# System.ClientModel library for .NET

System.ClientModel provides shared primitives, abstractions, and helpers for .NET service client libraries.

[Source code](https://github.com/Azure/azure-sdk-for-net/tree/main/sdk/core/System.ClientModel/src) | [Package (NuGet)](https://www.nuget.org/packages/System.ClientModel)

## Getting started

Typically, you will not need to install System.ClientModel. it will be installed for you when you install one of the client libraries using it.

### Install the package

Install the client library for .NET with [NuGet](https://www.nuget.org/packages/System.ClientModel).

dotnet add package System.ClientModel

### Prerequisites

None needed for System.ClientModel.

## Key concepts

The main shared concepts of System.ClientModel include:

* Providing APIs to read and write models in different formats.

## Examples

### Simple ModelReaderWriter usage

As a library author you can implement IPersistableModel<T> or IJsonModel<T> which will give library users the ability to read and write your models.

Example writing an instance of a model.

InputModel model = new InputModel();

BinaryData data = ModelReaderWriter.Write(model);

Example reading a model from json

string json = @"{

""x"": 1,

""y"": 2,

""z"": 3

}";

OutputModel? model = ModelReaderWriter.Read<OutputModel>(BinaryData.FromString(json));

## Contributing

This project welcomes contributions and suggestions. Most contributions require you to agree to a Contributor License Agreement (CLA) declaring that you have the right to, and actually do, grant us the rights to use your contribution. For details, visit <https://cla.microsoft.com>.

When you submit a pull request, a CLA-bot will automatically determine whether you need to provide a CLA and decorate the PR appropriately (e.g., label, comment). Simply follow the instructions provided by the bot. You will only need to do this once across all repositories using our CLA.

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