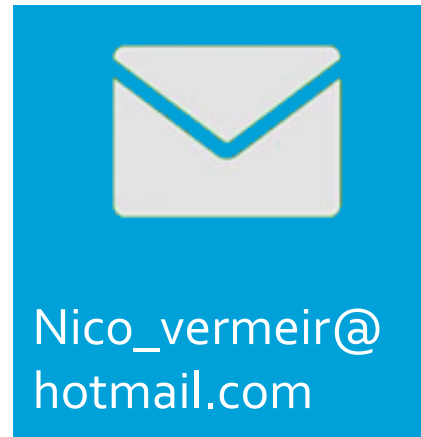
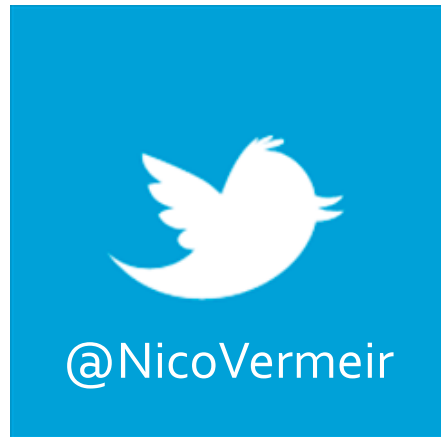


HttpClient – the right way

@NicoVermeir

Who am I?



AGENDA

- Something about HttpClient
- A demo
- Some Q & A
- That's all folks

To Dispose, or not to Dispose?

```
public class HttpClient : System.Net.Http.HttpMessageInvoker  
  
public class HttpMessageInvoker : IDisposable
```

```
using (var client = new HttpClient())  
{  
    var result = await client.GetAsync(new Uri("http://madnapi.azurewebsites.net/api/values"));  
    result.EnsureSuccessStatusCode();  
    string json = await result.Content.ReadAsStringAsync();  
}
```

BUT WHY?

3-way Handshake (HTTP)

SYN

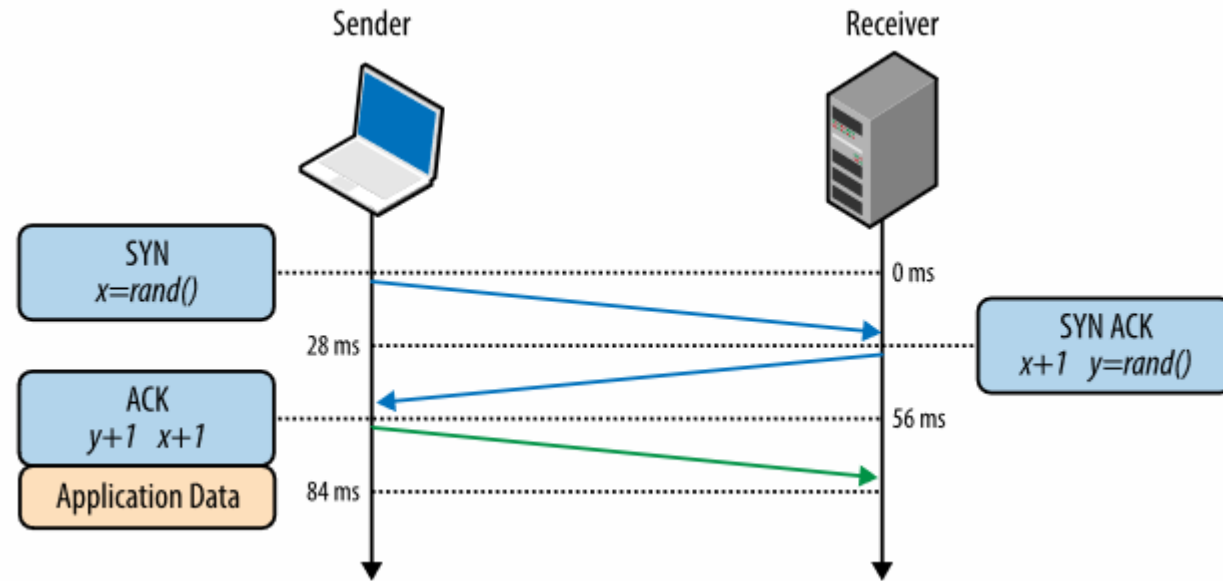
Client picks a random sequence number x and sends a SYN packet, which may also include additional TCP flags and options.

SYNACK

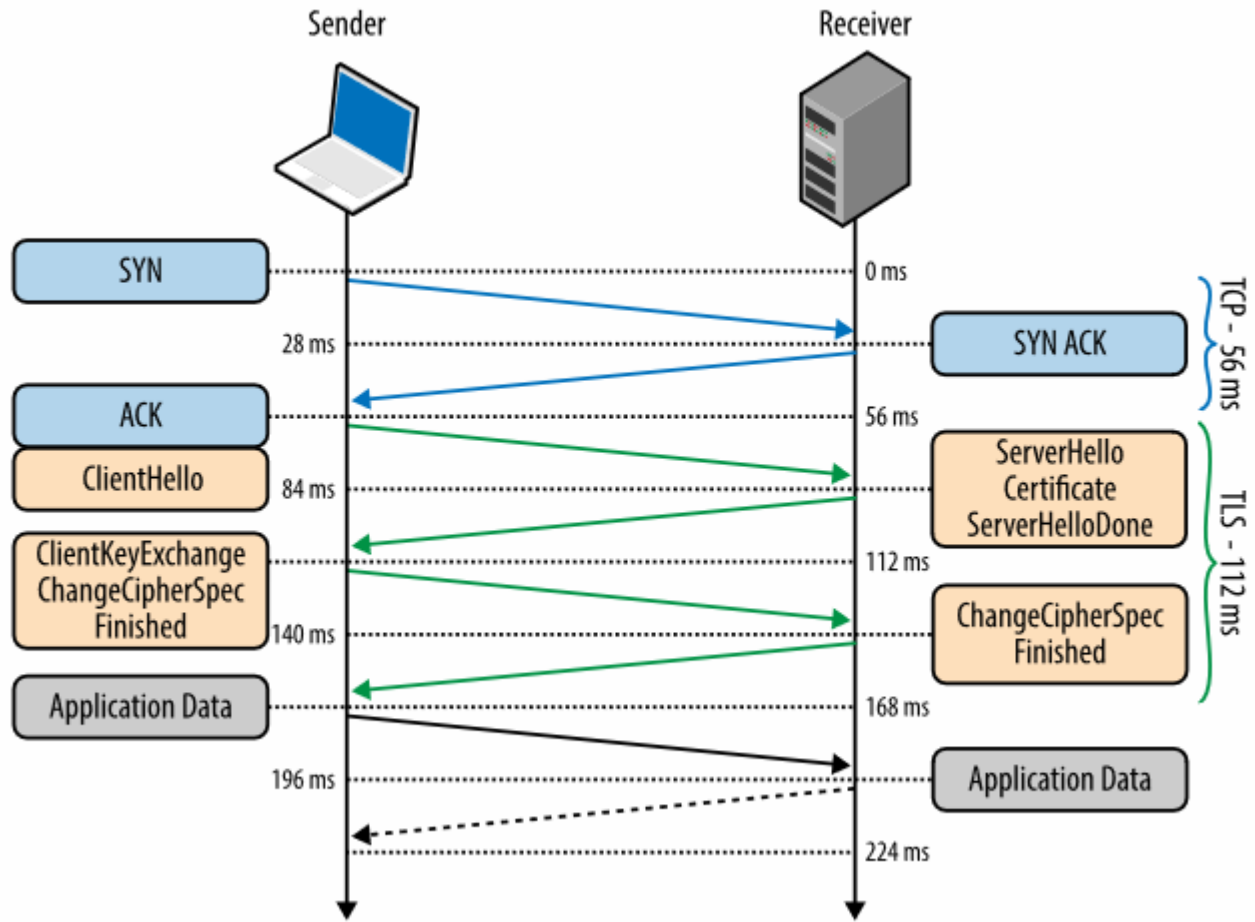
Server increments x by one, picks own random sequence number y , appends its own set of flags and options, and dispatches the response.

ACK

Client increments both x and y by one and completes the handshake by dispatching the last ACK packet in the handshake.



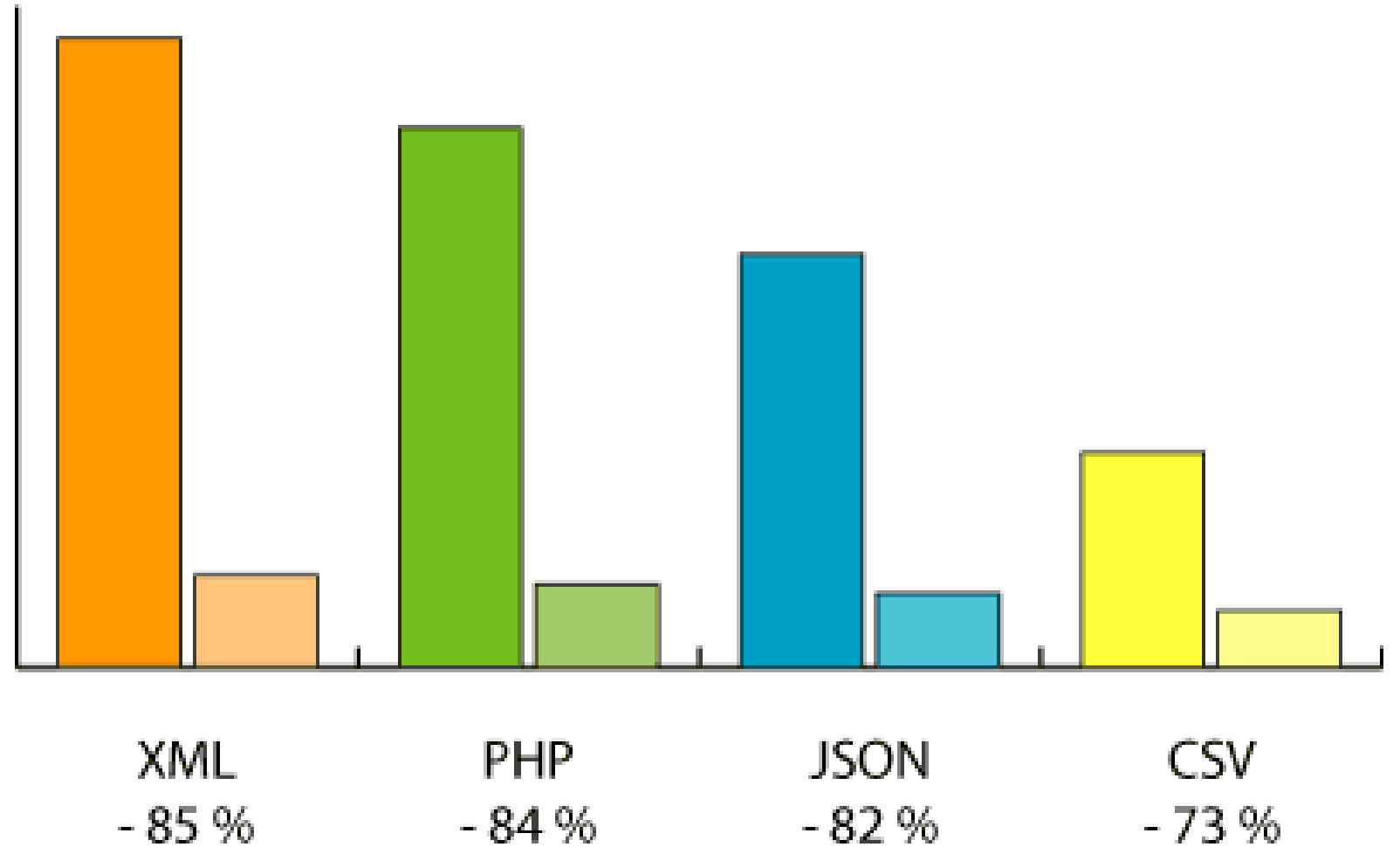
HTTPS





Gzip (not Google related...)

Effect of gzip compression



DEMO

Questions?



Questions
are
guaranteed in
life;
Answers
aren't.

THANKS!

