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 : LayoutComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

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

Implements

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

Inherited Members

[LayoutComponentBase.SetParametersAsync(ParameterView)](#) , [LayoutComponentBase.Body](#) ,
[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)](#) ,
[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()

Initializes the component and checks the authentication state. If the user is not on the login page and is not authenticated, they will be redirected to the login page.

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

Returns

[Task](#)↗

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

[LogoutButton](#)

[SimpleAuthenticationStateProvider](#)

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

Class LogoutButton

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

Assembly: WorkoutTracker.dll

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

Inheritance

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

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 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](#).

IsAuthenticated()

```
public Task<bool> IsAuthenticated()
```

Returns

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

Login(string, string)

Logs in a user with the specified username and password. TODO - PLACEHOLDER - Replace this with a real authentication mechanism

```
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()

```
public Task Logout()
```

Returns

[Task](#)

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)](#) ,
[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.Pages

Classes

[Counter](#)

[Error](#)

[Home](#)

[Login](#)

[Login.LoginModel](#)

Represents the model for login containing username and password.

[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 Login

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

Assembly: WorkoutTracker.dll

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

Inheritance

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

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 Login.LoginModel

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

Assembly: WorkoutTracker.dll

Represents the model for login containing username and password.

```
public class Login.LoginModel
```

Inheritance

[object](#) ← Login.LoginModel

Inherited Members

[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.GetHashCode()](#) , [object.GetType()](#) ,
[object.MemberwiseClone()](#) , [object.ReferenceEquals(object, object)](#) , [object.ToString()](#)

Properties

Password

Gets or sets the password.

```
public string Password { get; set; }
```

Property Value

[string](#)

Username

Gets or sets the username.

```
public string Username { get; set; }
```

Property Value

[string](#) ⬀

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.