

Namespace SoftwareProject.Components

Classes

[App](#)

[Routes](#)

[TestClass](#)

Calculates the age of a person on a certain date based on the supplied date of birth. Takes account of leap years, using the convention that someone born on 29th February in a leap year is not legally one year older until 1st March of a non-leap year.

[Imports](#)

Class App

Namespace: [SoftwareProject.Components](#)

Assembly: SoftwareProject.dll

```
public class App : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← App

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),
[ComponentBase.DispatchExceptionAsync\(Exception\)](#),
[ComponentBase.IComponent.Attach\(RenderHandle\)](#),
[ComponentBase.SetParametersAsync\(ParameterView\)](#),
[ComponentBase.IHandleEvent.HandleEventAsync\(EventCallbackWorkItem, object\)](#),
[ComponentBase.IHandleAfterRender.OnAfterRenderAsync\(\)](#), [ComponentBase.RendererInfo](#),
[ComponentBase.Assets](#), [ComponentBase.AssignedRenderMode](#), [object.Equals\(object\)](#),
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` [RenderTreeBuilder](#)↗

Class Routes

Namespace: [SoftwareProject.Components](#)

Assembly: SoftwareProject.dll

```
public class Routes : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← Routes

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),
[ComponentBase.DispatchExceptionAsync\(Exception\)](#),
[ComponentBase.IComponent.Attach\(RenderHandle\)](#),
[ComponentBase.SetParametersAsync\(ParameterView\)](#),
[ComponentBase.IHandleEvent.HandleEventAsync\(EventCallbackWorkItem, object\)](#),
[ComponentBase.IHandleAfterRender.OnAfterRenderAsync\(\)](#), [ComponentBase.RendererInfo](#),
[ComponentBase.Assets](#), [ComponentBase.AssignedRenderMode](#), [object.Equals\(object\)](#),
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` [RenderTreeBuilder](#)[↗]

Class TestClass

Namespace: [SoftwareProject.Components](#)

Assembly: SoftwareProject.dll








Calculates the age of a person on a certain date based on the supplied date of birth. Takes account of leap years, using the convention that someone born on 29th February in a leap year is not legally one year older until 1st March of a non-leap year.

```
public class TestClass
```

Inheritance

[object](#)  ← TestClass

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Remarks

This code is not guaranteed to be correct for non-UK locales, as some countries have skipped certain dates within living memory.

Properties

TestProperty

Calculates the age of a person on a certain date based on the supplied date of birth. Takes account of leap years, using the convention that someone born on 29th February in a leap year is not legally one year older until 1st March of a non-leap year.

```
private int TestProperty { get; set; }
```

Property Value

[int](#) 

Age of the individual in years (as an integer).

Remarks

This code is not guaranteed to be correct for non-UK locales, as some countries have skipped certain dates within living memory.

Methods

TestMethod(DateTime, DateTime)

Calculates the age of a person on a certain date based on the supplied date of birth. Takes account of leap years, using the convention that someone born on 29th February in a leap year is not legally one year older until 1st March of a non-leap year.

```
public void TestMethod(DateTime dateOfBirth, DateTime date)
```

Parameters

dateOfBirth [DateTime](#)[↗]

Individual's date of birth.

date [DateTime](#)[↗]

Date at which to evaluate age at.

Remarks

This code is not guaranteed to be correct for non-UK locales, as some countries have skipped certain dates within living memory.

Class _Imports

Namespace: [SoftwareProject.Components](#)

Assembly: SoftwareProject.dll

```
public class _Imports : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```


























Inheritance

[object](#)  ← [ComponentBase](#)  ← [_Imports](#)

Implements


[IComponent](#) , [IHandleEvent](#) , [IHandleAfterRender](#) 

Inherited Members

[ComponentBase.OnInitialized\(\)](#) , [ComponentBase.OnInitializedAsync\(\)](#) ,
[ComponentBase.OnParametersSet\(\)](#) , [ComponentBase.OnParametersSetAsync\(\)](#) ,
[ComponentBase.StateHasChanged\(\)](#) , [ComponentBase.ShouldRender\(\)](#) ,
[ComponentBase.OnAfterRender\(bool\)](#) , [ComponentBase.OnAfterRenderAsync\(bool\)](#) ,
[ComponentBase.InvokeAsync\(Action\)](#) , [ComponentBase.InvokeAsync\(Func<Task>\)](#) ,
[ComponentBase.DispatchExceptionAsync\(Exception\)](#) ,
[ComponentBase.IComponent.Attach\(RenderHandle\)](#) ,
[ComponentBase.SetParametersAsync\(ParameterView\)](#) ,
[ComponentBase.IHandleEvent.HandleEventAsync\(EventCallbackWorkItem, object\)](#) ,
[ComponentBase.IHandleAfterRender.OnAfterRenderAsync\(\)](#) , [ComponentBase.RendererInfo](#) ,
[ComponentBase.Assets](#) , [ComponentBase.AssignedRenderMode](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#) .

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` [RenderTreeBuilder](#)[↗]

Namespace SoftwareProject.Components.

Layout

Classes

[MainLayout](#)

[NavMenu](#)

Class MainLayout

Namespace: [SoftwareProject.Components.Layout](#)

Assembly: SoftwareProject.dll

```
public class MainLayout : LayoutComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← [LayoutComponentBase](#) ← MainLayout

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[LayoutComponentBase.SetParametersAsync\(ParameterView\)](#), [LayoutComponentBase.Body](#), [ComponentBase.OnInitializedAsync\(\)](#), [ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#), [ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#), [ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#), [ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#), [ComponentBase.DispatchExceptionAsync\(Exception\)](#), [ComponentBase.IComponent.Attach\(RenderHandle\)](#), [ComponentBase.IHandleEvent.HandleEventAsync\(EventCallbackWorkItem, object\)](#), [ComponentBase.IHandleAfterRender.OnAfterRenderAsync\(\)](#), [ComponentBase.RendererInfo](#), [ComponentBase.Assets](#), [ComponentBase.AssignedRenderMode](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Fields

_darkPalette

```
private readonly PaletteDark _darkPalette
```

Field Value

PaletteDark

_drawerOpen

```
private bool _drawerOpen
```

Field Value

[bool](#)

_isDarkMode

```
private bool _isDarkMode
```

Field Value

[bool](#)

_lightPalette

```
private readonly PaletteLight _lightPalette
```

Field Value

PaletteLight

_theme

```
private MudTheme? _theme
```

Field Value

MudTheme

Properties

DarkLightModeButtonIcon

```
public string DarkLightModeButtonIcon { get; }
```

Property Value

[string](#)

Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder [RenderTreeBuilder](#)

DarkModeToggle()

```
private void DarkModeToggle()
```

DrawerToggle()

```
private void DrawerToggle()
```

OnInitialized()

Method invoked when the component is ready to start, having received its initial parameters from its parent in the render tree.

```
protected override void OnInitialized()
```

Class NavMenu

Namespace: [SoftwareProject.Components.Layout](#)

Assembly: SoftwareProject.dll

```
public class NavMenu : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← NavMenu

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),
[ComponentBase.DispatchExceptionAsync\(Exception\)](#),
[ComponentBase.IComponent.Attach\(RenderHandle\)](#),
[ComponentBase.SetParametersAsync\(ParameterView\)](#),
[ComponentBase.IHandleEvent.HandleEventAsync\(EventCallbackWorkItem, object\)](#),
[ComponentBase.IHandleAfterRender.OnAfterRenderAsync\(\)](#), [ComponentBase.RendererInfo](#),
[ComponentBase.Assets](#), [ComponentBase.AssignedRenderMode](#), [object.Equals\(object\)](#),
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` [RenderTreeBuilder](#)[↗]

Namespace SoftwareProject.Components.

Pages

Classes

[Counter](#)

[Error](#)

[Home](#)

[Weather](#)

[Weather.WeatherForecast](#)

Class Counter

Namespace: [SoftwareProject.Components.Pages](#)

Assembly: SoftwareProject.dll

```
[Route("/counter")]  
public class Counter : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← Counter

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),
[ComponentBase.DispatchExceptionAsync\(Exception\)](#),
[ComponentBase.IComponent.Attach\(RenderHandle\)](#),
[ComponentBase.SetParametersAsync\(ParameterView\)](#),
[ComponentBase.IHandleEvent.HandleEventAsync\(EventCallbackWorkItem, object\)](#),
[ComponentBase.IHandleAfterRender.OnAfterRenderAsync\(\)](#), [ComponentBase.RendererInfo](#),
[ComponentBase.Assets](#), [ComponentBase.AssignedRenderMode](#), [object.Equals\(object\)](#),
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Fields

currentCount

```
private int currentCount
```

Field Value

Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder [RenderTreeBuilder](#)

IncrementCount()

```
private void IncrementCount()
```

Class Error

Namespace: [SoftwareProject.Components.Pages](#)

Assembly: SoftwareProject.dll

```
[Route("/Error")]  
public class Error : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← Error

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[ComponentBase.OnInitializedAsync\(\)](#), [ComponentBase.OnParametersSet\(\)](#),
[ComponentBase.OnParametersSetAsync\(\)](#), [ComponentBase.StateHasChanged\(\)](#),
[ComponentBase.ShouldRender\(\)](#), [ComponentBase.OnAfterRender\(bool\)](#),
[ComponentBase.OnAfterRenderAsync\(bool\)](#), [ComponentBase.InvokeAsync\(Action\)](#),
[ComponentBase.InvokeAsync\(Func<Task>\)](#), [ComponentBase.DispatchExceptionAsync\(Exception\)](#),
[ComponentBase.IComponent.Attach\(RenderHandle\)](#),
[ComponentBase.SetParametersAsync\(ParameterView\)](#),
[ComponentBase.IHandleEvent.HandleEventAsync\(EventCallbackWorkItem, object\)](#),
[ComponentBase.IHandleAfterRender.OnAfterRenderAsync\(\)](#), [ComponentBase.RendererInfo](#),
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[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Properties

HttpContext

```
[CascadingParameter]  
private HttpContext? HttpContext { get; set; }
```

Property Value

[HttpContext](#)

RequestId

```
private string? RequestId { get; set; }
```

Property Value

[string](#)

ShowRequestId


```
private bool ShowRequestId { get; }
```

Property Value

[bool](#)

Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder [RenderTreeBuilder](#)

OnInitialized()

Method invoked when the component is ready to start, having received its initial parameters from its parent in the render tree.

```
protected override void OnInitialized()
```

Class Home

Namespace: [SoftwareProject.Components.Pages](#)

Assembly: SoftwareProject.dll

```
[Route("/")]
```

```
public class Home : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← Home

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnInitializedAsync\(\)](#),
[ComponentBase.OnParametersSet\(\)](#), [ComponentBase.OnParametersSetAsync\(\)](#),
[ComponentBase.StateHasChanged\(\)](#), [ComponentBase.ShouldRender\(\)](#),
[ComponentBase.OnAfterRender\(bool\)](#), [ComponentBase.OnAfterRenderAsync\(bool\)](#),
[ComponentBase.InvokeAsync\(Action\)](#), [ComponentBase.InvokeAsync\(Func<Task>\)](#),
[ComponentBase.DispatchExceptionAsync\(Exception\)](#),
[ComponentBase.IComponent.Attach\(RenderHandle\)](#),
[ComponentBase.SetParametersAsync\(ParameterView\)](#),
[ComponentBase.IHandleEvent.HandleEventAsync\(EventCallbackWorkItem, object\)](#),
[ComponentBase.IHandleAfterRender.OnAfterRenderAsync\(\)](#), [ComponentBase.RendererInfo](#),
[ComponentBase.Assets](#), [ComponentBase.AssignedRenderMode](#), [object.Equals\(object\)](#),
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

`__builder` [RenderTreeBuilder](#)

Class Weather

Namespace: [SoftwareProject.Components.Pages](#)

Assembly: SoftwareProject.dll

```
[Route("/weather")]  
public class Weather : ComponentBase, IComponent, IHandleEvent, IHandleAfterRender
```

Inheritance

[object](#) ← [ComponentBase](#) ← Weather

Implements

[IComponent](#), [IHandleEvent](#), [IHandleAfterRender](#)

Inherited Members

[ComponentBase.OnInitialized\(\)](#), [ComponentBase.OnParametersSet\(\)](#),
[ComponentBase.OnParametersSetAsync\(\)](#), [ComponentBase.StateHasChanged\(\)](#),
[ComponentBase.ShouldRender\(\)](#), [ComponentBase.OnAfterRender\(bool\)](#),
[ComponentBase.OnAfterRenderAsync\(bool\)](#), [ComponentBase.InvokeAsync\(Action\)](#),
[ComponentBase.InvokeAsync\(Func<Task>\)](#), [ComponentBase.DispatchExceptionAsync\(Exception\)](#),
[ComponentBase.IComponent.Attach\(RenderHandle\)](#),
[ComponentBase.SetParametersAsync\(ParameterView\)](#),
[ComponentBase.IHandleEvent.HandleEventAsync\(EventCallbackWorkItem, object\)](#),
[ComponentBase.IHandleAfterRender.OnAfterRenderAsync\(\)](#), [ComponentBase.RendererInfo](#),
[ComponentBase.Assets](#), [ComponentBase.AssignedRenderMode](#), [object.Equals\(object\)](#),
[object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#),
[object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Fields

forecasts

```
private Weather.WeatherForecast[]? forecasts
```

Field Value

[WeatherForecast\[\]](#)

Methods

BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#).

```
protected override void BuildRenderTree(RenderTreeBuilder __builder)
```

Parameters

__builder [RenderTreeBuilder](#)

OnInitializedAsync()

Method invoked when the component is ready to start, having received its initial parameters from its parent in the render tree.

Override this method if you will perform an asynchronous operation and want the component to refresh when that operation is completed.

```
protected override Task OnInitializedAsync()
```

Returns

[Task](#)

A [Task](#) representing any asynchronous operation.


Class Weather.WeatherForecast

Namespace: [SoftwareProject.Components.Pages](#)








Assembly: SoftwareProject.dll

```
private class Weather.WeatherForecast
```

Inheritance

[object](#)  ← Weather.WeatherForecast

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Properties

Date

```
public DateOnly Date { get; set; }
```

Property Value

[DateOnly](#) 

Summary

```
public string? Summary { get; set; }
```

Property Value

[string](#) 

TemperatureC

```
public int TemperatureC { get; set; }
```

Property Value

[int](#)

TemperatureF

```
public int TemperatureF { get; }
```

Property Value

[int](#)

Namespace __Blazor.SoftwareProject. Components.Pages.Weather Classes

[TypeInference](#)

Class TypeInference

Namespace: [__Blazor.SoftwareProject.Components.Pages.Weather](#)








Assembly: SoftwareProject.dll

```
internal static class TypeInference
```

Inheritance

[object](#)  ← TypeInference

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Methods

CreateMudTableSortLabel_1<T>(RenderTreeBuilder, int, int, SortDirection, int, Func<T, object>, int, RenderFragment)

```
public static void CreateMudTableSortLabel_1<T>(RenderTreeBuilder __builder, int seq,
int __seq0, SortDirection __arg0, int __seq1, Func<T, object> __arg1, int __seq2,
RenderFragment __arg2)
```

Parameters

__builder [RenderTreeBuilder](#) 

seq [int](#) 

__seq0 [int](#) 

__arg0 SortDirection

__seq1 [int](#) 

__arg1 [Func](#)  <T, [object](#)  >

__seq2 [int](#) 

`__arg2` [RenderFragment](#)

Type Parameters

`T`

CreateMudTableSortLabel_2<T>(RenderTreeBuilder, int, int,
Func<T, object>, int, RenderFragment)

```
public static void CreateMudTableSortLabel_2<T>(RenderTreeBuilder __builder, int seq, int  
__seq0, Func<T, object> __arg0, int __seq1, RenderFragment __arg1)
```

Parameters

`__builder` [RenderTreeBuilder](#)

`seq` [int](#)

`__seq0` [int](#)

`__arg0` [Func](#)<T, [object](#)>

`__seq1` [int](#)

`__arg1` [RenderFragment](#)

Type Parameters

`T`

CreateMudTableSortLabel_3<T>(RenderTreeBuilder, int, int,
Func<T, object>, int, RenderFragment)

```
public static void CreateMudTableSortLabel_3<T>(RenderTreeBuilder __builder, int seq, int  
__seq0, Func<T, object> __arg0, int __seq1, RenderFragment __arg1)
```

Parameters

`__builder` [RenderTreeBuilder](#)

`seq` [int](#)

`__seq0` [int](#)

`__arg0` [Func](#) <T, [object](#) >

`__seq1` [int](#)

`__arg1` [RenderFragment](#)

Type Parameters

T

CreateMudTableSortLabel_4<T>(RenderTreeBuilder, int, int,
Func<T, object>, int, RenderFragment)

```
public static void CreateMudTableSortLabel_4<T>(RenderTreeBuilder __builder, int seq, int  
__seq0, Func<T, object> __arg0, int __seq1, RenderFragment __arg1)
```

Parameters

`__builder` [RenderTreeBuilder](#)

`seq` [int](#)

`__seq0` [int](#)

`__arg0` [Func](#) <T, [object](#) >

`__seq1` [int](#)

`__arg1` [RenderFragment](#)

Type Parameters

T

CreateMudTable_0<T>(RenderTreeBuilder, int, int, IEnumerable<T>, int, bool, int, string, int, int, int, bool, int, RenderFragment, int, RenderFragment<T>, int, RenderFragment)

```
public static void CreateMudTable_0<T>(RenderTreeBuilder __builder, int seq, int __seq0,
IEnumerable<T> __arg0, int __seq1, bool __arg1, int __seq2, string __arg2, int __seq3, int
__arg3, int __seq4, bool __arg4, int __seq5, RenderFragment __arg5, int __seq6,
RenderFragment<T> __arg6, int __seq7, RenderFragment __arg7)
```

Parameters

__builder [RenderTreeBuilder](#)

seq [int](#)

__seq0 [int](#)

__arg0 [IEnumerable](#)<T>

__seq1 [int](#)

__arg1 [bool](#)

__seq2 [int](#)

__arg2 [string](#)

__seq3 [int](#)

__arg3 [int](#)

__seq4 [int](#)

__arg4 [bool](#)

__seq5 [int](#)

__arg5 [RenderFragment](#)

__seq6 [int](#)

__arg6 [RenderFragment](#)<T>

`__seq7` [int](#)

`__arg7` [RenderFragment](#)

Type Parameters

`T`