

Namespace WorkoutTracker.Components

Classes

[App](#)

[Routes](#)

[_Imports](#)

Class App

Namespace: [WorkoutTracker.Components](#)

Assembly: WorkoutTracker.dll

```
public class App : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← App

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),
[ComponentBase.DispatchExceptionAsync\(Exception\)](#),
[ComponentBase.SetParametersAsync\(ParameterView\)](#), [object.Equals\(object\)](#),
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder [RenderTreeBuilder](#)

Class Routes

Namespace: [WorkoutTracker.Components](#)

Assembly: WorkoutTracker.dll

```
public class Routes : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← Routes

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),
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Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder [RenderTreeBuilder](#)

Class _Imports

Namespace: [WorkoutTracker.Components](#)

Assembly: WorkoutTracker.dll

```
public class _Imports : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← [_Imports](#)

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),
[ComponentBase.DispatchExceptionAsync\(Exception\)](#),
[ComponentBase.SetParametersAsync\(ParameterView\)](#), [object.Equals\(object\)](#),
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder [RenderTreeBuilder](#)

Namespace WorkoutTracker.Components.

Authentication

Classes

[SimpleAuthenticationStateProvider](#)

Provides a simple authentication state provider for managing user authentication state.

Class SimpleAuthenticationStateProvider

Namespace: [WorkoutTracker.Components.Authentication](#)

Assembly: WorkoutTracker.dll










Provides a simple authentication state provider for managing user authentication state.

```
public class SimpleAuthenticationStateProvider : AuthenticationStateProvider
```

Inheritance

[object](#)  ← [AuthenticationStateProvider](#)  ← SimpleAuthenticationStateProvider

Inherited Members

[AuthenticationStateProvider.NotifyAuthenticationStateChanged\(Task<AuthenticationState>\)](#) ,
[AuthenticationStateProvider.AuthenticationStateChanged](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Methods

GetAuthenticationStateAsync()

Gets the current authentication state asynchronously.

```
public override Task<AuthenticationState> GetAuthenticationStateAsync()
```

Returns

[Task](#)  <[AuthenticationState](#)  >

A task that represents the asynchronous operation. The task result contains the [AuthenticationState](#) .

Login(string, string)

Logs in a user with the specified username and password.

```
public Task Login(string username, string password)
```

Parameters

`username` [string](#)

The username of the user.

`password` [string](#)

The password of the user.

Returns

[Task](#)

A task that represents the asynchronous operation.

Logout()

Logs out the current user.

```
public Task Logout()
```

Returns

[Task](#)

A task that represents the asynchronous operation.

Namespace WorkoutTracker.Components.

Layout

Classes

[MainLayout](#)

[NavMenu](#)

Class MainLayout

Namespace: [WorkoutTracker.Components.Layout](#)

Assembly: WorkoutTracker.dll

```
public class MainLayout : LayoutComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← [LayoutComponentBase](#) ← MainLayout

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[LayoutComponentBase.SetParametersAsync\(ParameterView\)](#), [LayoutComponentBase.Body](#), [ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#), [ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#), [ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#), [ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#), [ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#), [ComponentBase.DispatchExceptionAsync\(Exception\)](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder [RenderTreeBuilder](#)

Class NavMenu

Namespace: [WorkoutTracker.Components.Layout](#)

Assembly: WorkoutTracker.dll

```
public class NavMenu : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← NavMenu

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),
[ComponentBase.DispatchExceptionAsync\(Exception\)](#),
[ComponentBase.SetParametersAsync\(ParameterView\)](#), [object.Equals\(object\)](#),
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Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder [RenderTreeBuilder](#)

Namespace WorkoutTracker.Components.Pages

Classes

[Counter](#)

[Error](#)

[Home](#)

[Weather](#)

Class Counter

Namespace: [WorkoutTracker.Components.Pages](#)

Assembly: WorkoutTracker.dll

```
[Route("/counter")]  
public class Counter : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← Counter

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),
[ComponentBase.DispatchExceptionAsync\(Exception\)](#),
[ComponentBase.SetParametersAsync\(ParameterView\)](#), [object.Equals\(object\)](#),
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder [RenderTreeBuilder](#)

Class Error

Namespace: [WorkoutTracker.Components.Pages](#)

Assembly: WorkoutTracker.dll

```
[Route("/Error")]  
public class Error : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← Error

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[ComponentBase.OnInitializedAsync\(\)](#), [ComponentBase.OnParametersSet\(\)](#),
[ComponentBase.OnParametersSetAsync\(\)](#), [ComponentBase.StateHasChanged\(\)](#),
[ComponentBase.ShouldRender\(\)](#), [ComponentBase.OnAfterRender\(bool\)](#),
[ComponentBase.OnAfterRenderAsync\(bool\)](#), [ComponentBase.InvokeAsync\(Action\)](#),
[ComponentBase.InvokeAsync\(Func<Task>\)](#), [ComponentBase.DispatchExceptionAsync\(Exception\)](#),
[ComponentBase.SetParametersAsync\(ParameterView\)](#), [object.Equals\(object\)](#),
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder [RenderTreeBuilder](#)

OnInitialized()

Method invoked when the component is ready to start, having received its initial parameters from its parent in the render tree.

```
protected override void OnInitialized()
```

Class Home

Namespace: [WorkoutTracker.Components.Pages](#)

Assembly: WorkoutTracker.dll

```
[Route("/")]
```

```
public class Home : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← Home

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),
[ComponentBase.DispatchExceptionAsync\(Exception\)](#),
[ComponentBase.SetParametersAsync\(ParameterView\)](#), [object.Equals\(object\)](#),
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder [RenderTreeBuilder](#)


Class Weather

Namespace: [WorkoutTracker.Components.Pages](#)

Assembly: WorkoutTracker.dll

```
[StreamRendering(true)]  
[Route("/weather")]  
public class Weather : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```



















Inheritance

[object](#)  ← [ComponentBase](#)  ← Weather

Implements


[IComponent](#) , [IHandleEvent](#) , [IHandleAfterRender](#) 

Inherited Members

[ComponentBase.OnInitialized\(\)](#) , [ComponentBase.OnParametersSet\(\)](#) ,
[ComponentBase.OnParametersSetAsync\(\)](#) , [ComponentBase.StateHasChanged\(\)](#) ,
[ComponentBase.ShouldRender\(\)](#) , [ComponentBase.OnAfterRender\(bool\)](#) ,
[ComponentBase.OnAfterRenderAsync\(bool\)](#) , [ComponentBase.InvokeAsync\(Action\)](#) ,
[ComponentBase.InvokeAsync\(Func<Task>\)](#) , [ComponentBase.DispatchExceptionAsync\(Exception\)](#) ,
[ComponentBase.SetParametersAsync\(ParameterView\)](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#) .

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder [RenderTreeBuilder](#) 

OnInitializedAsync()


Method invoked when the component is ready to start, having received its initial parameters from its parent in the render tree.

Override this method if you will perform an asynchronous operation and want the component to refresh when that operation is completed.

```
protected override Task OnInitializedAsync()
```

Returns

[Task](#)

A [Task](#) representing any asynchronous operation.