

Multi-client runtime generation with ASP.NET

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Agenda

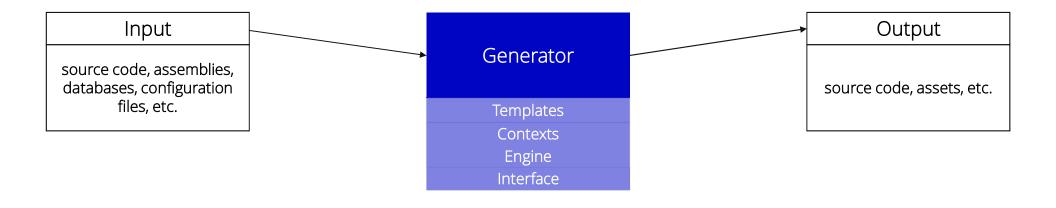
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Q&A

01	Source-Code generation
02	Source entities
03	Modules definition
04	Generation accessibility
05	Client consuming
06	Demo

Source-Code Generation

Source-Code generation is the process of creating source code based on a description of a problem or template with contextually related data.





Types | Source-Code Generation

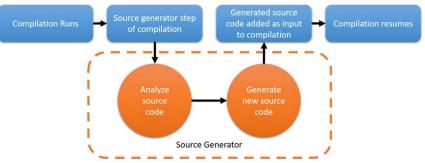
External

CLI tools, IDE, other applications



Internal

Source generators, Runtime generators



https://devblogs.microsoft.com/dotnet/introducing-c-source-generators/



Source-Code Runtime Generation

Source Modules and Modules Accessibility Layer Generated Source Code

Source Entities

Assemblies

classes, types, constants, enumerations, instances, etc.

Databases

schema, data, etc.

Internal files

configuration, assets, docs, etc.

External files

generators results, application results, etc.

Other

helper applications, third-party providers, etc.

Data Extraction | Source Entities

Naming conventions

DogsController,
UserService

Decoration

[Required], [HttpGet]

Interfaces

IEditViewModel, IService

Namespacing

.Controllers,
.Services

Inheritance

CrudController,
CreateEditDto

Custom references

.Add(typeof(UserDto));



Modules Definition

GeneratationProvider

- modules

+ Generate (): void

Module

- id
- type
- options
- + Getld (): int
- + Generate (): void
- # SetupFolders (): void
- # SetupFiles (): void

- id
- name - path
+ GetPath (): string

ModuleFile	
- id	
- name	
- path	

+ GetPath (): string

- template

+ Render (): string

Template



Modules Definition

```
public override void SetupFolders()
{
    AddFolder(new ModuleFolder
    {
        Name = "folder1",
        RelativePath = Options.ClientAppPath,
    });

AddFolder(new ModuleFolder
    {
        Name = "folder2",
        RelativePath = Options.ClientAppPath,
    });
}
```



Modules Definition

Modules Definition

```
public override void SetupFiles()
{
    string relativePath = Path.Combine(Options.ClientAppPath, "folder", "subfolder");
    AddFile(new ModuleFile
    {
        Name = "file1.js",
        RelativePath = relativePath,
        TemplateType = typeof(File1Template),
        RenderFunction = RenderFile1
    });

AddFile(new ModuleFile
    {
        Name = "file2.js",
        RelativePath = relativePath,
        TemplateType = typeof(File2Template),
        RenderFunction = RenderFile2
    });
}
```



Modules Definition

Generation Accessibility

Referenced project

single project or abstractions package + few implementation projects

Development environment only

loading only during development

Isolated from the core application/s

BLL doesn't depend on generation assembly

Simple triggering

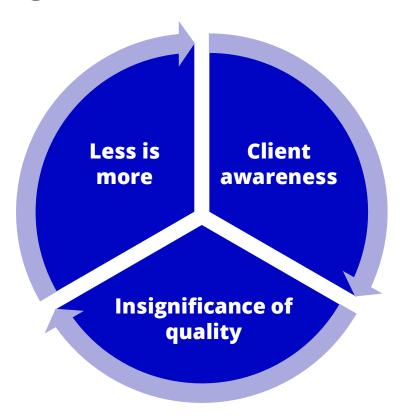
HTTP requests or by using project initialization method

Client side if necessary

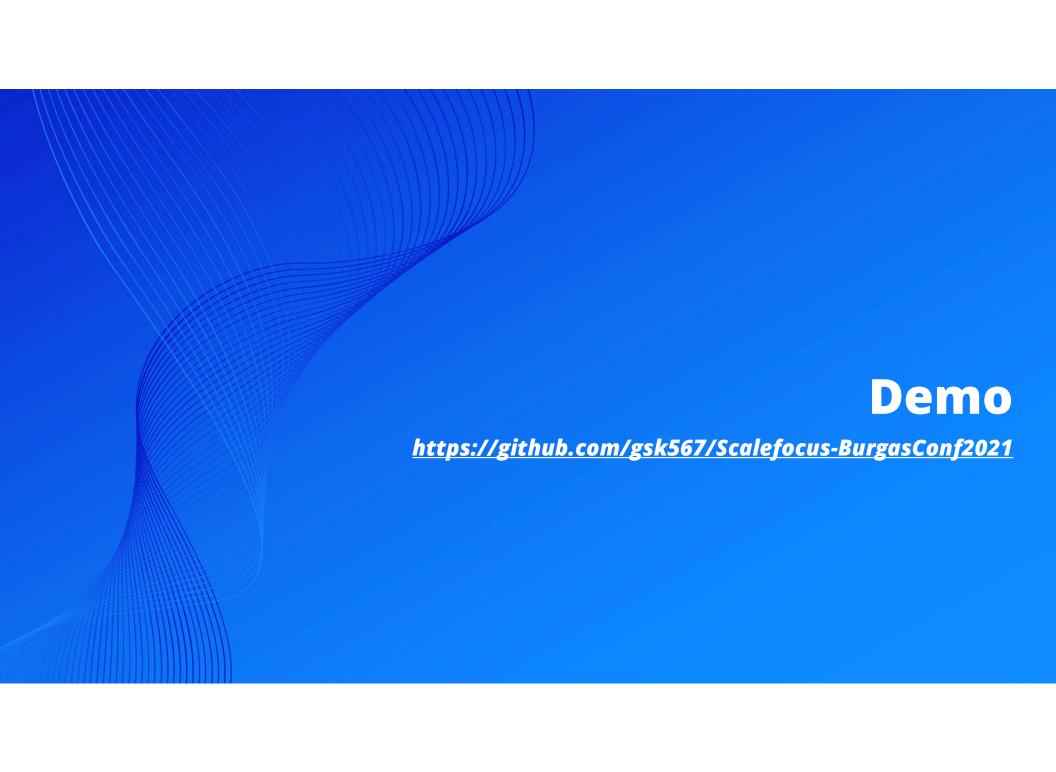
simple page with action buttons and status information



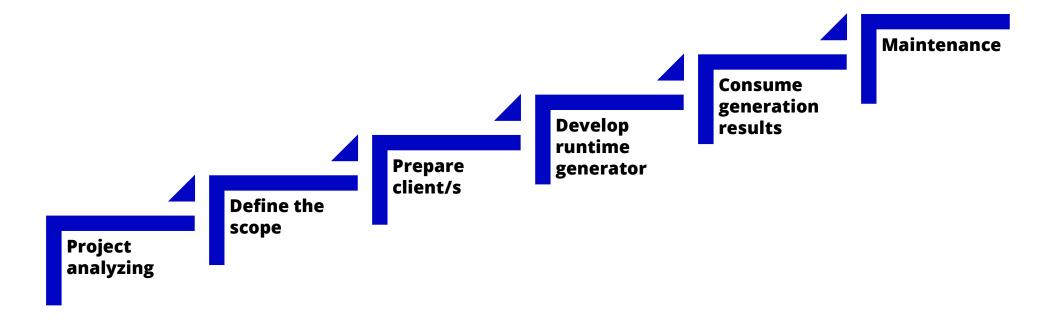
Client Consuming







Summary





Summary

