

Composing an Interactive Blazor Application



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Module Overview



[Parameter]

Rendering conditionally

Injecting and passing down objects

Lifecycle methods

Two-way data binding

Event callbacks

Form components

Cascading values



Preparation for Benefits Feature

Benefit and EmployeeBenefit entities

Navigation property in Employee entity

EmployeeModel

Added entities to ApplicationDbContext

Migration

BenefitModel

BenefitRepository and BenefitController

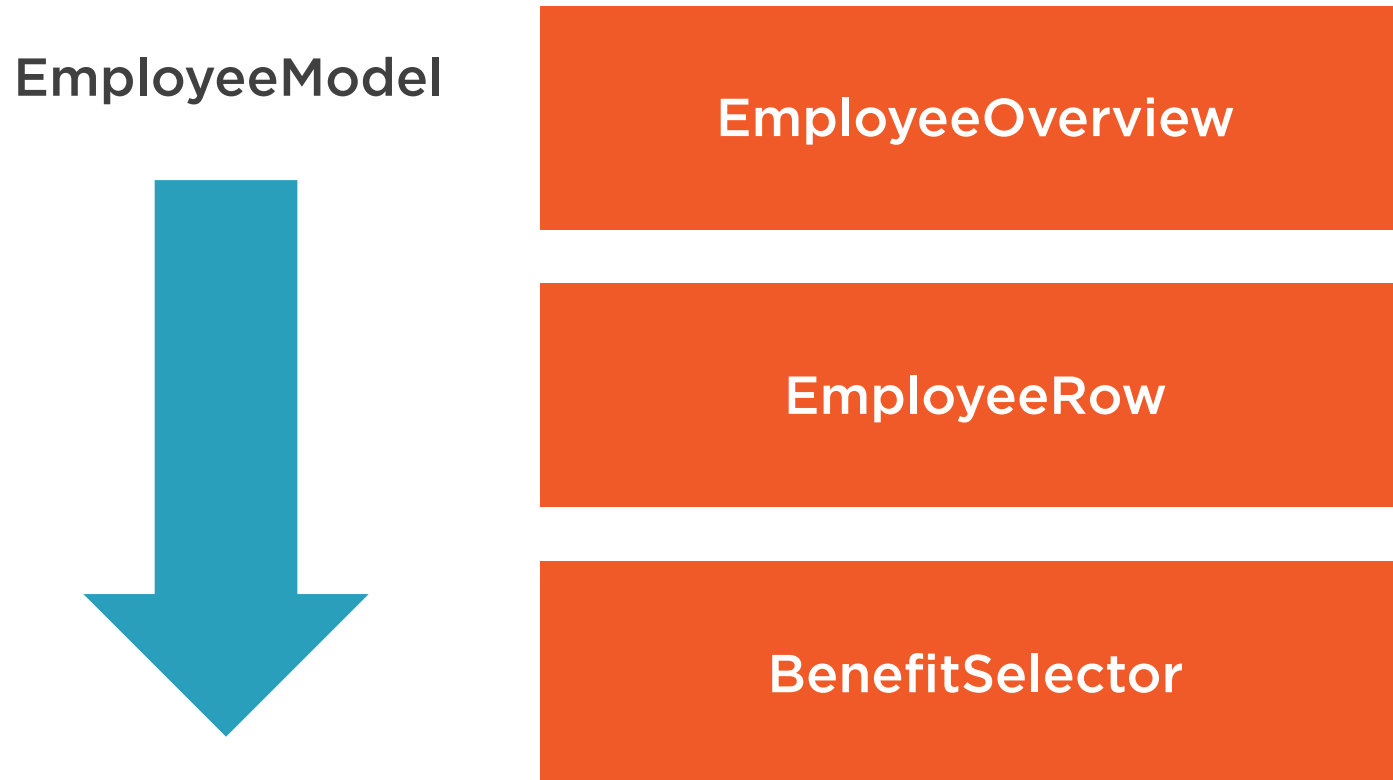
BenefitDataService



[https://github.com/GillCleeren
/BethanysPieShopHR](https://github.com/GillCleeren/BethanysPieShopHR)



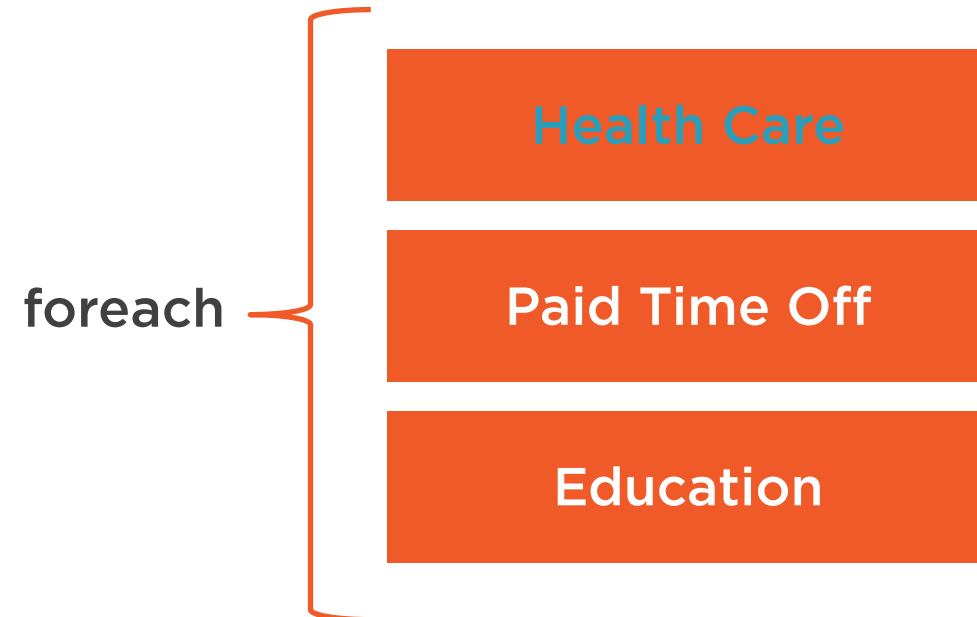
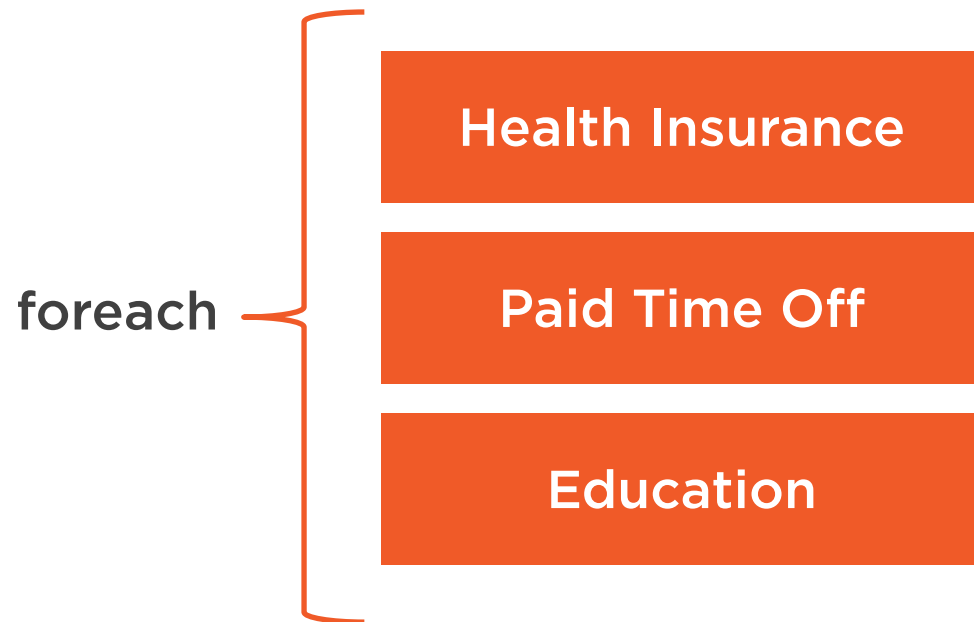
Passing Objects Down the Component Hierarchy



@key

Collection:
Benefit "Health Insurance"
Benefit "Paid Time Off"
Benefit "Education"

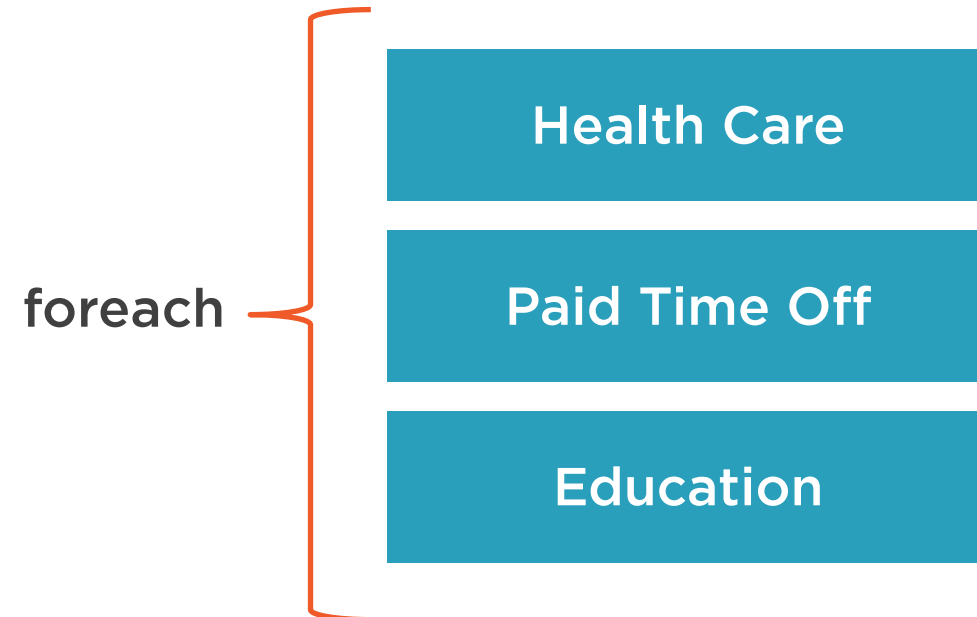
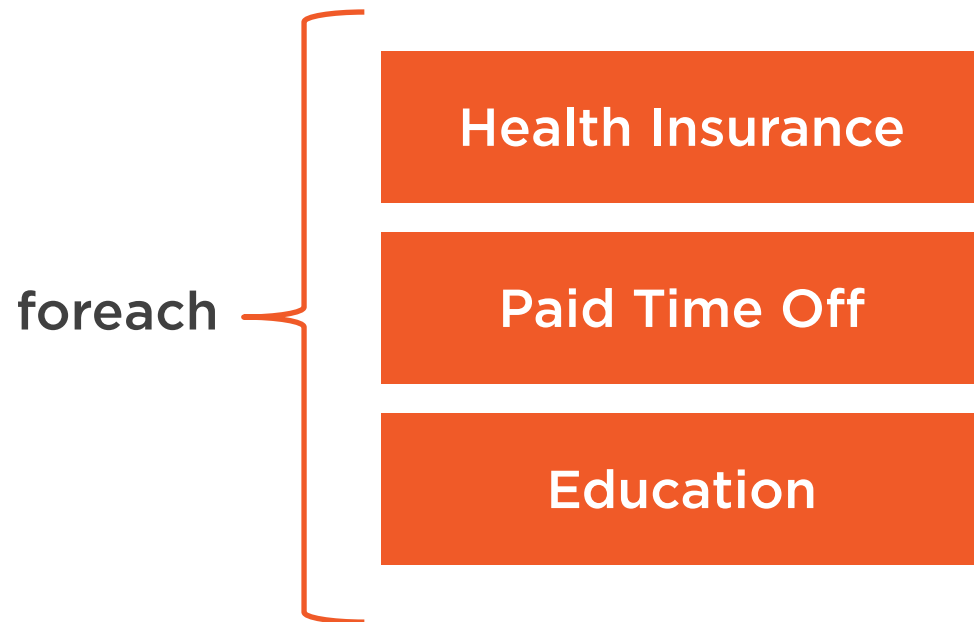
Collection:
Benefit "Health **Care**"
Benefit "Paid Time Off"
Benefit "Education"



@key

Collection:
Benefit "Health Insurance"
Benefit "Paid Time Off"
Benefit "Education"

Collection:
Benefit "Health **Care**"
Benefit "Paid Time Off"
Benefit "Education"



@key

Collection:

Benefit 1 "Health Insurance"

Benefit 2 "Paid Time Off"

Benefit 3 "Education"

foreach

1. Health Insurance

2. Paid Time Off

3. Education



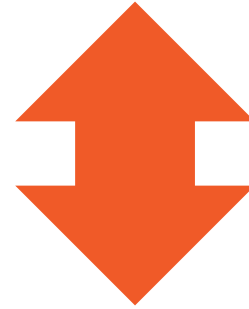
Two-way Data Binding

```
<img class = "@cssClass" />
```



```
private string cssClass = "circle";
```

```
<input checked = "@Selected" />
```



```
public bool Selected { get; set; }
```

Component Hierarchy

EmployeeModel



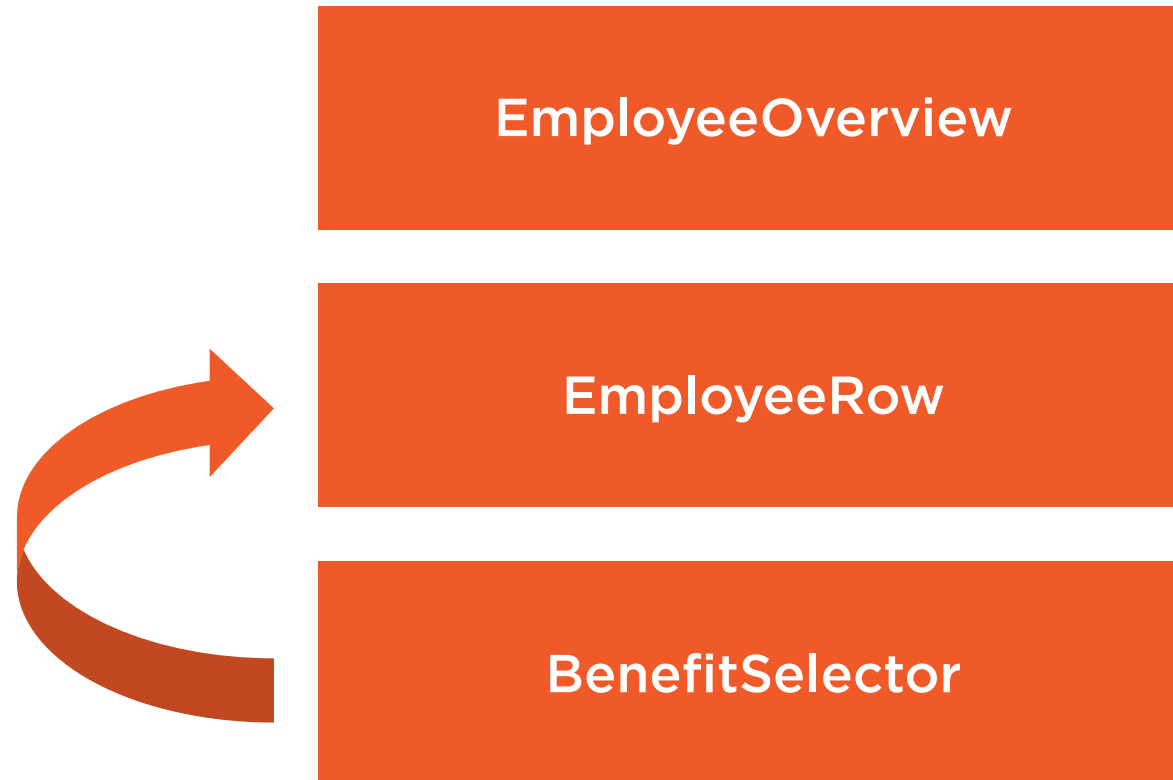
EmployeeOverview

EmployeeRow

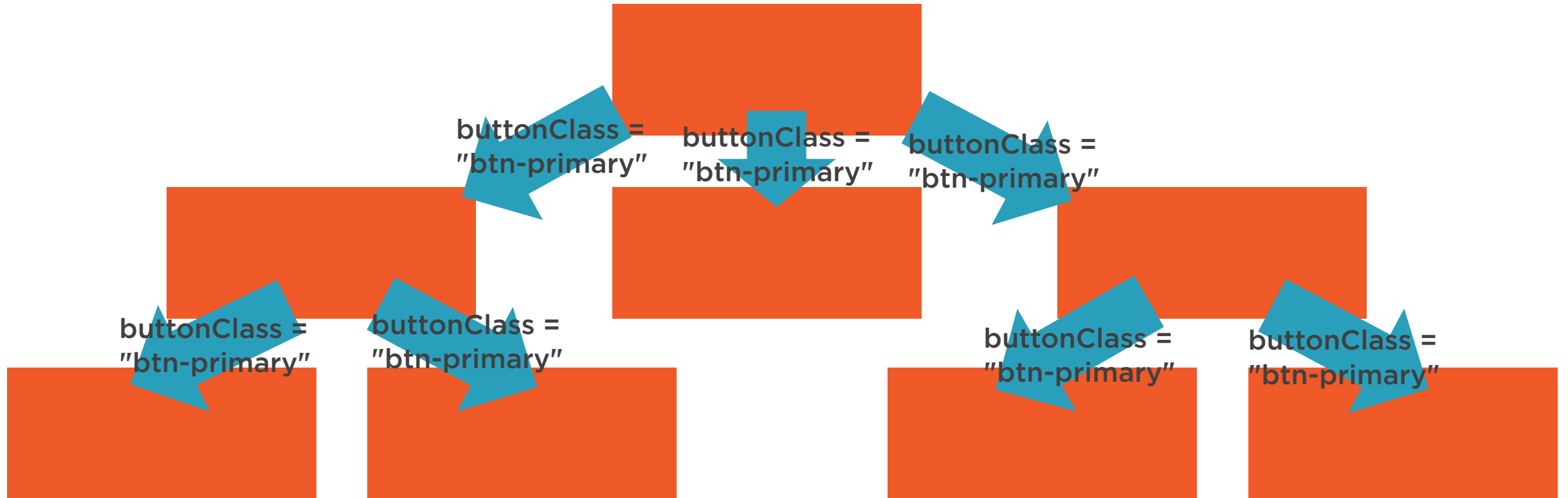
BenefitSelector



Component Hierarchy



Cascading Values



Cascading Values

```
<CascadingValue Value="@buttonClass">  
  <CascadingValue Value="@inputClass">  
    <EmployeeOverView>  
      <AddEmployeeDialog>  
        [CascadingParameter]  
        public string CascadingValue { get; set ; }
```



Cascading Values

```
<CascadingValue Value="@buttonClass" Name="button">  
  <CascadingValue Value="@inputClass" Name="input">  
    <EmployeeOverView>  
      <AddEmployeeDialog>  
        [CascadingParameter(Name = "button")]  
        public string CascadingValue { get; set ; }
```



Summary



Component interaction

The lifecycle

Two-way data binding

