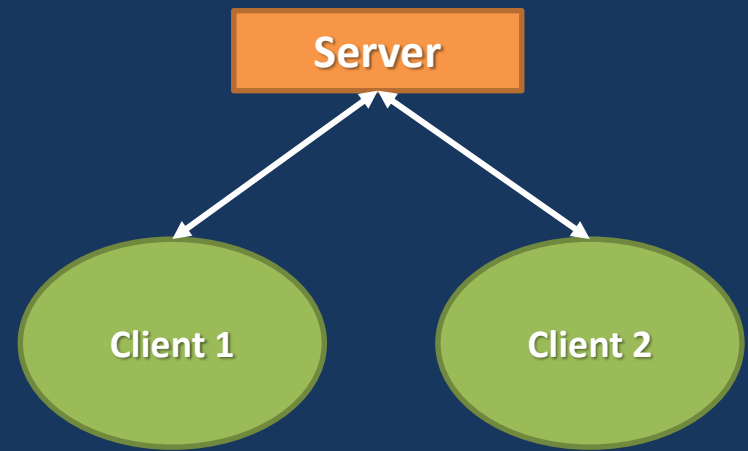
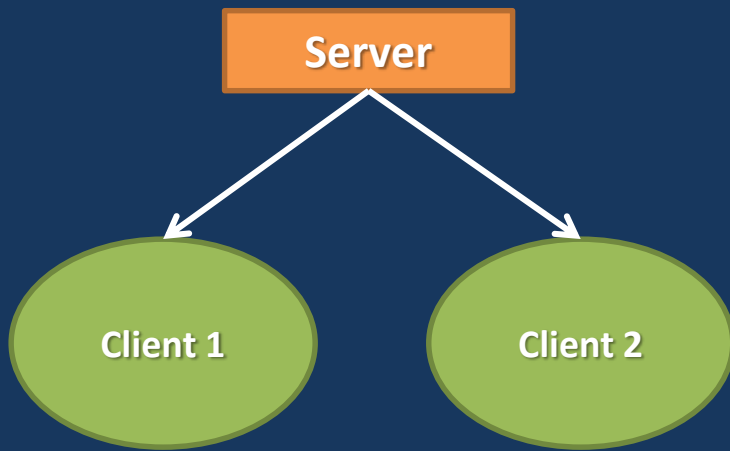


# ***Introduction to ASP.NET SignalR***

**The Speed of communication**  
**is very important.**

**Users need to receive information  
as fast as possible.**

**Real-time communication**  
has been a primary goal on the internet.



**Real-time asynchronous  
communication**  
is of common interest to websites.

**WebSockets**

**Long  
Polling**

**Approaches**

**Server  
Sent  
Events**

**Forever  
Frame**



**Facebook Real-time notification**  
**is a good example.**



**Real-time notification**



**Single-page  
applications**



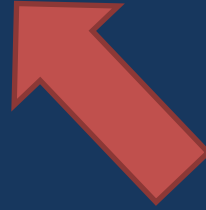
**Great  
Combination**

# ASP.NET SignalR

**It is not for  
chatting  
only!**

**Server**

**Client**



**Main  
Components**



**Connection**

**IIS**

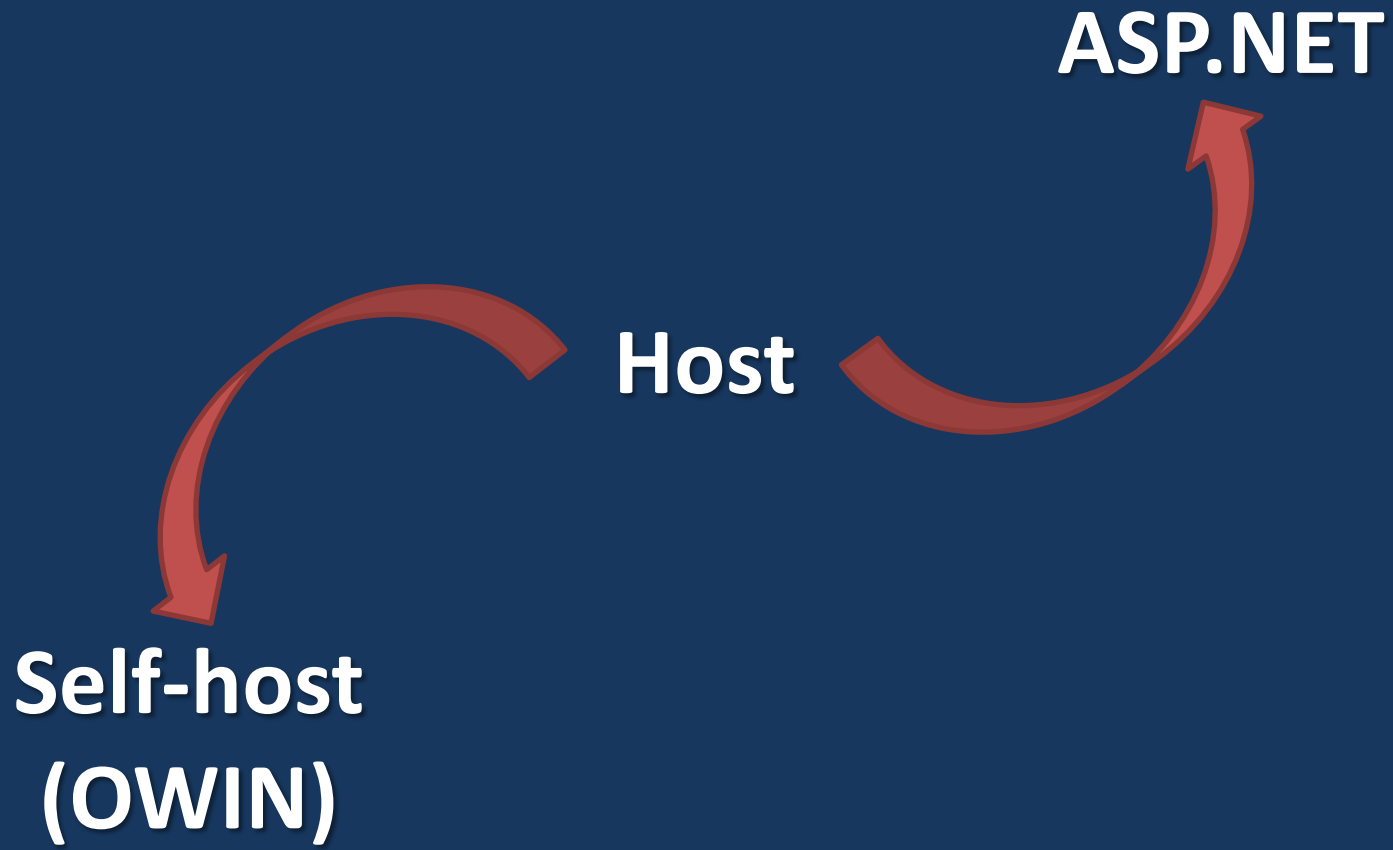
**ASP.NET**



**Server**



**Routing**



jQuery

.NET

Client

iOS

Silverlight



- **WebSockets**
- **Server Sent Events (EventSource)**
- **Forever Frame (IE)**
- **AJAX long polling**



**Hubs**



**Connection**

**Persistent  
Connection**



# Persistent Connection

- OnConnected
- OnDisconnected
- OnReceived
- OnReconnected
- OnRejoiningGroups

# Hubs

- **OnConnected**
- **OnDisconnected**
- **OnReconnected**
- **Clients**
- **Groups**

# Configuration

(GlobalHost.Configuration)

- **Connection Timeout (110 seconds)**
- **Disconnect Timeout (20 seconds)**
- **Heartbeat Interval (10 seconds)**
- **Keepalive (30 seconds)**

# IMessageBus

- **Publish**
- **Subscribe**

# Extensibility



- **Message Bus**
- **Assembly Locator**
- **Java Script Proxy Generator**
- **Java Script Minimizer**
- **Json Serializer**

**JabbR**

**HurricaneJs**

**LoggR**

**ShootR**

**Umbarco**

**Compilify.net**

**ElmahR**

**Postworthy**



Photo taken from <http://4.bp.blogspot.com/-NBtr89GvrN4/T5GAFKcBr-I/AAAAAAAAAEvQ/G1mvVWhD9bA/s1600/sexy-girl-1103.jpg>