RESTSHARP

JAN DRYK

LIBRARY FOR WORKING WITH REST ENDPOINTS

- BUILD IN C#, WORKS WITH F#, C# AND VISUAL BASIC.NET

- WORKS ON WINDOWS STORE, WINDOWS PHONE, WINDOWS, LINUX, MAC OS, IOS, ANDROID, XBOX, PLAYSTATION (BASICLY EVERYTHING)

- AUTHENTICATORS (OAUTH, HTTP BASIC …)

- SERIALIZATION

- ASYNC

```csharp
        2 references | Jan Dryk, Less than 5 minutes ago | 1 author, 1 change
        public class Person
        {
            0 references | Jan Dryk, Less than 5 minutes ago | 1 author, 1 change
            public int Id { get; set; }
            0 references | Jan Dryk, Less than 5 minutes ago | 1 author, 1 change
            public string Name { get; set; }
            0 references | Jan Dryk, Less than 5 minutes ago | 1 author, 1 change
            public string Email { get; set; }
        }

        0 references | Jan Dryk, Less than 5 minutes ago | 1 author, 1 change
        public async Task<Person> DownloadPerson()
        {
            RestSharp.RestClient client = new RestSharp.RestClient();
            client.Authenticator = new RestSharp.Authenticators.OAuth2UriQueryParameterAuthenticator("accessToken");

            RestSharp.RestRequest request = new RestSharp.RestRequest("http://server.com/person");

            var response = await client.ExecuteGetTaskAsync<Person>(request);
            return response.Data;
        }
    }
```

ORGANIZACE

- GITHUB.COM/RESTSHARP/RESTSHARP

- 136 CONTRIBUTORS, 3 MAINTAINERS

- BUG MANAGEMENT – GITHUB

- COMMUNICATION – GITHUB

- SINCE 2009, FEATURE COMPLETE -> ACTIVITY SETTLING DOWN

MY WORK

- ADD SUPPORT FOR RSA-SHA1 FOR SIGNING REQUESTS (OAUTH)