

PRAIRIE DEV CON

WEB | DEV | CLOUD | AI



Lotlinx

online
business systems



EXCELLENCE IN RECRUITMENT

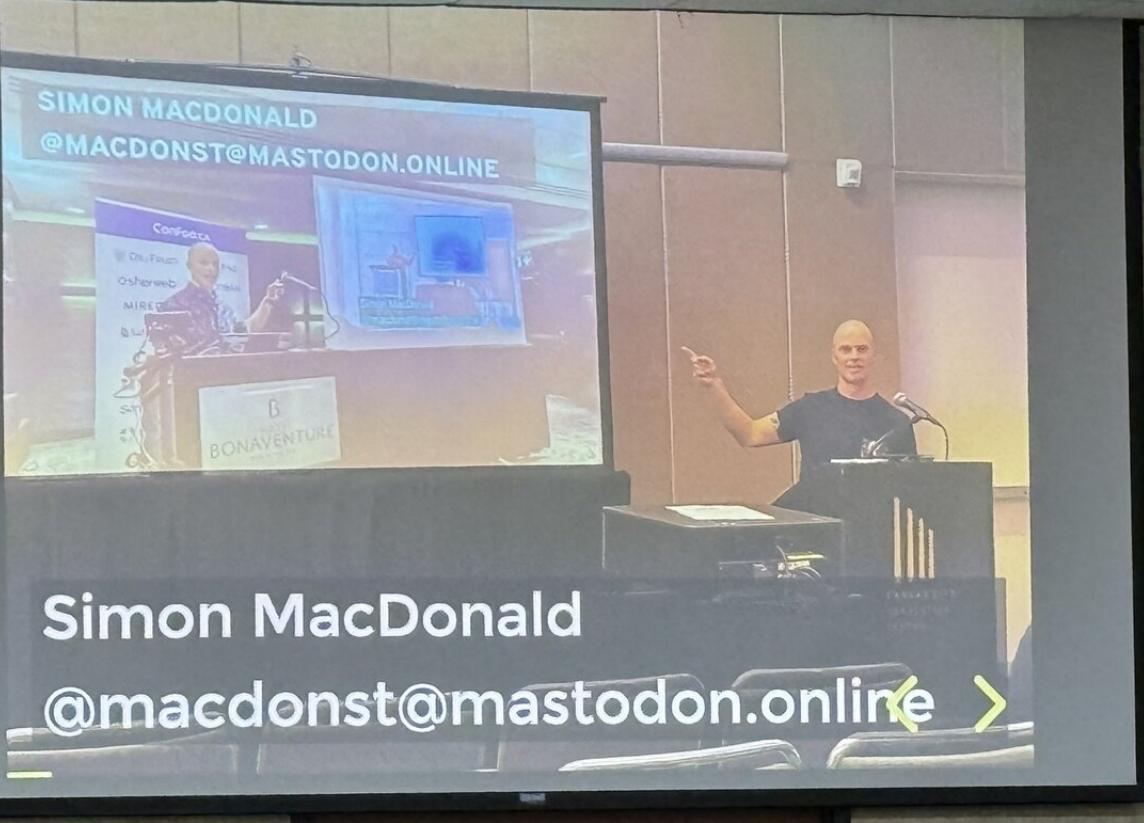
 CONQUEST

 ATLASSIAN

SSR Web Components **EVERWHERE**

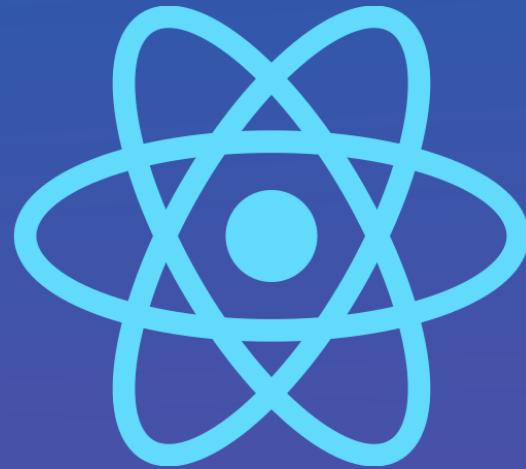
with **WASM**





Simon MacDonald
@macdonst@mastodon.online







Web Components



Web Components

- Custom Elements



Web Components

- Custom Elements
- Shadow DOM



Web Components

- Custom Elements
- Shadow DOM
- HTML Templates

Custom Elements

<https://codepen.io/macdonst/embed/ZErMzrr?default-tab=html%2Cresult&editable=true>

Shadow DOM

<https://codepen.io/macdonst/embed/oNdpNKQ?default-tab=html%2Cresult&editable=true>

Slots and Templates

<https://codepen.io/macdonst/embed/vYjpYpV?default-tab=html%2Cresult&editable=true>

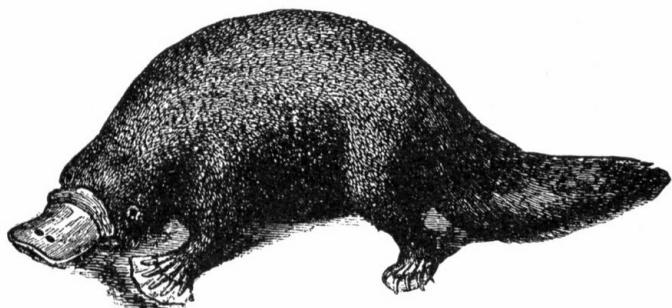
Full Example

<https://codepen.io/macdonst/embed/oNrXXeV?default-tab=html%2Cresult&editable=true>

Browser Native Technology



Discovering the absurdities in JavaScript



JavaScript: The Bad Parts

O'RLY?

Somebody

JavaScript Limitations

JavaScript

```
○ ○ ○  
1 class MyCustomElement extends HTMLElement { ... }  
2  
3 customElements.define("my-custom-element", MyCustomElement);
```

O'RLY?

Somebody

Server Side Rendering

Server Side Rendering











$$+ \text{ node } = \text{ HTML5}$$

Web Assembly



WA

Web Assembly

- Is a binary machine code language

The logo consists of two large, bold, white letters 'W' and 'A' stacked vertically. The letters have a clean, sans-serif font style. They are set against a solid blue rectangular background. In the top right corner of the blue box, there is a small, dark blue circular shape.

Web Assembly

- Is a binary machine code language
- You don't write web assembly

The logo consists of the letters 'WA' in a bold, sans-serif font. The letters are white and set against a solid blue rectangular background. A dark blue circular graphic is positioned in the upper right corner of the blue rectangle.

Web Assembly

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Web Assembly

- Is a binary machine code language
- You don't write web assembly
- Compile other languages into .wasm
- Run anywhere!

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WASM Example

helloWorld.js

```
● ● ●  
1 function helloWorld() {  
2   console.log("Hello World from WebAssembly!")  
3 }  
4  
5 exports { helloWorld }
```

WASM Example

helloWorld.js

```
1  function()
2    console.log("Hello, World!")
3  }
4
5 exports = {
```



WASM Example

helloWorld.js

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1 function helloWorld() {  
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1 function helloWorld() {  
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3 }  
4  
5 exports { helloWorld }
```

helloWorld.wat

```
● ● ●  
1 (module  
2   ; Imports from JavaScript namespace  
3   (import "console" "log" (func $log (param i32 i32))) ; Import log function  
4   (import "js" "mem" (memory 1)) ; Import 1 page of memory (54kb)  
5  
6   ; Data section of our module  
7   (data (i32.const 0) "Hello World from WebAssembly!")  
8  
9   ; Function declaration: Exported as helloWorld(), no arguments  
10  (func (export "helloWorld")  
11    i32.const 0 ; pass offset 0 to log  
12    i32.const 29 ; pass length 29 to log (strlen of sample text)  
13    call $log  
14  )  
15 )
```

WASM Example

helloWorld.js

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    console.log("Hello World from WebAssembly!")  
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exports { helloWorld }
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WASM Example

Compile to WASM



```
javy compile helloworld.js -o helloworld.wasm
```

WASM Example

Compile to WASM



```
javy compile helloworld.js -o helloworld.wasm
```

Test using wasmtime



```
wasmtime run helloworld.wasm
```

```
Hello World from WebAssembly!
```

WASM Example

Running WASM on a webpage



```
1 <script>
2 const memory = new WebAssembly.Memory({initial:1});
3
4 function consoleLogString(offset, length) {
5   const bytes = new Uint8Array(memory.buffer, offset, length);
6   const string = new TextDecoder('utf8').decode(bytes);
7   console.log(string);
8 };
9
10 const importObject = {
11   console: {
12     log: consoleLogString
13   },
14   js : {
15     mem: memory
16   }
17 };
18
19 WebAssembly.instantiateStreaming(fetch('helloworld.wasm'), importObject)
20 .then(obj => {
21   obj.instance.exports.helloWorld();
22 }
23 );
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WASM Example

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EXTISM

Extism Example

Install Extism



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Create an Extism plugin



```
extism gen plugin -l JavaScript -o plugin  
cd plugin  
npm install  
// write some code
```

Extism Example

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Create an Extism plugin



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extism gen plugin -l JavaScript -o plugin  
cd plugin  
npm install  
// write some code
```

Build & Test Extism plugin



```
npm run build  
extism call ./dist/plugin.wasm count_vowels --input "Hello, World!" --wasi  
// => '{"count":3,"total":3,"vowels":"aeiouAEIOU"}'
```

Extism Example



```
1 const createPlugin = require("@extism/extism")
2
3 const plugin = await createPlugin(
4   'https://github.com/extism/plugins/releases/latest/download/count_vowels.wasm',
5   { useWasi: true }
6 );
7
8 let out = await plugin.call("count_vowels", "Hello, World!");
9 console.log(out.text())
10 // => '{"count":3,"total":3,"vowels":"aeiouAEIOU"}'
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+ Any
Runtime



HTML

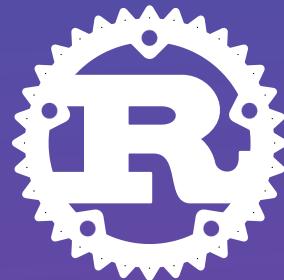
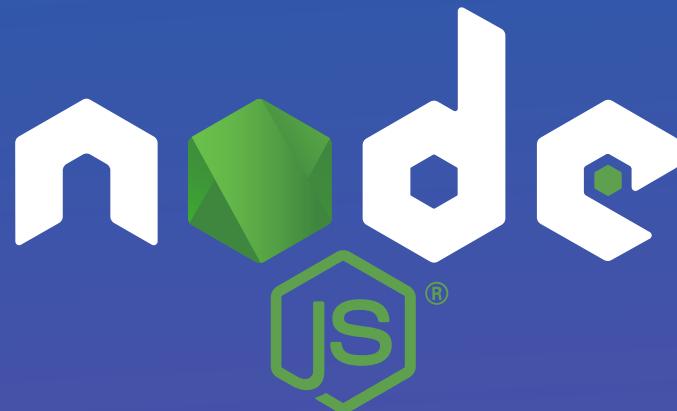
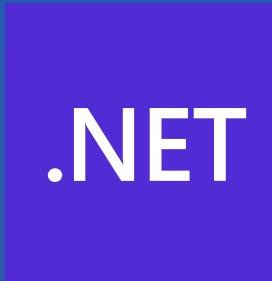


Any
Runtime





django





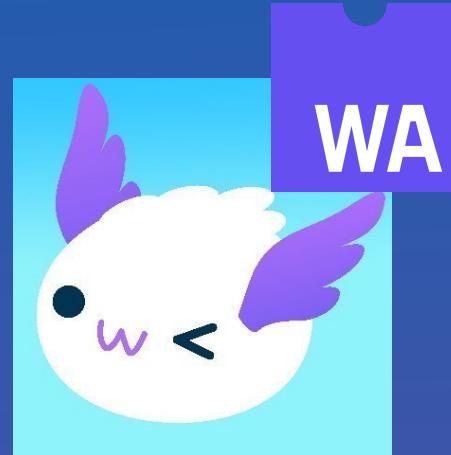








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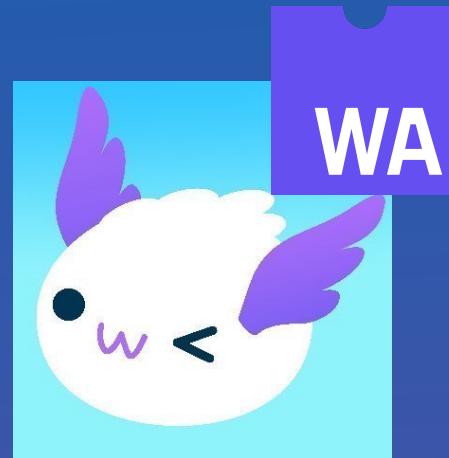


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HTML

Extism Example



```
1 <?php
2 require "../../vendor/autoload.php";
3
4 use Enhance\EnhanceWASM;
5 use Enhance\Elements;
6
7 $elementPath = "../resources";
8 $elements = new Elements($elementPath, [ "wasm" => true ]);
9 $enhance = new EnhanceWASM(["elements" => $elements->wasmElements ]);
10
11 $input = [
12     "markup" => "<my-header>Hello World</my-header>" ,
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Demo

Some Problems

Some Problems

- Extism is a shared library

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- Extism is a shared library
- Installation of the shared library requires sudo/root access

Some Problems

- Extism is a shared library
- Installation of the shared library requires sudo/root access
- Needs "ffi.enable=true"



Thanks!







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HTML

Enhance WP Plugin

server side render any
enhance custom elements
in the wordpress site.

These can be added in PHP
templates, raw HTML
blocks in the editor, or as
predefined blocks.

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Enhance Blocks Plugin

demonstrates wrapping an
Enhance component for
use in the block editor. This
works with the SSR plugin.
These blocks are stored in
the WP database as HTML
(i.e. `Hi`) and then the SSR
plugin will render them
wherever they are used.

Demo 2

Get Involved

Enhance is an open source initiative, and we're looking for collaborators to join us on our mission of making server side rendered web components accessible to all web developers.

Whatever your choice of programming language or framework may be, we'd love assistance with optimizing our existing implementations, creating new adapters, improving example applications, reviewing pull requests, and everything in between!

If you're enthusiastic about getting involved, let's start talking!

<https://enhance.dev/>

Key Takeaways

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- Web Components are awesome

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- WASM is great for bringing native like performance to the web

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- Web Components are awesome
- WASM is great for bringing native like performance to the web
- Never write WASM by hand
- Use WASM to support cross platform SDK's

The background of the image is a dark, star-filled night sky. A faint, curved silhouette of a mountain range is visible at the bottom edge.

Thanks,
For real this time!