Browser Components

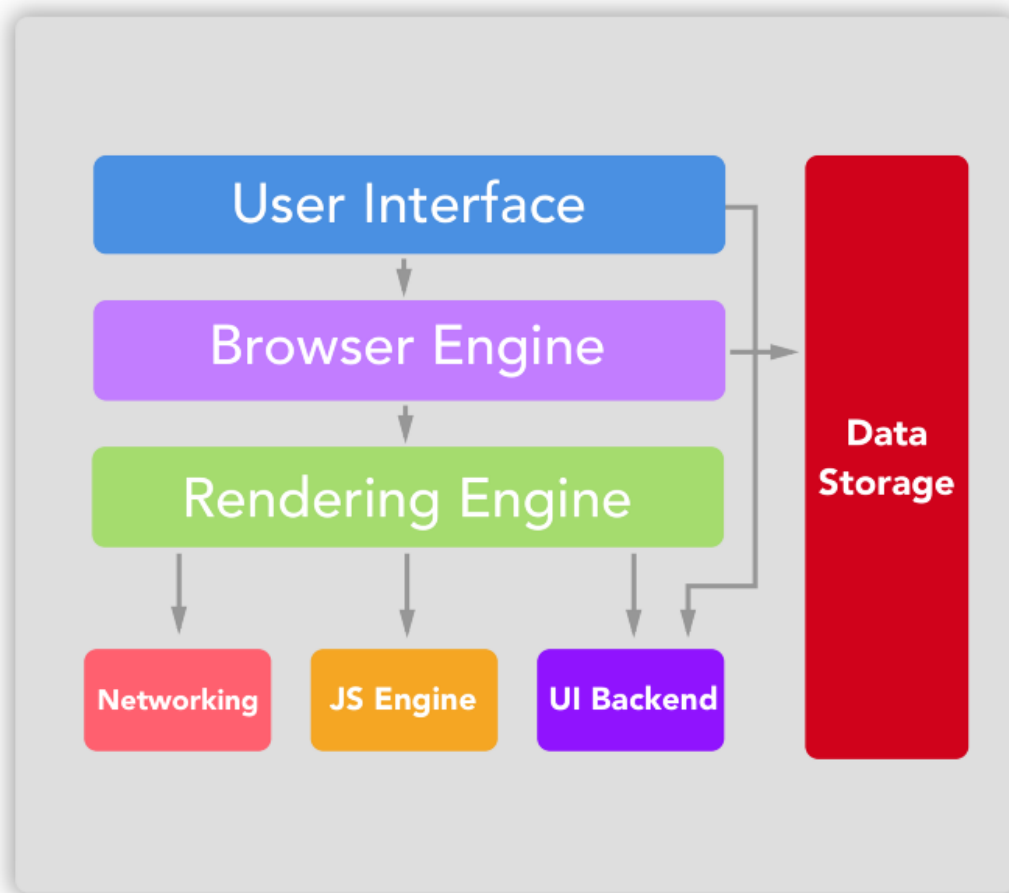**AGENDA**

1. Browser Engines
2. Browser Components

1. Browser Engines

Engine	Status[a]	Steward	License	Embedded in
WebKit	Active	Apple	GNU LGPL, BSD-style	Safari browser, plus all browsers for iOS[4]
Blink	Active	Google	GNU LGPL, BSD-style	Google Chrome and all other Chromium-based browsers, notably Microsoft Edge and Opera
Gecko	Active	Mozilla	Mozilla Public	Firefox browser and Thunderbird email client
Goanna	Active	M. C. Straver[5]	Mozilla Public	Pale Moon and Basilisk browsers, K-Meleon browser beginning with version 76.2G
Flow	Active	Ekioh[6]	Proprietary	Flow browser[7]
Trident[b]	Maintained	Microsoft	Proprietary	Internet Explorer browser
EdgeHTML	Maintained	Microsoft	Proprietary	UWP apps; formerly in the Edge browser[9]
KHTML	Maintained	KDE	GNU LGPL	Konqueror browser
Servo	Maintained	Linux Foundation	Mozilla Public	experimental browsers[10][11]
NetSurf[c]	Maintained	hobbyists[13]	GNU GPLv2	NetSurf browser[14]
Presto	Discontinued	Opera	Proprietary	formerly in the Opera browser

Source: https://en.wikipedia.org/wiki/Comparison_of_browser_engines
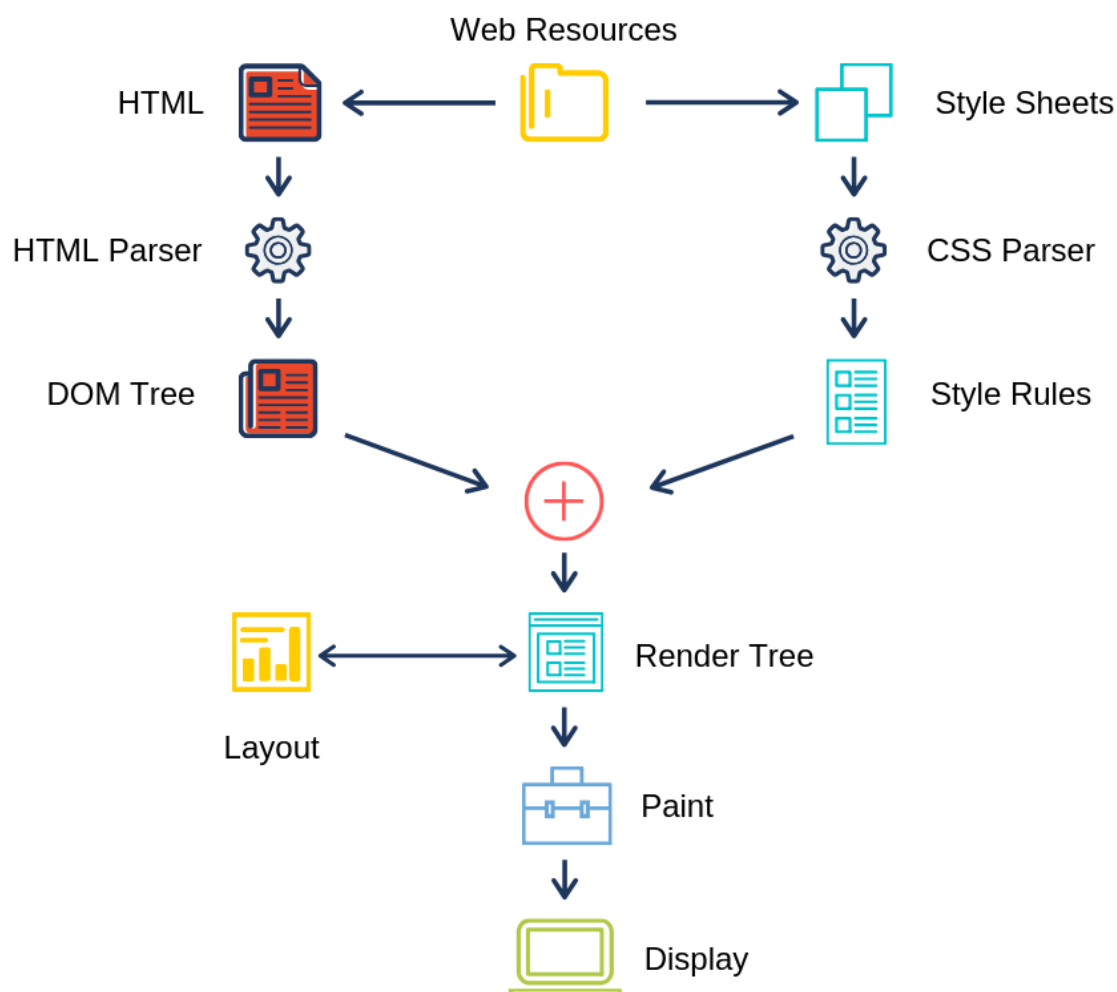
2. Browser Components

Source: https://codeburst.io/how-browsers-work-6350a4234634

#	Name	Desc
1	User Interface	Address Bar, Home, Back buttons, ...
2	Browser Engine	Receive action from UI, then works with Storage + Rendering Engine
3	Rendering Engine	Display requested content (HTML/CSS), or more (pdf, xml) with plugins
4	Networking Component	Handle network tasks (HTTP, WebSocket, WebRTC)
5	Javascript Engine	Javascript Engine (V8, SpiderMonkey, ...)
6	UI Backend	Used for drawing everything (UI + in the rendering engine), use OS interface (checkbox, dropdown, ...)
7	Data Storage	Used for persisting data locally (http cookies, browser caching, web storage: local storage, session storage and IndexedDB)

3. Rendering Engine

Read more about Repaint and Reflow

Source: https://www.bitcoininsider.org/article/66724/how-do-web-browsers-work

Tham khảo

- https://codeburst.io/how-browsers-work-6350a4234634
- https://www.browserstack.com/guide/browser-rendering-engine
- https://www.html5rocks.com/en/tutorials/internals/howbrowserswork
- https://blog.sessionstack.com/how-javascript-works-the-rendering-engine-and-tips-to-optimize-its-performance-7b95553baeda

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Khoá học Javascript cho người mới bắt đầu 2021🎉

- Tác giả: **Hậu Nguyễn** - Founder Easy Frontend
- Khoá học chỉ được published trên Udemy, không thông qua trung gian.
- Khoá học không bán dạng videos upload trên Google Drive hay bất cứ hình thức nào tương tự.
- Khoá học có nhóm discord để hỗ trợ trong quá trình học tập.

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