

WEB DAY 2021

04 MARZO • ONLINE CONFERENCE

ASP.NET CORE SIGNALR,
APPLICAZIONI REAL-TIME NEL
BROWSER...ED OLTRE

ENOS RECANATI
MANAGED DESIGNS
@ENOSRECANATI



KUDOS



SPONSOR

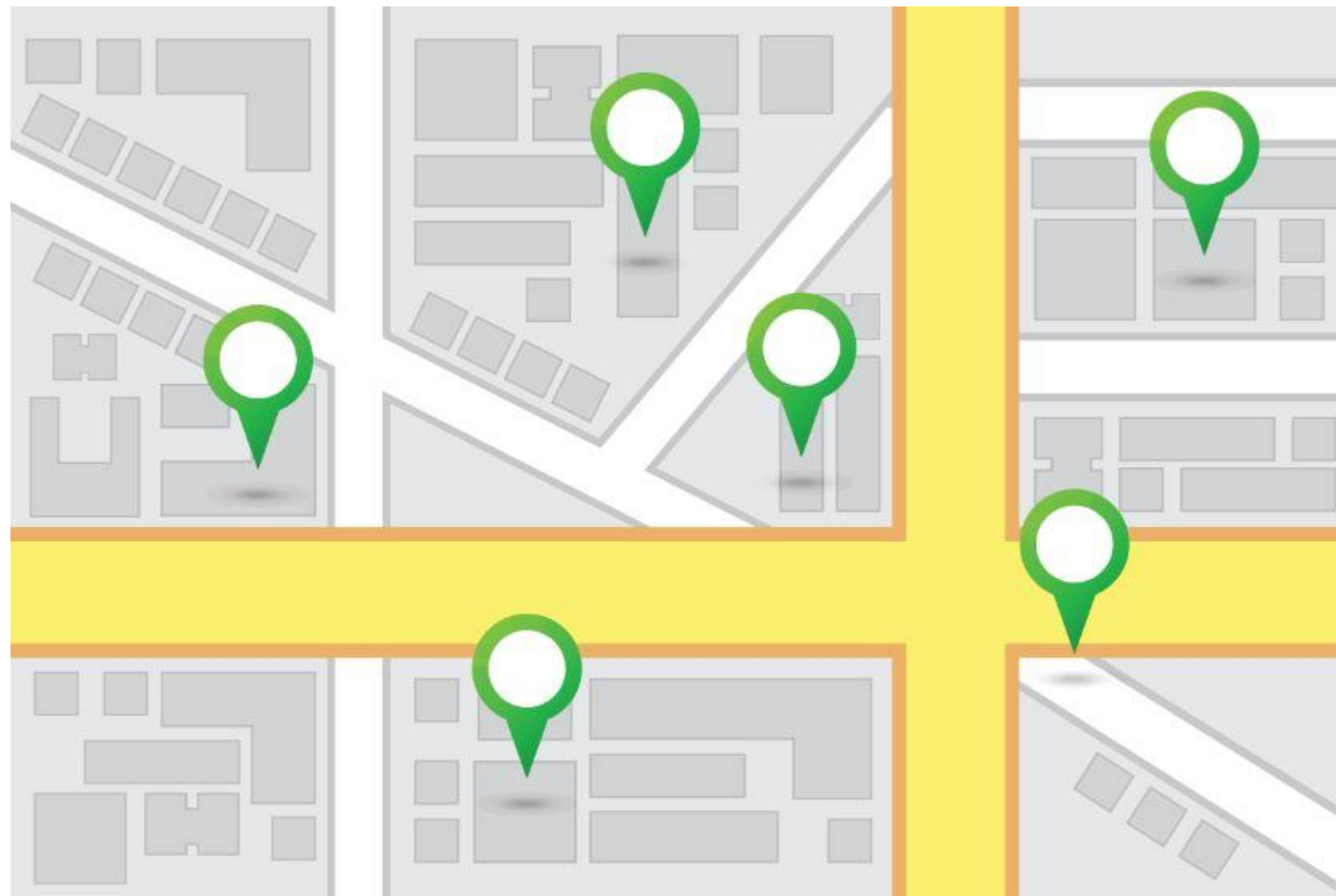


managed/designs

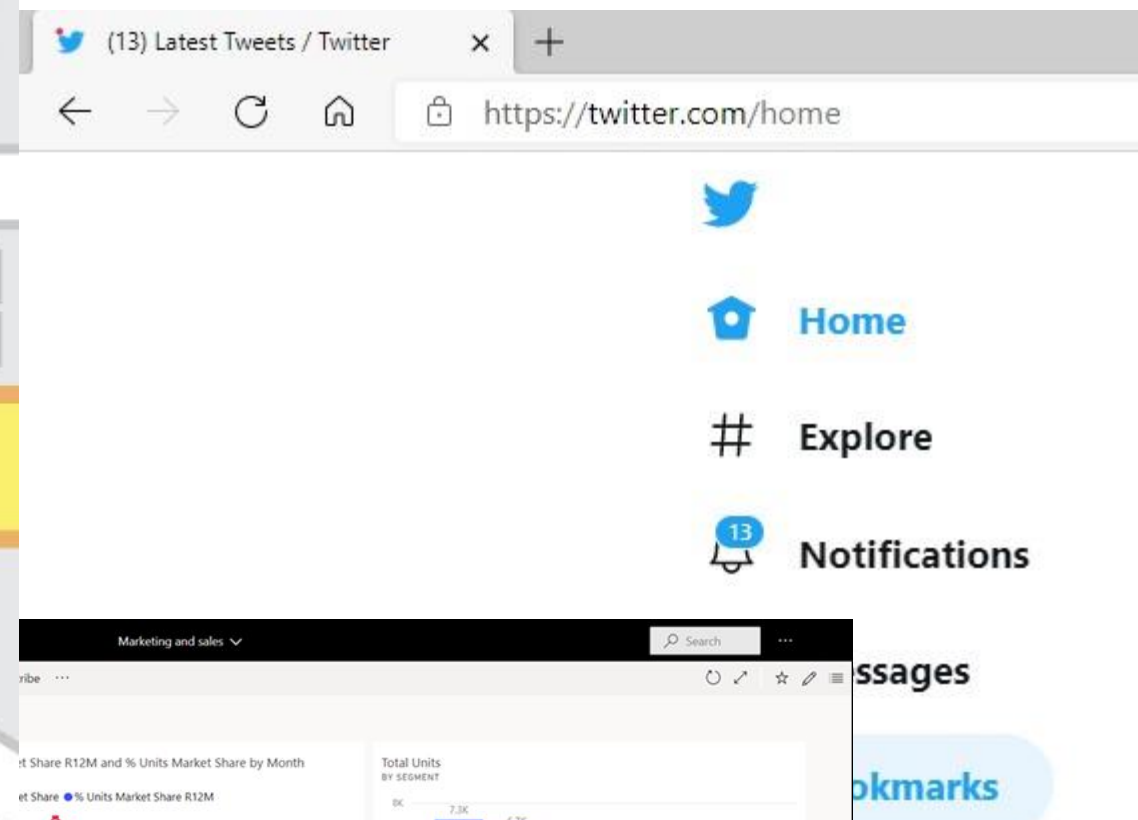
PARTNER



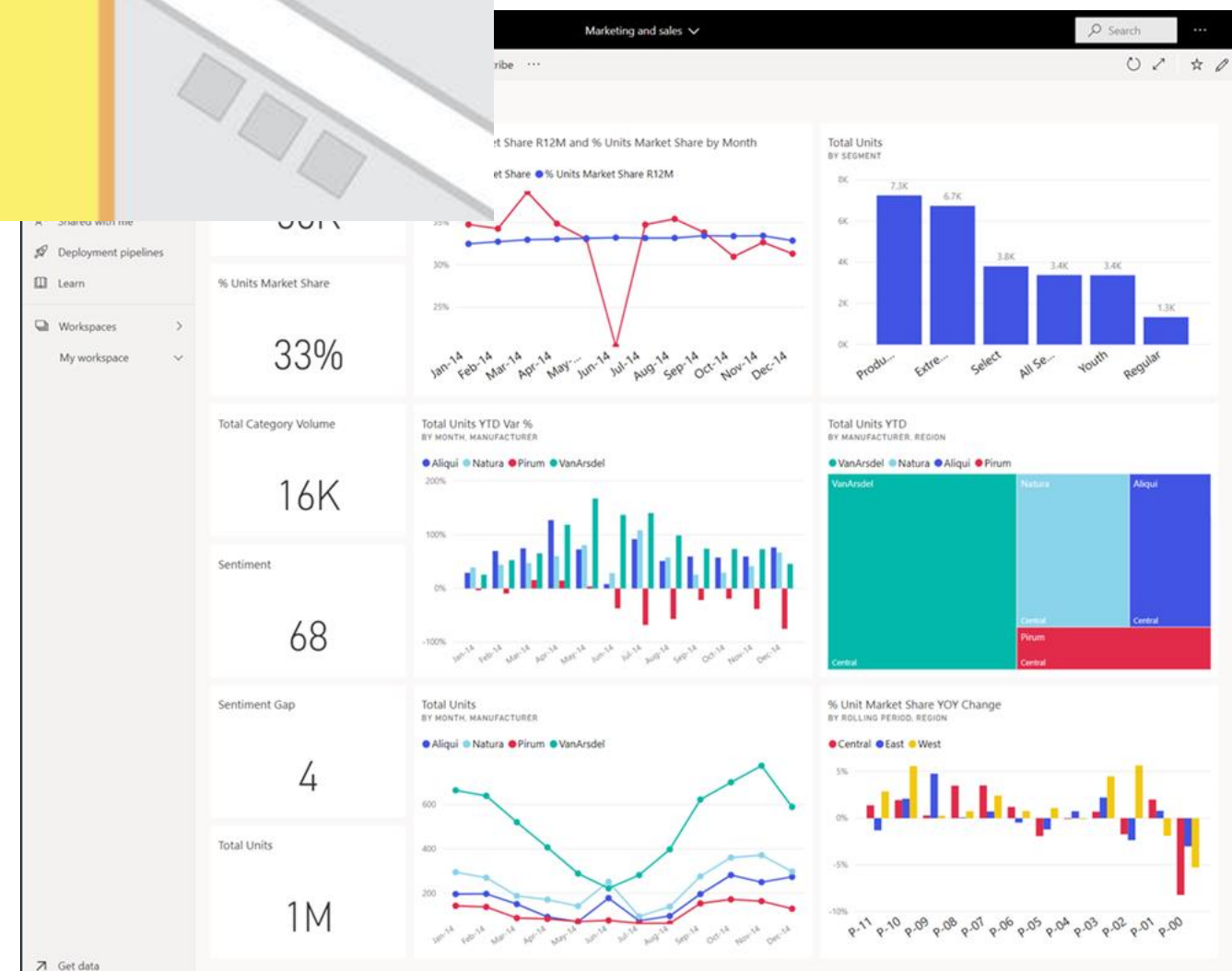
#WEBDAY2021



No need to hit the refresh button.



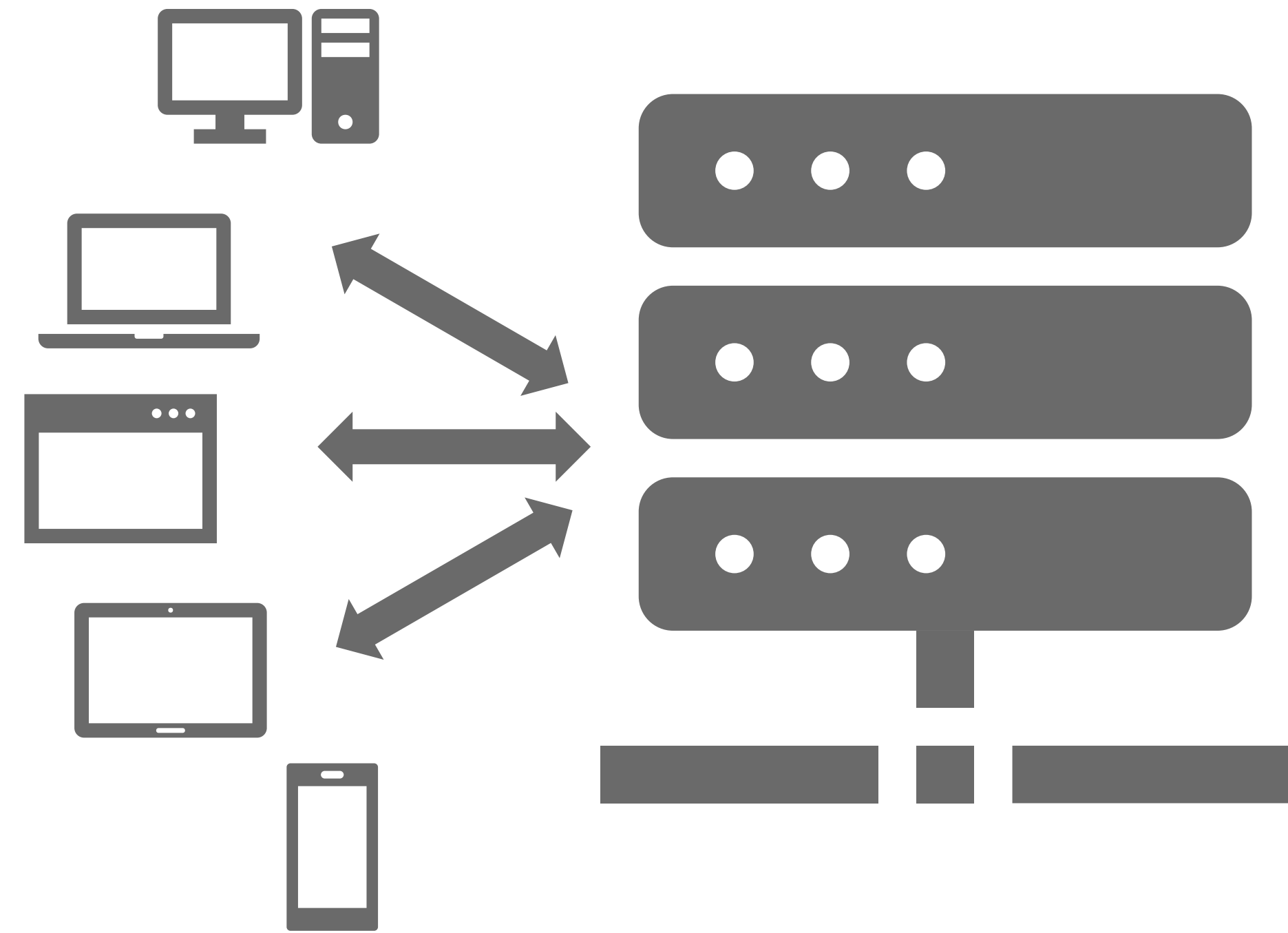
Users expect real-time.



ASP.NET CORE SIGNALR

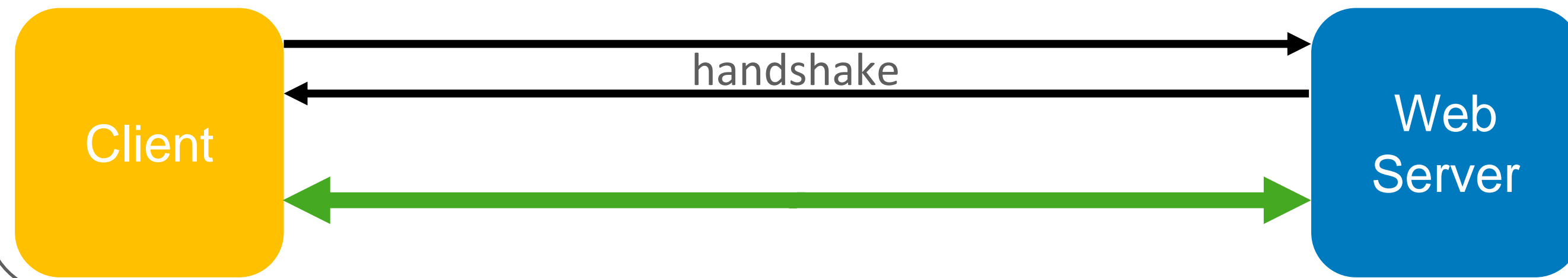
"ASP.NET Core SignalR is an open-source library that simplifies adding real-time web functionality to apps."

"SignalR provides an API for creating server-to-client remote procedure calls (RPC)."

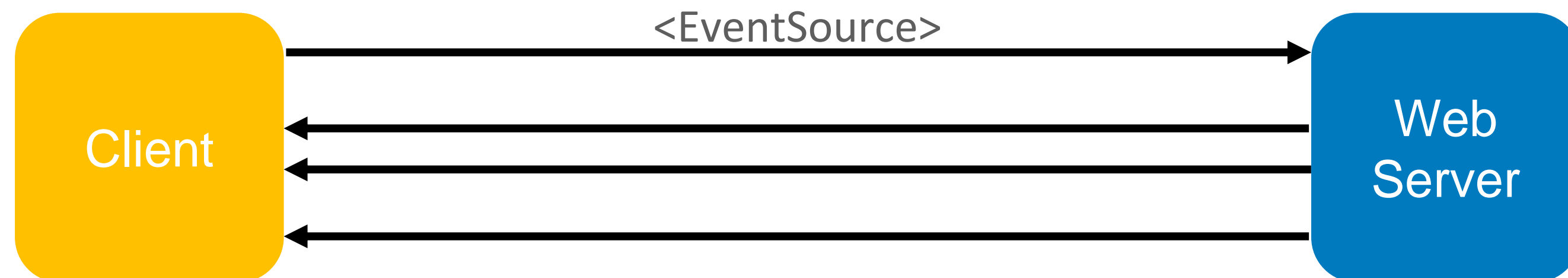


TRANSPORT

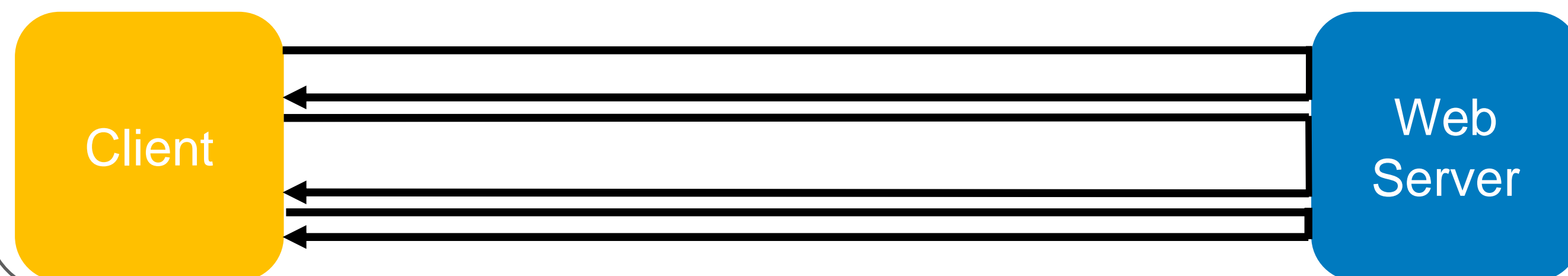
WebSockets



Server Sent Events



Long Polling



SERIALIZATION

JSON

```
{  
    "name": "Enos",  
    "year": 2021  
}
```

MessagePack

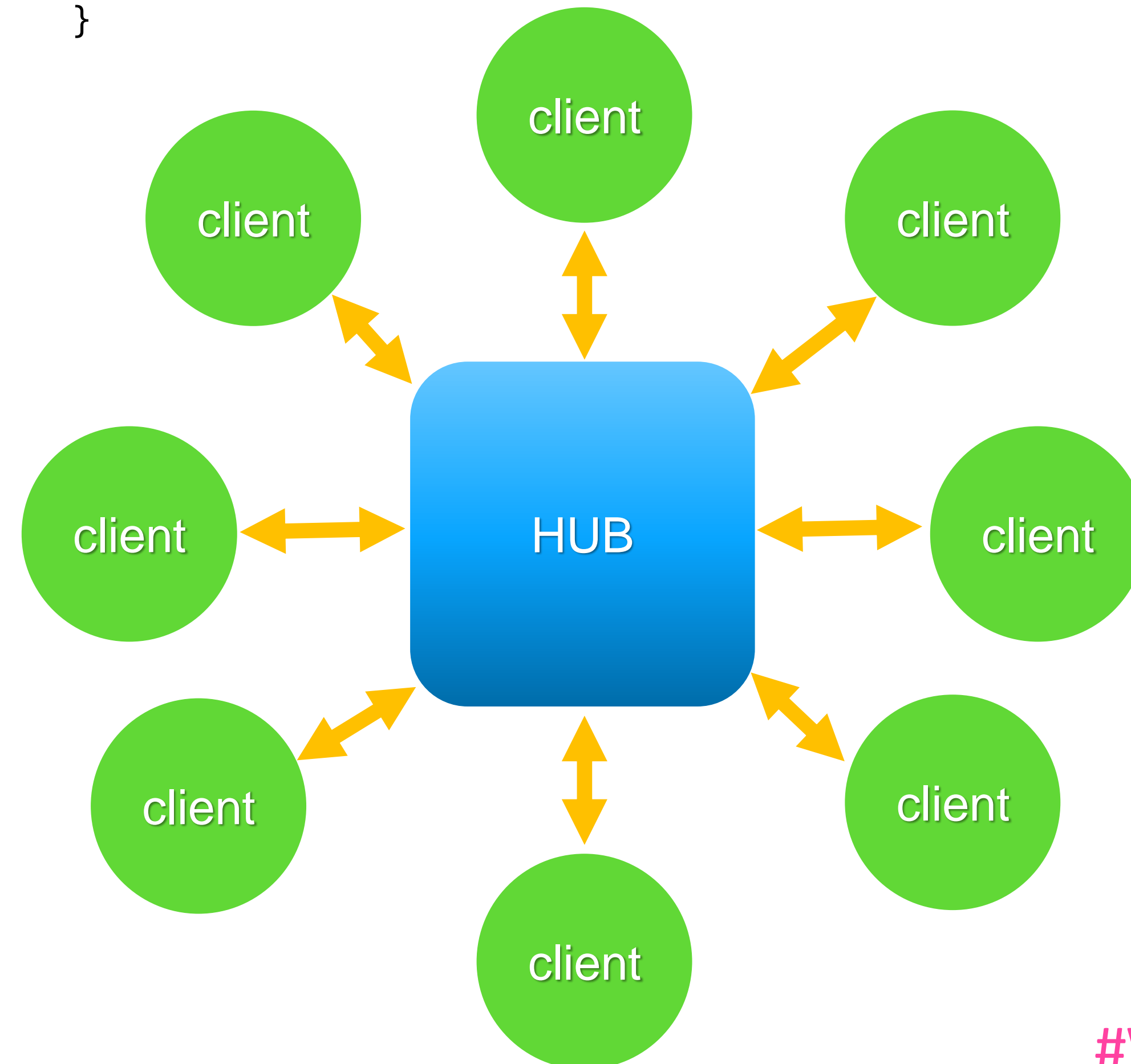
```
DF 00 00 00 02 A4 6E 61 6D 65 A4  
45 6E 6F 73 A4 79 65 61 72 CD 07  
E5
```

❖ Requires additional Packages for both the client and server.

HUB (SERVER)

- Included in the `Microsoft.AspNetCore.App` shared framework.
- Handles connection management automatically.
- Sends messages to all connected clients simultaneously. For example, a chat room.
- Sends messages to specific clients or groups of clients.

```
public class ChatHub : Hub
{
    public async Task SendMessage(string user, string msg)
    {
        await Clients.Others.SendAsync("MessageReceived", user, msg);
    }
}
```



CLIENTS



Browser & Node.js



.NET Core



Java 8 and later



DEMO

Simple Mutiplatform Chat

IHUBCONTEXT

*“You can access an instance of **IHubContext** via dependency injection. Use this instance to send messages to client.”*

Source: <https://docs.microsoft.com/en-us/aspnet/core/signalr/hubcontext>

```
public class HomeController : Controller
{
    private readonly IHubContext<MonitorHub> _hubContext;

    public HomeController(IHubContext<MonitorHub> hubContext)
    {
        _hubContext = hubContext;
    }

    public async Task<IActionResult> Index()
    {
        await _hubContext.Clients.All.SendAsync("Notify", "Home accessed");
    }
}
```

AUTHENTICATION

- ASP.NET Core authentication used to associate user with each connection.
- Authentication data can be accessed from **HubConnectionContext.User** property.
- **[Authorize]** Attribute.

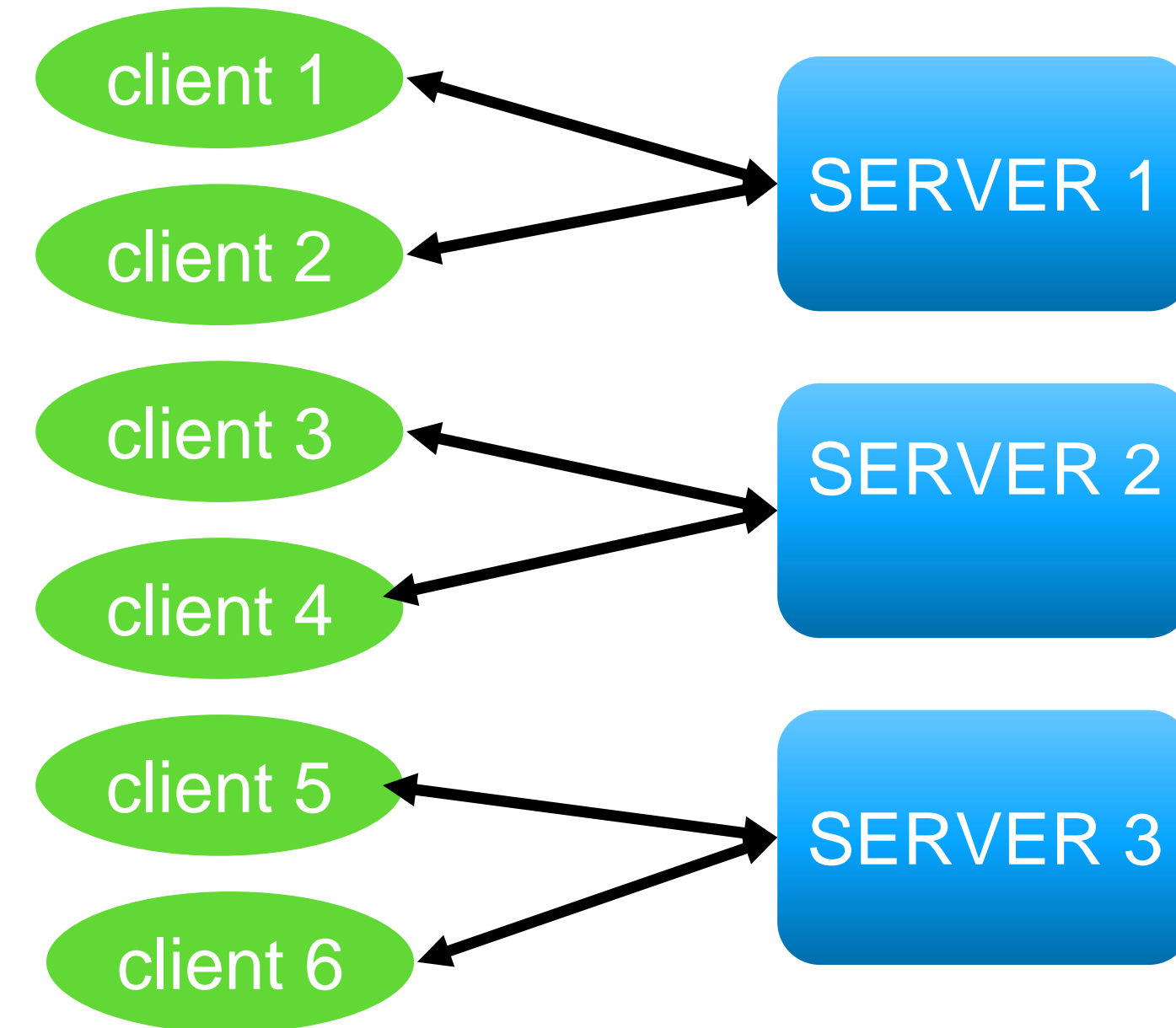


DEMO

Simple Fruit Shop

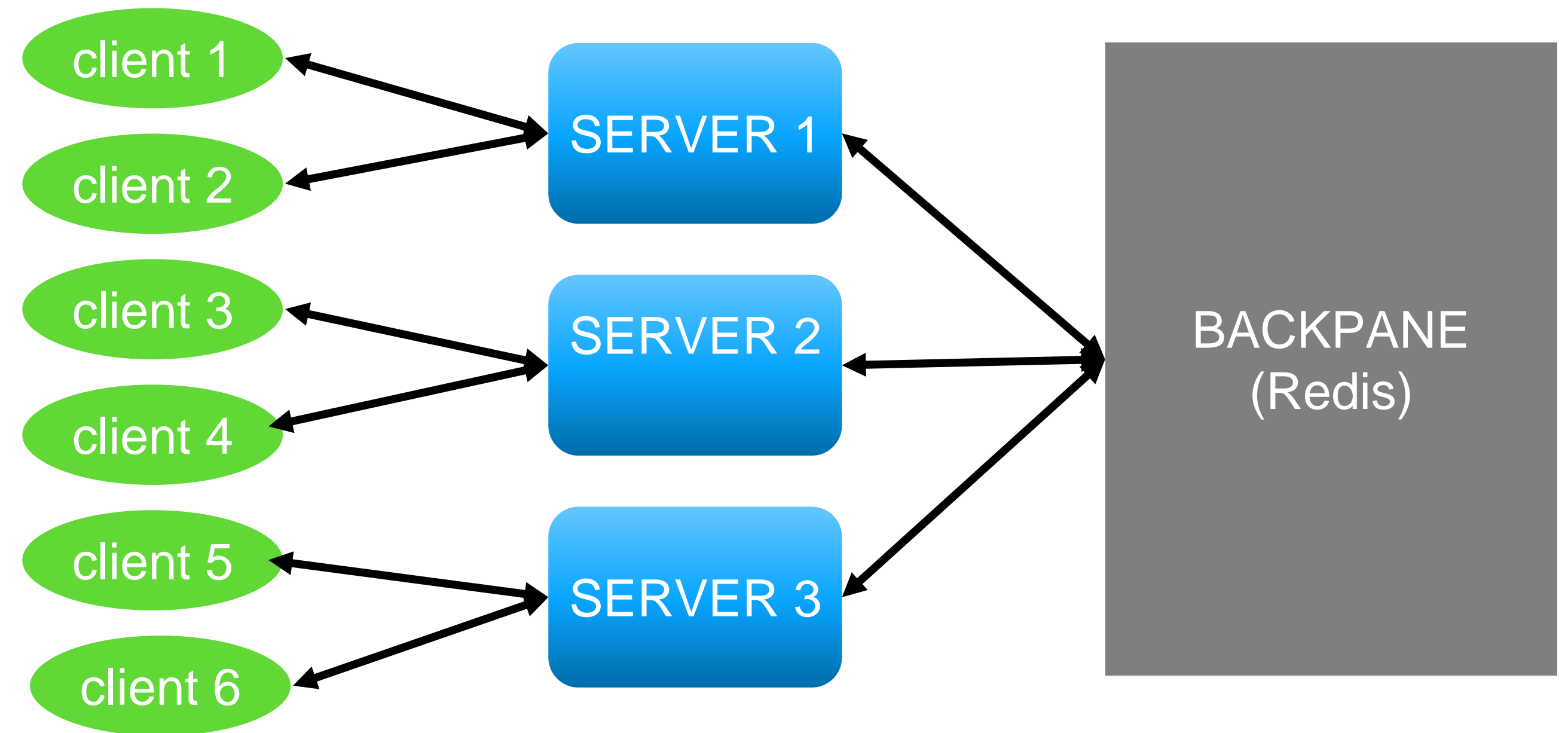
HOSTING

- A SignalR connection is persistent.
- SignalR requires that all HTTP requests for a specific connection be handled by the same server process.



REDIS BACKPLANE

- The server environment must be configured for sticky sessions.
- When a server wants to send a message to all clients, it sends to the backplane.
- The backplane knows all connected clients and which servers they're on.

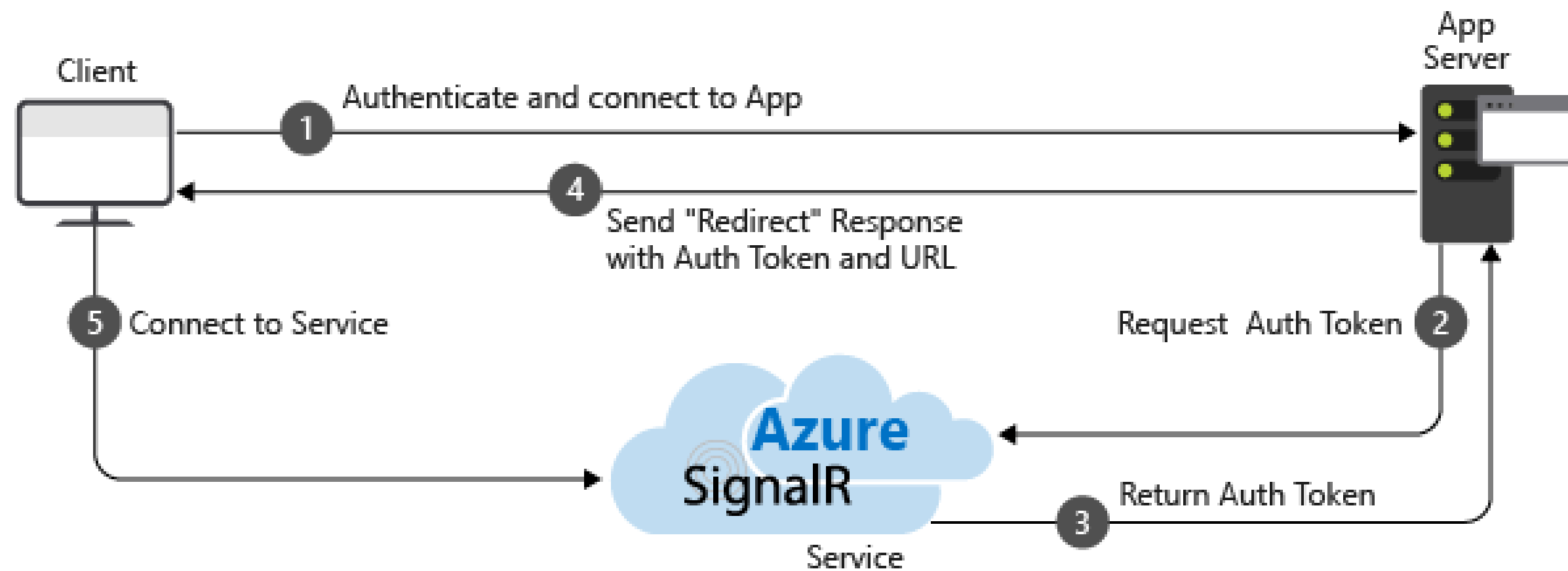
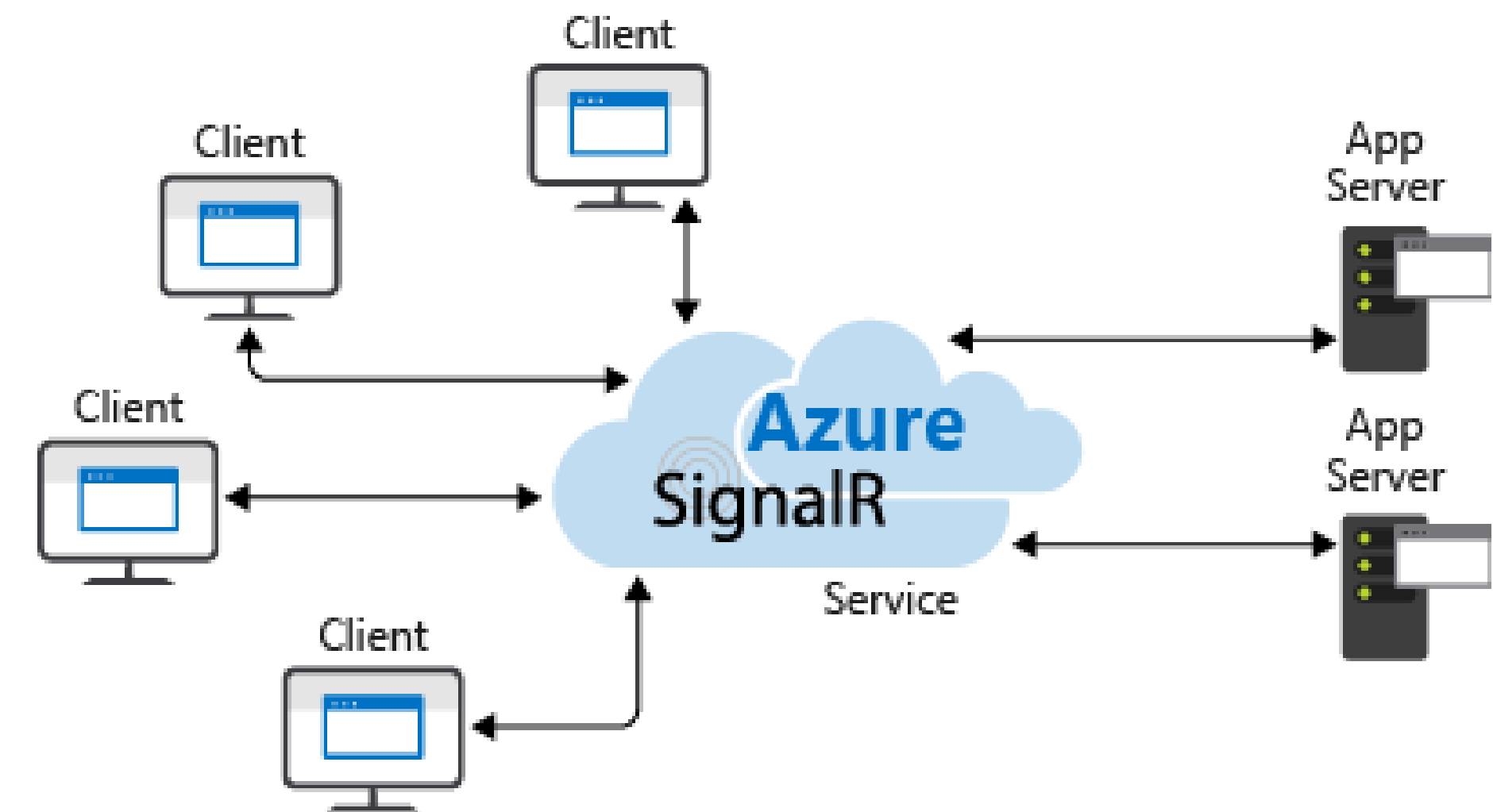


DEMO

Sensor Dashboard
(with Redis backpane)

AZURE SIGNALR SERVICE

- Is a proxy rather than a backplane.
- Scales to handle any number of connections.
- Sticky sessions is not required.



AZURE SIGNALR SERVICE PRICING



	Free	Standard
Concurrent Connections per Unit	20	100
Messages / Unit / Days	20000	Unlimited (first 1000000 messages free)
Price / Unit / Day	Free	€ 1,3578
Max Units	1	100

Additional messages: € 0,844 per million messages

Thank You!

Slides and Demo source code available at
<https://github.com/enosrecanati/WebDay2021-ASP.NET-Core-SignalR>

Canale Discord UGIdotNET: #eventi-webday2021-track3!
<https://discord.gg/77yC9N4A>

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Enos Recanati

<https://github.com/enosrecanati>



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