

# Structuring Your Minimal API



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# Coming Up



**Establishing the problem**

**Investigating options for structuring  
minimal APIs**



# Options for Structuring Minimal APIs



# Options for Structuring Minimal APIs



**Using methods instead of  
inline handlers**



# Using Methods Instead of Inline Handlers

Improves maintainability and testability

## Program.cs

```
// existing code
dishesEndpoints.MapGet("", async Task<Ok<IEnumerable<DishDto>>> (
    DishesDbContext dishesDbContext,
    IMapper mapper,
    ClaimsPrincipal claimsPrincipal,
    string? name) =>
{
    Console.WriteLine($"User authenticated? {claimsPrincipal.Identity?.IsAuthenticated}");

    return TypedResults.Ok(mapper.Map<IEnumerable<DishDto>>(await dishesDbContext.Dishes
        .Where(d => name == null || d.Name.Contains(name)).ToListAsync()));
});
```



# Using Methods Instead of Inline Handlers

Improves maintainability and testability

## Program.cs

```
// improved code
dishesEndpoints.MapGet("", GetDishesAsync);

async Task<Ok<IEnumerable<DishDto>>> GetDishesAsync(
    DishesDbContext dishesDbContext,
    IMapper mapper,
    ClaimsPrincipal claimsPrincipal,
    string? name)
{
    Console.WriteLine($"User authenticated? {claimsPrincipal.Identity?.IsAuthenticated}");

    return TypedResults.Ok(mapper.Map<IEnumerable<DishDto>>(await dishesDbContext.Dishes
        .Where(d => name == null || d.Name.Contains(name)).ToListAsync()));
}
```



# Options for Structuring Minimal APIs



**Using methods instead of  
inline handlers**



# Options for Structuring Minimal APIs



**Using methods instead of  
inline handlers**



**Separating handler  
methods out in classes**



# Separating Handler Methods Out in Classes

Cleans up Program.cs

DishesHandlers.cs

```
public static class DishesHandlers
{
    public static async Task<0k<IEnumerable<DishDto>>> GetDishesAsync(
        DishesDbContext dishesDbContext,
        IMapper mapper,
        ClaimsPrincipal claimsPrincipal,
        string? name)
    {
        ...
    }
}
```



# Separating Handler Methods Out in Classes

Cleans up Program.cs

Program.cs

```
dishesEndpoints.MapGet("", DishesHandlers.GetDishesAsync);
```



# Options for Structuring Minimal APIs



**Using methods instead of  
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**Separating handler  
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# Options for Structuring Minimal APIs



**Using methods instead of  
inline handlers**



**Separating handler  
methods out in classes**



**Extending  
`IEndpointRouteBuilder`**



# Extending IEndpointRouteBuilder

Improves code structure

## EndpointRouteBuilderExtensions.cs

```
public static class EndpointRouteBuilderExtensions
{
    public static void RegisterDishesEndpoints(
        this IEndpointRouteBuilder app)
    {
        var dishesEndpoints = app.MapGroup("/dishes");

        dishesEndpoints.MapGet("", async Task<Ok<IEnumerable<DishDto>>> GetDishesAsync(
            DishesDbContext dishesDbContext,
            IMapper mapper,
            ClaimsPrincipal claimsPrincipal,
            string? name)
        { ... });

    }
}
```



# Extending IEndpointRouteBuilder

Improves code structure

Program.cs

```
app.RegisterDishesEndpoints();  
  
// other extension methods  
app.RegisterIngredientsEndpoints();
```



# Options for Structuring Minimal APIs



**Using methods instead of  
inline handlers**



**Separating handler  
methods out in classes**



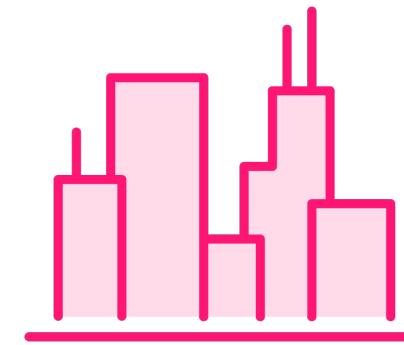
**Extending  
`IEndpointRouteBuilder`**



# Options for Structuring Minimal APIs



Using methods instead of  
inline handlers



Combining 1, 2 and 3



Separating handler  
methods out in classes



Extending  
`IEndpointRouteBuilder`



# Combine the Previous Approaches

Improves testability, maintainability, reusability and overall code structure

## EndpointRouteBuilderExtensions.cs

```
public static class EndpointRouteBuilderExtensions
{
    public static void RegisterDishesEndpoints(this IEndpointRouteBuilder app)
    {
        var dishesEndpoints = app.MapGroup("/dishes");
        var dishWithGuidIdEndpoints = dishesEndpoints.MapGroup("/{dishId:guid}");

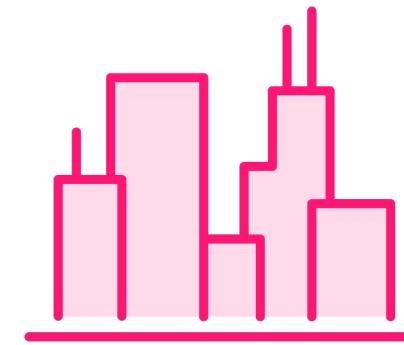
        dishesEndpoints.MapGet("", DishesHandlers.GetDishesAsync);
        dishWithGuidIdEndpoints.MapGet("", DishesHandlers.GetDishByIdAsync);
        dishesEndpoints.MapGet("/{dishName}", DishesHandlers.GetDishByDishNameAsync);
    }
}
```



# Options for Structuring Minimal APIs



Using methods instead of  
inline handlers



Combining 1, 2 and 3



Separating handler  
methods out in classes



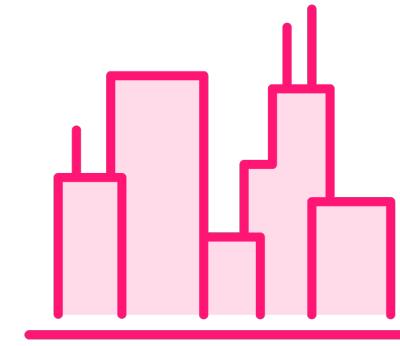
Extending  
`IEndpointRouteBuilder`



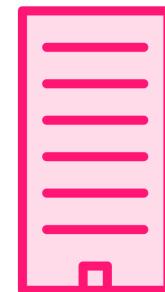
# Options for Structuring Minimal APIs



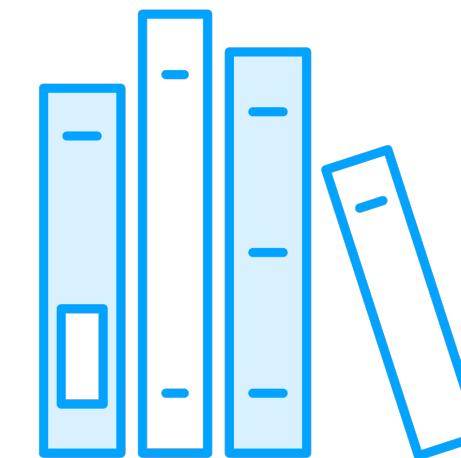
Using methods instead of  
inline handlers



Combining 1, 2 and 3



Separating handler  
methods out in classes



3<sup>rd</sup> party libraries



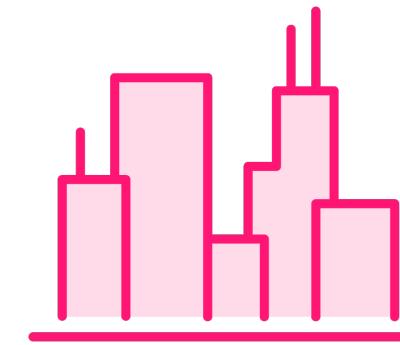
Extending  
`IEndpointRouteBuilder`



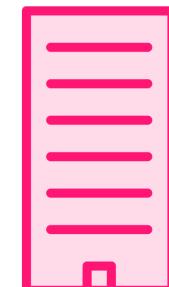
# Options for Structuring Minimal APIs



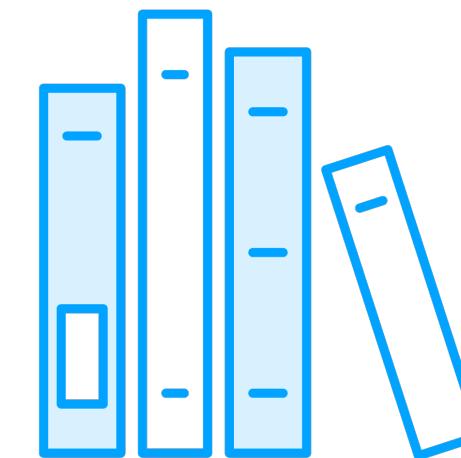
Using methods instead of  
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Combining 1, 2 and 3



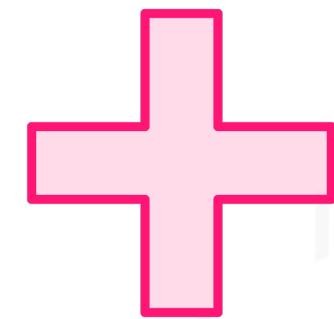
Separating handler  
methods out in classes



3<sup>rd</sup> party libraries



Extending  
`IEndpointRouteBuilder`



Other approaches



## Demo



**Extending `IEndpointRouteBuilder` to  
structure your minimal API**



# Summary



**Different options exist for structuring your minimal API code**

- A good option is extending `IEndpointRouteBuilder`, combined with endpoint handlers as methods in separate classes



**Up Next:**

# **Handling Exceptions and Logging**

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