﻿using Microsoft.AspNetCore.ResponseCompression;

using Microsoft.AspNetCore.Hosting.StaticWebAssets; // Added namespace for UseWebAssemblyDebugging

using Microsoft.AspNetCore.Components.WebAssembly.Server; // Added namespace for WebAssembly debugging support

var builder = WebApplication.CreateBuilder(args);

// Add services to the container.

builder.Services.AddControllersWithViews();

builder.Services.AddRazorPages();

var app = builder.Build();

// Configure the HTTP request pipeline.

if (app.Environment.IsDevelopment())

{

StaticWebAssetsLoader.UseStaticWebAssets(app.Environment, app.Configuration); // Ensure static web assets are loaded

app.UseWebAssemblyDebugging(); // Fixed: Ensure the correct namespace is included for WebAssembly debugging

}

else

{

app.UseExceptionHandler("/Error");

// The default HSTS value is 30 days. You may want to change this for production scenarios, see https://aka.ms/aspnetcore-hsts.

app.UseHsts();

}

app.UseHttpsRedirection();

app.UseBlazorFrameworkFiles();

app.UseStaticFiles();

app.UseRouting();

app.MapRazorPages();

app.MapControllers();

app.MapFallbackToFile("pages/fetchdata");

app.Run();