







## I'm Blake Zimmerman

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# The Web: A Growing Application Platform



- Web apps can do more than ever
- Replacing desktop counterparts in areas











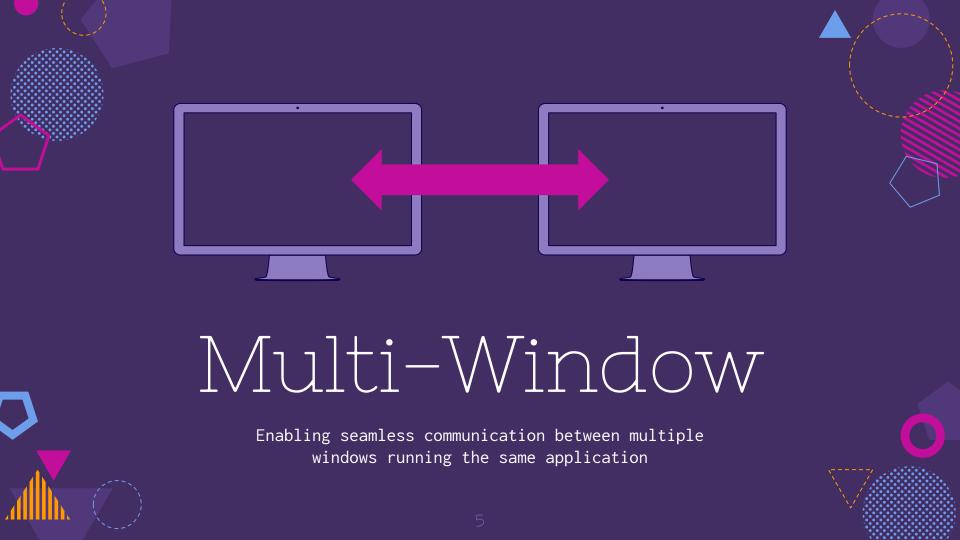
#### Web APIs: Unlocking Potential

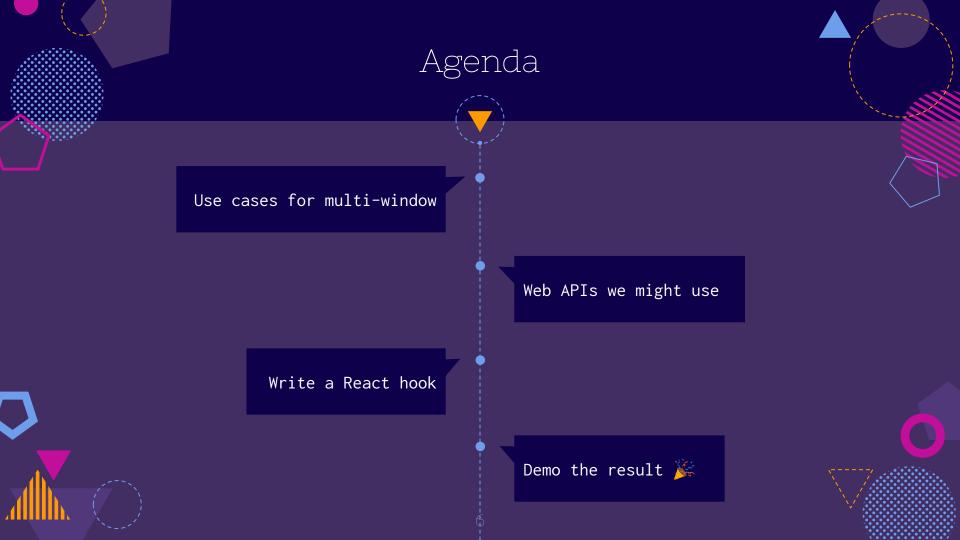


- WebUSB API (Connecting USB devices)
- WebGL (Render interactive 3D graphics)
- Web Assembly (Near-native performance)
- Bluetooth API (Connect to wireless devices)
- Notifications API (Display system notifications)
- Service Workers (Offline usage)









# Use Cases



Utilizing multi-window capabilities allows you to create applications that are not confined to a single browser window.

#### Possible use cases:

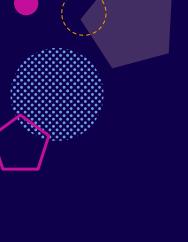
- Detect user actions in other tabs
- Know when a user logs into their account in another window/tab
- Instruct a worker to perform some background work
- Share state between multiple windows











window.postmessage()











#### Basic Usage

```
const newWindow = window.open("your-url.com");
newWindow.postMessage({ data: "demo" });
function receiveMessage(event) {
if (event origin ≢ "your-url.com") return;
window.addEventListener("message", receiveMessage);
```





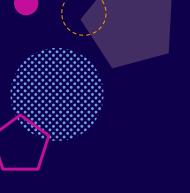
- 98.33% Browser
  Compatibility
- Can be used cross-origin
- Simple usage

#### Cons

- Requires a handle to the other window
- Refreshing either window puts them out of sync







# SharedWorker







# SharedWorker



#### Basic Usage

```
const worker = new SharedWorker("worker.js");
worker.port.start();
worker.port.postMessage("message to worker");
worker.port.onmessage = (event) ⇒ {
3;
```



# SharedWorker



#### Set up shared worker

```
onconnect = (event) \Rightarrow \{
--const-port-=-event.ports[0];
  port.addEventListener("message", \cdot (e) \Rightarrow {
port.postMessage("message to clients");
--});
  port.start();
```







#### Pros

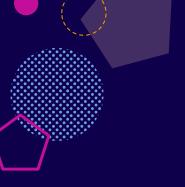
- Powerful and robust
- Windows do not have to know about each other

#### Cons

- Cannot be polyfilled
- 40.50% Browser
  Compatibility
- Same-origin only
- More complex usage









# Broadcast Channel API







## Broadcast Channel API



#### Basic Usage

```
const channel = new BroadcastChannel("myChannel");
channel.postMessage("this is a message");
channel.onmessage = (event) \Rightarrow \{
};
```





#### Pros

- Windows do not have to know about each other
- © Can be "polyfilled"
- Simple usage

#### Cons

- Same-origin only
- T4.71% Browser
  Compatibility



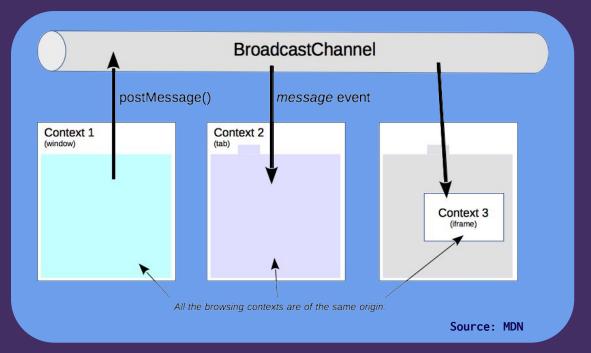


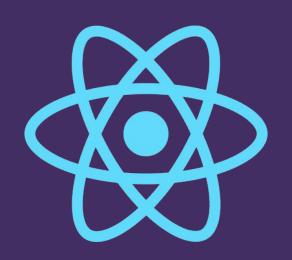


	window.postmessage	SharedWorker	BroadcastChannel
Ease of use	**	*	***
Robustness	*	***	**
Compatibility	***	*	**

# More on Broadcast Channel API











# Takeaways



Broadcast Channel API is a simple and effective way to enable seamless communication between browser windows.

#### Possible use cases:

- Detect user actions in other tabs
- Mow when a user logs into their account in another window/tab
- Instruct a worker to perform some background work
- Share state between multiple windows







# Thanks!

#### Any questions?

You can find the slides and code examples at github.com/blakezimmerman/multi-window-react

