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Are you correctly using HttpClient?
Most devs use it in the wrong way 🖓
You call external APIs almost in every project.
Many devs just use one Singleton HttpClient for all HTTP calls.
And they are completely wrong.
Singleton HttpClient doesn't resolve DNS and network changes . I faced an issue where a network failure from the internet provider caused my application to stop sending HTTP requests until it was restarted.
So maybe just create HttpClient for each call with a using statement?
This is a second common mistake. Sooner or later you can get a Port Exhaustion problem. As disposed HttpClient doesn't immediately free up the used Socket under the hood.
Let's explore the 3 ways to correctly use HttpClient:
✓ HttpClientFactory
✓ HttpClientFactory with Typed Clients
✓ HttpClientFactory with Refit library
✓ HttpClientFactory contains a pool of HttpClients and caches them. Each time you need an HttpClient -

you resolve it from the Factory.

Pros:

- Solves DNS refresh & socket exhaustion
- Central place to configure default policies
- Lightweight, part of Microsoft.Extensions.Http

Cons:

- You need to write boilerplate code to resolve HttpClient before sending each request
- You still pass raw URLs & strings around
- ✓ Typed HttpClient you register a named class that gets an HttpClient injected in the constructor.

You encapsulate all the message-sending logic in this class.

Your business code calls the strongly-typed service instead of juggling with HttpClientFactory, URLs and request/response serialization.

Pros:

- Encapsulates endpoints in one class
- Strong typing & DI-friendly
- Easy unit-testing with mocks / handlers

Cons:

- Manual mapping between DTOs & endpoints
- More setup code than Refit
- ✓ Refit Refit turns your C# interface into a strongly-typed REST client at runtime.

Pros:

- No boilerplate code for REST calls
- Interface-first design, clear contracts

Cons:

· Adds third-party dependency

How do you manage HttpClient in your projects: HttpClientFactory, Typed Clients, or Refit? Leave a
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