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Thread: [WebRequest vs HttpWebRequests vs WebClient ??](#)

Ampix0 - April 3, 2015, 1:39 pm

What is the different between all of these? What is best to use for dealing with a website's API? What's best for logging into websites and such?

Can some one give me the rundown?

Brako - April 3, 2015, 2:36 pm

If you want to use API and remote log in stuff use HTTPWebRequest have a look in JSON and REST Frameworks.

I use RestSharp (Free in NuGet Manager) for WebRequest it's very simple and it uses a HttpWebRequest.

Odus - April 3, 2015, 3:36 pm

The WebRequest class is the base for all requests e.g HTTP, File, FTP. HttpWebRequest's members allow far more control over the request with its members - same goes for the other.

WebClient is just a wrapper of the HttpWebRequest class, and simplifies many tasks that involve communicating with the web e.g up/downloading strings, data, files, and whatnot. Of course you lose some degree of control available in the WebRequest class and its derivatives.

I just noticed you asked another question, whoops.

For dealing with a standard API I'd say the WebClient would do just fine if no post data or encoding is required, else HttpWebRequest (which supports post/get). That also answers question 2 for logging in.

Ampix0 - April 3, 2015, 4:27 pm

(Apr 3, 2015 02:36 PM)Brako Wrote: [CITE](#) If you want to use API and remote log in stuff use HTTPWebRequest have a look in JSON and REST Frameworks.

I use RestSharp (Free in NuGet Manager) for WebRequest it's very simple and it uses a HttpWebRequest.

Ah this is very much what I am looking into. The twitch API supplies JSON, so I have some research to do. Thank you.

SIM-1676753 - April 3, 2015, 4:31 pm

I would use a HttpClient for it's straightforward async functionality.

LanMan - April 3, 2015, 4:52 pm

The new async HttpClient in .net 4.5 is by far the most easy reliable and performant for get/post http request.

I used this with a semaphore in my last bot, up to 10 000 connection/bot working simultaneously.