Lecture 11. Introduction to Electron Framework Cross-Platform Application Development

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Concepts

Definitions

Electron: a framework for developing desktop applications (2013). Features:

- Development by GitHub;
- Open-Source, cross-plaform;
- Uses Node.js runtime and Chromium browser.

Node.js: a runtime environment for server and web applications (2009). Features:

- Development by Node.js Foundation;
- Open-Source, cross-plaform;
- Asynchronous I/0;
- Event-driven concept;
- Uses Google V8 engine to interpret JavaScript.

Concepts (end)

Definitions

npm: a package manager for Node.js. Features:

- Works with remote repositories (default: https://registry.npmjs.org/);
- Installs packages locally (current directory)/globally (system-wide directories);
- Manages the local project dependencies (read from package.json);
- Optionally searches for packages with particular version ranges.

Example Applications

Year	Title	Developer
2014	Atom	GitHub
2015	Visual Studio Code	Microsoft
2015	GitKraken	Axosoft

Table 1: applications using Electron framework

Downloading Electron Package

Example

```
> npm install --global electron
```

. . .

> electron

Hello Example

```
working_directory>
__01-hello
__index.html ...main window contents
__index.js ..........start script
__package.json ...project description
```

Figure 1: a directory structure for a simple Electron project

Example (package.json) { "name": "01-hello", "version": "0.0.1", "main": "index.js" }

Example (running)

```
> cd 01-hello
> electron .
```

Hello Example (cont.)

```
Example (index.js)
```

```
const {app, BrowserWindow} = require('electron')
const path = require('path')
const url = require('url')
let win
function createWindow()
 win = new BrowserWindow(
     width: 400,
     height: 200
   3)
```

Hello Example (cont.)

// win.webContents.openDevTools()

}))

Hello Example (cont.)

```
Example (index.js, cont.)

win.on(
   'closed',
   () =>
   {
     win = null
   })
} // createWindow()
```

```
Example (index.js, cont.)

app.on(
  'ready', createWindow)

app.on(
  'window-all-closed',
  () =>
  {
   if (process.platform !== 'darwin')
        app.quit()
```

})

Hello Example (end)

Example (index.js, end)

```
app.on(
    'activate',
    () =>
    {
        if (win === null)
            createWindow()
     })
```

Example (index.html)

```
< | DOCTYPE html>
<html>
  <head>
    <meta charset = "UTF-8">
    <title>Hello App</title>
  </head>
  <body>
    <center>
      Hello World!
    </center>
  </body>
</html>
```

Electron Processes

Definitions

Main Process: runs the main script (index.js).

Renderer Process: runs each web page with Chromium (index.html).

Main Process

- Started/terminated with the whole application;
- Has access to the native GUI API;

Renderer Process

- Started when the main process creates a BrowserWindow instance; terminated when it is destroyed;
- Has no access to the native API, isolated with its page.

Debugging the Main Process

Using Electron Inspector

- npm install --global node-gyp
- 2 On Windows, either:
 - npm install --global --production windows-build-tools (admin)
 - or manually:
 - Install Visual Studio 2015 or Visual C++ Build Tools;
 - Install Python 2.7
 - npm config set python python2.7
 - 4) npm config set msvs version 2015
- 3 npm install electron-rebuild --save-dev
- 4 npm install electron-inspector --save-dev
- on npm install yargs --save-dev
- on notall node-pre-gyp --save-dev
- npm install electron --save-dev

Debugging the Main Process (end)

Using Electron Inspector

- Either:
 - electron --debug=5858 . or:
 - electron --debug-brk=5858 .
- 2 node_modules\.bin\electron-inspector
- 3 ...\chrome http://127.0.0.1:8080/?port=5858

Deploying an Application

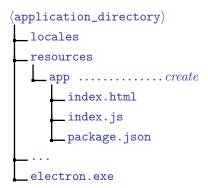


Figure 2: a directory structure for a deployed Electron project



Figure 3: another option for a directory structure

External Module Example

```
Example (index.js)

const {app, BrowserWindow} = require('electron')
const path = require('path')
const url = require('url')

require('./functionality.js')

// ...
```

External Module Example (cont.)

```
Example (functionality.js)
var chalk = require('chalk');
var my style = chalk.green.bold.underline
chalk.enabled = true
if (chalk.supportsColor)
 console.log(
    chalk.bgRed.dim('Warning: ') + my style('starting') +
    ' an application')
else
 console.log('No color support')
```

External Module Example (cont.)

Example (console output)

```
> electron .
App threw an error during load
Error: Cannot find module 'chalk'
    at Module._resolveFilename (module.js:455:15)
> npm install --save chalk
```

External Module Example (end)

```
Example (package.json)

{
    "name": "02-module",
    "version": "0.0.1",
    "main": "index.js",
    "dependencies": {
        "chalk": "^1.1.3"
    }
}
```

Example

> npm install

Managing Windows Example

Example (index.js)

Example (index.js, end)

```
win.show()
 })
child = new BrowserWindow(
    parent: win,
    modal: true,
    width: 300,
    height: 300
 })
   // createWindow()
```

Menu Example

```
Example (index.js)
```

```
const {app, BrowserWindow, Menu, dialog} = require('electron')
```

Menu Example (cont.)

```
Example (index.js, cont.)
const template =
    label: 'File',
    submenu:
        role: 'quit'
  },
```

```
Example (index.js, cont.)
```

```
label: 'View',
submenu:
    role: 'reload'
    role: 'toggledevtools'
```

Menu Example (cont.)

```
dialog.showMessageBox(
    type: 'info',
    title: 'About my app',
    message: 'My elaborate app',
    buttons: ['OK']
 })
  // click()
```

Menu Example (end)

```
Example (index.js, end)
const menu = Menu.buildFromTemplate(template)
Menu.setApplicationMenu(menu)
let win
function createWindow()
```

Editor Example

Example (index.html)

Example (index.html, cont)

```
textarea
{
    width: 100%;
    height: 90%;
    min-height: 90%;
}
</style>
</head>
```

Example (index.html, end)

```
<body>
     <script src = "./renderer.js"></script>
     <textarea
     id = "editor",
          autofocus = "true",
          oninput = "onInput(this.value)"></textarea>
          </body>
</html>
```

```
Example (renderer.js)
const {ipcRenderer} = require('electron')
ipcRenderer.on(
  'opened',
  (event, message) =>
    var editor = document.getElementById('editor')
    editor.innerHTML = message
  })
```

```
function onInput(value)
{
  ipcRenderer.send('message', value)
}
```

```
Example (index.js)
```

```
const {app, BrowserWindow, globalShortcut, ipcMain, dialog} =
  require('electron')
const path = require('path')
const url = require('url')
var fs = require('fs');

var text = '';
```

Example (index.js, cont.)

```
ipcMain.on(
  'message',
  (event, arg) =>
  {
    text = arg
  })
```

let win

```
win.loadURL(
  url.format(
      pathname: path.join(__dirname, 'index.html'),
      protocol: 'file:',
      slashes: true
    }))
win.on(
  'closed'.
  () =>
    win = null
 3)
```

```
Example (index.js, cont.)
  const filters =
      name: 'Text Files'.
      extensions: ['txt'],
    },
      name: 'All Files',
      extensions: ['*'],
```

```
globalShortcut.register(
   'CommandOrControl+S',
   () =>
   {
     dialog.showSaveDialog(
        {
            filters: filters
        },
```

```
Example (index.js, cont.)
        (filename) =>
          if (filename != undefined)
            fs.open(
              filename, 'w',
              (err, fd) =>
                if (!err)
                  fs.writeSync(fd, text, 0, 'utf-8');
              3)
        })
              // dialog.showSaveDialog()
          // globalShortcut.register()
   })
```

```
globalShortcut.register(
   'CommandOrControl+O',
   () =>
   {
    dialog.showOpenDialog(
        {
        filters: filters,
        properties: [dialog.openFile]
        },
```

```
(filenames) =>
{
  if (filenames != undefined && filenames.length > 0)
  fs.open(
    filenames[0], 'r',
    (err, fd) =>
    {
      var bytesRead = 0
      text = ''
```

```
do
             const size = 7;
             var buffer = Buffer.alloc(size)
             bytesRead = fs.readSync(fd, buffer, 0, size, null)
             text += buffer
           while (bytesRead > 0)
           win.webContents.send('opened', text)
         })
         // dialog.showSaveDialog()
     // globalShortcut.register()
// createWindow()
```

Tray Example

```
Example (index.js)
const {app, Menu, Tray} = require('electron')
let tray = null
app.on(
  'ready',
  () =>
    tray = new Tray('icon.png')
```

Tray Example (end)

```
Example (index.js, end)
    const contextMenu = Menu.buildFromTemplate(
        {label: 'Item1', type: 'radio', checked: true},
        {label: 'Item2', type: 'radio'},
        {type: 'separator'},
        {label: 'Exit', click() {app.quit()}}
     1)
    tray.setToolTip('My application')
    tray.setContextMenu(contextMenu)
 })
```

Network Request Example

```
Example (index.js)

const {app, net} = require('electron')

app.on(
   'ready',
   () => {
    var body = ''
    const request = net.request('https://github.com')
```

Network Request Example (cont.)

```
Example (index.js, cont.)
    request.on(
      'response',
      (response) =>
        response.on(
          'data'.
          (chunk) =>
            body += chunk
          3)
```

```
response.on(
   'end',
   () =>
   {
      console.log(body)
    })   // response.on()
})  // request.on()
```

Network Request Example (end)

Example (index.js, cont.)

request.on(

```
'error',
(error) =>
{
  console.log(error)
}) // request.on()
```

Example (index.js, end)

```
request.on(
   'close',
   () => {
      console.log('closing')
      app.quit()
      }) // request.on()
   request.end()
}) // app.on()
```