



# Windows 8 Look & Feel in Web-Anwendungen mit WinJS

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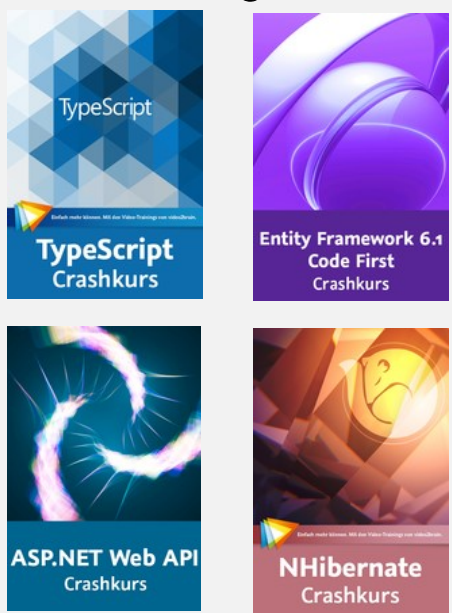
Softwareentwickler, Trainer, Berater



### Auszeichnungen



### Video Trainings



### Zertifizierungen



Wer hat schon einmal eine  
Windows 8 App geschrieben?

Wer hat schon einmal eine  
Windows 8 App mit **HTML**  
und **JavaScript** geschrieben?

Wer hat schon einmal **JavaScript** genutzt?

# WinJS: the Windows Library for JavaScript

[View on GitHub](#)

## Was ist die WinJS



Quelle: Microsoft, <http://dev.windows.com/en-us/develop/winjs>

# WinJS

- JavaScript (und CSS) Bibliothek von Microsoft
- Sammlung von UI Controls im Windows 8 Look & Feel (Microsoft Design Style)
- „Komfort Funktionen“ wie DataBinding und Promises

# WinJS (v 1.0 und 2.0)

- Speziell für Windows 8 entwickelt
- Windows Phone Support seit WinJS Phone 2.1 (Windows Phone 8.1)

## WinJS in production code



Music



Skype



Songza



Seattle Sounders FC



# WinJS im Browser?

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## WinJs in the browser?



After playing a bit with the new Visual Studio 11 preview, I think the most interesting question is how can I make my new javascript based app run also in the browser with minimal changes? is that possible? I suppose the idea of supporting javascript is for better cross-platform apps, am I right?

I understand some of the winJs code calls the WinRT, but can we use some of the WinJS code on web-based apps too?

## Can i use WinJS for normal web pages?

[Windows and Windows phone apps](#) > [Building Windows Store apps with HTML5/JavaScript](#)

### General discussion



Basically everythin's lain in the title, but could you use some parts of WinJS in normal web pages cause those apps are actually .htm , .html files oh,but would those pages wor on other OS?

# NEIN!

Zumindest nicht in den ersten beiden Versionen

# April 2014 (Build Konferenz)

## Bringing WinJS cross-platform and open source

April 2, 2014 by [Windows Apps Team](#) // [PC, Tablet](#) // [2 Comments](#)

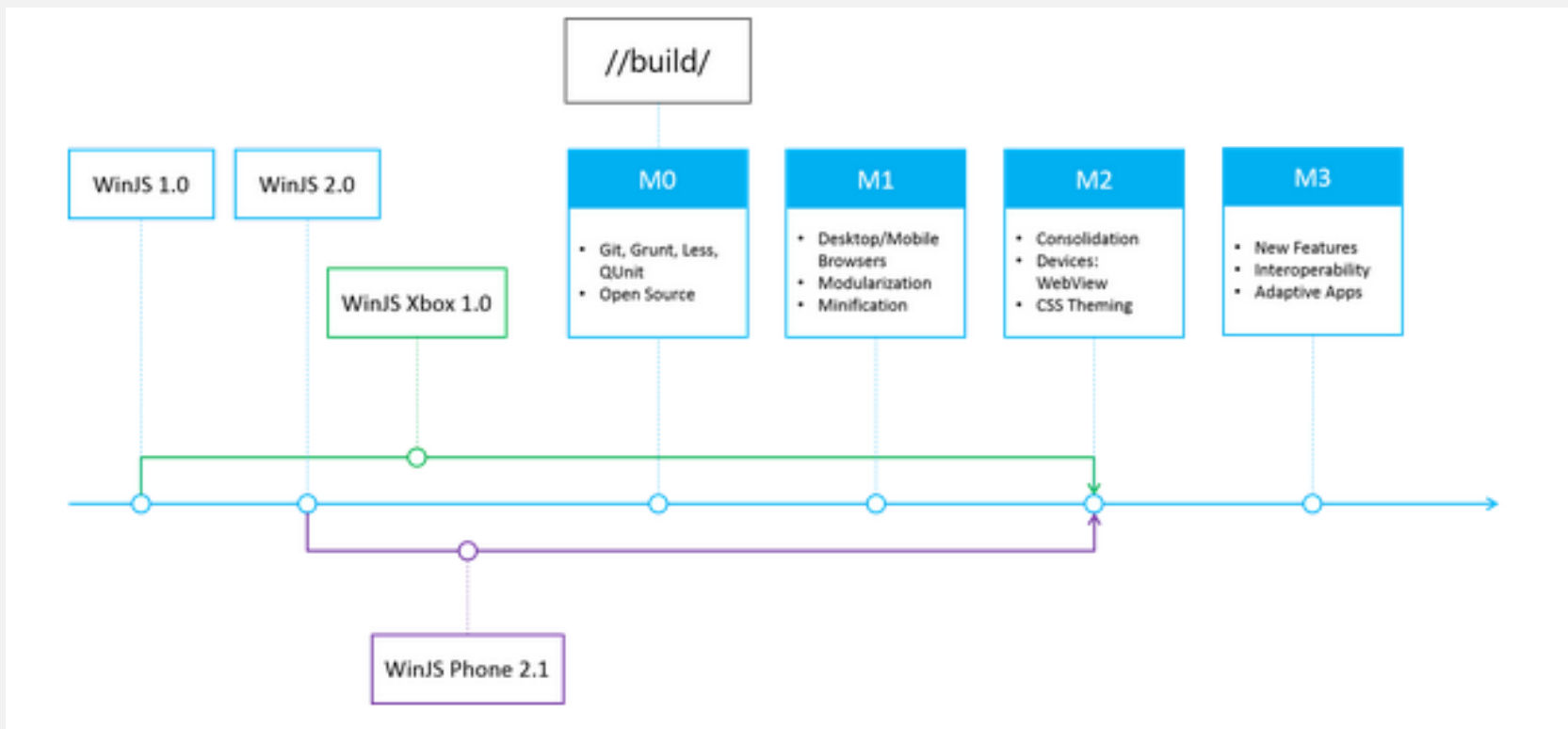


*This post was authored by Maria Kang, Program Manager, Windows Ecosystem & Frameworks Team*

Today the source code of the Windows Library for JavaScript (WinJS) is being released under the [Apache 2.0 license](#) as an Open Source project by [Microsoft Open Technologies](#) (MS Open Tech). The source code is [available now on GitHub](#) where you are welcome and we encourage you to try it out, provide feedback, and submit contributions.

Additionally, WinJS is taking its first steps to becoming cross-platform by supporting browsers and other devices. Web developers can now take advantage of high-quality controls and infrastructure, and existing WinJS developers can expand their reach beyond Windows to the web and non-Windows devices.

# WinJS Roadmap



Quelle: <https://github.com/winjs/winjs/wiki/Roadmap>

# September 2014: WinJS 3.0

## WinJS Everywhere

September 17, 2014 by Windows Apps Team // PC, Phone, Tablet // 0 Comments



*This post was authored by Rachel Nizhnikova, Program Manager, Windows Ecosystem & Frameworks Team*

The Windows Library for JavaScript (WinJS) project is pleased to announce the general availability of its first release – WinJS 3.0 – since the [open source project began at //BUILD 2014](#). The WinJS 3.0 release offers customers:

- *Cross-browser/cross-platform support* spanning the most popular desktop and mobile browsers, as well as HTML-based app environments like Apache Cordova
- *JavaScript modularization* giving developers the control to optimize their performance and load just the modules of the WinJS library they need for their web site or app
- *Improved universal control designs* delivering a more seamless experience for end users across Phone, Tablet, and PC device form factors of various screen sizes and input types

# WinJS 3.0

- Nicht mehr an Windows Store Apps gebunden
- Cross Browser / Cross Plattform
- Modular

# Warum braucht man so etwas?

- Portierung einer bestehenden Windows 8 App ins Web
- Portierung einer bestehenden Windows 8 App auf andere Geräte, bei gleichem Look & Feel
- Windows 8 Look & Feel im Web

# Demo 1

Portierung einer bestehenden Windows 8 App  
(Quellcode: Siehe <http://andrekraemer.de>)



# Fazit: Migration bestehender Apps

- Prinzipiell möglich
- Nacharbeiten bei Styles z. T. notwendig
- Kein Zugriff auf Gerätefunktionen (Kamera, etc.)

# Demo 2

Neue Web Anwendung

(Quellcode: Siehe <http://andrekraemer.de>)

# Fazit: Neue Web Anwendung

- WinJS lässt sich Browser übergreifend nutzen
- Kombination mit bestehenden Libraries ist möglich

# Vielen Dank!

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Xing

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## Schulung und Beratung mit den Schwerpunkten:

- Windows 8 und Windows Phone Apps
- ASP.NET MVC, Web API & JavaScript
- Team Foundation Server / ALM
- Automatische Dokumentengenerierung mit TX Text Control
- Performance- & Memory Analysen
- Softwarearchitektur