# NET MAUI

Gremo skozi delavnico [dotnet-presentations/dotnet-maui-workshop: A full day workshop (.NET MAUI Workshop in a Box) on how to build apps with .NET MAUI for iOS, Android, macOS, and Windows (github.com)](https://github.com/dotnet-presentations/dotnet-maui-workshop/tree/main)

(Okolje .NET MAUI že prej pripravimo vključno z MAC-om – najboljše je, če dodamo aplikacijo kar na mac-a)

Aplikacija Testiranje NET NAUI, vneseš uporabnika in geslo, kličeš API in dobiš žeton, s tem žetonom kličeš servis.

Problem je pri Poganjanju programa na simulatorju za Android (ne moreš dostopati do loclahost). V ta namen moraš:

1. dotnet dev-certs https –trust

public static string BaseAddress =

DeviceInfo.Platform == DevicePlatform.Android ? "https://10.0.2.2:7034" : "https://localhost:7034";

public static string up = $"{BaseAddress}/api/Uporabnik/";

1. Dodaš razred

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace TestiranjeNetMaui

{

public class HttpsClientHandlerService

{

public HttpMessageHandler GetPlatformMessageHandler()

{

#if ANDROID

var handler = new Xamarin.Android.Net.AndroidMessageHandler();

handler.ServerCertificateCustomValidationCallback = (message, cert, chain, errors) =>

{

if (cert != null && cert.Issuer.Equals("CN=localhost"))

return true;

return errors == System.Net.Security.SslPolicyErrors.None;

};

return handler;

#elif IOS

var handler = new NSUrlSessionHandler

{

TrustOverrideForUrl = IsHttpsLocalhost

};

return handler;

#else

throw new PlatformNotSupportedException("Only Android and iOS supported.");

#endif

}

#if IOS

public bool IsHttpsLocalhost(NSUrlSessionHandler sender, string url, Security.SecTrust trust)

{

return url.StartsWith("https://localhost");

}

#endif

}

}

Kjer kličeš Web API servis (pri meni na primer MainPage.xaml.cs

#if DEBUG

HttpsClientHandlerService handler = new HttpsClientHandlerService();

HttpClient klient = new HttpClient(handler.GetPlatformMessageHandler());

#else

HttpClient klient = new HttpClient();

#endif

Potem ti za Windows ne dela. Če hočeš, da dela še za windows, zakomentiraš ta zadnji del in dodaš

HttpClient klient = new HttpClient();