

WHAT HAPPENED TO OUR CODE?!

```
if (isInsideIframe()) {
  setInterval(() => {
    window.parent.postMessage({ name: `resize:${document.body.offsetHeight}`, '*'});
  }, 50);
  window.addEventListener('message', evt => {
    const scrollPosCheck = evt.data.match(/scrollPos:(.+)/);
    if (scrollPosCheck) {
      respondToScroll(scrollPosCheck[0]);
    }
  });
} else {
  window.addEventListener('scroll', respondToScroll);
}

fullScreenButton.addEventListener('click', e => {
  if (isInsideIframe()) {
    window.parent.postMessage({ name: 'window:toggleFullScreen' }, '*');
  } else {
    document.body.className = document.querySelector('.fullscreen')
      ? document.body.className.replace('fullscreen', '')
      : 'fullscreen';
  }
});

if (isNewsApp()) {
  shareButton.action = 'bbcnewsapp://visualjournalism/share';
  window.location = 'bbcnewsapp://visualjournalism/pageloaded';
} else if (isInsideIframe()) {
  window.postMessage('pageLoaded');
} else {
  removeLoadingSpinner();
}
```

EW.

- ▶ You could clean that up by moving things around, but:
 - ▶ We'd still have the complexities of each platform bundled into our app...
 - ▶ ...and duplicated for every project.
 - ▶ We have to change our code when we add support for a new platform.
 - ▶ We have to keep track of a lot of moving parts here.