

Namespace SoftwareProject.Components

Classes

[App](#)

[Routes](#)

[TestClass](#)

[_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.SetParametersAsync\(ParameterView\)](#), [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\(Func<Task>\)](#),
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[ComponentBase.SetParametersAsync\(ParameterView\)](#), [ComponentBase.RendererInfo](#),
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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

```
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\(\)](#) 

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.SetParametersAsync\(ParameterView\)](#)  , [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.RendererInfo](#), [ComponentBase.Assets](#), [ComponentBase.AssignedRenderMode](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

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](#)

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.SetParametersAsync\(ParameterView\)](#), [ComponentBase.RendererInfo](#),
[ComponentBase.Assets](#), [ComponentBase.AssignedRenderMode](#), [object.Equals\(object\)](#),
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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](#)

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.SetParametersAsync\(ParameterView\)](#), [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 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.SetParametersAsync\(ParameterView\)](#), [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](#)

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\(Exception\)](#),
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[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.SetParametersAsync\(ParameterView\)](#), [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](#)

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.