

# Introducing ASP.NET SignalR - Push Services with Hubs

## Hub Clients

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# Outline

- Hub consumers
- jQuery clients
- .NET clients

# Hub consumers

- Consumers can be classic client applications or other services/hubs
- SignalR provides a variety of client libraries
- Microsoft SignalR team
  - .NET 4.0+
  - WinRT
  - Windows Phone 8
  - Silverlight 5
  - jQuery
  - C++
- Community
  - iOS native
  - iOS via Mono
  - Android via Mono

# jQuery client

- **HTML5-based applications often use jQuery**
- **JSON-based wire protocol makes it easy to integrate with JavaScript**
- **SignalR jQuery plugin offers two approaches**
  - Proxy-based with generated proxy
  - Without proxy but 'late binding'

`Install-Package Microsoft.AspNet.SignalR.JS`

# jQuery with proxy

- **Automatic proxy code via /signalr/hubs**
  - Script generated based on hubs declaration in .NET
  - 'Contract' if you will
- ***Optionally*: create static proxy file via *signalr.exe* tool**
- **Simple steps to get going**
  1. Get reference to hub
  2. Wire up events
  3. Start hub connection
  4. Call method
  5. Done
- **Hubs become properties on \$.connection**
  - E.g. `$.connection.chatHub`
  - Hub name camel cased

DEMO

**jQuery client with proxy**

# jQuery with proxy - II

- **`$.connection.hub.start`** can take transport configuration
  - Auto, or any of the supported persistent connection transports

- **`[hub].server.abc`**

- Call methods on the server hub

```
var chat;  
chat = $.connection.chat;  
$.connection.hub.start({ transport: 'longPolling' });  
chat.server.joinRoom('private');
```

- **`[hub].client.xyz`**

- Define client-side methods to be invoked by server hub

```
var chat;  
chat = $.connection.chat;  
chat.client.newMessage = onNewMessage;
```

# jQuery with proxy - III

- Round-tripping data/state via state property
- error handler with error string on `$.connection.hub`
- Events for connection state handling
- Detect slow connections
  - Based on 'keep alive'
  - `$.connection.hub.connectionSlow`
- Client-side logging into JavaScript console
- Cross-domain support
  - Web Sockets, CORS-enabled long polling, or JSONP long polling
  - Cross-domain URLs are auto detected
  - Enforce JSONP via start config option



DEMO

**jQuery client with proxy**

# jQuery without proxy file

- We can also use a late binding approach
- Simple steps to get going
  1. Create hubConnection
    - Derived from \$.connection
  2. Get dynamic proxy
  3. Wire up events based on method/event handler name via on
  4. Start & invoke methods based on method name via invoke

```
var connection = $.hubConnection();  
var proxy = connection.createHubProxy('chat');  
proxy.on('newMessage', onNewMessage);  
connection.start();  
  
proxy.invoke('sendMessage', $('#message').val());
```

- Same connection-related event handlers
- Cross-domain support same as with static proxy

DEMO

**jQuery client without proxy file**

# .NET client

- **Client NuGet package contains binaries for all supported .NET flavors**

`Install-Package Microsoft.AspNet.SignalR.Client`

- .NET 4.x, SL5
- WP8, WinRT

- **Mental model resembles proxy-less JavaScript approach**

- **Simple steps to get going**

1. Create `HubConnection`
2. Create hub proxy via `CreateHubProxy`
3. Wire up event handlers via `On`
4. Start connection with `Start`
5. Call methods via `Invoke`

```
var hubConnection = new HubConnection("http://localhost/ps");
var chat = hubConnection.CreateHubProxy("chat");

chat.On<string>("newMessage", ...);
hubConnection.Start().Wait();
...
```

# .NET client - II

- **Connection-related events on HubConnection**
  - Opened
  - Closed
  - Error
  - Received
  - Reconnected
  - Reconnecting
  - StateChanged

DEMO

**.NET 4.5 client & Windows Phone 8 client**

# Summary

- **NuGet packages for various client frameworks**
- **Easy-to-use programming models for jQuery**
  - With or without static proxy
- **.NET clients for .NET Framework, Windows Phone 8, Silverlight 5, and WinRT**
- **Hook into connection events to build non-fragile consumers**