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Soggetti	Real-time data processing Electronic books.
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Nota di contenuto	Cover; Copyright; Credits; About the Author; Acknowledgments; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Understanding the Basics; Introduction; Adding a Hub to an ASP.NET project; Adding a Hub to a self-hosting application; Connecting to a Hub from a JavaScript client; Connecting to a Hub from a .NET application; Chapter 2: Using Hubs; Introduction; Adding a method to a Hub and counting the calls to it; Calling back the caller from a Hub's method; Broadcasting to all connected clients; Adding a connection to a group; Removing a connection from a group Broadcasting to all connected clients except the caller Broadcasting to all clients except the specified ones; Broadcasting to all clients in a group except the caller; Broadcasting from outside a Hub; Using the return value of a Hub method; Chapter 3: Using the JavaScript Hubs Client API; Introduction; Starting a Hub connection; Setting up connection transport strategies; Calling a server-side Hub method; Adding a client-side method on the proxy and calling it from the server; Managing errors across a complex asynchronous workflow; Chapter 4: Using the .NET Hubs Client API; Introduction Starting a Hub connection Setting up connection transport strategies; Calling a server-side Hub method; Adding a client-side method on the

proxy and calling it from the server; Managing errors across a complex asynchronous workflow; Chapter 5: Using a Persistent Connection; Introduction; Adding and registering a Persistent Connection; Sending messages from the server; Sending messages to the server; Exchanging messages between a server and a JavaScript client; Exchanging messages between a server and a .NET client; Chapter 6: Handling Connections; Introduction  
Controlling the lifetime of a connectionHandling a connection transient state; Establishing a cross-domain connection; Chapter 7: Analyzing Advanced Scenarios; Introduction; Generating static files for JavaScript proxies; Authorizing requests on a Hub; Authorizing requests on a Persistent Connection; Authorizing requests in a self-hosting context; Scaling up; Scaling out with Azure; Scaling out with Redis; Scaling out with SQL Server; Establishing proxy-less connections; Introducing dependency injection (simple approach); Introducing dependency injection (advanced approach)  
Using dependency injection to replace a default behaviorExtending the Hub pipeline; Handling errors; Chapter 8: Building Complex Applications; Introduction; Implementing a room-based chat application; Implementing a shared whiteboard; Implementing a real-time map of flying airplanes; Implementing a "pets finder" application; Implementing a custom backplane; Implementing a real-time error notification system; Appendix A: Creating Web Projects; Introduction; Creating an empty ASP.NET web application; Creating an ASP.NET web forms application; Creating an ASP.NET MVC application  
Creating an MVC controller and a related view

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## Sommario/riassunto

This book contains illustrated code examples to help you create real-time, asynchronous, and bi-directional client-server applications. Each recipe will concentrate on one specific aspect of application development with SignalR showing you how that aspect can be used proficiently. Different levels of developers will find this book useful. Beginners will be able to learn all the fundamental concepts of SignalR, quickly becoming productive in a difficult arena. Experienced programmers will find in this book a handy and useful collection of ready-made solutions to common use cases, which they wil

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