

Blazor

3.1.0-preview3.19555.2

Get Started

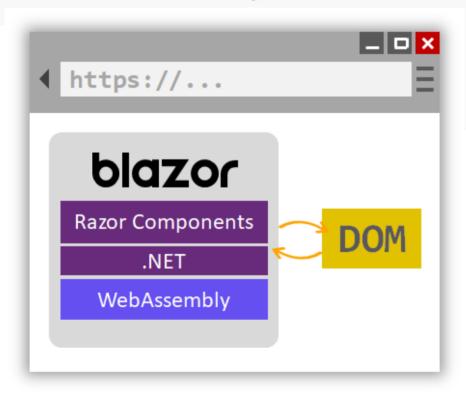


- Install Visual Studio 16.5.0 Preview 1 or later
 - https://visualstudio.microsoft.com/vs/preview/
- Install the Blazor WebAssembly template
 - dotnet new -i Microsoft.AspNetCore.Blazor.Templates::3.1.0-preview3.19555.2
- Create a new project > Blazor App
 - Blazor WebAssembly App (ASP.NET Core hosted)
 - = WebAssembly App including appropriate hosting
 - Blazor WebAssembly App
 - = Naked WebAssembly App, useless without appropriate hosting
 - Blazor Server App
 - = Classic MVC app with Blazor enbaled, Server-Side rendering

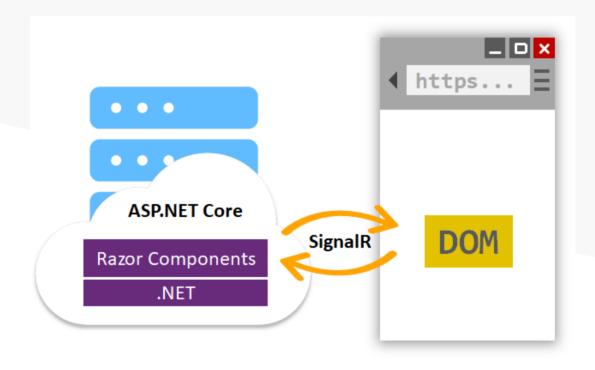
WebAssembly vs. Server



Blazor WebAssembly



Blazor Server



Details: https://docs.microsoft.com/en-us/aspnet/core/blazor/hosting-models

Supported Platforms



Blazor WebAssembly

Browser	
Microsoft Edge	✓
Mozilla Firefox	\checkmark
Google Chrome & Android	✓
Safari & iOS	✓
Microsoft Internet Explorer	X

Blazor Server

Browser	
Microsoft Edge	√
Mozilla Firefox	\checkmark
Google Chrome & Android	✓
Safari & iOS	✓
Microsoft Internet Explorer	11 †?

† Additional polyfills are required (for example, promises can be added via a <u>Polyfill.io</u> bundle).

▶ I didn't make it work

Project File Structure



- The app's entry point
 - Program.cs / Startup.cs
- The root page of the app
 - wwwroot/index.html / Pages/_Host.cshtml
- The root component of the app
 - App.razor
- Pages, Components
 - Placed under Pages, Components
- Special files
 - MainLayout.razor
 - _lmports.razor

Main Differences Between Templates



- Blazor WebAssembly App (ASP.NET Core hosted)
 - Assets published to "<ProjectName>/dist"
 - FetchData.razor uses HttpClient to load data
- Blazor Server App
 - Assets published to "wwwroot"
 - FetchData.razor uses ForecastService directly to load data

Live coding



I've prepared something for you...

See branches talk/01* - talk/0n* for details

Sources + Demo



https://laterlist.de