

# LEARNING nancy

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### **About**

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# **Chapter 1: Getting started with nancy**

#### Remarks

#### **About:**

Nancy is a lightweight framework for building HTTP based services in .Net based off of the Sinatra framework that exists for Ruby. It is designed to allow for handling of several different types of HTTP Requests and provides a simple way to return a response with a small amount of code.

#### **Additional Resources:**

Main website: http://nancyfx.org

Documentation: https://github.com/NancyFx/Nancy/wiki

Source Code: https://github.com/NancyFx/Nancy

Nuget Package: https://www.nuget.org/packages/Nancy/

#### **Versions**

Version	Release Date
Nancy 1.4.3	2015-12-21
Nancy 1.4.2	2015-11-23
Nancy 1.4.1	2015-11-05
Nancy 1.4.0	2015-10-29
Nancy 1.3.0	2015-09-25
Nancy 1.2.0	2015-04-17
Nancy 1.1.0	2015-02-18
Nancy 1.0.0	2015-01-23

### **Examples**

#### **Create a simple self-hosted Nancy application**

- 1. Use Nuget to install the Nancy and Nancy. Hosting. Self packages into the project.
- 2. Instantiate a new NancyHost object and pass in the relevant URL

```
using( var host = new NancyHost( hostConfiguration, new Uri( "http://localhost:1234" ) )
{
   host.Start();
   Console.WriteLine( "Running on http://localhost:1234" );
   Console.ReadLine();
}
```

Place this code in your project at the point when you wish to start listening for http traffic.

3. Add a class to your project that inherits from NancyModule and add a constructor method.

```
public class FooModule : NancyModule
{
    public FooModule()
    {
      }
}
```

4. Define routes in the constructor:

```
public FooModule()
{
    Get["Bar"] = parameters => {
        return "You have reached the /bar route";
    }
}
```

Setup Nancyfx with Dotnet core v1.1, Kestrel, and Visual Studio Code on \*nix systems

### **Prerequiste steps:**

1. Get dotnet core for your platform:

**Dotnet Core** 

- 2. Follow instructions and make sure dotnet core is working
- 3. Get Visual Studio Code for your platform:

**VS Code** 

4. Launch Visual Studio Code (VS code) and install the C# extension then reload

### **Create self hosted NancyFx project:**

1. Setup a project with a correct project directory structure.

Open Bash Terminal and type:

```
mkdir nancydotnetcore
cd nancydotnetcore
mkdir src
mkdir test
touch global.json
```

2. Open global.json and enter the following code:

```
{
    "projects":["src", "test"]
}
```

3. In Bash terminal:

```
cd src
mkdir NancyProject1
dotnet new
```

Open folder NancyProject1 in VS code

You will get a warning: "Required assets to build and debug are missing from 'nancyproject1'."

Click "Yes"

Also you will see: There are unresolved dependencies from 'project.json'. Please execute the restore command to continue.

Click "Close" we will get to this soon.

4. Add the dependencies, open "project.json" and overwrite it with the following:

```
"version": "1.0.0-*",
 "buildOptions": {
    "debugType": "portable",
     "emitEntryPoint": true
 },
 "frameworks": {
     "netcoreapp1.1": {
         "dependencies": {
             "Microsoft.AspNetCore.Hosting": "1.1.0",
             "Microsoft.AspNetCore.Server.Kestrel": "1.1.0",
             "Microsoft.AspNetCore.Owin": "1.1.0",
             "Nancy": "2.0.0-barneyrubble",
             "Microsoft.NETCore.App": {
                 "type": "platform",
                 "version": "1.1.0"
             }
        }
   }
}
```

VS code will ask to restore click "Restore"

5. Create folder "Modules" in VSCode project

In the Modules folder add a file named "IndexModule.cs" then copy and save the following:

```
namespace NancyProject1
{
    using Nancy;
    public class IndexModule : NancyModule
    {
        public IndexModule()
        {
            Get("/", _ => "Hello dotnet core world!");
        }
    }
}
```

6. In the root directory of the project create a file called "Startup.cs" and copy and paste the following:

```
namespace NancyProject1
{
    using Microsoft.AspNetCore.Builder;
    using Nancy.Owin;

public class Startup
    {
        public void Configure(IApplicationBuilder app)
        {
            app.UseOwin(x => x.UseNancy());
        }
    }
}
```

7. Open file "Program.cs" and overwrite the content with the following and save:

8. Done! Now lets run this and see the output.

Click the debug symbol in VS Code, and Click the run button. It should compile and start the project.

Open the browser @ http://localhost:5000

9. Pat yourself on the back and enjoy!

Read Getting started with nancy online: https://riptutorial.com/nancy/topic/6049/getting-started-with-nancy

# Chapter 2: .net core support status

#### Introduction

This topic shows the latest status of NancyFx compatibility with .Net Core. Community support is highly welcome to update this.

### **Examples**

#### **Status**

Currently there are numerous incompatibilities with .Net core. This will show status of NancyFx package status. This is grouped by functionality. Currently support is for Nancy 2.\* which has not released a stable version yet.

# **Nancy core**

Nancy: 2.0.0-clinteastwood

### **Nancy Boostrappers**

Nancy.Bootstrappers.Ninject - Not Supported

# **Nancy View Engines**

Nancy. ViewEngines. Razor - Not Supported issue #2521

### **Nancy Authentication**

Nancy. Authentication. Stateless: 2.0.0-clinteastwood

### **Nancy FluentValidation**

Note: Must use at least package ""FluentValidation.AspNetCore: 6.4.0-beta9

Nancy. Validation. Fluent Validation: 2.0.0-clinteastwood

#### **Routing changes**

#### No Longer supported:

```
Get ["/"] = parameters => {
    return View["index"];
};
```

#### Changed to:

```
Get("/", parameters => {
    return View["index"];
});
```

Read .net core support status online: https://riptutorial.com/nancy/topic/8591/-net-core-support-status

# **Credits**

S. No	Chapters	Contributors
1	Getting started with nancy	4444, Allistaire Clark, Community, Fritz Seitz, Komeisa
2	.net core support status	Fritz Seitz