RestAPI

* Problems:
  + Calling OpenWeatherAPI results in CORS Error
    - Got multiple CORS Error for no reason. There is not a documentation available describing this error. The API was testes with Postman, and it worked properly. Afterwards, added all headers given in Postman but didn’t solve the problem.
* Problem Solution:
  + The Problem was caused by the API Key. I have tried to add the key to the Header of the HTTP Client – because of security reasons. But at the end this was rejected and after adding the API Key directly to the request URL the CORS Error was gone. So added the API Key temporarily to the request URL.

Map

* Problems:
  + Map Plugin
    - There are no Map Plugins available from the community – the available ones are in prerelease and not working or buggy.
* Problem Solution:
  + Implementing Leaflet with JS. By doing that, there were several problems with the compatibility, so it took several hours to setup the map and to let it work.

What was positive:

* Plugins
  + Plugins are easy to use without any further steps
* DI
  + Multiple Services got injected to test the dependency Injection and there was no problem. Dependency Injection helps a lot while developing – to keep a cleaner code.
* Components
  + Components allow to separate View Elements to reuse it or for simplicity. So, in my case it was just for the simplicity. There was a lot of C# Code in one component, so I thought it would be much clearer to split those, as it is a completely different Element. So, overall Components are easy to create and easy to use. It is easily possible to call Methods from the child Component and pass Data by Data Binding to the child. Blazor also allows to easily add Parameters by just typing [Parameter] over the property, which is helpful and easy.
* Async
  + In this example multiple Methods were initialized as async and C# is very powerful when it comes to async. There was no problem with the async functions, and it was very easy to use without any additional research.

What was negative:

* Plugins
  + There is not a big choice of plugins available the useful ones are only in the prerelease phase and buggy. For example: there is not a Map Plugin available.
* Design Options
  + There are only limited design options available. For example, the Plugin MudBlazor is the most used Material Design Plugin but there only a few options to align Elements as expected.