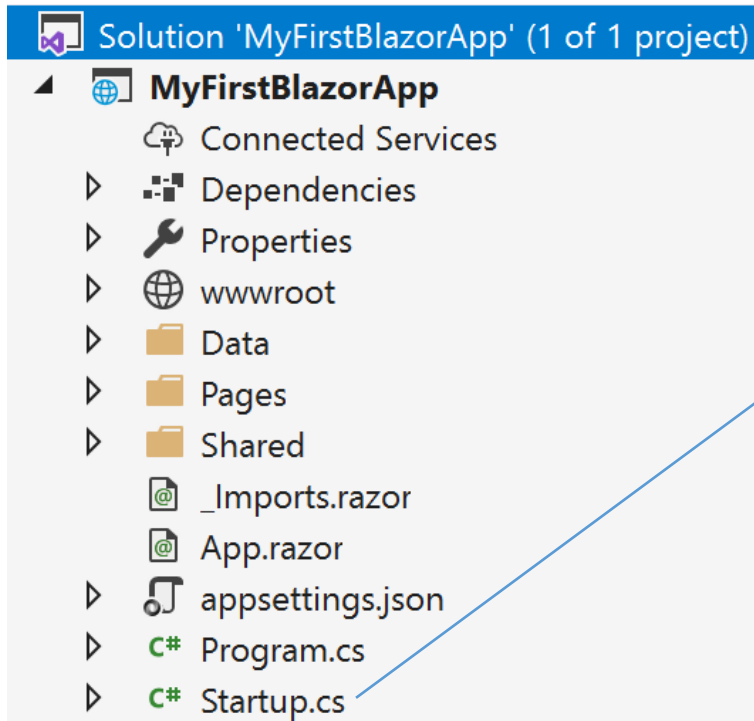


```
namespace MyFirstBlazorApp
{
    - references
    public class Program
    {
        - references
        public static void Main(string[] args)
        {
            CreateHostBuilder(args).Build().Run();
        }

        - references
        public static IHostBuilder CreateHostBuilder(string[] args) =>
            Host.CreateDefaultBuilder(args)
                .ConfigureWebHostDefaults(webBuilder =>
                {
                    webBuilder.UseStartup<Startup>();
                })
            ;
    }
}
```

# Server Side Blazor Bootstrap Process

- The ASP.NET Core app references the app's Startup class to add:
  - Server-side services
  - The app to the request handling pipeline



```
public class Startup
{
    0 references
    public Startup(IConfiguration configuration)
    {
        Configuration = configuration;
    }

    1 reference
    public IConfiguration Configuration { get; }

    // This method gets called by the runtime. Use this method to add services to the container.
    // For more information on how to configure your application, visit https://go.microsoft.com/fwlink/?LinkID=398940
    0 references
    public void ConfigureServices(IServiceCollection services)
    {
        services.AddRazorPages();
        services.AddServerSideBlazor();
        services.AddSingleton<WeatherForecastService>();
    }

    // This method gets called by the runtime. Use this method to configure the HTTP request pipeline.
    0 references
    public void Configure(IApplicationBuilder app, IWebHostEnvironment env)
    {
        if (env.IsDevelopment())
        {
            app.UseDeveloperExceptionPage();
        }
        else
        {
            app.UseExceptionHandler("/Error");
            // The default HSTS value is 30 days. You may want to change this for production scenarios, see https://aka.ms/aspnetcore-hsts.
            app.UseHsts();
        }

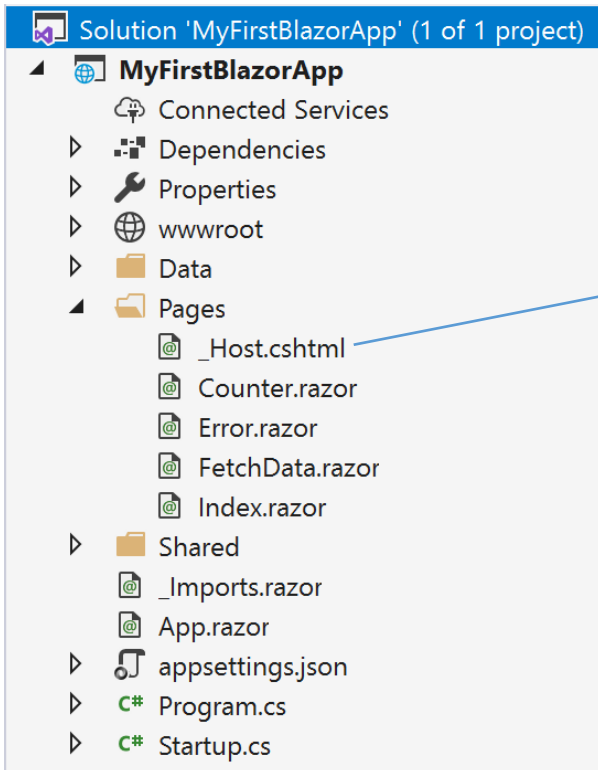
        app.UseHttpsRedirection();
        app.UseStaticFiles();

        app.UseRouting();

        app.UseEndpoints(endpoints =>
        {
            endpoints.MapBlazorHub();
            endpoints.MapFallbackToPage("/_Host");
        });
    }
}
```

# Server Side Blazor Bootstrap Process

- The **blazor.server.js** script establishes the client connection
  - It's the app's responsibility to **persist and restore app state** as required (for example, in the event of a lost network connection)
  - Its **served from** an embedded resource in the **ASP.NET Core shared framework**



```
@page "/"
@namespace MyFirstBlazorApp.Pages
@addTagHelper *, Microsoft.AspNetCore.Mvc.TagHelpers
@{
    Layout = null;
}

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="utf-8" />
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />
    <title>MyFirstBlazorApp</title>
    <base href="/" />
    <link rel="stylesheet" href="css/bootstrap/bootstrap.min.css" />
    <link href="css/site.css" rel="stylesheet" />
</head>
<body>
    <app>
        <component type="typeof(App)" render-mode="ServerPrerendered" />
    </app>

    <div id="blazor-error-ui">
        <environment include="Staging,Production">
            An error has occurred. This application may no longer respond until reloaded.
        </environment>
        <environment include="Development">
            An unhandled exception has occurred. See browser dev tools for details.
        </environment>
        <a href="" class="reload">Reload</a>
        <a class="dismiss">✕</a>
    </div>

    <script src="_framework/blazor.server.js"></script>
</body>
</html>
```

# Server-Side Blazor Bootstrap Process

Name	Status	Type	Initiator
■ _blazor?id=YnCsREhSf6KsB10zQFE3KA	101	websocket	<u>blazor.server.js:1</u>
■ localhost	200	document	Other
■ blazor.server.js	304	script	( <u>index</u> )
■ open-iconic-bootstrap.min.css	304	stylesheet	( <u>index</u> )
■ negotiate	200	xhr	<u>blazor.server.js:1</u>
■ open-iconic.woff	304	font	( <u>index</u> )
■ ng-validate.js	200	script	<u>content-script.js:24</u>
■ favicon.ico	200	x-icon	Other
■ _blazor?id=okjLrGzL-287yDDpN1t-UQ	101	websocket	<u>blazor.server.js:1</u>
■ negotiate	200	xhr	<u>blazor.server.js:1</u>

Establishes the client connection

No runtime or dlls get sent to the browser

# Demo: Blazor WebAssembly Bootstrap Process

# Blazor WebAssembly Framework Caching

- Initial Blazor WebAssembly app size is large as it has to download the application and framework dlls to the browser

The image shows a Blazor WebAssembly application running in a browser. The application has a dark blue sidebar with navigation links: Home, Counter, and Fetch data. The main content area displays "Hello, world!" and a welcome message. Below the application, the Chrome DevTools Network tab is open, showing a list of requests. A red circle highlights the bottom of the network list, which includes the text "56 requests 6.1 MB transferred 16.6 MB resources".

Name	Status	Type	Initiator
bootstrap.min.css	200	stylesheet	(index)
site.css	200	stylesheet	(index)
blazor.webassembly.js	200	script	(index)
open-iconic-bootstrap.min.css	200	stylesheet	(index)
blazor.boot.json	200	fetch	blazor.webassembly.js:1
ng-validate.js	200	script	content-script.js:1
dotnet.3.2.0-preview2.20159.2.js	200	script	blazor.webassembly.js:1
dotnet.wasm	200	fetch	blazor.webassembly.js:1
favicon.ico	200	x-icon	Other
BlazorApp1.dll	200	fetch	blazor.webassembly.js:1
Microsoft.AspNetCore.Blazor.HttpClient.dll	200	fetch	blazor.webassembly.js:1
System.Text.Json.dll	200	fetch	blazor.webassembly.js:1

56 requests 6.1 MB transferred 16.6 MB resources

# Blazor WebAssembly Framework Caching

- If you look at the network trace of what's being downloaded for a Blazor WebAssembly app after it's initially loaded you will notice that the size is extremely smaller

The image shows a Blazor WebAssembly application running in a browser. The application has a sidebar with links to Home, Counter, and Fetch data. The main content area displays "Hello, world!" and a welcome message. Below the application, the Chrome DevTools Network tab is open, showing a list of requests. A red circle highlights the summary at the bottom of the network trace.

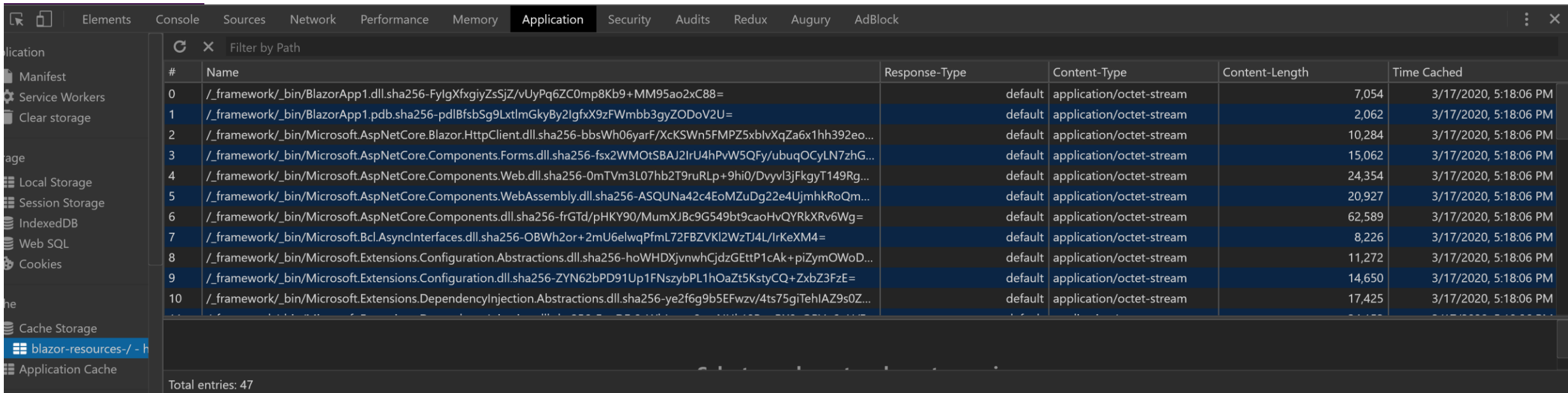
Name	Status	Type	Initiator
localhost	304	document	Other
bootstrap.min.css	200	stylesheet	(index)
site.css	200	stylesheet	(index)
blazor.webassembly.js	304	script	(index)
open-iconic-bootstrap.min.css	304	stylesheet	(index)
blazor.boot.json	200	fetch	blazor.webassembly.js:1
ng-validate.js	200	script	content-script.js:1
dotnet.3.2.0-preview2.20159.2.js	200	script	blazor.webassembly.js:1
favicon.ico	200	x-icon	Other
open-iconic.woff	304	font	Other

10 requests 156 KB transferred 597 KB resources Finish: 2.85 s DOMContentLoaded: 545 ms Load: 858 ms



# Blazor WebAssembly Framework Caching

- When a Blazor WebAssembly app is initially loaded, the runtime and framework files are now stored in the browser cache storage
- When the app loads, it first uses the contents of the *blazor.boot.json* to check if it already has all of the runtime and framework files it needs in the cache. If it does, then no additional network requests are necessary

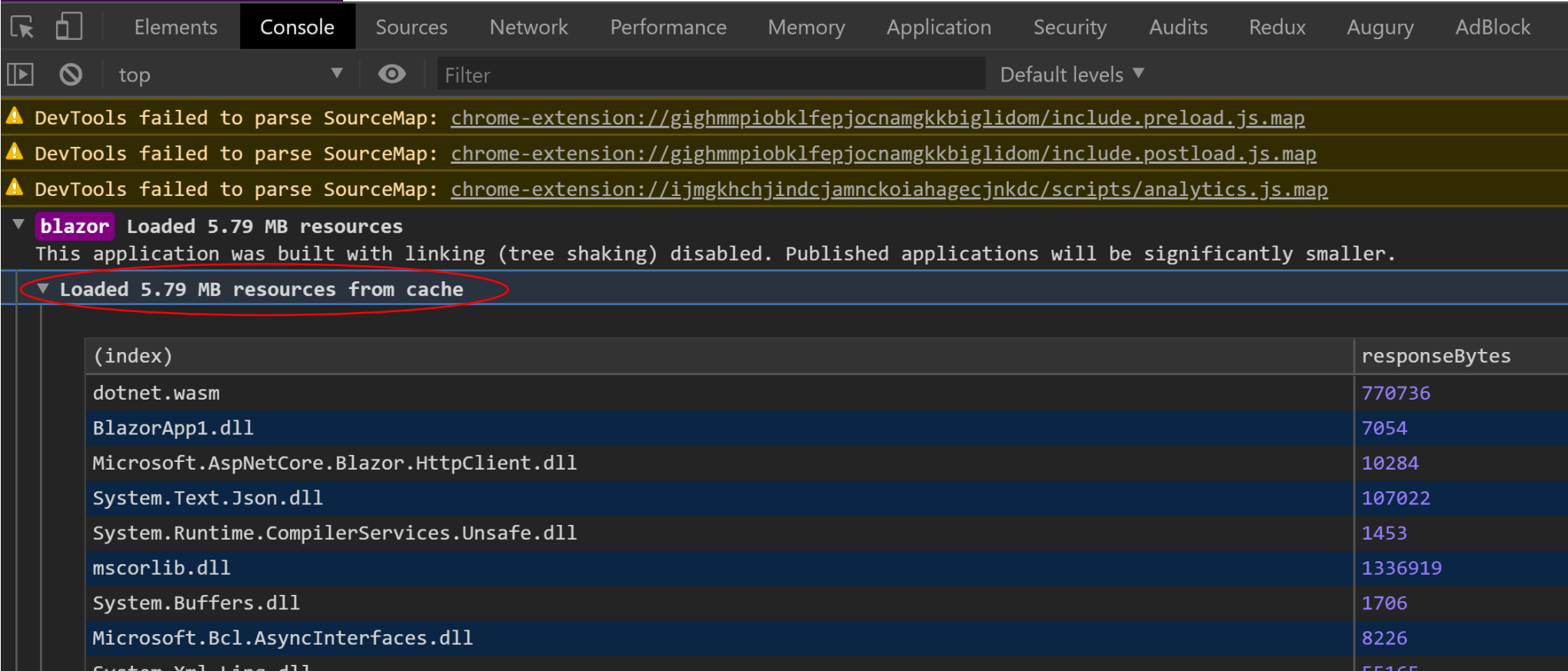


#	Name	Response-Type	Content-Type	Content-Length	Time Cached
0	/_framework/_bin/BlazorApp1.dll.sha256-FyIgXfxgiyZsSjZ/vUyPq6ZC0mp8Kb9+MM95ao2xC88=	default	application/octet-stream	7,054	3/17/2020, 5:18:06 PM
1	/_framework/_bin/BlazorApp1.pdb.sha256-pdlBfsbSg9LxtlmGkyBy2lgfX9zFWmbb3gyZODoV2U=	default	application/octet-stream	2,062	3/17/2020, 5:18:06 PM
2	/_framework/_bin/Microsoft.AspNetCore.Blazor.HttpClient.dll.sha256-bbsWh06yarF/XcKSWn5FMPZ5xbIvXqZa6x1hh392eo...	default	application/octet-stream	10,284	3/17/2020, 5:18:06 PM
3	/_framework/_bin/Microsoft.AspNetCore.Components.Forms.dll.sha256-fsx2WMOtSBAJ2IrU4hPvW5QFy/ubuqOCyLN7zhG...	default	application/octet-stream	15,062	3/17/2020, 5:18:06 PM
4	/_framework/_bin/Microsoft.AspNetCore.Components.Web.dll.sha256-0mTVm3L07hb2T9ruRLp+9hi0/Dvyvl3jFkgyT149Rg...	default	application/octet-stream	24,354	3/17/2020, 5:18:06 PM
5	/_framework/_bin/Microsoft.AspNetCore.Components.WebAssembly.dll.sha256-ASQUNa42c4EoMZuDG22e4UjmhkRoQm...	default	application/octet-stream	20,927	3/17/2020, 5:18:06 PM
6	/_framework/_bin/Microsoft.AspNetCore.Components.dll.sha256-frGTd/pHKY90/MumXJBc9G549bt9caoHvQYRkXRv6Wg=	default	application/octet-stream	62,589	3/17/2020, 5:18:06 PM
7	/_framework/_bin/Microsoft.Bcl.AsyncInterfaces.dll.sha256-OBWh2or+2mU6elwqPfmL72FBZVKI2WzTJ4L/IrKeXM4=	default	application/octet-stream	8,226	3/17/2020, 5:18:06 PM
8	/_framework/_bin/Microsoft.Extensions.Configuration.Abstractions.dll.sha256-hoWHDXjvnwhCjdzG EttP1cAk+piZymOWoD...	default	application/octet-stream	11,272	3/17/2020, 5:18:06 PM
9	/_framework/_bin/Microsoft.Extensions.Configuration.dll.sha256-ZYN62bPD91Up1FNszybPL1hOaZt5KstyCQ+ZxbZ3FzE=	default	application/octet-stream	14,650	3/17/2020, 5:18:06 PM
10	/_framework/_bin/Microsoft.Extensions.DependencyInjection.Abstractions.dll.sha256-ye2f6g9b5EFwzv/4ts75giTehIAZ9s0Z...	default	application/octet-stream	17,425	3/17/2020, 5:18:06 PM

Total entries: 47

# Blazor WebAssembly Framework Caching

- You can still see what the true size of the app is during development by checking the browser console



The screenshot shows the Chrome DevTools Console with the 'Console' tab selected. It displays three yellow warning messages about SourceMap parsing failures. Below these, a message indicates that Blazor loaded 5.79 MB of resources, noting that tree shaking is disabled. A red circle highlights the message 'Loaded 5.79 MB resources from cache'. Below this, a table lists the loaded resources and their sizes in bytes.

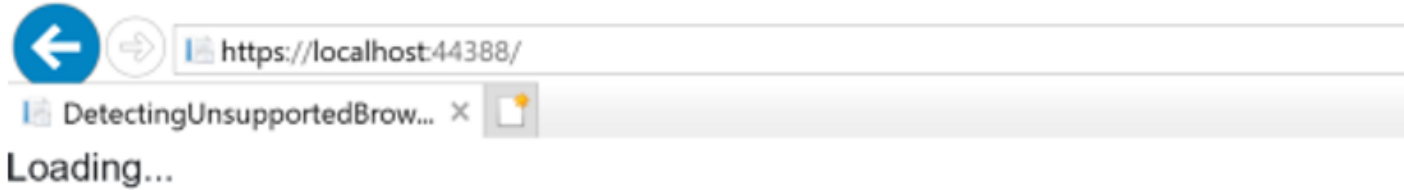
Resource	responseBytes
(index)	
dotnet.wasm	770736
BlazorApp1.dll	7054
Microsoft.AspNetCore.Blazor.HttpClient.dll	10284
System.Text.Json.dll	107022
System.Runtime.CompilerServices.Unsafe.dll	1453
mscorlib.dll	1336919
System Buffers.dll	1706
Microsoft.Bcl.AsyncInterfaces.dll	8226
System.Xml.Linq.dll	55165

# Blazor WebAssembly Framework Caching

- What about invalidating the cache?
  - The cache is based on hashes of all of the files, which are then recorded in the blazor.boot.json file when the app is built. If any of the files change, the hashes should change and the cache will get invalidated

# Detecting Unsupported Browsers

- What happens when you load a Blazor WebAssembly application Under older browsers?



# Demo: Detecting Unsupported Browsers

# Blazor Roadmap

- [Roadmap](#)

# Module Summary

- In this module, you learned about:
  - WebAssembly
  - Blazor Hosting Models
  - Blazor Bootstrap Process
  - Blazor WebAssembly Framework Caching





## Lab 2: Overview





# References

- [Microsoft Docs](#)

