

Building a Game of Memory with SignalR

Introduction

Joel Neubeck
<http://joel.Neubeck.net>
joel@neubeck.net



pluralsight 
hardcore developer training

Concept – A Game of Memory



What is SignalR?

- SignalR is an open source library developed by Microsoft
- SignalR simplifies the process of adding real-time web communications to an application

“Real-time web functionality is the ability to have server-side code push content to connected clients instantly as it becomes available”



Examples of SignalR Applications

- **Chat**
- **Long Polling to retrieve new data**
 - Dashboards
 - Monitoring Applications
 - Real-time forms
- **Real-time gaming**

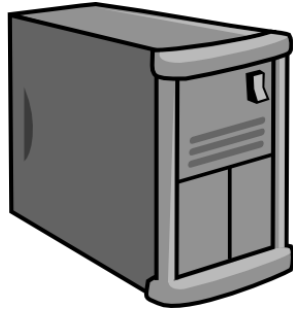


What Does SignalR Do For Me?

- **Manages Persistent Connections automatically**
- **Allows the broadcasting of messages simultaneously to:**
 - Everyone connected
 - Caller
 - A group of callers
 - Specific connections
- **Performance**



Transports and Fallbacks



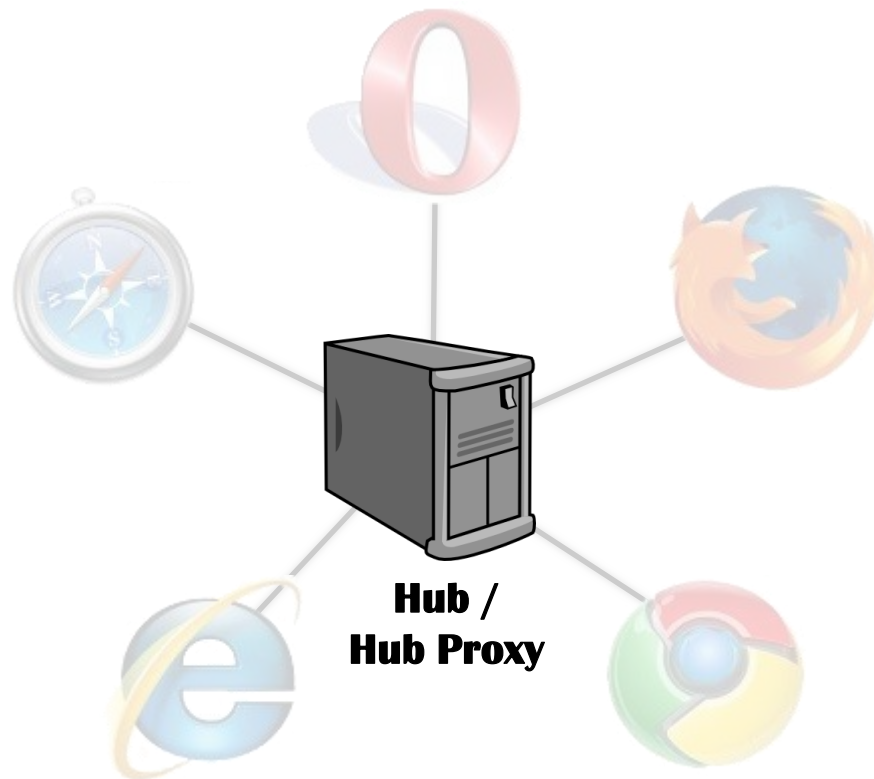
Server



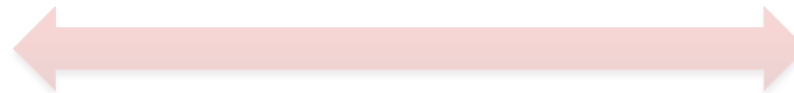
Browsers

- **WebSockets**
- **Server Sent Events (All browsers except IE)**
- **Forever Frame (for Internet Explorer only)**
- **Ajax long polling. (does not create a persistent connection)**

The Hub



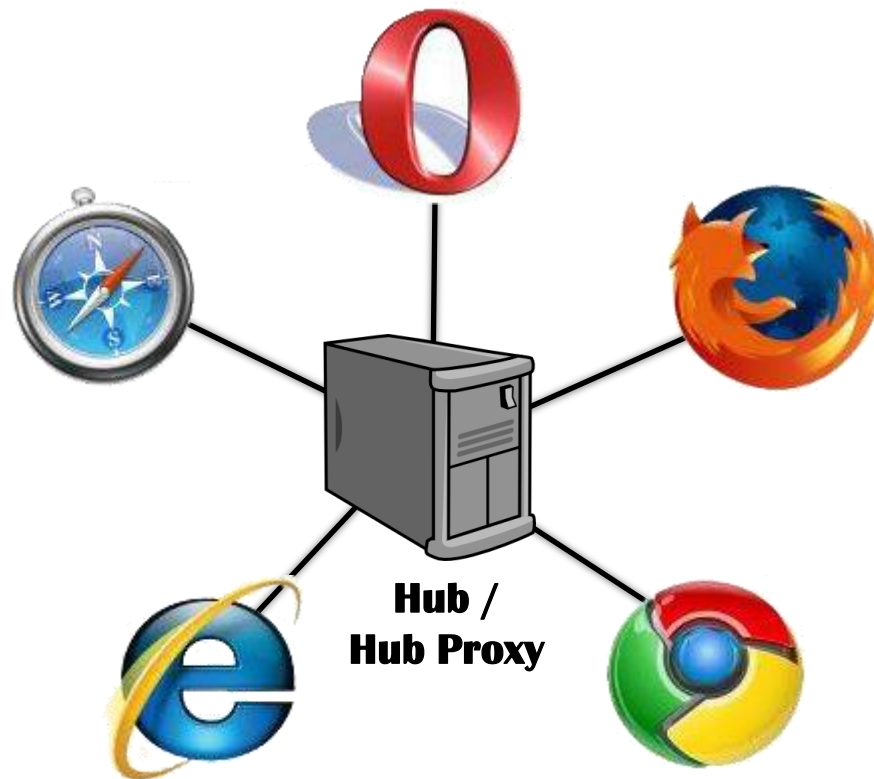
serverFunction
ASP.NET Server Application



Remote Procedure Calls

clientFunction
HTML Javascript Application

The Hub



serverFunction
ASP.NET Server Application



Remote Procedure Calls

clientFunction
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