Namespace SignalRBasics.Controllers Classes

HomeController

HomeController Базовый контроллер с чатом.

Class HomeController

Namespace: SignalRBasics.Controllers

Assembly: SignalRServer.dll

HomeController Базовый контроллер с чатом.

public class HomeController : Controller, IActionFilter, IAsyncActionFilter, IFilterMetadata, :

Inheritance
object ← ControllerBase ← Controller ← HomeController

Implements
| ActionFilter ← IAsyncActionFilter ← IFilterMetadata ← IDisposable ← IDIS

Controller. View() ☐ , Controller. View(string) ☐ , Controller. View(object) ☐ ,

Inherited Members

<u>Controller.View(string, object)</u> ¬, <u>Controller.PartialView()</u> ¬, <u>Controller.PartialView(string)</u> ¬, <u>Controller.PartialView(object)</u> ♂, <u>Controller.PartialView(string, object)</u> ♂, Controller. ViewComponent(string) ☑, Controller. ViewComponent(Type) ☑, <u>Controller.ViewComponent(string, object)</u> , <u>Controller.ViewComponent(Type, object)</u> , , Controller.Json(object) ♂, Controller.Json(object, object) ♂, <u>Controller.OnActionExecuting(ActionExecutingContext)</u> □, Controller.OnActionExecuted(ActionExecutedContext) □ , <u>Controller.OnActionExecutionAsync(ActionExecutingContext, ActionExecutionDelegate)</u> □ , <u>Controller.Dispose()</u> do , <u>Controller.Dispose(bool)</u> do , <u>Controller.ViewData</u> do , <u>Controller.TempData</u> do , <u>Controller.ViewBag</u> ♂, <u>ControllerBase.StatusCode(int)</u> ♂, <u>ControllerBase.StatusCode(int, object)</u> ♂, ControllerBase.Content(string) ☑, ControllerBase.Content(string, string) ☑, ControllerBase.Content(string, string, Encoding) □, <u>ControllerBase.Content(string, MediaTypeHeaderValue)</u> ✓, <u>ControllerBase.NoContent()</u> ✓, ControllerBase.Ok() ☑ , ControllerBase.Ok(object) ☑ , ControllerBase.Redirect(string) ☑ , <u>ControllerBase.RedirectPermanent(string)</u> ✓, <u>ControllerBase.RedirectPreserveMethod(string)</u> ✓, <u>ControllerBase.RedirectPermanentPreserveMethod(string)</u> □, <u>ControllerBase.LocalRedirect(string)</u> □, <u>ControllerBase.LocalRedirectPermanent(string)</u> □, <u>ControllerBase.LocalRedirectPreserveMethod(string)</u> □, ControllerBase.LocalRedirectPermanentPreserveMethod(string) ☐, ControllerBase.RedirectToAction() ☐, ControllerBase.RedirectToAction(string) □, ControllerBase.RedirectToAction(string, object) □, <u>ControllerBase.RedirectToAction(string, string)</u> □, ControllerBase.RedirectToAction(string, string, object) □ , ControllerBase.RedirectToAction(string, string, string) □,

```
ControllerBase.RedirectToAction(string, string, object, string) □,
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string) ,
ControllerBase.RedirectToActionPermanent(string) ☑,
<u>ControllerBase.RedirectToActionPermanent(string, object)</u> □ ,
ControllerBase.RedirectToActionPermanent(string, string) □,
ControllerBase.RedirectToActionPermanent(string, string, string) □,
<u>ControllerBase.RedirectToActionPermanent(string, string, object)</u> ✓ ,
<u>ControllerBase.RedirectToActionPermanent(string, string, object, string)</u> □,
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string) \( \text{\text{\text{\text{o}}}} \) ,
ControllerBase.RedirectToRoute(string)  , ControllerBase.RedirectToRoute(object)  , ,
ControllerBase.RedirectToRoute(string, object) 

∠ , ControllerBase.RedirectToRoute(string, string) 

∠ , ControllerBase.RedirectToRoute(string, string)
ControllerBase.RedirectToRoute(string, object, string) □,
ControllerBase.RedirectToRoutePreserveMethod(string, object, string) □,
<u>ControllerBase.RedirectToRoutePermanent(string)</u> □,
<u>ControllerBase.RedirectToRoutePermanent(object)</u> □ ,
ControllerBase.RedirectToRoutePermanent(string, object) ♂,
<u>ControllerBase.RedirectToRoutePermanent(string, string)</u> □ ,
ControllerBase.RedirectToRoutePermanent(string, object, string) □,
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string) ...,
ControllerBase.RedirectToPage(string) □ , ControllerBase.RedirectToPage(string, object) □ ,
ControllerBase.RedirectToPage(string, string) / ControllerBase.RedirectToPage(string, string, object) / ,
ControllerBase.RedirectToPage(string, string, string). □ ,
ControllerBase.RedirectToPage(string, string, object, string) ☑,
ControllerBase.RedirectToPagePermanent(string) □ ,
<u>ControllerBase.RedirectToPagePermanent(string, object)</u> □,
<u>ControllerBase.RedirectToPagePermanent(string, string)</u> □,
ControllerBase.RedirectToPagePermanent(string, string, string) □,
<u>ControllerBase.RedirectToPagePermanent(string, string, object, string)</u> □,
<u>ControllerBase.RedirectToPagePreserveMethod(string, string, object, string)</u> □ ,
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string) ...,
ControllerBase.File(byte[], string) □, ControllerBase.File(byte[], string, bool) □,
ControllerBase.File(byte[], string, string) □ , ControllerBase.File(byte[], string, string, bool) □ ,
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue) □,
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool) ♂,
ControllerBase.File(Stream, string) □ , ControllerBase.File(Stream, string, bool) □ ,
ControllerBase.File(Stream, string, string) ☑, ControllerBase.File(Stream, string, bool) ☑,
<u>ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue)</u> ✓,
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
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ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue) ,
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
ControllerBase.File(string, string) □, ControllerBase.File(string, string, bool) □,
ControllerBase.File(string, string, string) □ , ControllerBase.File(string, string, string, bool) □ ,
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue) ,
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
<u>ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue)</u> ✓,
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool) ♂,
ControllerBase.PhysicalFile(string, string) □, ControllerBase.PhysicalFile(string, string, bool) □,
ControllerBase.PhysicalFile(string, string, string) ♂,
ControllerBase.PhysicalFile(string, string, string, bool) ✓,
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue) ,
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue) ..., ,
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool) ♂,
ControllerBase.Unauthorized() □ , ControllerBase.Unauthorized(object) □ , ControllerBase.NotFound() □ ,
ControllerBase.NotFound(object) □ , ControllerBase.BadRequest() □ ,
ControllerBase.BadRequest(object) , ControllerBase.BadRequest(ModelStateDictionary) ,
<u>ControllerBase.UnprocessableEntity()</u> □, <u>ControllerBase.UnprocessableEntity(object)</u> □,
ControllerBase.UnprocessableEntity(ModelStateDictionary) ☑, ControllerBase.Conflict() ☑,
ControllerBase.Conflict(object) □ , ControllerBase.Conflict(ModelStateDictionary) □ ,
ControllerBase.Problem(string, string, int?, string, string) ☑ ,
ControllerBase.ValidationProblem(ValidationProblemDetails) □ ,
ControllerBase.ValidationProblem(ModelStateDictionary) , ControllerBase.ValidationProblem() ,
ControllerBase. Validation Problem (string, string, int?, string, string, ModelStateDictionary) ...,
ControllerBase.Created(string, object) ♂, ControllerBase.Created(Uri, object) ♂,
ControllerBase.CreatedAtAction(string, object) □,
ControllerBase.CreatedAtAction(string, object, object) □,
<u>ControllerBase.CreatedAtAction(string, string, object, object)</u> □,
ControllerBase.CreatedAtRoute(string, object) ♂, ControllerBase.CreatedAtRoute(object, object) ♂,
ControllerBase.CreatedAtRoute(string, object, object) ♂, ControllerBase.Accepted() ♂,
ControllerBase.Accepted(object) ♂, ControllerBase.Accepted(Uri) ♂, ControllerBase.Accepted(string) ♂,
<u>ControllerBase.Accepted(string, object)</u> , <u>ControllerBase.Accepted(Uri, object)</u> , ,
ControllerBase.AcceptedAtAction(string) ☑, ControllerBase.AcceptedAtAction(string, string) ☑,
ControllerBase.AcceptedAtAction(string, object) □,
ControllerBase.AcceptedAtAction(string, object, object) □ ,
ControllerBase.AcceptedAtAction(string, string, object, object) □,
ControllerBase.AcceptedAtRoute(object) □ , ControllerBase.AcceptedAtRoute(string) □ ,
ControllerBase.AcceptedAtRoute(string, object) ♂, ControllerBase.AcceptedAtRoute(object, object) ♂,
```

```
ControllerBase.AcceptedAtRoute(string, object, object) □, ControllerBase.Challenge() □,
<u>ControllerBase.Challenge(params string[])</u> ♂, <u>ControllerBase.Challenge(AuthenticationProperties)</u> ♂,
ControllerBase.Challenge(AuthenticationProperties, params string[]) ☑ , ControllerBase.Forbid() ☑ ,
<u>ControllerBase.Forbid(params string[])</u> ♂, <u>ControllerBase.Forbid(AuthenticationProperties)</u> ♂,
ControllerBase.Forbid(AuthenticationProperties, params string[]) \( \operatorname{A} \),
<u>ControllerBase.SignIn(ClaimsPrincipal)</u> , <u>ControllerBase.SignIn(ClaimsPrincipal, string)</u> , ,
<u>ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties)</u> ✓,
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string) ☑ , ControllerBase.SignOut() ☑ ,
<u>ControllerBase.SignOut(AuthenticationProperties)</u> do , <u>ControllerBase.SignOut(params string[])</u> do ,
ControllerBase.SignOut(AuthenticationProperties, params string[]) ,
<u>ControllerBase.TryUpdateModelAsync<TModel>(TModel)</u> □,
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string) □,
<u>ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider)</u> ,
<u>ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, </u>
<u>object>>[])</u>♂,
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>) ,
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params
Expression < Func < TModel, object >>[]) \( \text{\text{$\sigma}} \) ,
<u>ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata, IValue</u>
bool>)♂,
ControllerBase.TryUpdateModelAsync(object, Type, string) ♂,
<u>ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>).</u>
♂,
<u>ControllerBase.TryValidateModel(object, string)</u> ✓, <u>ControllerBase.TryValidateModel(object, string)</u> ✓,
ControllerBase.HttpContext☑, ControllerBase.Request☑, ControllerBase.Response☑,
ControllerBase.RouteData ☑ , ControllerBase.ModelState ☑ , ControllerBase.ControllerContext ☑ ,
ControllerBase.MetadataProvider , ControllerBase.ModelBinderFactory , ControllerBase.Url ,
<u>ControllerBase.ObjectValidator</u> ✓, <u>ControllerBase.ProblemDetailsFactory</u> ✓, <u>ControllerBase.User</u> ✓,
object.Equals(object) ♂, object.Equals(object, object) ♂, object.GetHashCode() ♂, object.GetType() ♂,
```

Constructors

HomeController(ILogger<HomeController>)

public HomeController(ILogger<HomeController> logger)

Methods

ChatDemo()

ChatDemo Открывает View чата.

```
public ViewResult ChatDemo()
```

Returns

<u>ViewResult</u> □

Error()

```
[ResponseCache(Duration = 0, Location = ResponseCacheLocation.None, NoStore = true)]
public IActionResult Error()
```

Returns

Index()

```
public IActionResult Index()
```

Returns

Privacy()

public IActionResult Privacy()

Returns

<u>IActionResult</u>

☑

Namespace SignalRBasics.Hubs

Classes

ChatHub

ChatHub Класс хаба.

Class ChatHub

Namespace: <u>SignalRBasics.Hubs</u>
Assembly: SignalRServer.dll

ChatHub Класс хаба.

```
public class ChatHub : Hub, IDisposable
```

Inheritance

<u>object</u> d ← <u>Hub</u> d ← ChatHub

Implements

Inherited Members

 $\frac{\text{Hub.OnConnectedAsync}() \varnothing \text{ , } \underline{\text{Hub.OnDisconnectedAsync}(\text{Exception}) \varnothing \text{ , } \underline{\text{Hub.Dispose}(\text{bool})} \varnothing \text{ , } \underline{\text{Hub.Dispose}()} \varnothing \text{ , } \underline{\text{Hub.Clients}} \varnothing \text{ , } \underline{\text{Hub.Context}} \varnothing \text{ , } \underline{\text{Hub.Groups}} \varnothing \text{ , } \underline{\text{object.Equals}(\text{object})} \varnothing \text{ , } \underline{\text{object.Equals}(\text{object})} \varnothing \text{ , } \underline{\text{object.GetHashCode}()} \varnothing \text{ , } \underline{\text{object.GetType}()} \varnothing \text{ , } \underline{\text{object.ToString}()} \varnothing \text{ } \underline{\text{object.ToString$

Methods

SendMessageToAll(string, string)

SendMessageToAll Метод принимающий имя отправителя и сообщение, и рассылающий данные всем подключенным к чату клиентам.

```
public Task SendMessageToAll(string user, string message)
```

Parameters

user <u>string</u> ♂

Имя пользователя отправителя.

Текст сообщения.

Returns

<u>Task</u> ☑

Namespace SignalRBasics.Models Classes

ErrorViewModel

Class ErrorViewModel

```
Namespace: SignalRBasics.Models
Assembly: SignalRServer.dll

public class ErrorViewModel
```

Inheritance

 $\underline{object} \bowtie \leftarrow ErrorViewModel$

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.ToS$

Properties

RequestId

```
public string? RequestId { get; set; }
Property Value
string♂
```

ShowRequestId

```
public bool ShowRequestId { get; }
```

Property Value

bool₫