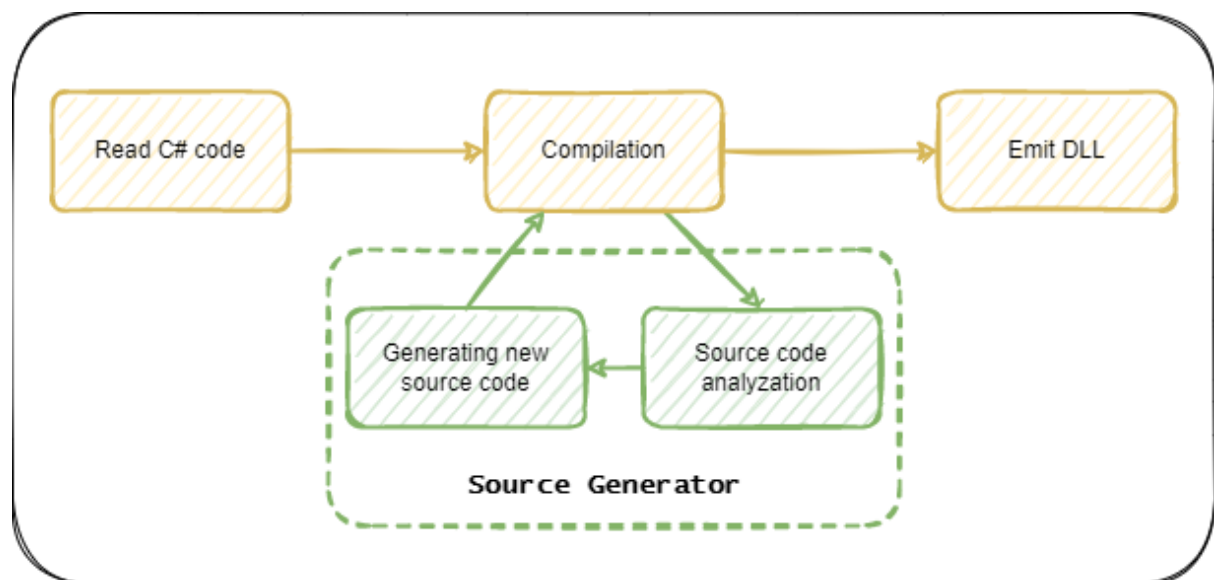# Chapter 01: Introducing Blazor, gRPC, and Source Generators
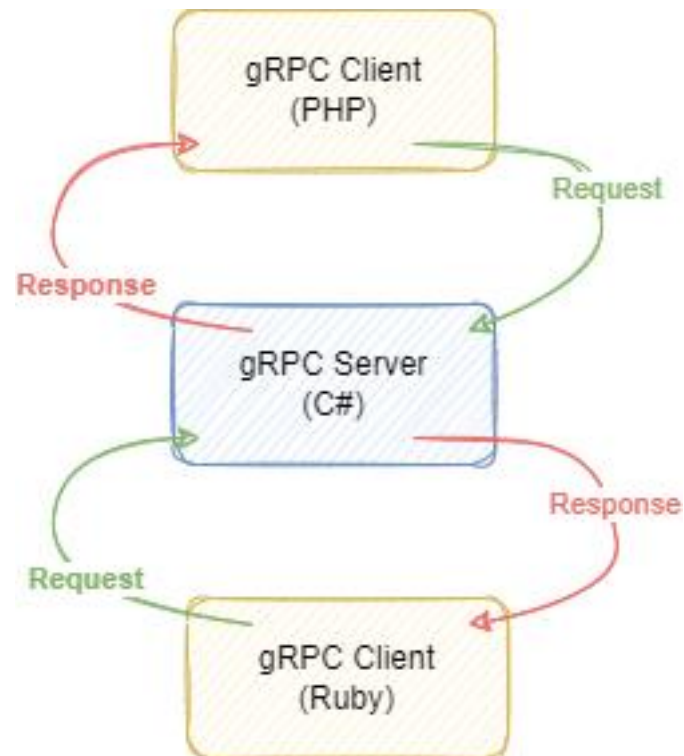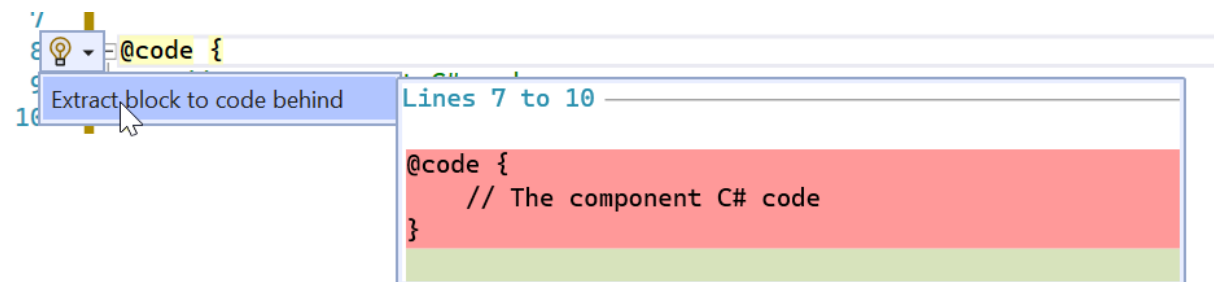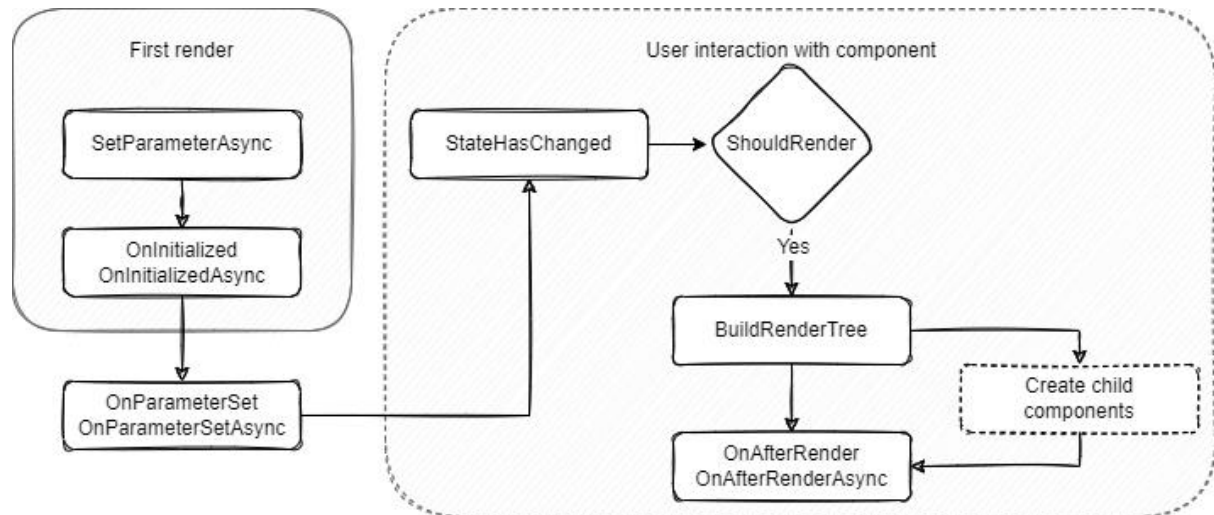
Chapter 02: Creating a Blazor WebAssembly Application


```
7
8    @code {
9
10
```

Extract block to code behind

Lines 7 to 10

```
@code {
    // The component C# code
}
```

Configure your new project

Blazor WebAssembly App   C#   Linux   macOS   Windows   Blazor   Cloud   Web

Project name

```
MediaLibrary
```

Location

```
D:\BlazorProjects                                    ▼        ...
```

Solution name ⓘ

```
MediaLibrary
```

☐ Place solution and project in the same directory

Back   Next

Additional information

Blazor WebAssembly App `C#` `Linux` `macOS` `Windows` `Blazor` `Cloud` `Web`

Framework ⓘ

```
.NET 6.0 (Long-term support)                                              ▾
```

Authentication type ⓘ

```
None                                                                      ▾
```

☑ Configure for HTTPS ⓘ
☑ ASP.NET Core hosted ⓘ
☐ Progressive Web Application ⓘ

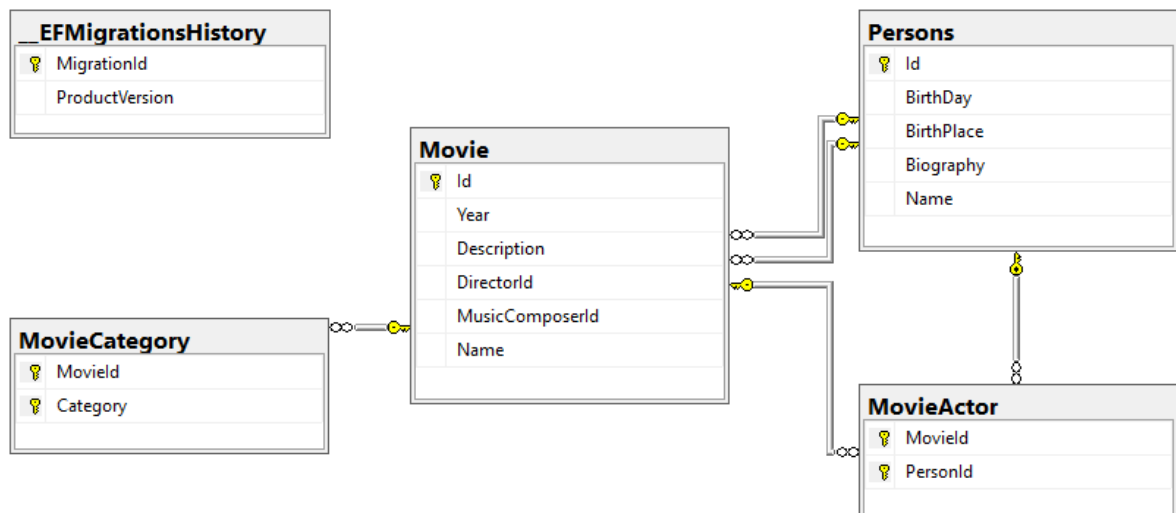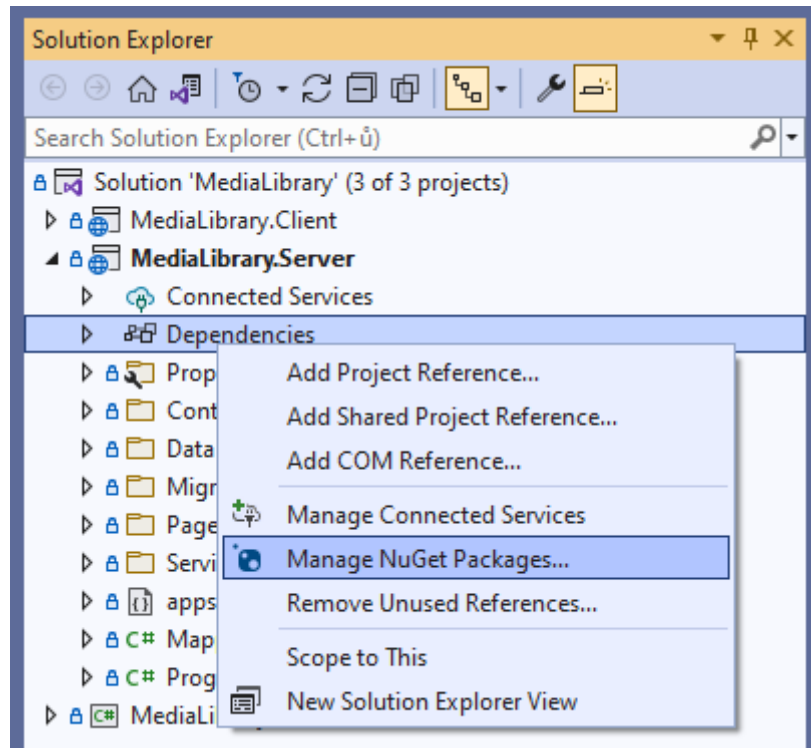[Back] [Create]

▲ 🖥 MediaLibrary.Client
   ▷ ☁ Connected Services
   ▷ 🔗 Dependencies
   ▷ 🗔 Properties
   ▷ 🌐 wwwroot
   ▲ 📂 Pages
      @ Counter.razor
      @ FetchData.razor
      @ Index.razor
   ▲ 📂 Shared
     ▷ @ MainLayout.razor
     ▷ @ NavMenu.razor
       @ SurveyPrompt.razor
     @ _Imports.razor
     @ App.razor
   ▷ C# Program.cs

▲ 🖥 **MediaLibrary.Server**
   ▷ ☁ Connected Services
   ▷ 🔗 Dependencies
   ▷ 🗔 Properties
   ▲ 📂 Controllers
     ▷ C# WeatherForecastController.cs
   ▲ 📂 Pages
     ▷ @ Error.cshtml
   ▷ {} appsettings.json
   ▷ C# Program.cs
▲ C# MediaLibrary.Shared
   ▷ 🔗 Dependencies
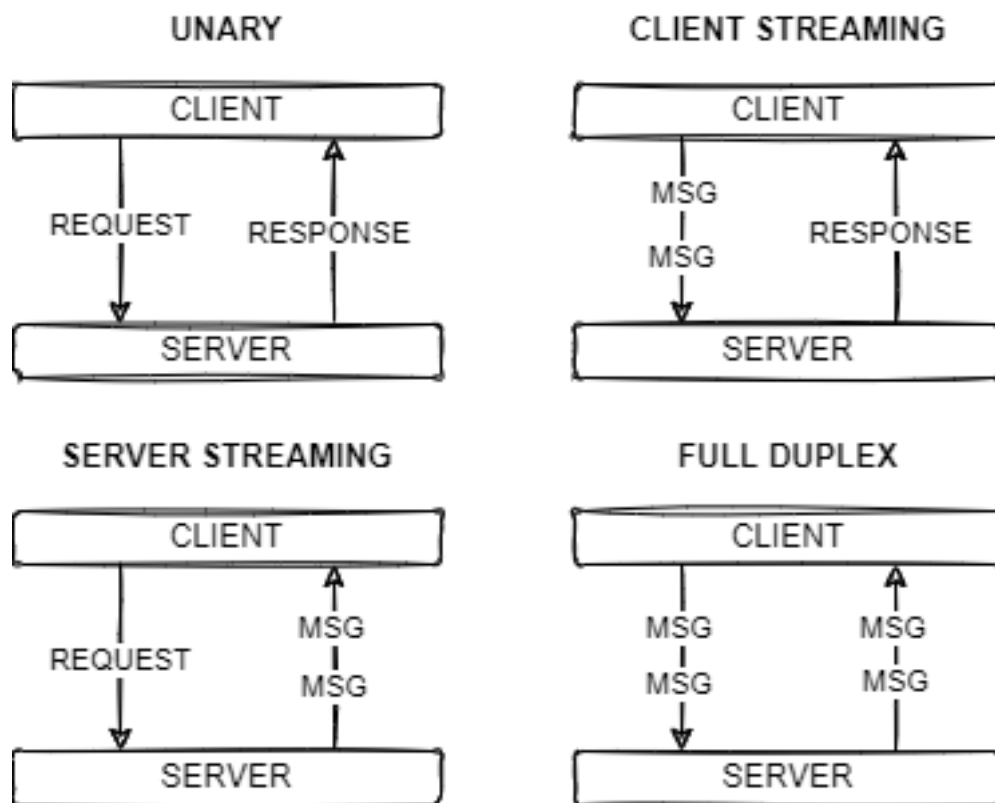   ▷ C# WeatherForecast.cs

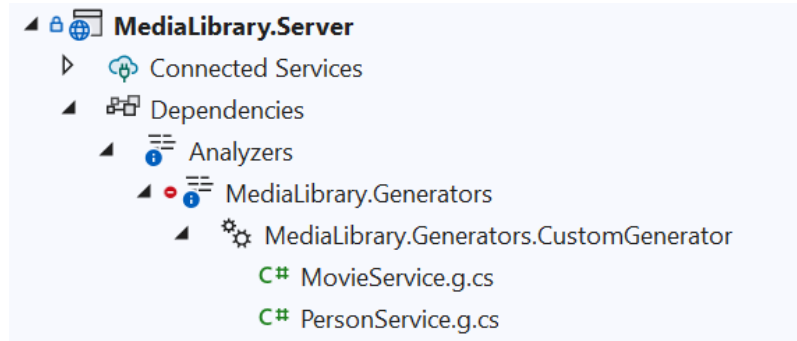# Chapter 03: Creating a Database Using Entity Framework Core

Chapter 04: Connecting Client and Server with REST API

No Images…

Chapter 05: Building gRPC Services

UNARY

CLIENT

REQUEST ↓   ↑ RESPONSE

SERVER

CLIENT STREAMING

CLIENT

MSG
MSG ↓   ↑ RESPONSE

SERVER

SERVER STREAMING

CLIENT

REQUEST ↓   ↑ MSG MSG

SERVER

FULL DUPLEX

CLIENT

MSG MSG ↓   ↑ MSG MSG

SERVER

Chapter 06: Diving Deep into Source Generators

Chapter 07: Best Practices for C# and gRPC