Chatter with SignalR

Program a chatter with Angular and .Net Core using SignalR as the main communication channel.



ClientRepository

Create a servive ClientRepository that stores Username, RegisterTime and LastMessageTime for every connected client in a dictionary (key is the ConnectionId).

This service will be used by both the hub and the controller (see below).

Hub

Create a hub with the endpoint "/chat" in Program.cs. Use a typed hub, i.e. create an interface IChatClient with all required methods to be called on the client.

```
public interface IChatClient
{
   Task NewMessage(string name, string message, string timestamp);
   Task ClientConnected(string name);
   Task ClientDisconnected(string name);
   Task AdminNotification(string message);
   Task NrClientsChanged(int nr);
}
```

Some notifications will only be sent to the Admin group (see below).

SignIn/SignOut

With the methods bool SignIn (string username, string pwd) and void SignOut() a client can sign in to the Chatter.

Take care of the following:

- If the length of the password is less than 5 throw an exception. This exception must be displayed on the client.
- If the username starts with "Admin" the user is treated as an administrator.
- The return value of SignIn is true, if the user is an administrator
- The user is added to/removed from the ClientRepository
- A ClientConnected/ClientDisconnected message is sent to all other clients
- If the client disconnects without explicitly calling SignOut, it will be disconnected anyway.

Message

A user can send messages to others. These messages are distributed by the hub to all others. Don't forget to update LastMessageTime in the repository.

Administrators

Administrators will get additional information from the backend:

- New number of clients, if a client signs in or out
- Anytime someone request all connected clients from the controller (see below).
- On the frontend an administrator has to request the current number of clients after signing in.

Controller

Write a controller with two actions.

AllUsers

Get some information about the connected users. Supply the timestamps in a readable format:

Pwd: abcdefg

Topic: General

Message

Hallo General

Hallo General

Client Admin connected

Client Hansi connected

Name

Hansi

Admin

Update

SignOut

Additionally inform all administrators, whenever someone calls a controller method.

Broadcast

Send a message to all users via a HttpPost.

Extension

"name": "Susi"

}

"topicsOfInterest": ["General"

"registeredString": "18:36:15",
"lastMessageTimeString": "00:00:00"

Every user can specify a list of topics she is interested in. This will be stored in the ClientRepository. When sending a message, now additionally a topic can be added. If a topic is given, only those clients are informed, that are interested in that topic.

