

# 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](#)<sup>↗</sup>

# 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](#)<sup>↗</sup>

# 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

### Cracker

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 Cracker { 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

### Hell(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 Hell(DateTime dateOfBirth, DateTime date)
```

## Parameters

**dateOfBirth** [DateTime](#)<sup>↗</sup>

Individual's date of birth.

**date** [DateTime](#)<sup>↗</sup>

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](#)<sup>↗</sup>

# 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](#)<sup>↗</sup>

## Methods

### BuildRenderTree(RenderTreeBuilder)

Renders the component to the supplied [RenderTreeBuilder](#)<sup>↗</sup>.

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

Parameters

**\_\_builder** [RenderTreeBuilder](#)<sup>↗</sup>

### 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](#)<sup>↗</sup>



# 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](#),  
[ComponentBase.Assets](#), [ComponentBase.AssignedRenderMode](#), [object.Equals\(object\)](#),  
[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`