# Namespace Telegram\_bots

## Classes

#### Chat

The object providing the chat

#### **Message**

The class representing the message

#### **TelegramBot**

This class is a telegram bot

#### <u>Update</u>

A class representing Update

#### <u>User</u>

A class representing the user

## **Enums**

#### **Chat.Types**

**Chat Types** 

# **Delegates**

#### <u>TelegramBot.UpdateHandler</u>

Called if an update has arrived

# **Class Chat**

```
Namespace: Telegram bots
Assembly: Telegram bots.dll
The object providing the chat
 public class Chat
Inheritance
<u>object</u> d ← Chat
Inherited Members
object.Equals(object) ☑ , object.Equals(object, object) ☑ , object.GetHashCode() ☑ , object.GetType() ☑ ,
Properties
FirstName
Chat's first name
 public string? FirstName { get; set; }
Property Value
<u>string</u> ☑
Id
Chat id
 public required long Id { get; init; }
Property Value
```

## LastName

```
Property Value

string description

public string? LastName { get; set; }

Property Value
```

## Title

```
Chat Title

public string? Title { get; set; }

Property Value

string♂
```

# Type

```
Chat Type
```

```
public required Chat.Types Type { get; init; }
```

Property Value

Chat.Types

## Username

Chat username

```
public string? Username { get; set; }
Property Value
<u>string</u> ♂
Methods
FromJSON(string)
Make a chat from a json string
 public static Chat FromJSON(string jsonString)
Parameters
jsonString <u>string</u> ♂
 Json string
Returns
Chat
  Chat
FromJSON(JsonDocument)
Make a chat from JsonDocument
 public static Chat FromJSON(JsonDocument jsonDocument)
Parameters
```

jsonDocument <u>JsonDocument</u>♂

**JsonDocument** 

# Returns Chat

Chat

Exceptions

<u>ArgumentException</u> □

Called if some argument is incorrect

## FromJSON(JsonElement)

Make a chat from JsonElement

```
public static Chat FromJSON(JsonElement rootJsonElement)
```

#### **Parameters**

rootJsonElement <u>JsonElement</u> ✓

**JsonElement** 

Returns

**Chat** 

Chat

# ToString()

Turns it into a string

```
public override string ToString()
```

#### Returns

<u>string</u> ♂

A string representing the chat

# **Enum Chat.Types**

```
Namespace: Telegram bots
Assembly: Telegram bots.dll
Chat Types

public enum Chat.Types

Fields
Channel = 3

Channel
Group = 1

Group

Private = 0

Private chat
Supergroup = 2
```

Supergroup

# Class Message

```
Namespace: Telegram bots
Assembly: Telegram bots.dll
The class representing the message
           public class Message
 Inheritance
 <u>object</u> do ← Message
Inherited Members
object.Equals(object, object) <a>r/>
</a> , <a>object.GetType()</a> , <a>object.MemberwiseClone()</a> <a>object.MemberwiseClo
object.ReferenceEquals(object, object) □
 Properties
Chat
The chat to which the message was sent
          public required Chat Chat { get; set; }
 Property Value
Chat
 Datetime
 Date the message was sent
```

public required int Datetime { get; init; }

Property Value

## From

```
The sender of the message
 public User? From { get; set; }
Property Value
<u>User</u>
Id
Message ID
 public required long Id { get; init; }
Property Value
<u>long</u> ♂
Text
The text of the message
 public string? Text { get; set; }
Property Value
```

## **Methods**

Equals(object?)

```
public override bool Equals(object? obj)
```

Parameters

obj <u>object</u>♂

Object

Returns

<u>bool</u> ♂

Are the objects the same

## FromJSON(string)

Create a message from a json string

```
public static Message FromJSON(string jsonString)
```

## Parameters

 $\texttt{jsonString} \ \underline{\texttt{string}} \square$ 

Json string

Returns

<u>Message</u>

Message

## FromJSON(JsonDocument)

Create a message from a JsonDocument

```
public static Message FromJSON(JsonDocument jsonDocument)
Parameters
jsonDocument <u>JsonDocument</u>♂
  JsonDocument
Returns
Message
 Message
FromJSON(JsonElement)
Create a message from a JsonElement
 public static Message FromJSON(JsonElement rootJsonElement)
Parameters
rootJsonElement <u>JsonElement</u> ☑
  Root JsonElement
Returns
<u>Message</u>
 Message
GetHashCode()
```

Returns the hash code of the message

```
public override int GetHashCode()
```

## Returns

## <u>int</u>♂

Hash code

# ToString()

Turns it into a string

public override string ToString()

## Returns

## 

The string representing the message

# **Class TelegramBot**

```
Namespace: Telegram bots
Assembly: Telegram bots.dll
This class is a telegram bot
 public class TelegramBot : IDisposable
Inheritance
Implements
<u>IDisposable</u> ☑
Inherited Members
object.Equals(object) ♂, object.Equals(object, object) ♂, object.GetHashCode() ♂, object.GetType() ♂,
Constructors
TelegramBot(string)
A constructor for creating a bot
 public TelegramBot(string Token)
Parameters
Token <u>string</u> ☑
 Token for the bot
Examples
 public static async Task Main(string[] args)
 {
```

```
using TelegramBot bot = new (args[0]);
}
```

## Exceptions

<u>IncorrectRequestException</u>

Called if you entered the wrong token

## **Fields**

## Token

Token for the bot

```
protected readonly string Token
```

Field Value

# httpClient

An object for network access

protected HttpClient httpClient

Field Value

<u>HttpClient</u> ☑

## **lastChatId**

Chat\_id from the last message

protected long lastChatId

#### Field Value

<u>long</u> ☑

## lastUpdateId

Update\_id from the last update

protected long lastUpdateId

Field Value

<u>long</u> ☑

## **Methods**

## Dispose()

Release the resources occupied by the bot

```
public void Dispose()
```

# Dispose(bool)

Release the resources occupied by the bot

```
protected virtual void Dispose(bool disposing)
```

#### **Parameters**

disposing <u>bool</u>♂

Release managed resources

## ~TelegramBot()

Release unmanaged resources occupied by the bot

```
protected ~TelegramBot()
```

## GetMe()

Receives information about the bot

```
public Task<JsonDocument> GetMe()
```

#### Returns

<u>Task</u> d' < <u>JsonDocument</u> d' >

Information about the bot

## Exceptions

<u>IncorrectRequestException</u>

It is thrown if an incorrect request was made

# SendMessage(string)

Sends a message to the chat from which the latest update was received

```
public Task<Message> SendMessage(string Text)
```

#### **Parameters**

Text <u>string</u> ☑

The text of the message

Returns

<u>Task</u> < <u>Message</u> >

The message that was sent

## Exceptions

#### <u>ArgumentNullException</u> ☑

It is thrown if one of the arguments is null

#### <u>IncorrectRequestException</u>

It is thrown if an incorrect request was made

## SendMessage(string, long)

Sends a message

```
public Task<Message> SendMessage(string Text, long ChatId)
```

#### **Parameters**

#### Text <u>string</u> ☑

The text of the message

#### ChatId <u>long</u> ☑

Chat\_id of the chat to send the message to

#### Returns

#### 

The message that was sent

## Exceptions

#### <u>ArgumentNullException</u> ☑

It is thrown if one of the arguments is null

#### <u>IncorrectRequestException</u>

It is thrown if an incorrect request was made

# StartPolling()

Start polling

public Task StartPolling()

Returns

<u>Task</u> ☑

Exceptions

<u>IncorrectRequestException</u>

It is thrown if an incorrect request was made

## **Events**

# OnUpdate

Called if an update has arrived

public event TelegramBot.UpdateHandler? OnUpdate

Event Type

 $\underline{TelegramBot}.\underline{UpdateHandler}$ 

# Delegate TelegramBot.UpdateHandler

Namespace: <u>Telegram bots</u>
Assembly: Telegram bots.dll

Called if an update has arrived

public delegate void TelegramBot.UpdateHandler(Update update, TelegramBot bot)

**Parameters** 

update <u>Update</u>

Called if an update has arrived

bot **TelegramBot** 

Called if an update has arrived

# **Class Update**

Property Value

```
Namespace: Telegram bots
Assembly: Telegram bots.dll
A class representing Update
  public class Update
Inheritance
<u>object</u>  

✓ Update
Inherited Members
<u>object.Equals(object, object)</u> ¬ <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> ,
object.ReferenceEquals(object, object) □
Properties
Message
Message
 public Message? Message { get; set; }
Property Value
Message
UpdateId
Update ID
 public required long UpdateId { get; init; }
```

## **Methods**

# Equals(object?)

Checks the similarity of objects

```
public override bool Equals(object? obj)
```

**Parameters** 

obj <u>object</u>♂

Object

Returns

The similarity of objects

## FromJSON(string)

Get an update from a json string

```
public static Update FromJSON(string jsonString)
```

#### **Parameters**

jsonString <u>string</u> ♂

Json string

Returns

<u>Update</u>

Update

## FromJSON(JsonDocument)

Get an update from a JsonDocument

```
public static Update FromJSON(JsonDocument jsonDocument)
```

#### **Parameters**

jsonDocument <u>JsonDocument</u>♂

**JsonDocument** 

#### Returns

<u>Update</u>

Update

## FromJSON(JsonElement)

Get an update from a JsonElement

```
public static Update FromJSON(JsonElement rootJsonElement)
```

#### **Parameters**

rootJsonElement <u>JsonElement</u> 

✓

Root JsonElement

#### Returns

<u>Update</u>

Update

## GetHashCode()

Returns the hash code of the message

```
public override int GetHashCode()
```

## Returns

<u>int</u>♂

Hash code

# ToString()

Turns it into a string

public override string ToString()

## Returns

<u>string</u> ♂

The line representing the update

## Class User

```
Namespace: Telegram bots
Assembly: Telegram bots.dll
A class representing the user
 public class User
Inheritance
<u>object</u>  

✓ User
Inherited Members
object.Equals(object) ☑ , object.Equals(object, object) ☑ , object.GetHashCode() ☑ , object.GetType() ☑ ,
Properties
FirstName
First name's user
 public required string FirstName { get; init; }
Property Value
<u>string</u> ☑
Id
User ID
 public required long Id { get; init; }
Property Value
```

## IsBot

```
public required bool IsBot { get; init; }

Property Value

bool☑
```

## **IsPremium**

```
A premium user?

public bool? IsPremium { get; set; }
Property Value
boolば?
```

## LastName

```
Last name of the user

public string? LastName { get; set; }
Property Value
string♂
```

## Username

Username

```
public string? Username { get; set; }
Property Value
<u>string</u> ♂
Methods
FromJSON(string)
Get an update from a json string
 public static User FromJSON(string jsonString)
Parameters
jsonString <u>string</u> ♂
 Json string
Returns
User
  User
FromJSON(JsonDocument)
Get an update from a JsonDocument
 public static User FromJSON(JsonDocument jsonDocument)
Parameters
```

jsonDocument <u>JsonDocument</u>♂

**JsonDocument** 

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#### Returns

#### <u>User</u>

User

# FromJSON(JsonElement)

Get an update from a JsonElement

```
public static User FromJSON(JsonElement rootJsonElement)
```

## **Parameters**

rootJsonElement <u>JsonElement</u> 

✓

**Root JsonElement** 

#### Returns

<u>User</u>

User

# ToString()

Turns it into a string

```
public override string ToString()
```

## Returns

#### <u>string</u> ☑

The line representing the user

# Namespace Telegram\_bots.Exceptions Classes

## $\underline{Incorrect Request Exception}$

An exception that is raised when an incorrect request was made

# Class IncorrectRequestException

Namespace: Telegram bots. Exceptions

Assembly: Telegram bots.dll

An exception that is raised when an incorrect request was made

```
public class IncorrectRequestException : Exception, ISerializable
```

#### Inheritance

<u>object</u> ✓ ← <u>Exception</u> ✓ ← IncorrectRequestException

#### **Implements**

#### **Inherited Members**

Exception.GetBaseException() ♂, Exception.GetType() ♂, Exception.ToString() ♂, Exception.Data ♂, Exception.HelpLink ♂, Exception.HResult ♂, Exception.InnerException ♂, Exception.Message ♂, Exception.Source ♂, Exception.StackTrace ♂, Exception.TargetSite ♂, Exception.SerializeObjectState ♂, object.Equals(object) ♂, object.Equals(object, object) ♂, object.GetHashCode() ♂, object.MemberwiseClone() ♂, object.ReferenceEquals(object, object) ♂

#### Constructors

## IncorrectRequestException()

Causes an exception

```
public IncorrectRequestException()
```

## IncorrectRequestException(string?)

Causes an exception

```
public IncorrectRequestException(string? message)
```

#### **Parameters**

```
message <u>string</u>♂
```

Error message

# IncorrectRequestException(string, Exception)

Causes an exception

public IncorrectRequestException(string message, Exception inner)

#### **Parameters**

message <u>string</u>♂

Error message

inner <u>Exception</u> ☑

Parental error

## **Methods**

## ThrowIfNotOk(JsonDocument)

Checks the value of "ok" in the JsonDocument and if it is "false" it throws an exception

```
public static void ThrowIfNotOk(JsonDocument json)
```

#### **Parameters**

json <u>JsonDocument</u>♂

The JsonDocument that needs to be checked