



#dqcdevsummit

dqc

# DEV SUMMIT



**Up to speed with Azure SignalR**

# Who are these guys



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Microsoft MVP, MCT  
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# What is SignalR

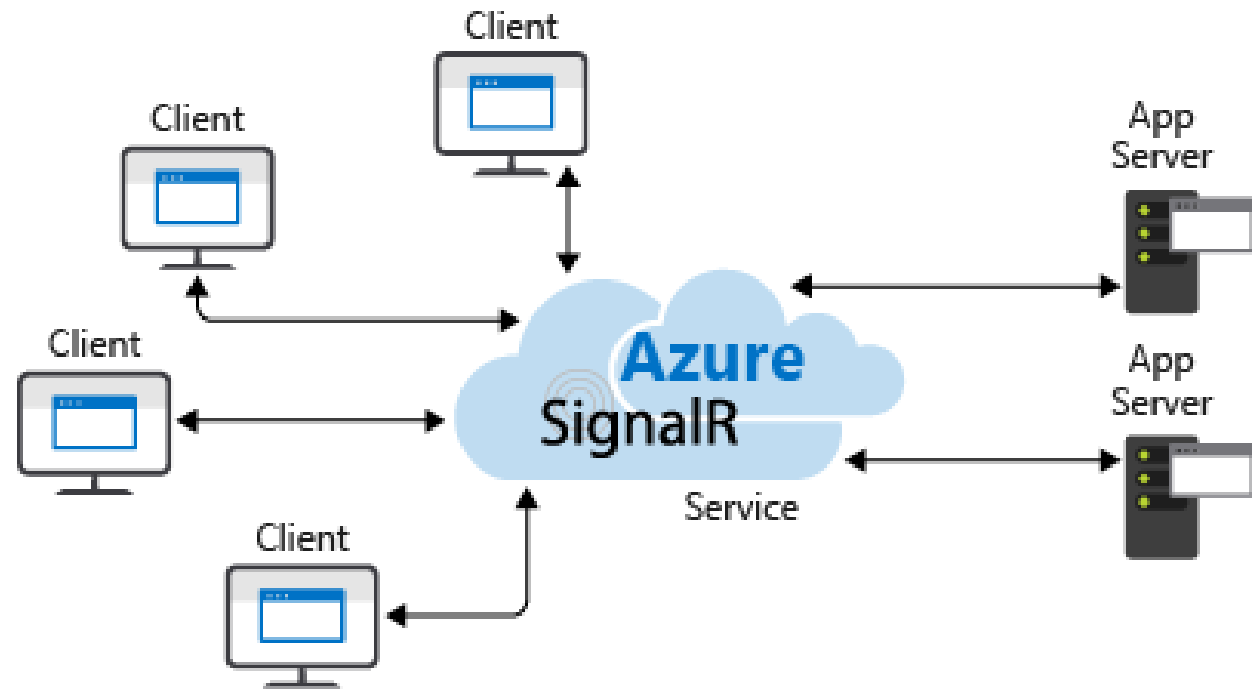
- Real-time apps
  - Server -> Client
  - Client -> Server
- Hubs
  - The bridge between clients and server
- Takes the complexity out of Web Sockets and fallback methods
- Near instant
- Limits?
  - Does not really scale well without (Redis backplane or Azure SignalR Service)

ASP.NET  
**SignalR**



# What is AZURE SignalR

- Is an Azure Service: You dont have to have your own server
- Up and going in minutes
- Modes
  - Default – ASP.net Core
  - Serverless – Azure Functions
  - Classic -> ????



# What can SignalR do

- Broadcast to all Clients
- Collect users in groups to send message
- Send message to a specific user
- What is a message → just text aka json
- Can implement your own authentication – middleware

**DEMOS**









# Scenarios to use SignalR

- HelpDesk and Chat based systems
- Online HTML Games
- Anytime you want a user to get real time updates
  - Instead of polling
  - Live Dashboards
- The limit is your imagination



# Lessons learned

- Objects instead of single values – Does not break on change
- Some times its good to pay for stuff (Use Standard more stable)
- One Service per developer. Things get mixed up

Free	Standard
 Single unit	 Up to 100 units
 Up to 20 connections	 1K connections/unit
 20K messages/day/unit	 1M messages/day/unit
 SSL	 SSL
<b>0.00</b> FREE	<b>429.03</b> SEK/MONTH/UNIT (ESTIMATED)

# Good Links

- <https://docs.microsoft.com/sv-se/azure/azure-functions/functions-bindings-signalr-service>
- <https://docs.microsoft.com/en-us/aspnet/core/signalr/introduction>
- <https://github.com/Azure-Samples/signalr-service-quickstart-serverless-chat>