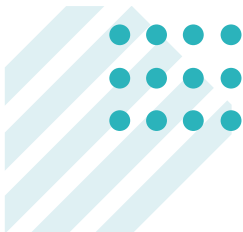
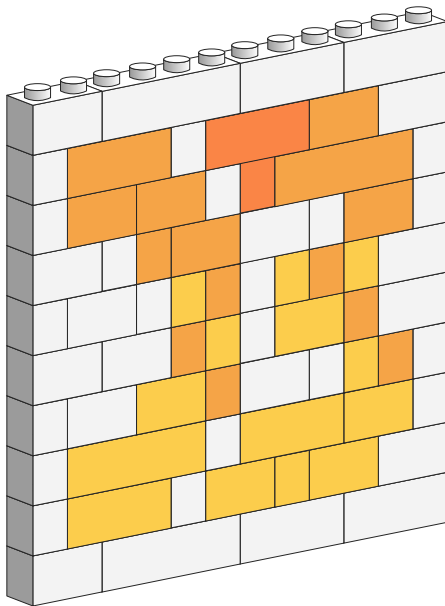


D3

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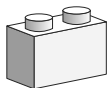


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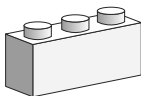
You will need:



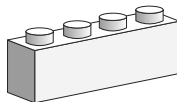
21x



12x



4x



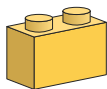
2x



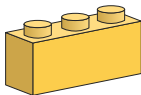
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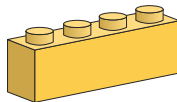
6x



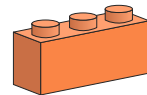
5x



2x



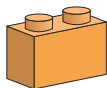
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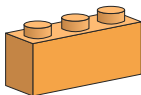
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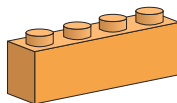
7x



5x



1x



1x



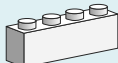
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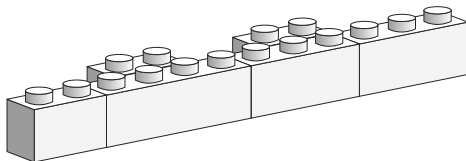
3x



2x



1x



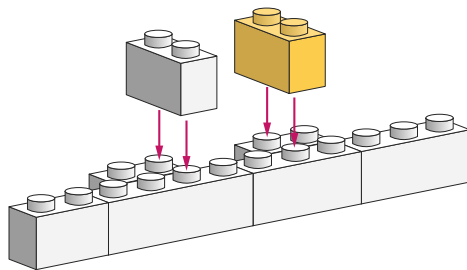
2



1x



1x



3



1x



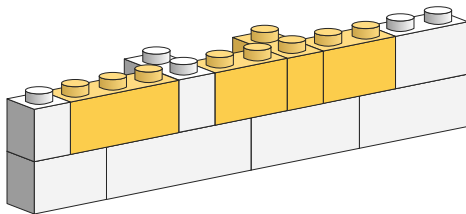
3x



2x



1x



4



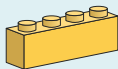
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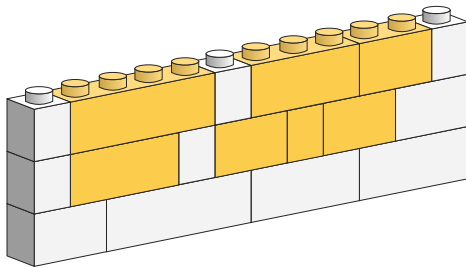
1x



1x



1x



5



3x



1x



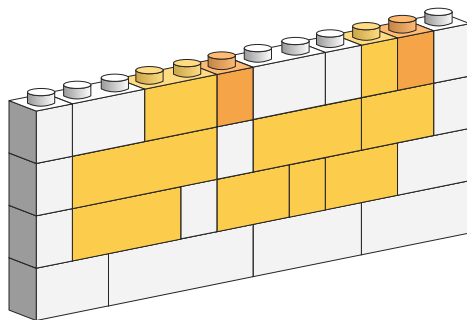
2x



2x



1x



6



1x



1x



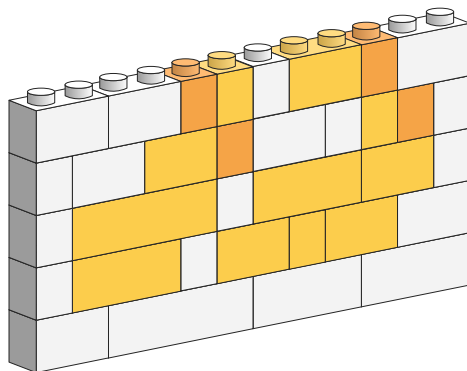
2x



3x



1x



7



3x



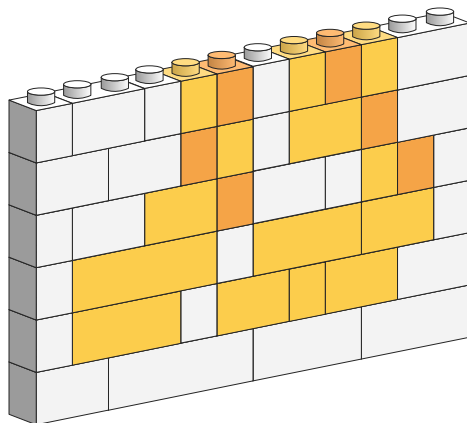
3x



2x



2x



8



3x



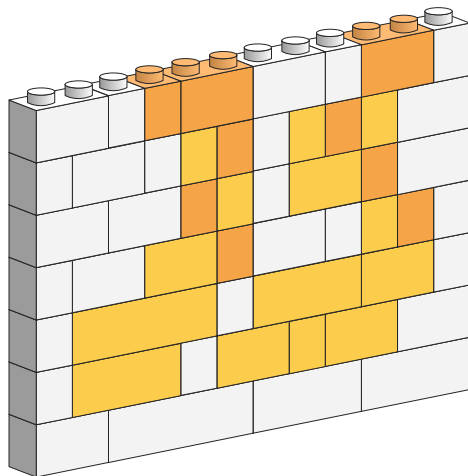
1x



2x



3x



9



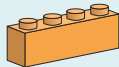
3x



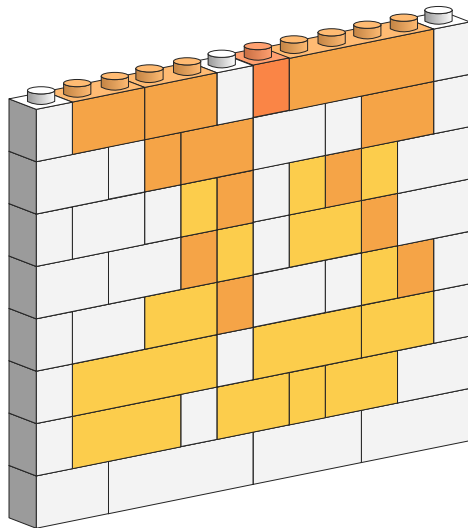
1x



2x



1x



10



3x



1x



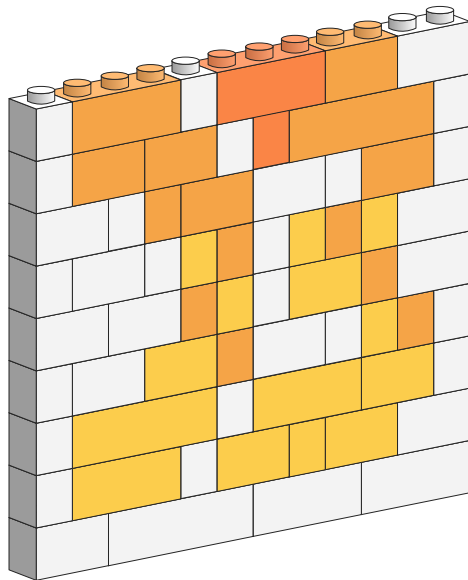
1x



1x



1x



11



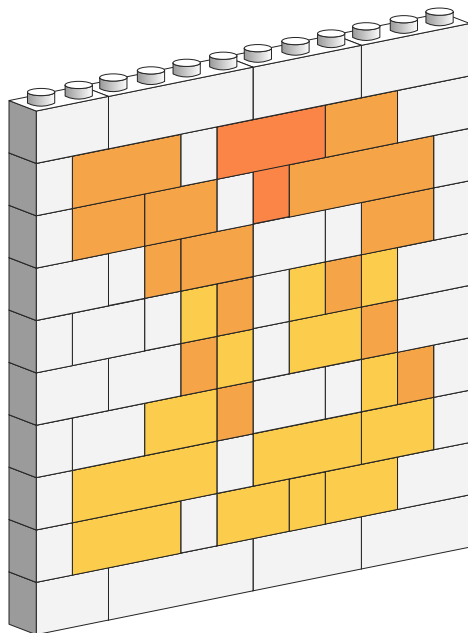
3x



2x



1x

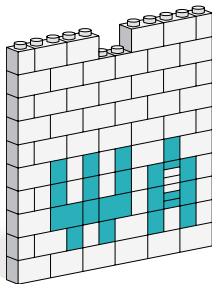


The Web Assembles

WebAssembly and the future of the web

WebAssembly is a new runtime for the web, a fast and efficient compilation target for a wide range of languages that could have a far-reaching impact on the web as we know it. This paper looks at the performance limits of JavaScript and how WebAssembly was designed to tackle them. We then consider the impact of WebAssembly on JavaScript and the wider web platform.

A white paper by Chris Price & Colin Eberhardt



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Read our thoughts on WebAssembly and what it could mean for the web in our latest whitepaper, The Web Assembles.

Or if you prefer your musings in blog form, find posts on similar (and altogether different!) technologies at

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