

ASP.NET MVC 5 Fundamentals

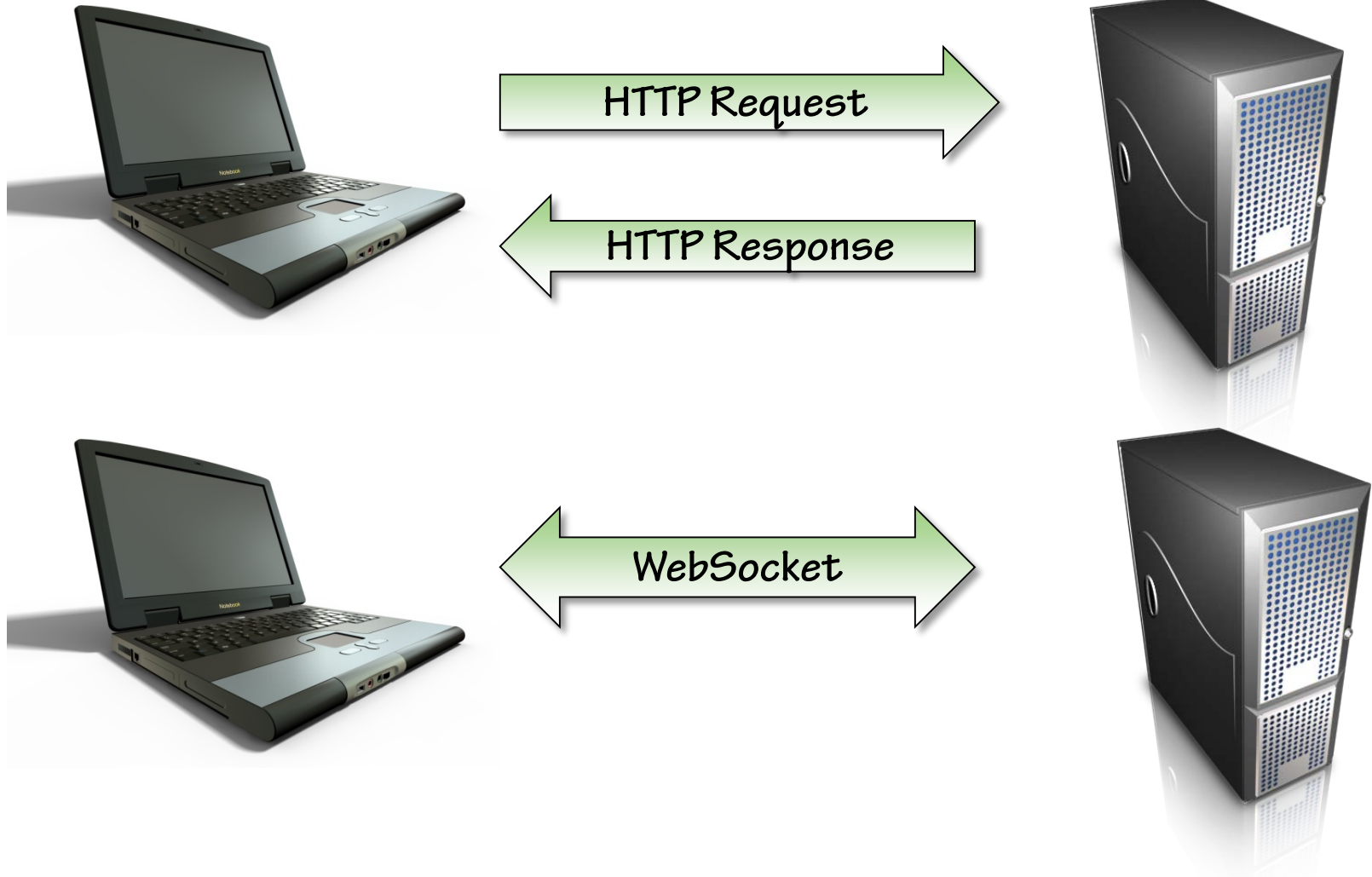
SignalR

K. Scott Allen
OdeToCode.com
@OdeToCode



pluralsight 
hardcore developer training

WebSockets



The API

```
var socket = new WebSocket("ws://echo.websocket.org");

// once the connection opens ...
socket.send("Hello, there!");

// server sent me a message ...
socket.onmessage = function(event) {
    alert("I got data! " + event.data);
}
```

Web Sockets - Candidate Recommendation

Bidirectional communication technology for web apps

*Usage stats:	Global
Support:	68.47%
Partial support:	2.87%
Total:	71.34%

Show all versions	IE	Firefox	Chrome	Safari	Opera	iOS Safari	Opera Mini	Android Browser	Blackberry Browser	IE Mobile
								2.1		
						3.2		2.2		
						4.0-4.1		2.3		
	8.0					4.2-4.3		3.0		
	9.0		28.0			5.0-5.1		4.0		
	10.0	23.0	29.0	5.1		6.0-6.1		4.1	7.0	
Current	11.0	24.0	30.0	6.0	17.0	7.0	5.0-7.0	4.2-4.3	10.0	10.0
Near future		25.0	31.0	7.0	18.0					

<http://caniuse.com/#search=sockets>

SignalR 2.0

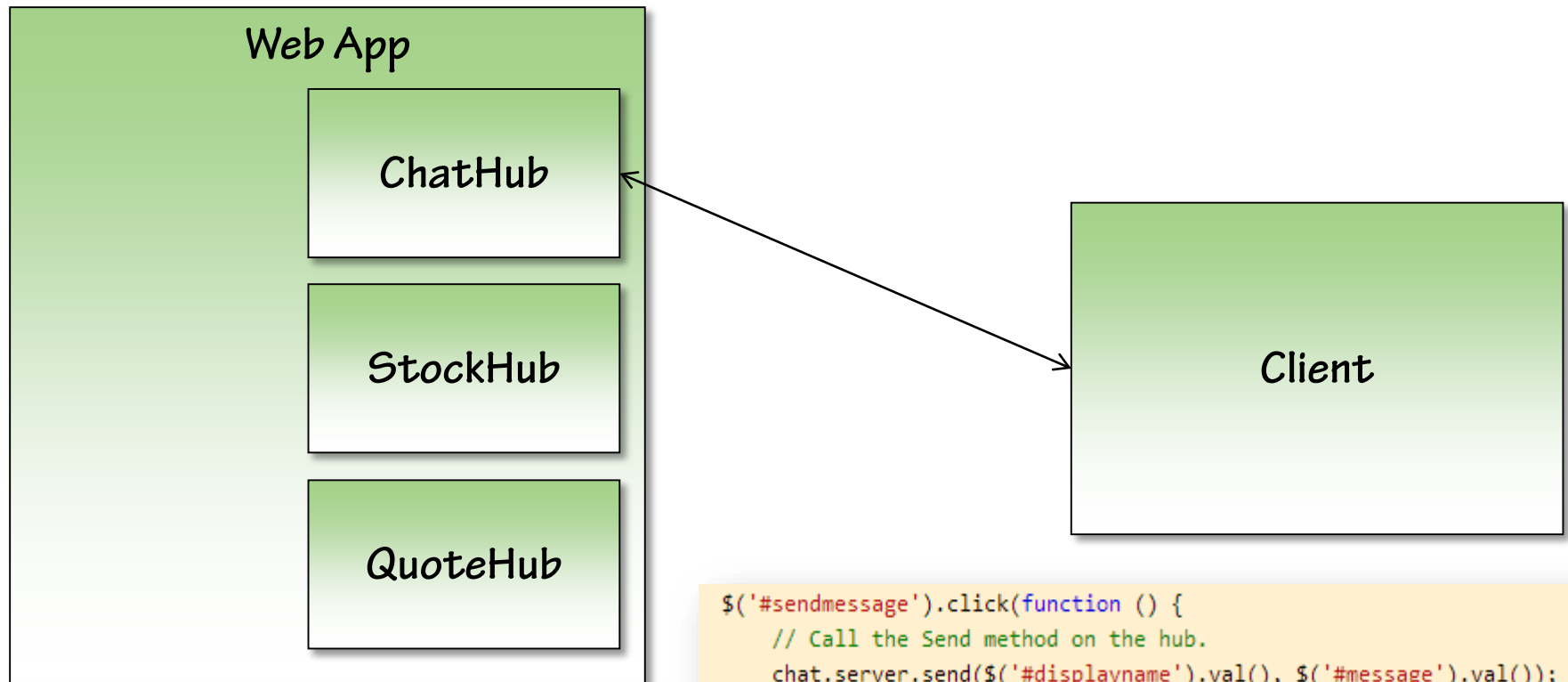
- **Microsoft.AspNet.SignalR**
- **Connections**
 - WebSockets
 - Server Sent Events (SSE)
 - Forever Frame
 - Long Polling



Web Browser Transport Requirements

Transport	Internet Explorer	Chrome (Windows or iOS)	Firefox	Safari (OSX or iOS)	Android
WebSockets	10+	current - 1	current - 1	current - 1	N/A
Server-Sent Events	N/A	current - 1	current - 1	current - 1	N/A
ForeverFrame	8+	N/A	N/A	N/A	4.1
Long Polling	8+	current - 1	current - 1	current - 1	4.1

SignalR Hubs



```
public class ChatHub : Hub
{
    public void Send(string name, string message)
    {
        // Call the broadcastMessage method to update clients.
        Clients.All.broadcastMessage(name, message);
    }
}
```

```
$('#sendmessage').click(function () {
    // Call the Send method on the hub.
    chat.server.send($('#displayname').val(), $('#message').val());
    // Clear text box and reset focus for next comment.
    $('#message').val('').focus();
});
```