Project Overview — Detailed with Technologies

Solution Structure

/IoTAnomalyDetection

-/DeviceSimulator

Simulated sensor client (Console App)

⊢/MLModel

ML.NET model training + inference (Class Library)

-/BackendAPI

ASP.NET Core API

⊢/Dashboard

Blazor Server

├/Shared

Shared Class Library

Technologies Used

Area	Technology	Purpose
UI Framework	Blazor (likely WebAssembly or Server)	Component-based UI in C#
Real-Time Messaging	SignalR (ASP.NET Core)	Pushes live sensor updates to dashboard
Shared Contracts	Shared Class Library (.NET)	SensorData model shared between projects
Communication	SignalR Client Library (Microsoft.AspNetCore.SignalR.Client)	Real-time client
Backend Hosting	ASP.NET Core Web App	Hosts SignalR Hub
Styling	Basic CSS / Bootstrap	Layout and UI styling

Key Files / Components

- SensorDashboard.razor: Blazor page that displays sensor data
- SensorData.cs: Shared data contract for signal messages
- SensorController.cs: SignalR Hub broadcasting messages
- Program.cs: Configures SignalR hub and services
- SensorSender.cs: Stores and updates sensor info live

Features Currently Implemented

Real-time updates of sensor values
UI updates on new data using SignalR
Visual indicator for anomaly detection (IsAnomaly)
Sorted view of sensors by ID

Future Enhancements (Optional)

Feature	Description	
Charting	Add dynamic charts using ChartJs.Blazor.Fork or switch to Syncfusion , LiveCharts2 , or Plotly.NET for easier integration	
Sensor Categories	Group sensors by type/location	
History View	Display time-series or past data with filtering	
Anomaly Analytics	Add chart threshold zones or ML-based detection	
Authentication	Secure SignalR endpoints using JWT or Azure AD	
Deployment	Host in Azure App Service, Docker, or AWS	
Notification System	Toasts/email alerts on anomalies	
Data Storage	Save historical data in SQLite , PostgreSQL , or InfluxDB	
Dashboard UX	Use MudBlazor or Radzen for rich UI widgets	
Offline Support	Enable caching using IndexedDB for Blazor WASM	
Mobile View	Responsive design for tablets or mobile use	