

Introduction

Namespace WebSockets.Core

Classes

[ClientHandshake](#)

A sans-io implementation of the client 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.

[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](#)

