



# MyScriptJS

## Scope statement

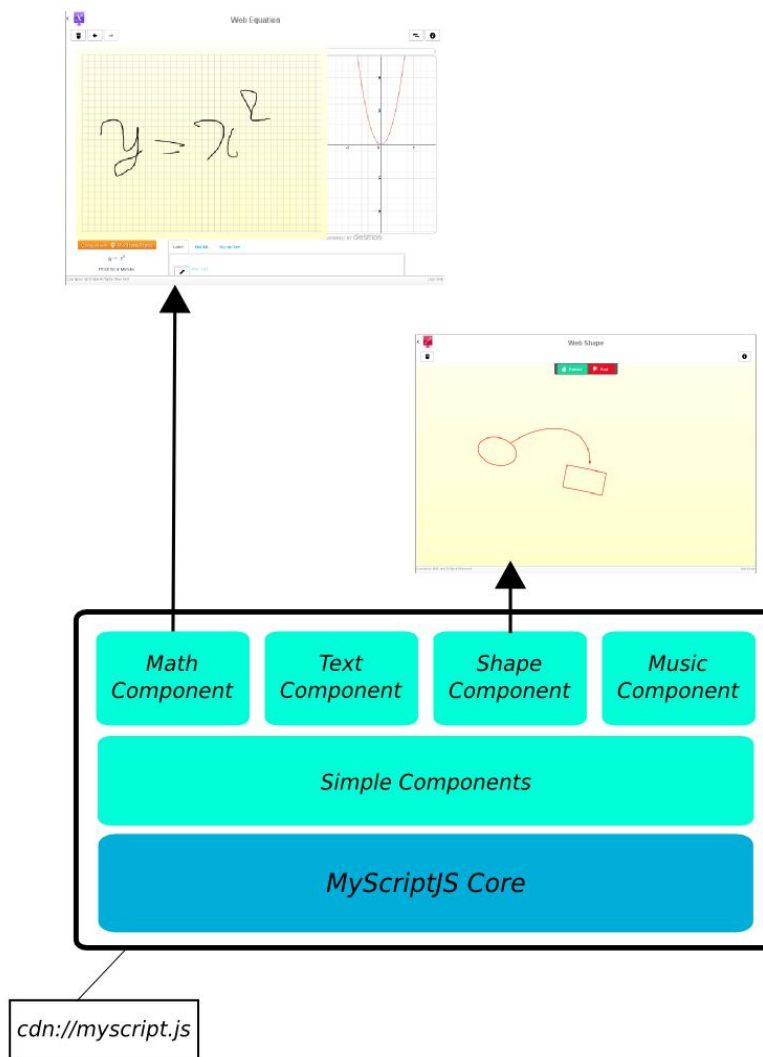
# MyScriptJS – PURPOSE

- Ease access to MyScript Cloud.
- Increase ISV's developement speed drastically.
- Provide High visibility for Web ISV (github, CDN,...)
- Leverage web community's interest.

# MyScriptJS – HOW 1/2

- Javascript library.
- Simple components (rebrandable canvas, result box, toolbars,...).
- Rich components (Single Char, Math, ...) based on Simple components.
- Free lib (business based on MyScript Cloud)

# MyScriptJS – HOW 2/2



# MyScriptJS – Technical Aspects 1/2

- Based on Polymer JS framework (*web components*)
- MyScriptJS:
  - *Core library (communication, ...).*
- MyScriptJS-components:
  - *Polymer elements (fontification, rendering, ...)*
  - *UI components (canvas, textbox, ...)*

# MyScriptJS – Technical Aspects 2/2

- Provides UI components (high level).
- Provides Service components (medium/low level).
- Implements and simplify MyScript Cloud API recognition.

# MyScriptJS – MyScriptJS 1.0

- Architecture foundations
- Goal: Ink Canvas
- Iterate with equation webdemo in mind.