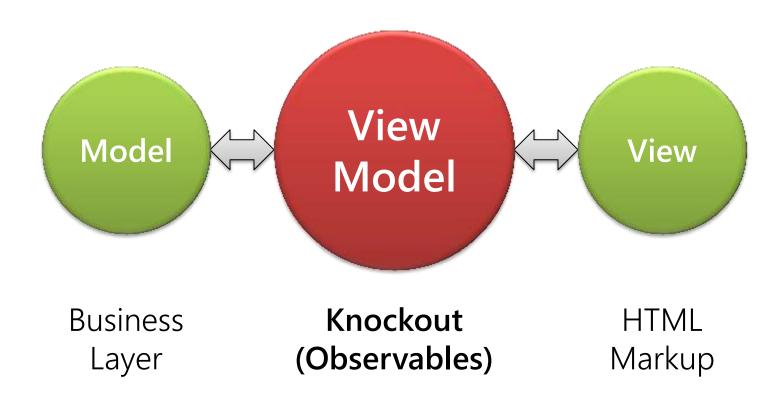
Webstack of

HTML5 Knockout Web API SignalR

@bradwilson
http://bradwilson.typepad.com/

Demo

UI Mockup from the "Designer"



Declarative

```
<div>
   Hello, <strong>Brad</strong>
</div>
```

Declarative

```
<div>
Hello,
  <strong data-bind="text: name" />
</div>
```

Iterative

```
     <!i>Item 1
     <!i>Item 2
     <!i>Item 3
```

Iterative

Eventing

```
<input
  type="button"
  onclick="someJavaScript(thisObj)" />
```

Eventing

```
<input
  type="button"
  data-bind="click: modelFunction" />
```

Templating

```
<div>
    <span data-bind="text: buyer().firstName" />
    <span data-bind="text: buyer().lastName" />
    </div>
    <div>
        <span data-bind="text: seller().firstName" />
        <span data-bind="text: seller().lastName" />
        </div>
```

Templating

Observables

- View models with simple values are read once
- View models with observables get live updates

```
ko.observable(value)
ko.observableArray([...])
ko.computed(function() { ... })
ko.applyBindings(viewModel)
```

Demo

Convert Mockup to Knockout

Elevator Pitch

MVC excels at processing form data and returning HTML.

Web API excels at processing and returning structured data like JSON or XML.

When you want to do both, use both.

Mix in a Little of the Old...

- Routing
- Controllers and actions
- Filters
- Model binding
- Dependency injection support

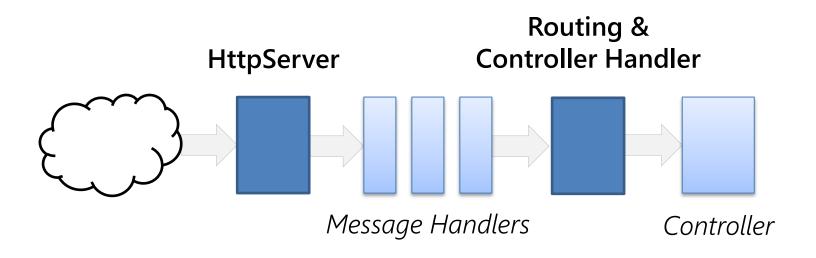
...With a Little of the New

- Dispatch based on HTTP verb
- Parameter binders
- Formatters
- Introspection
- Async from top to bottom (using Task<T>)
- Pluggable hosting layer

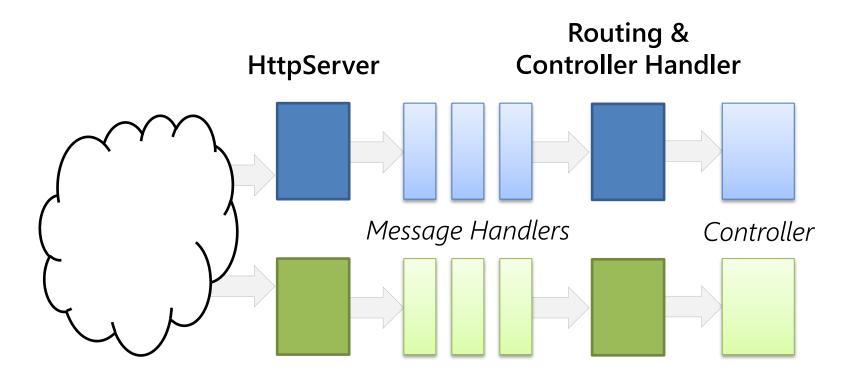
Inspired by System.Net.Http

- HttpRequestMessage in
- HttpResponseMessage out
- HttpMessageHandler in-between
- No thread affinity, no static state*

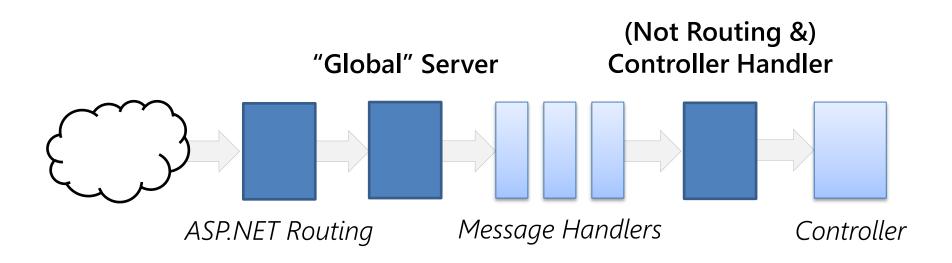
Dispatch (Self Host)



Dispatch (Self Host)



Dispatch (Web Host)



Built as (and with) Open Source

http://aspnetwebstack.codeplex.com

- JSON.NET
- DotNetOpenAuth
- Tools, too: WiX, xUnit.net, Moq, StyleCop

Demo

Add Web API for Persistence

Connection Mechanisms

- Web sockets
- Server-sent events
- Forever frames
- Long polling

Two levels of abstraction

- Persistent connections
 - Send/receive discrete strings
- Hubs
 - RPC-style messages

```
Server library: .NET
Client libraries: .NET, JavaScript, + others
```

Persistent Connection

- Connection events
 - Connected / Reconnected
 - Disconnected
- Information distribution
 - Send to specific client
 - Broadcast to all clients

Hubs (Server, inbound)

```
public class MyHub : Hub {
   public string Echo(string value) {
     return value + "!";
   }
}
```

Hubs (client, outbound)

```
var hub = $.connection.myHub;
var result = hub.echo("value");
// result is "value!"
```

Hubs (client, inbound)

```
var hub = $.connection.myHub;
hub.sayItLoud = function(message) {
  alert(message);
};
hub.tellAll("Hello, world!");
```

Hubs (server, outbound)

```
public class MyHub : Hub {
  public void TellAll(string message) {
    Clients.sayItLoud(message);
    // Caller.sayItLoud(message);
    // Clients[id].sayItLoud(message);
```

Demo

Live Collaboration with SignalR



Thank you!

github.com/bradwilson/WebstackOfLove bradwilson.typepad.com/blog/talks.html

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