

This is a basic course to start with and requires no prior knowledge of Blazor.

It does pre-suppose some knowledge of C# (preferably) or any other high-level object-oriented programming language (Java, C++)

As the course progresses the flow transfers to more advanced topics so by the end, students are expected to acquire an intermediate skill level.

As this course is completely built around Blazor, let's have a quick overview of what it is?

1. Blazor is an open-source web framework offering from Microsoft.
2. It uses just C# and razor (HTML/CSS) markup to create rich interactive user interfaces.
3. Blazor **does not** require **JavaScript** for its development.
4. It has a complete client-side(browser) version using web assembly.

Topics Covered

- Configuration of Blazor
- Live application Demo
- Various Blazor Hosting Models
- What's new in Blazor 3.1?
- Data Bindings in Blazor
- Routing in Blazor
- Event Call back in Blazor
- Inheritance in Blazor
- Life Cycle methods in Blazor
- CRUD Operations with Blazor
- Authentication and Authorization in the Blazor CRUD application to enable viewing/editing only logged in user data
- Adding a Spinkit loader component to show nice, animated loaders while the app is loading
- Simple Pagination of finished App
- Progressive Web Application
- Testing Blazor Using bUnit

Assignment 1: Complete the Coding in Exercise 1

Assignment 2: Create a Blazor Component to Add Numbers and Display on the Browser