**There are two ways to call the API**

1. **HttpClient**

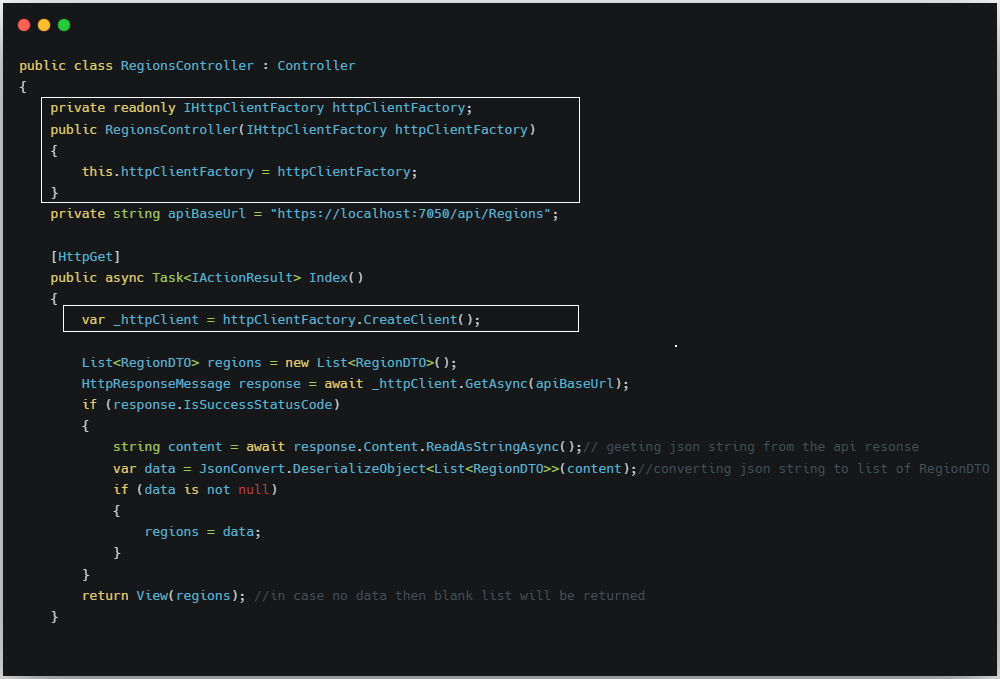
private HttpClient \_httpClient = new HttpClient();

**2- http client factory**

Insert the HTTP client factory inside the program file before the var app = builder line.Build();

// Registering the HttpClient for making API calls

builder.Services.AddHttpClient();



**Methods**

**Get Methods**

ReadFromJsonAsync<T>() **and** ReadAsStringAsync()

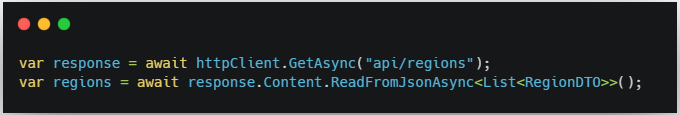
Agar **aapko JSON response ko directly object me convert karna hai**, to use:

👉 ReadFromJsonAsync<T>() (easy & clean)

Agar aap **manually string parse karna chahte ho**, to use:

👉 ReadAsStringAsync() (flexible but more work)

📌 ReadFromJsonAsync<T>() – Easy and Clean



☑️ Auto JSON deserialization  
☑️ Less code  
☑️ Safe & readable

📌 ReadAsStringAsync() – Manual Parsing



☑️ More control (e.g., logging raw JSON)  
☑️ Useful if API doesn't return clean JSON

**Library for serialize and deserializee**

Newtonsoft.Json