

Interesting demos that use Web Workers

DEMO 1:

Variation of the prime number demo that shows that an animation in the parent page is not affected by the background computation of prime numbers. Try it online: <http://html5demos.com/worker>

Move the blue square with up and down arrows, it moves smoothly. Click the "start worker" button: this will run the code that computes prime numbers in a Web Worker, and try to move the square again: the animation hasn't even slowed down...

Web Worker

This demo shows how main window animation isn't interrupted by Web Workers. Note that the animation does not work in Opera (due to lack of `requestAnimationFrame` support).

Use arrow keys to change the direction of the animated square. The square is animated with `requestAnimationFrame`.



Click the button below to start or stop the worker.

start worker

Messages from Worker:

Found 664580 primes between 2 and 10000000

Done!

Found 602490 primes between 2 and 9000000

Found 539778 primes between 2 and 8000000

Found 476649 primes between 2 and 7000000

Found 412850 primes between 2 and 6000000



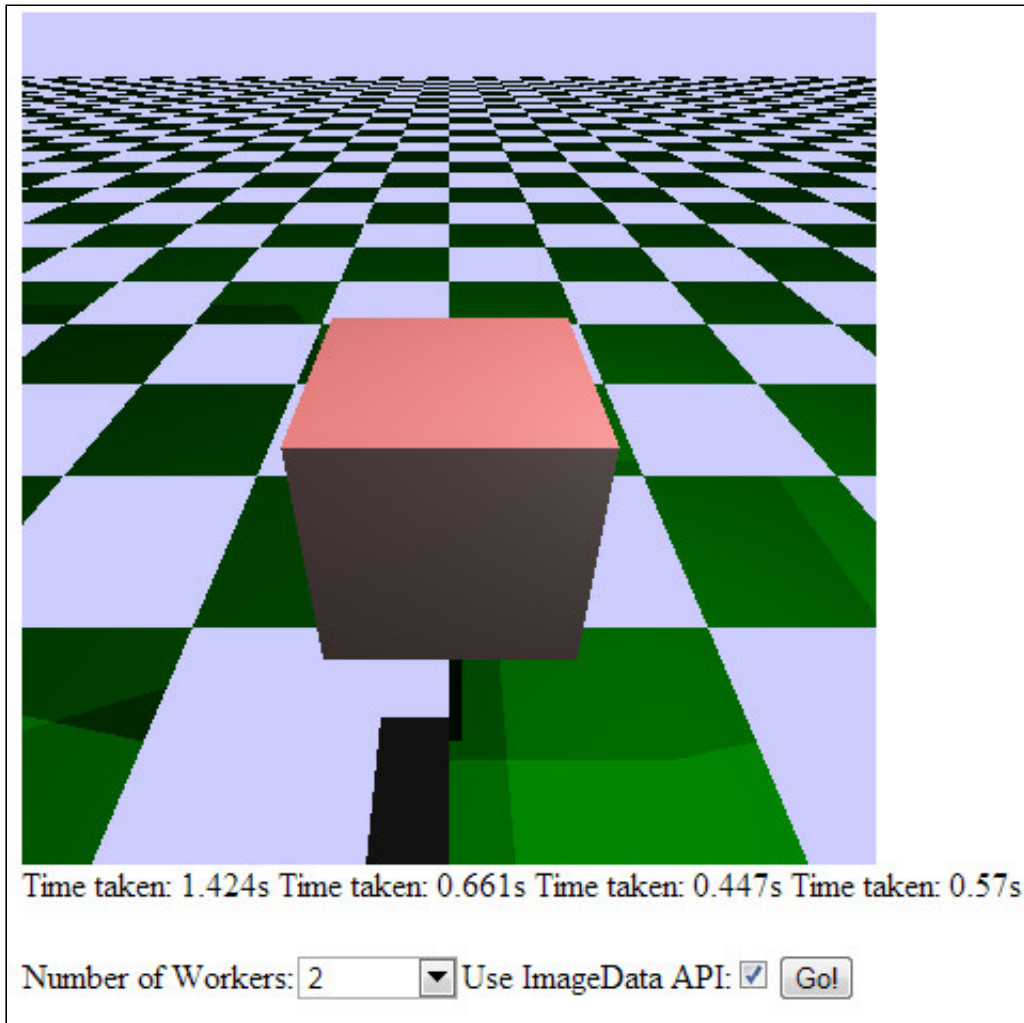
[HTML5 demos](#) / [@rem built this](#) / [view source](#)

DEMO 2

Do ray tracing using a variable number of Workers, and try it online: <http://nerget.com/rayjs-mt/rayjs.html>

In this demo, you can select the number of Web Workers that will compute parts of the

image (pixels). If you use too many Web Workers, the performance decreases: too much time is spent exchanging data between workers and their creator instead of computing in parallel.



OTHER DEMOS

Many impressive demos at the Mozilla Developer Network

[Try them online at the MDN demo repository!](#)

There are also many impressive demos at Chrome Experiments

[Try them!](#)