



Visual Studio **LIVE!** | San Diego  
EXPERT SOLUTIONS FOR .NET DEVELOPERS

# Tools for Modern Web Development

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Code Again for the First Time!

Visual Studio 25 YEARS OF CODING INNOVATION



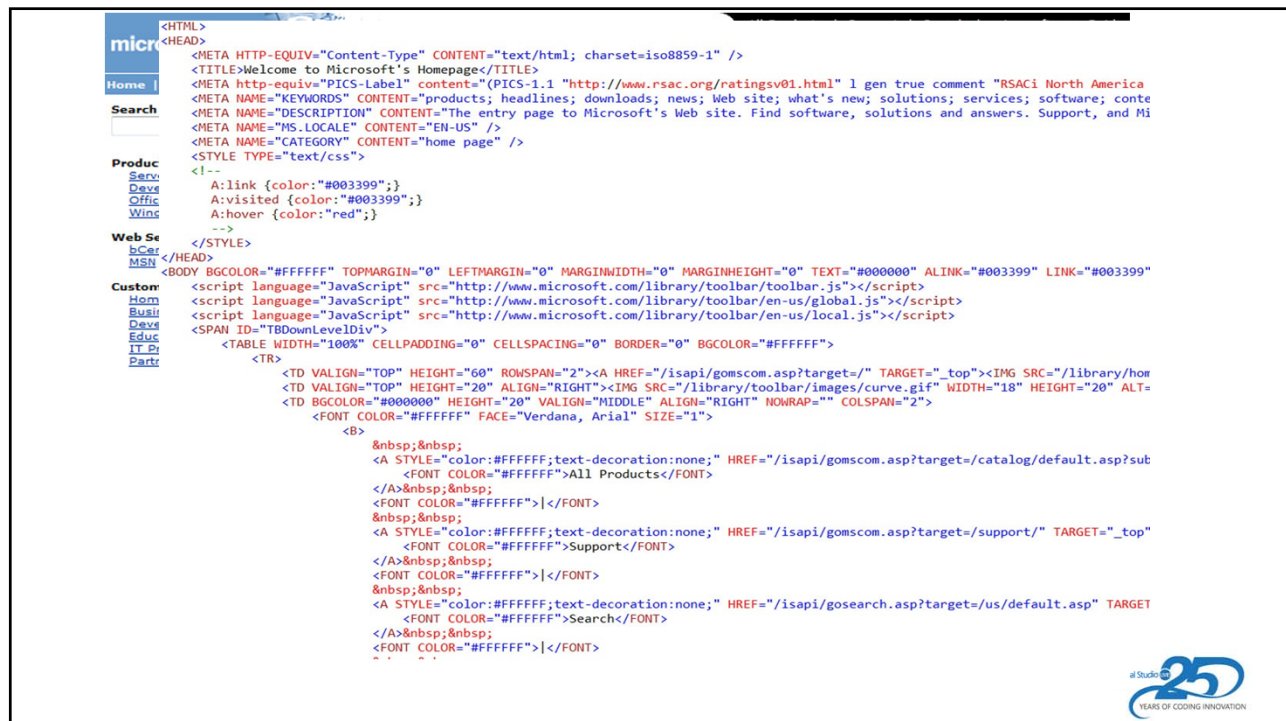
## Ben Hoelting

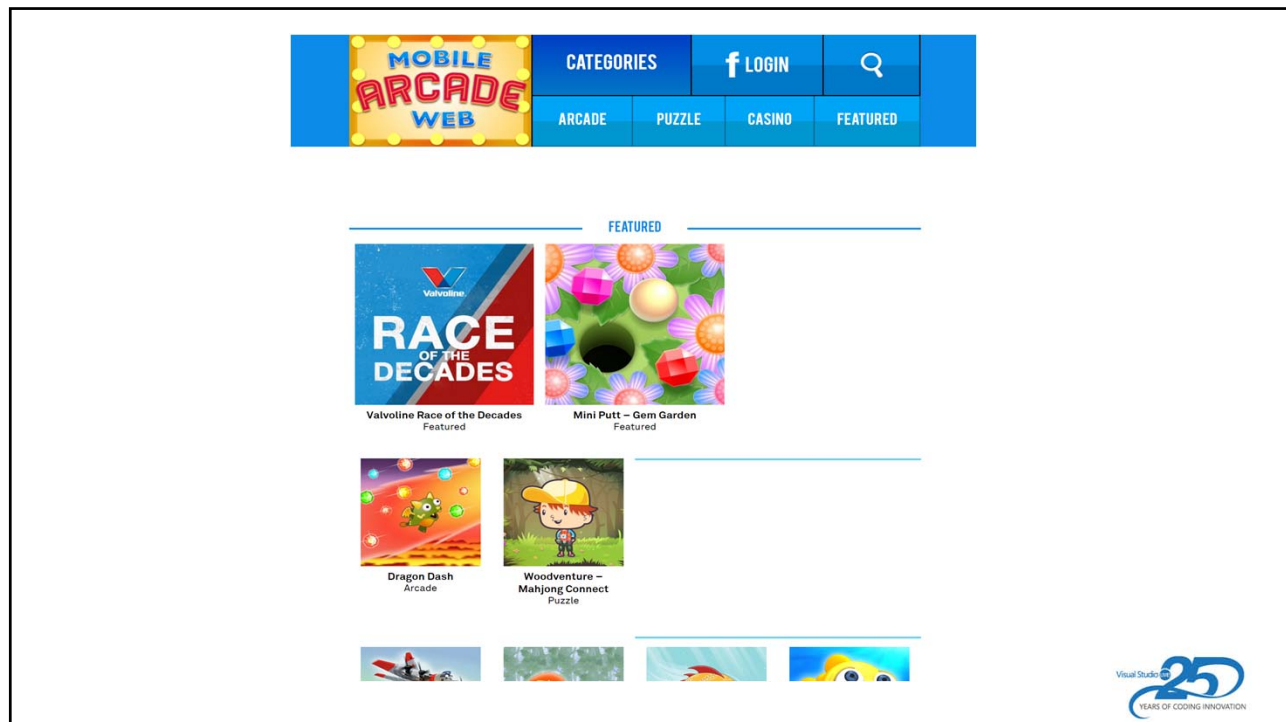
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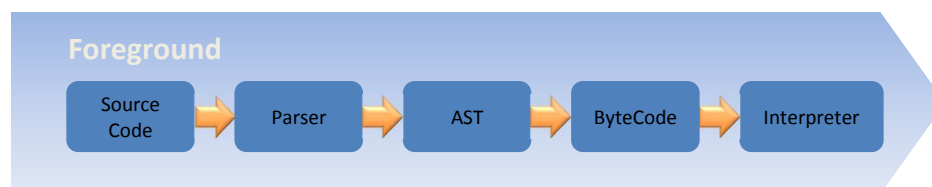
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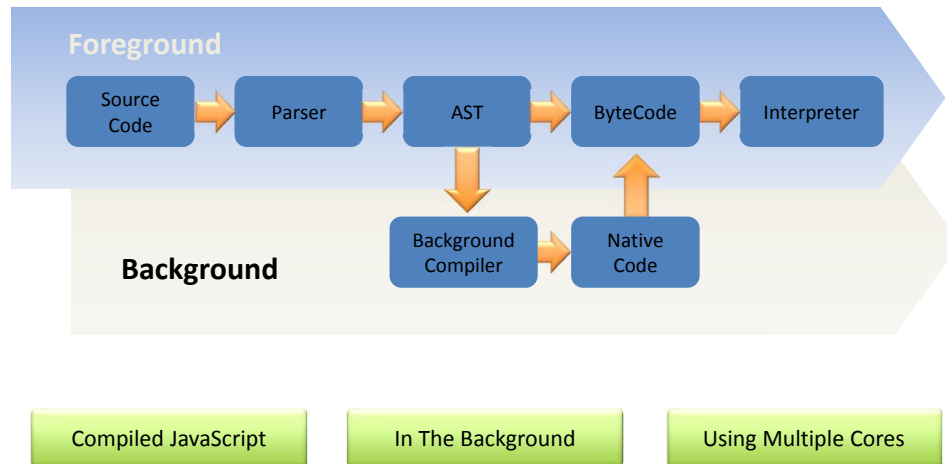




## The Old JavaScript Engine



## New JavaScript Engines



## Agenda

- What is modern web development?
- What are modern web development tools?
- Using these tools with existing applications in ASP.NET
- Using these tools with ASP.NET Core



# Modern Web Development (MWD)

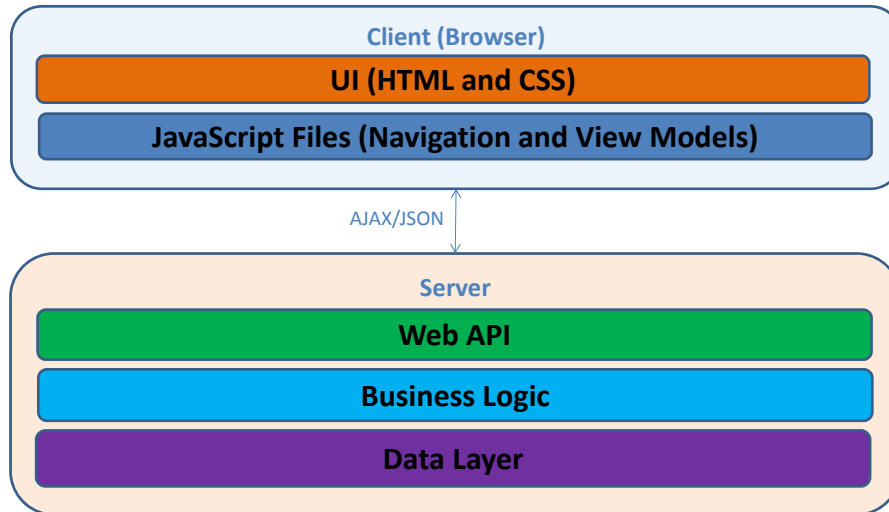


## Modern Web Development

- Runs on the local machine
- Takes advantage of modern browsers
- Modern browsers compile\support the latest HTML, ECMAScript and CSS Standards
- Moderns browsers take advantage of local hardware on the client



## Single Page Applications (SPA)



## So, We Need Tooling

- C# code is “built” before execution
- HTML, CSS and JavaScript are “built” by the browser
- We need a build process for developing these types of apps
- NPM, Gulp, Webpack, Etc. can help



## The Benefits of Compiled Code

- Smaller/Quicker Developer Feedback Loop
- Code Optimization for Runtime
  - IL for C#
  - Efficient JavaScript for the Web
- Code Optimization for Size
  - Remove white space and compress variables.



## MWD Tools

Package Managers  
Module Loaders  
Transpilers  
Build Tools



# Package Managers



## NuGet

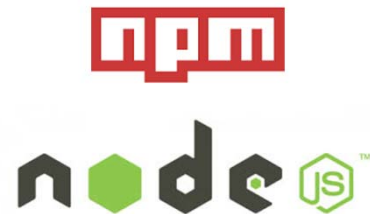
- Used to download .Net libraries
- Understands dependencies
- Can also be used by the enterprise to manage their packages.





## Node Package Manager (NPM)

- Used to install developer tools
- Can also be used to execute some tasks using scripts
- Runs on NodeJS
- Can also run scripts



## Bower

- Used to download front-end libraries
- Think of Nuget for the front-end
- Also understands dependencies
  - This used to be the only technology that did dependencies. NPM does that now.

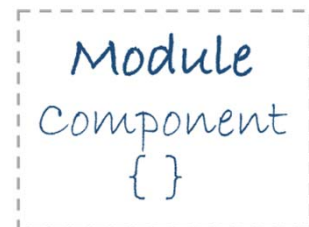


# Module Loaders



## CommonJS, AMD and SystemJS

- Maps and Determines Dependencies and dynamically pulls them for use.
- CommonJS used the most
- SystemJS is used by Angular2



# Transpilers



## Babel

- Used to “compile” ES6/2015 scripts to ES5 for a wider browser support.
- Lets us use new JS features before they are widely supported by browsers



## TypeScript

- Also compiles to ES5 or lower
- Also allows us to use new JS features
- Adds syntax help that allows developers to define types for their code



## Demos

NPM (From Scratch)  
Transpilers (Angular and Aurelia)



# Build Tools



## Gulp/Grunt

- Automation using JS Code or Configuration
  - Compile Typescript, Less, Sass, etc.
  - Pre-parse your JS for errors
  - Run unit tests
  - MSBuild for JS



## Browserify vs. Webpack vs. JSPM

- Mature Products (Some Over 4 Years Old)
- Can do all the stuff Gulp and Grunt does using plug-ins or loaders
- Uses CommonJS, AMD or SystemJS to load modules at build time



## NPM Scripts

- What's wrong with Gulp and Webpack
  - Dependence on plugin authors
  - Frustrating debugging
  - Disjointed documentation
- Gulp and Webpack are abstractions of build tooling and might not be needed.



## Yeoman

- What if I'm not using Visual Studio?
- Some people like GUI, Others like CLI
- Scaffolding for the web
- Is used to create boiler plate code for web projects
- "File – New" for non VS people.



## CLIs

- Again, What if I'm not using Visual Studio?
- Most Frameworks now Provide their own CLI
  - Dotnet CLI (Core CLI)
  - Angular CLI
  - Etc...



# Demos

Gulp (From VS Studio)  
NPM Scripts (From Angular)  
Webpack (From Angular)  
Dotnet CLI



## Bundling\Building in ASP.NET Core

- JSON Bundling.config file
- Use the new Environment tag to switch between bundled and unbundled files
- New Asp tags that help with versioning and fallback for CDN use.





# Demo ASP.NET Core



## MWD Tools

### Browsers are the new runtimes

Modern browsers use the full power of the client to JIT compile your JavaScript locally. That means there is no “build” process. Your JS is simply text downloaded from the server.

### Tooling is needed to be productive

The build process used for server side apps helps identify issues before runtime. Tooling is needed to replace the build process for MWD. This tooling identifies issues, “compiles” helper languages, runs load tests and minifies.

### The tooling for MWD is maturing quickly

NodeJS, NPM, Bower, Yeoman, Gulp, CLIs and Webpack are all great tools for executing repetitive tasks for MWD. Helper languages like TypeScript, Sass and Less also make MWD more productive.

## Resources:

- <http://www.asp.net/vnext>
- <https://docs.microsoft.com/en-us/aspnet/core/client-side/bundling-and-minification>
- <https://medium.freecodecamp.com/why-i-left-gulp-and-grunt-for-npm-scripts-3d6853dd22b8>
- <https://www.sitepoint.com/beginners-guide-to-webpack-2-and-module-bundling/>
- <https://www.keycdn.com/blog/webpack/>
- <https://www.contentful.com/blog/2017/04/04/es6-modules-support-lands-in-browsers-is-it-time-to-rethink-bundling/>



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