

# Introduction

# Namespace WebSockets.Core

## Classes

### [ClientHandshake](#)

A sans-io implementation of the client side of the WebSocket protocol.

### [DateTimeProvider](#)

### [Handshake](#)

The base protocol class providing functionality shared by both clients and servers.

### [MessageProtocol](#)

The base protocol class providing functionality shared by both clients and servers.

### [NonceGenerator](#)

### [PublicExtensionMethods](#)

### [ServerHandshake](#)

A sans-io implementation of the server side of the WebSocket protocol.

The business layer logic is not provided. For example when a ping is received, the implementer is expected to return the pong. This is also the case for a close.

### [WebRequest](#)

### [WebResponse](#)

## Structs

### [Reserved](#)

## Interfaces

### [IDateTimeProvider](#)

### [INonceGenerator](#)

## Enums

### [HandshakeState](#)

### [ProtocolState](#)