

Blazor Server Components

Creating a page

- Consider the example from the first workshop.
- Let's modify the previous code to encapsulate it all in a [component](#).
- This would make the code in the [HomePage component](#) much easier to read.
- Create a new component called [Card.razor](#) in the [Home feature folder](#).
- Then replace the boilerplate code with the markup for the card from the Index page

Creating a page

CardComponent.razor

```
<div class="card shadow" style="width: 18rem;">
  
  <div class="card-body">
    <h5 class="card-title">@card.Name</h5>
    <h6 class="card-subtitle mb-3 text-muted">
      <span class="oi oi-map-marker"></span>
      @card.Name
    </h6>
    (...)
  </div>
}
</div>
}
(...)
```

Now we have a problem. How do we get access to the current card data? The answer is parameters

Creating a page

- We can pass data into components via `parameters`.
- Think of these as the `public API` for a component, and they work one way, from `parent` to `child`.
- We can define them in the `code block` by creating a public property and decorating it with the `Parameter` attribute.
- We pass data into them from the parent using `attributes` on the component tag.

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- In addition to using the `Parameter attribute`, we've also added another attribute called `EditorRequired`.
- We can use it to indicate that a parameter is required.
- If we try to use the `Card` component now, without passing a card to the card parameter, we'll get a warning.

CardComponent.razor

```
(...)  
@code {  
    [Parameter, EditorRequired]  
    public Card card { get; set; } = default!;  
}
```

<https://gist.github.com/brunobmo/179839ff0f1c0a6e15153d09a1fb2dc0>

Creating a page

- Let's update `Index.razor`

```
@if (_cards == null) {  
    <p>Loading cards...</p>  
}  
else{  
    <div class="grid">  
        @foreach (var card in _cards) {  
            <CardComponent card="card" />  
        }  
    </div>  
}
```

<https://gist.github.com/brunobmo/fd3321a13ea263a7be44764115ebb4bb>

Final Result



Card 1

📍 Card 1

🕒 Card 1
description

∞ Card 1
description



Helping Hands ORGANIZATION

Card 2

📍 Card 2

🕒 Card 2
description

∞ Card 2
description

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