Chrome Extensions



History of Mediation Web

- <u>Shredder</u>
- Riot
- The Web Stalker
- Ambulator
- <u>List of Others</u> (that are broken)

Extension Art

- girlsvsgit
- Misspelling Generator
- MAICgregator
- Facebook Demetricator
- Shaved Bieber
- Google Alarm
- IMMA LET YOU FINISH BUT...
- KANYE VISION
- Add Art & Addendum
- Tourettes Machine
- HappyTube

Extensions vs Alternate Browsers

- Technical barriers lowered
- Extensions are shareable
- Mico-interventions on individual sites

Making Extensions



Extensions

- Extensions are bundles of HTML/CSS/JS and assets
- Chrome-specific features
 - Storage, notifications, history, bookmarks, etc.
- Architecture of an extension:
 - Actions (UI)
 - Background pages (logic)
 - Content scripts (manipulations)
- Extensions Overview



Manifest File

- Mandatory file!
- Important information about your extension
- JSON format (What is JSON, JSON in 10 Minutes, JSON Codecademy)
- Chrome documentation

```
"manifest_version": 2,
   "name": "Your extension name",
   "description": "Your extension description",
   "version": "1.0",
   "icons": {
      "16": "icon.png"
   }
}
```

Content Scripts

- Inject files into the specified website or websites
 - CSS file(s)
 - JS file(s)
 - Image, video, audio
- Put these files in the same directory as manifest.json

```
"manifest_version": 2,
"name": "Your extension name here.",
"description": "Your extension description here",
"version": "1.0",
"icons": {
 "16": "icon.png"
3,
"content scripts": [
    "matches": ["<all_urls>"],
    "css": ["css/main.css"],
   "js": ["js/helper-code.js", "js/main.js"],
    "run_at": "document_end"
```

Loading an Extension

- 1. Open Chrome
- 2. Type in "chrome://extensions/" in the URL bar
- 3. Check the box for developer mode
- 4. Click the button for "Load unpacked extension"

Making Changes

- Anytime you make a change to your extension code:
 - 1. Go to "chrome://extensions/" and refresh the page
 - Alternative: click "Update extensions now"
 - 2. Open up a new page (or refresh an old page) to run your new extension code

CSS Extensions Tips

- You can make your extension site-specific using the manifest.json
- You are injecting your CSS into an existing page, so specificity will be a problem. This is a case where using "!important" is very helpful.
- Helpful CSS:
 - * selector selects all elements
 - "display: none" removes element from the page
 - "visibility: hidden" hides element (but leaves space for it)

Local Files in CSS

- Your CSS is being injected into an external site
- Requires permissions in manifest.json
 - web_accessible_resources
- Special syntax for referring to local assets:
 - "chrome-extension://__MSG_@@extension_id__/" refers to your extension's directory
- More information

manifest.json

```
"manifest_version": 2,
"name": "Borked CSS",
"description": "This extension borks the CSS",
"version": "1.0",
"icons": {
  "16": "icon.png"
"content_scripts": [
   "matches": ["<all_urls>"],
   "css": ["css/css-injection.css"],
   "run_at": "document_end"
"web accessible resources": [
  "images/*"
```

css-injection.css

```
body {
   background: url("chrome-extension://__MSG_@@extension_id__/images/clinton.png");
}
```

Debugging Content Scripts

- Open up the Chrome developer tools
 - For CSS: inspect elements
 - For JS: use the console

Publishing

- Chrome Reference
 - Go to <u>Chrome Developer Dashboard</u>
 - Pay developer signup fee (\$5)
 - Upload your .zip
 - Add store content
 - Icons
 - Detailed description
 - 1 or more screenshots/YouTube videos
 - Etc.
 - Publish