MindMaps Faza 3

Model komunikacije

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Kao model komunikacije korišćeno je SignalR ASP.NET biblioteka koja sama uspostavlja komunikaciju između klijentske i serverske strane. Omogućava serveru da šalje podatke klijentima u realnom vremenu.

Za komunikaciju između klijenta i servera SignalR koristi Hub. Hub predstavlja klasu visokog nivoa koja olakšava implementaciju SignalR komunikacije. Metode hub-a na serverskoj strani klijent može da pozove. Takođe, server može da pozove metode na klijentskom hub-u.

Korisnici su podeljeni po grupama u okviru kojih komuniciraju, a koje obezbeđuje sam SignalR.

U aplikaciji MindMap koriste se dva hub-a: ChatHub i EditorHub. ChatHub služi za razmenu poruka, dok EditorHub obezbeđuje da se promene na MindMap dokumentu vide u realnom vremenu. U oba slučaja podaci koji se komuniciraju odmah se čuvaju na serveru.

```
public async Task UpdateGraph(int mapId, string graphXML)

//send to all
await Clients.GroupExcept(mapId.ToString(), Context.ConnectionId).SendAsync("MindMapGraph", graphXML);

await _repository.UpdateMap(mapId, graphXML);

public async Task AddComment(string text, int mapId, int userId)

var commentDTO = new CommentDTO

bateTime = DateTime.UtcNow,
Text = text,
MindMapId = mapId,
UserId = userId

J;
commentDTO = await _commentRepository.Add(commentDTO);

await Clients.Group(mapId.ToString()).SendAsync("CommentAdded", commentDTO);

public async Task RemoveComment(int commentId, int mapId)

await _commentRepository.Delete(commentId);

await Clients.Group(mapId.ToString()).SendAsync("CommentRemoved", commentId);

await Clients.Group(mapId.ToString()).SendAsync("CommentRemoved", commentId);

await Clients.Group(mapId.ToString()).SendAsync("CommentRemoved", commentId);
```

```
⊡@Injectable({
  providedIn: 'root'
 3)
   xport class EditorHubService {
   private hubConnection: signalR.HubConnection
   public commentAdded = new EventEmitter;
    public commentRemoved = new EventEmitter;
  constructor(
   private editorService: EditorService) {
}
public async startConnection(): Promise<void> {
      const token = localStorage.getItem('token');
      this.hubConnection = new signalR.HubConnectionBuilder()
        .configureLogging(signalR.LogLevel.Information)
        .withUrl('https://localhost:5001/EditorHub',
             skipNegotiation: true,
transport: signalR.HttpTransportType.WebSockets,
             accessTokenFactory: () => token
           }) //44377
         .build();
      await this.hubConnection.start().catch(err => console.error(err.toString()));
     console.log('SignalR editor Connected!');
     this.recieveGraph();
     this.recieveComment();
  public addToGroup(mapId: number) {
     this.hubConnection.invoke('AddToGroup', mapId)
   .then(a => console.log('added to a group ' + a))
   .catch(err => console.log(err));
   public removeFromGroup(mapId: number) {
     this.hubConnection.invoke('RemoveFromGroup', mapId)
   .then(a => console.log('removed from a group ' + a))
   .catch(err => console.log(err));
```

```
public sendGraph(mapId: number, xml) {
    this.hubConnection.invoke('UpdateGraph', mapId, xml)
    .catch(err => console.error(err));
public recieveGraph = () => {
    this.hubConnection.on('MindMapGraph', (xml) => {
        this.editorService.renderGraphFromXml(xml);
        window.localStorage.setItem('autosaveXml', xml);
public addComment(text: string, mapId: number, userId: number) {
    this.hubConnection.invoke('AddComment', text, mapId, userId)
        .catch(err => console.error(err));
public deleteComment(commentId: number, mapId: number) {
     this.hubConnection.invoke('RemoveComment', commentId, mapId)
        .catch(err => console.error(err));
public recieveComment() {
     this.hubConnection.on('CommentAdded', (obj) => {
        debugger;
        console.log(obj);
        this.commentAdded.next(obj);
      this.hubConnection.on('CommentRemoved', (obj) => {
       console.log(obj);
        this.commentRemoved.next(obj);
```