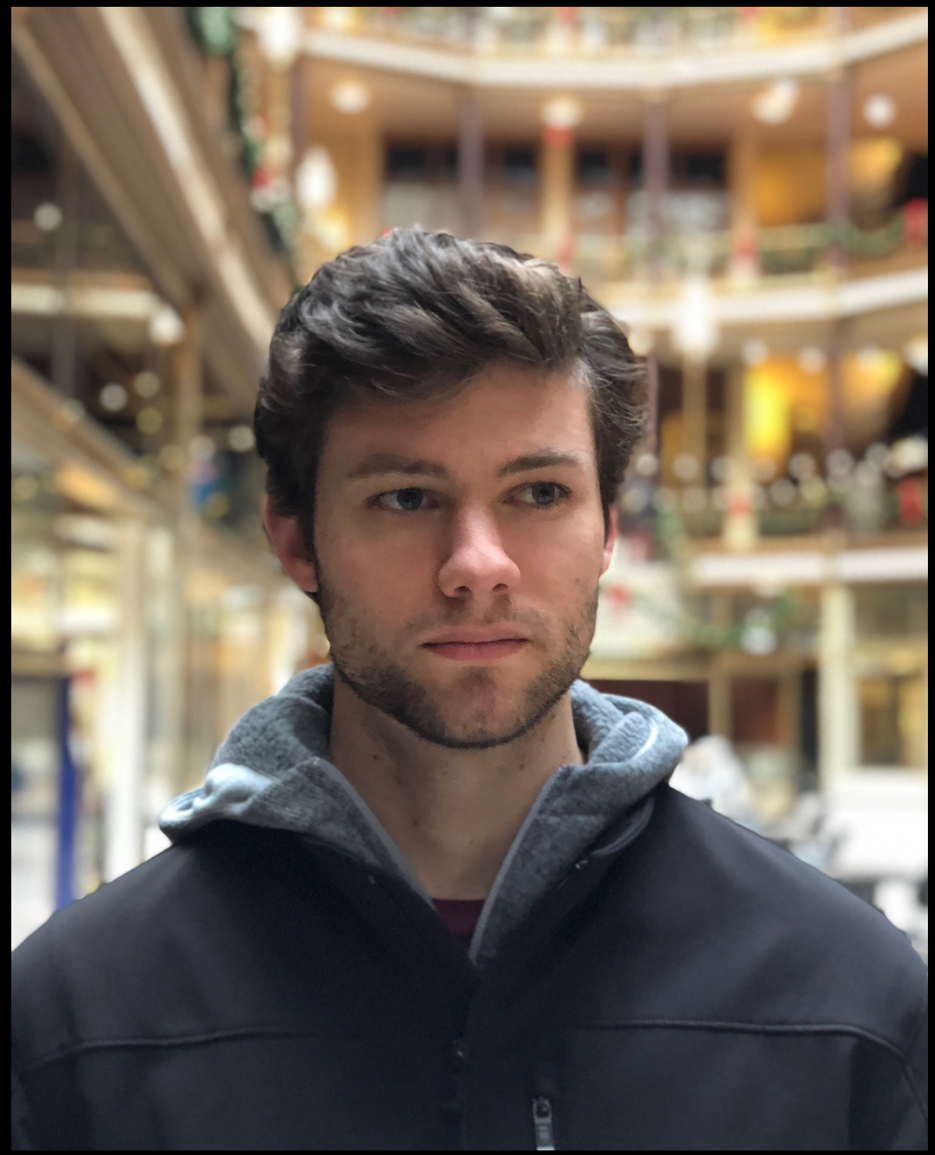
Hitchhiker’s Guide to Web Standards

Dominic Farolino

- Senior @ University of Cincinnati
- Previously Microsoft, Mozilla
- Incoming @ Google
- Chromium Committer
- WHATWG Editor



- twitter.com/domfarolino
- github.com/domfarolino
- dom@chromium.org

What is this talk?

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Background & History

(this could really be its own talk)

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Intro to technical bits of specs

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How to get involved?

(you can do it!!)

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What is a “standard”?

Depends on the context

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“A document specifying observable effects of tech with multiple independent implementations”

–yours truly

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“A document specifying observable effects of tech with multiple independent implementations”

–yours truly

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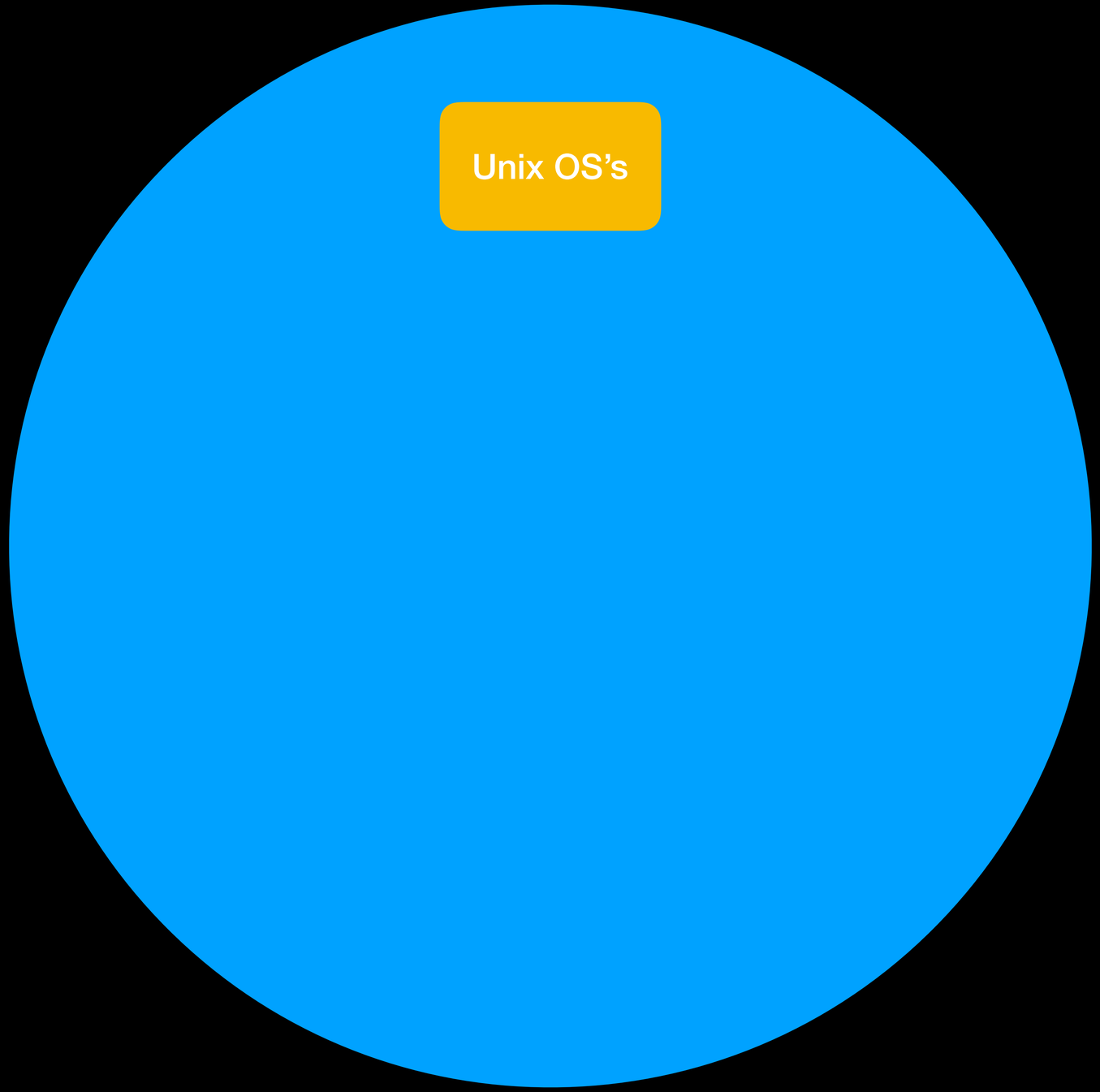

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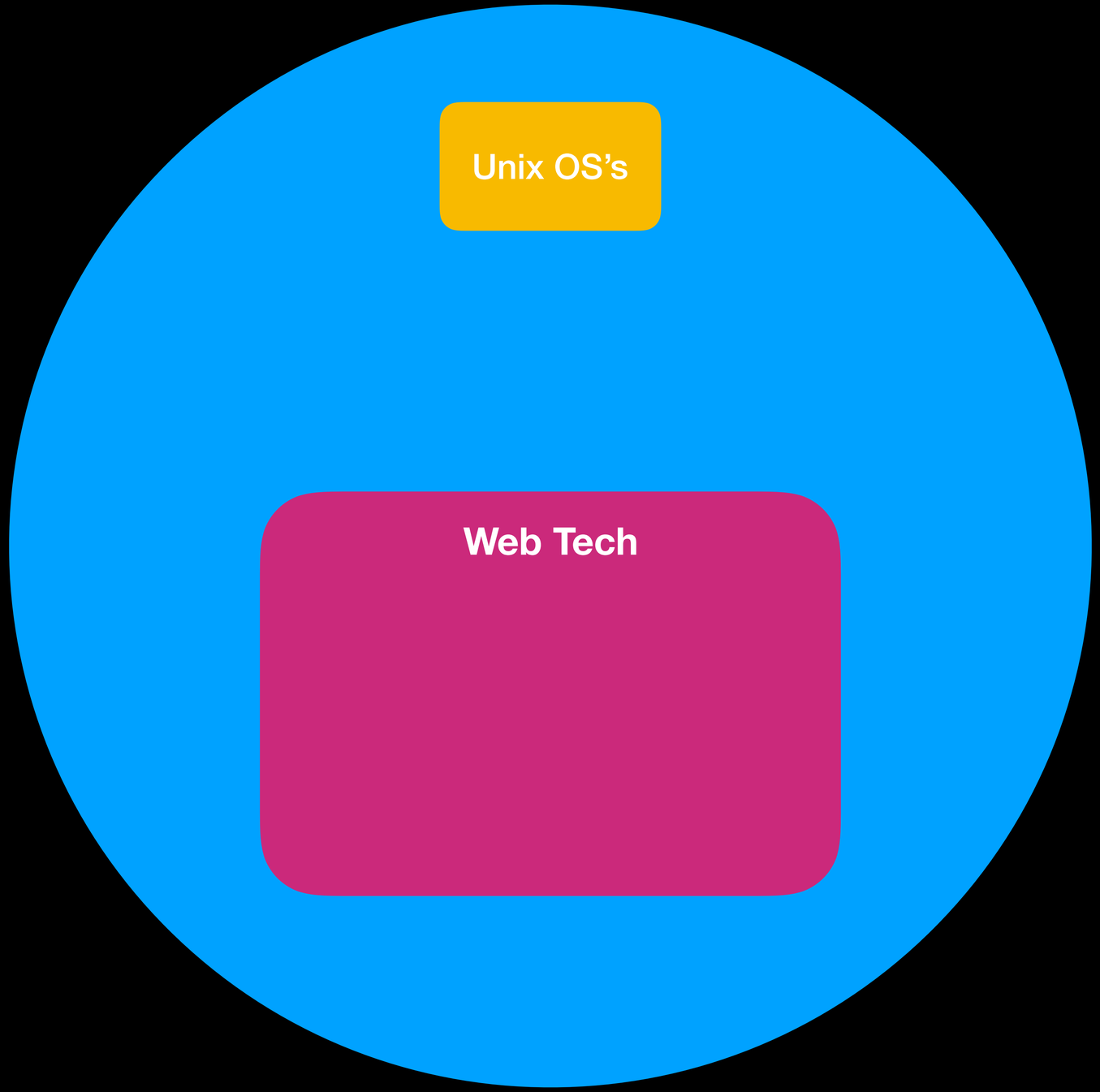

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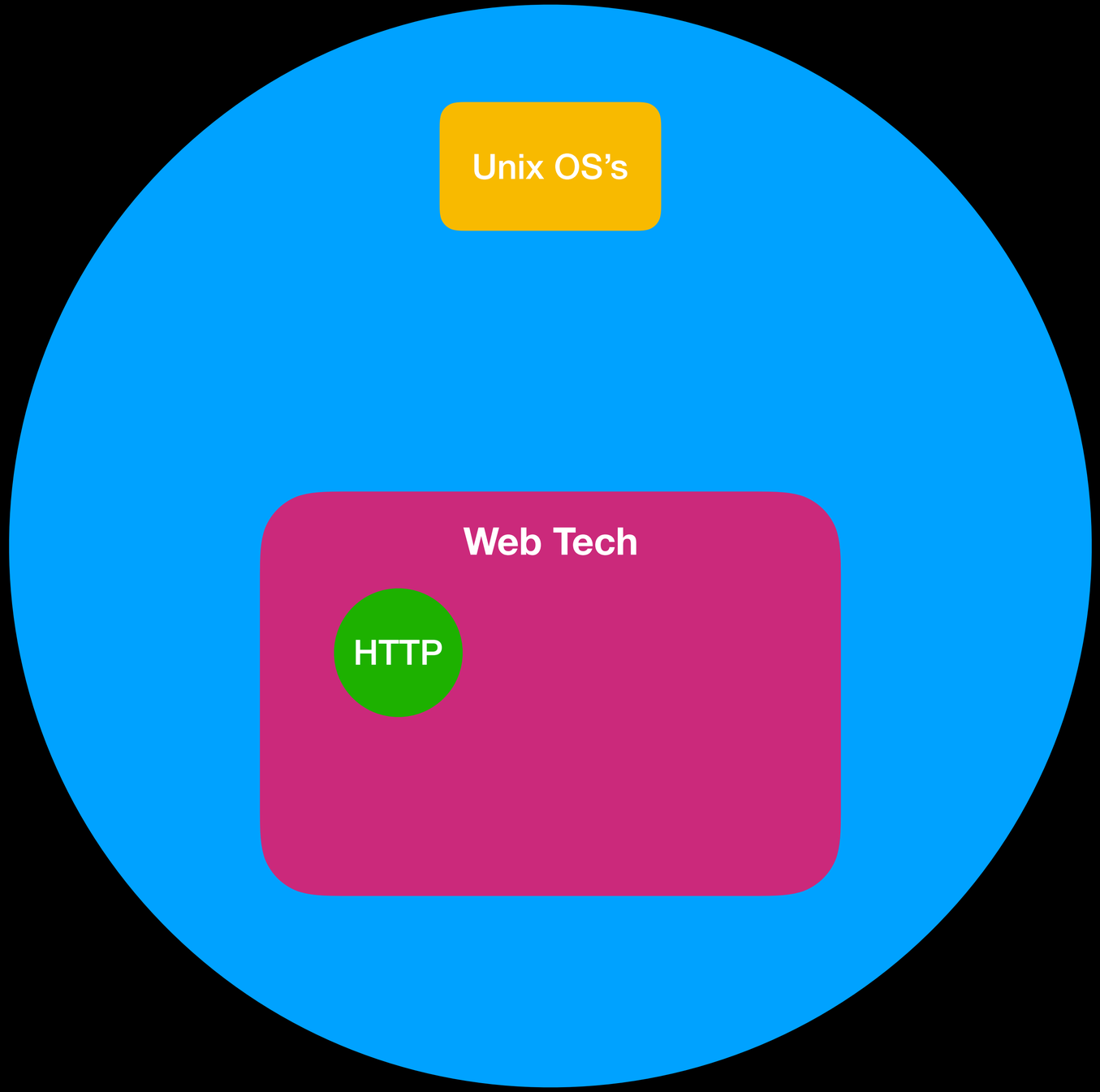
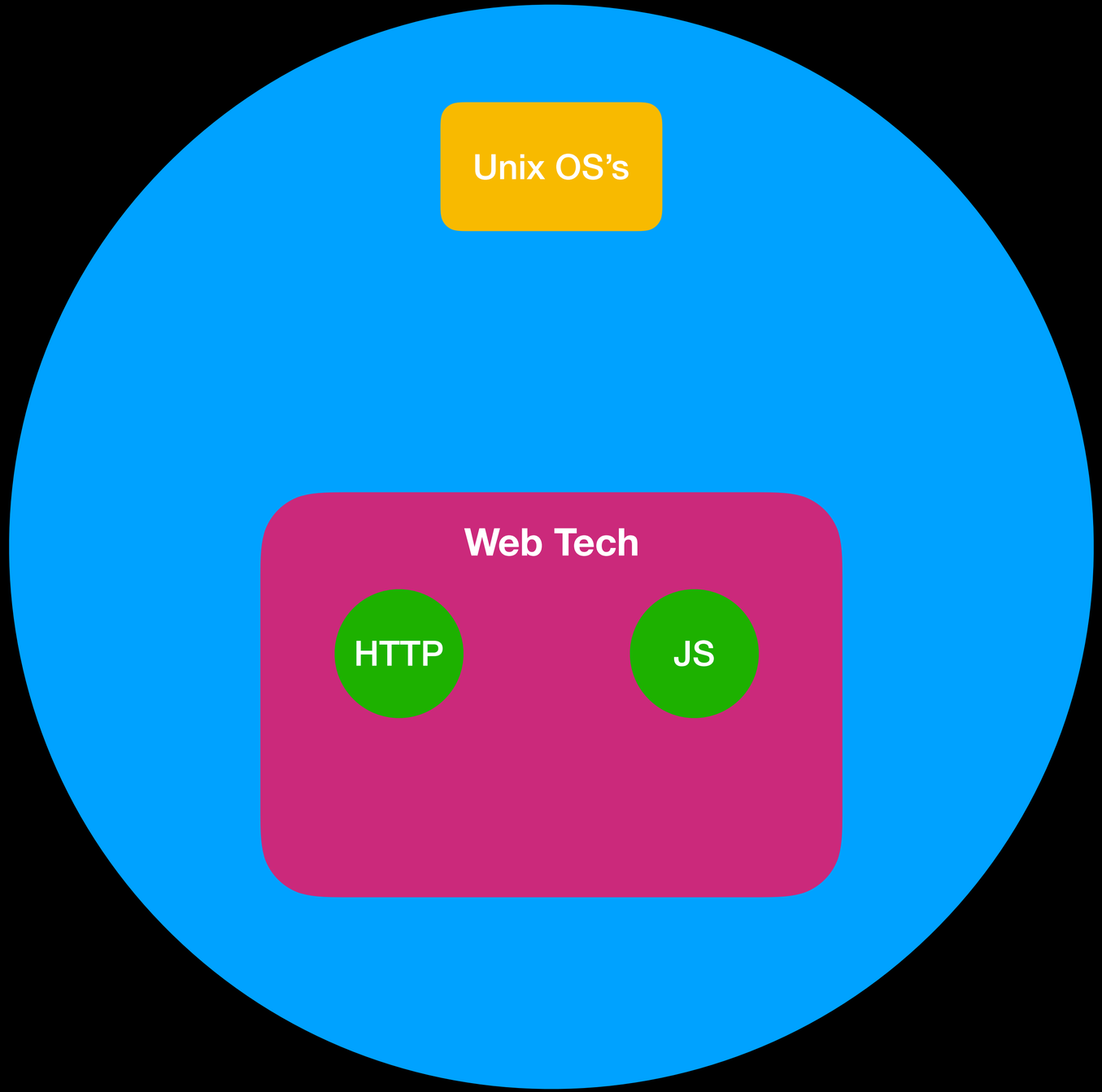

Unix OS's
Web Tech
HTTP



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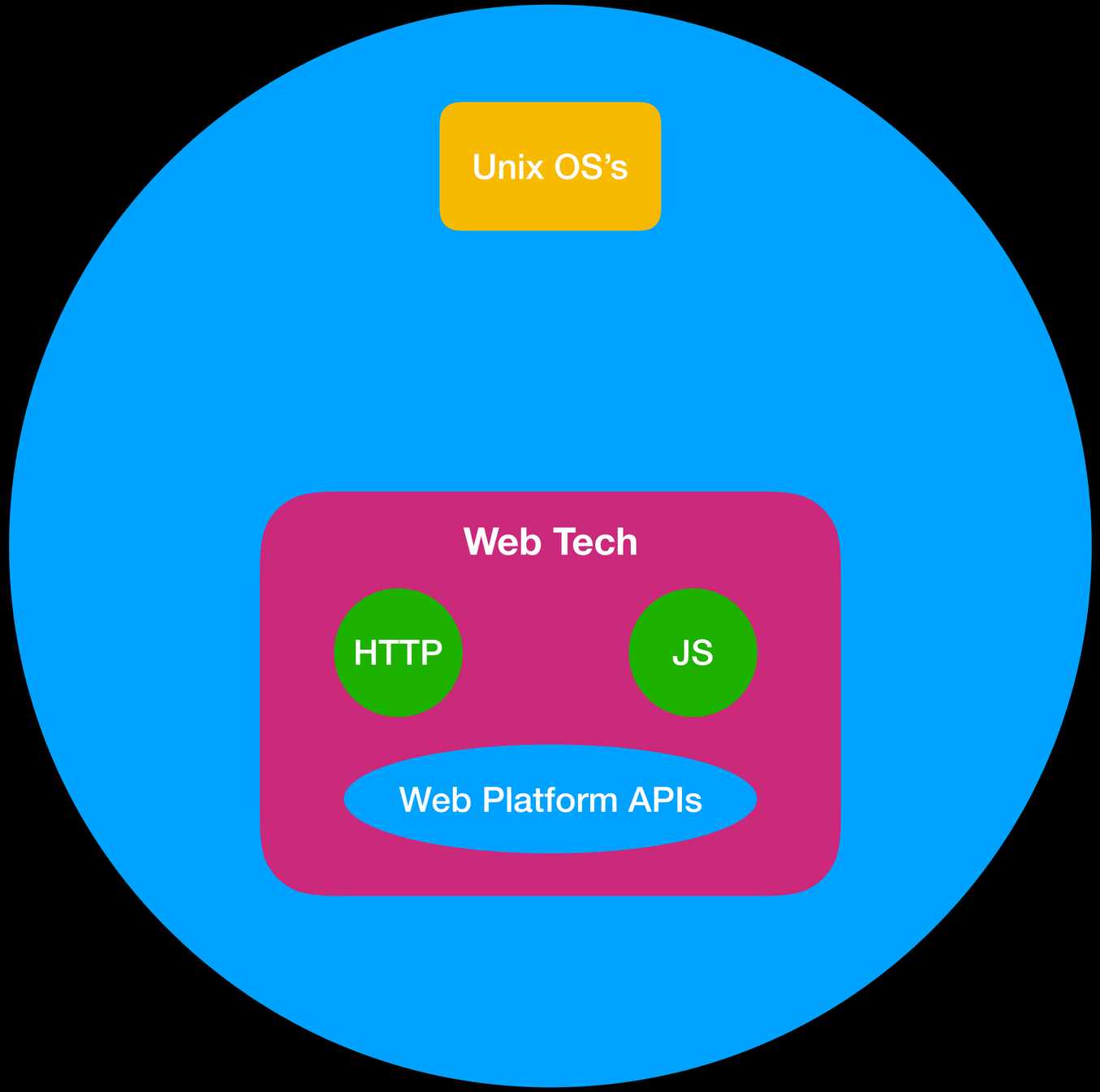

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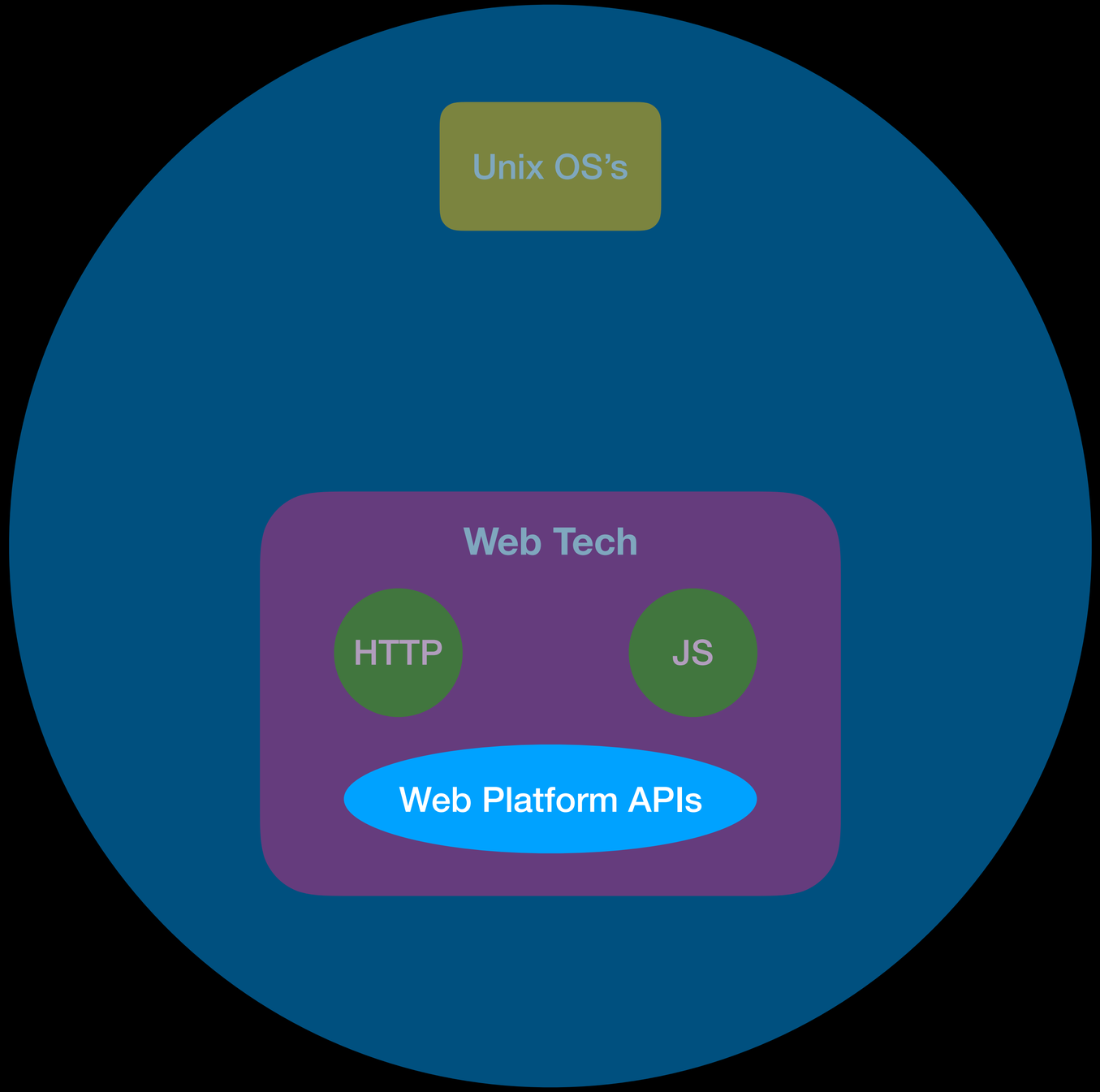

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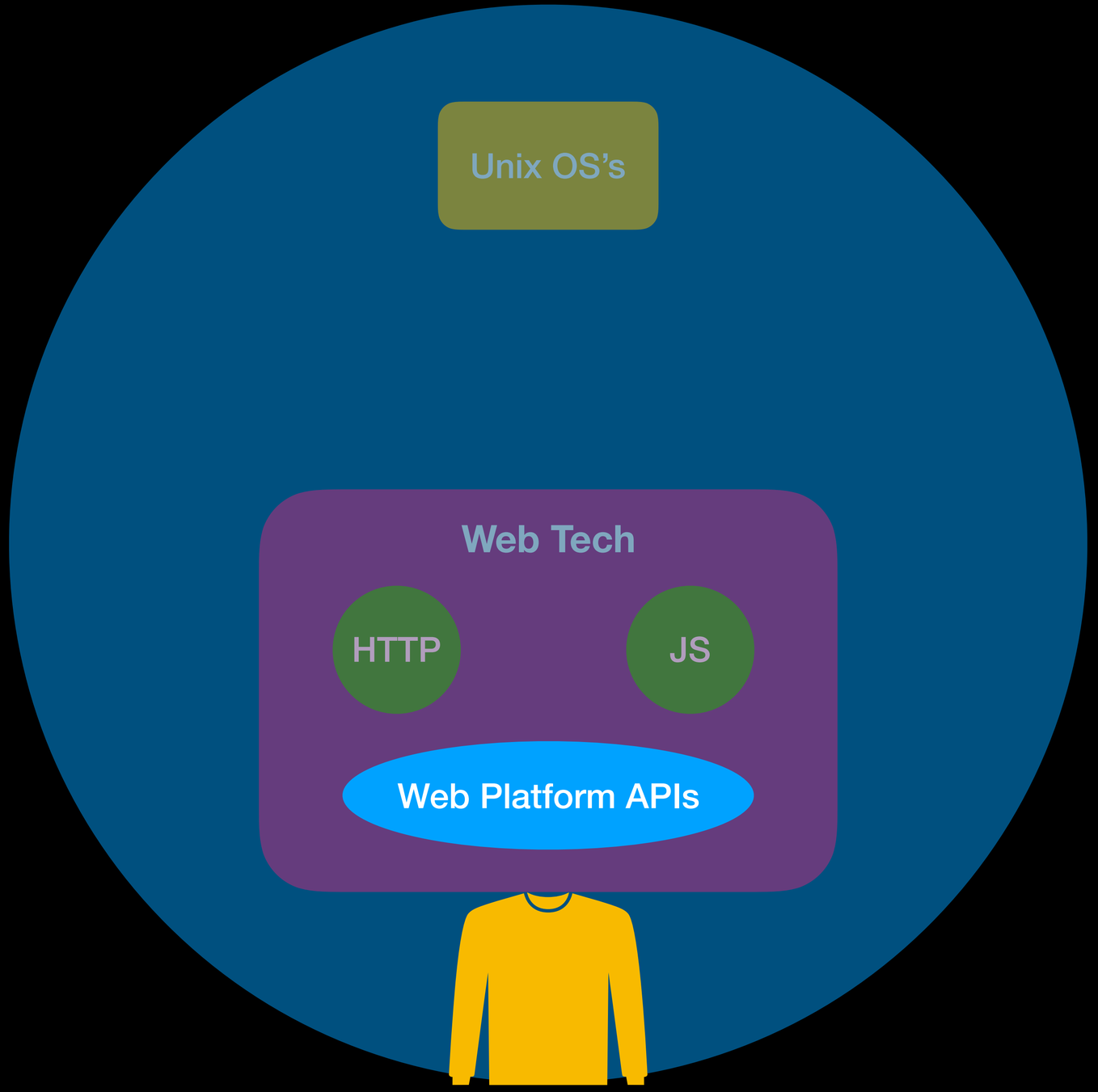

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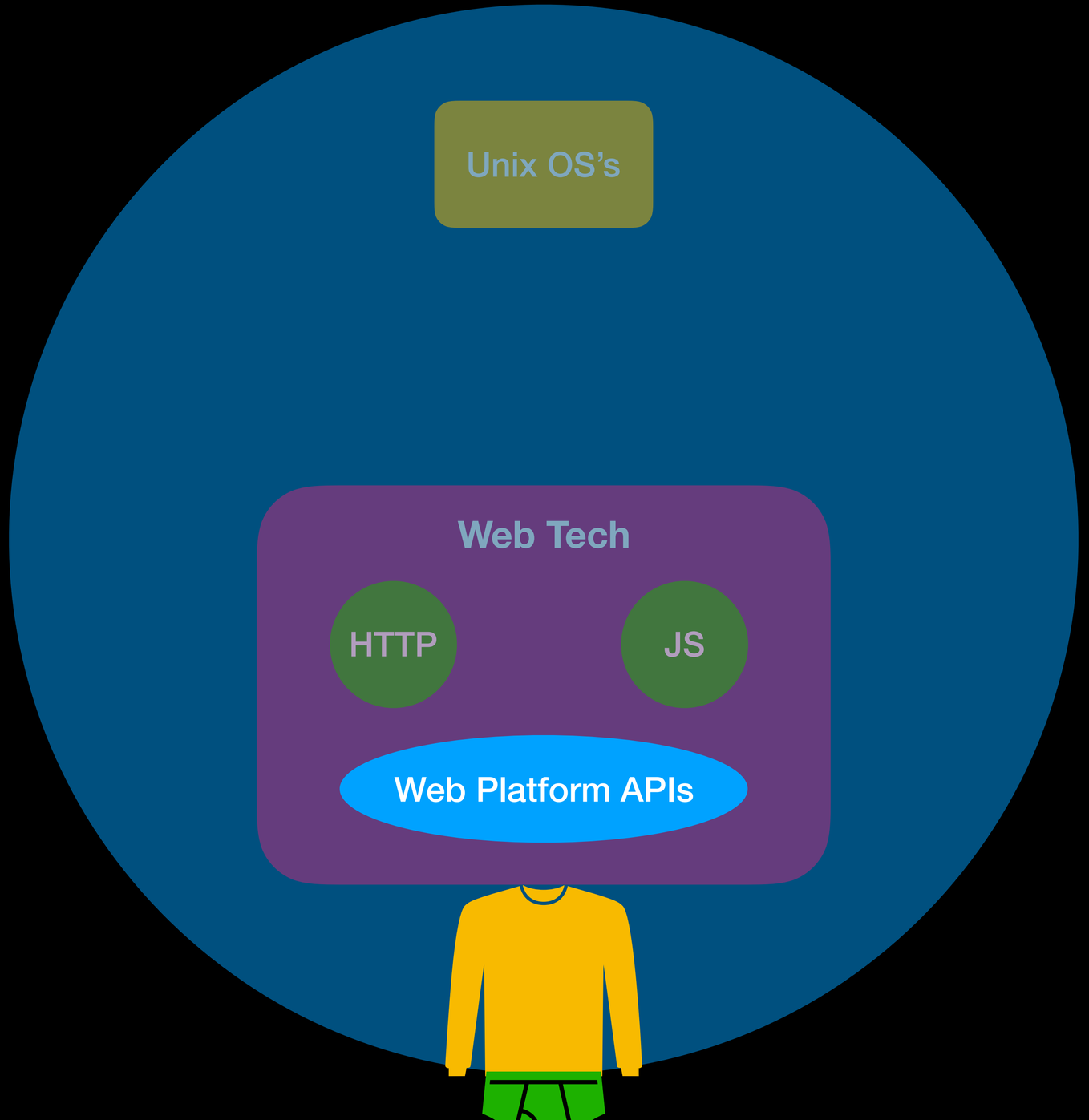

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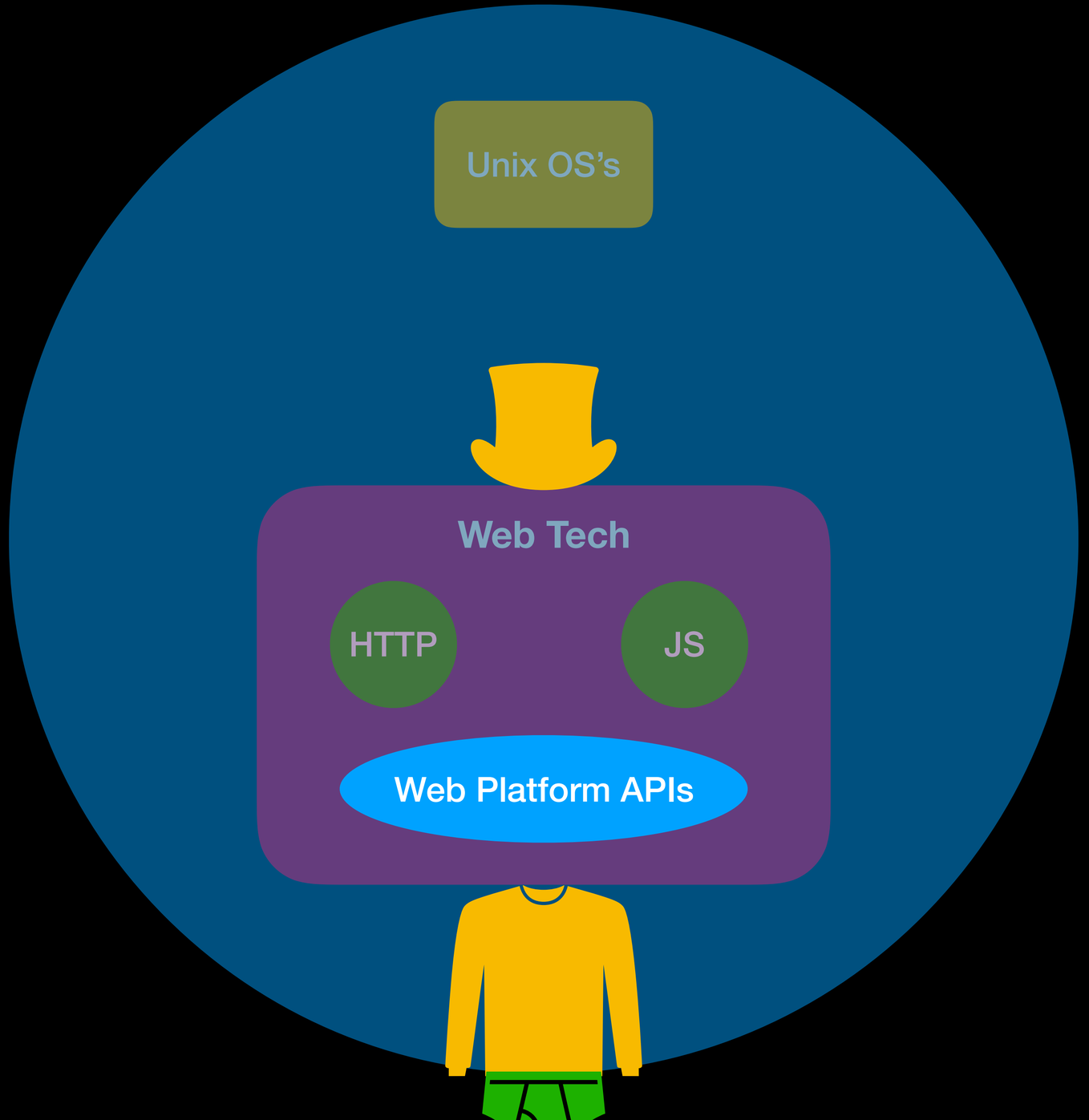

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Where do Web APIs come from?

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```
const logicalAnswer = “JavaScript”
```


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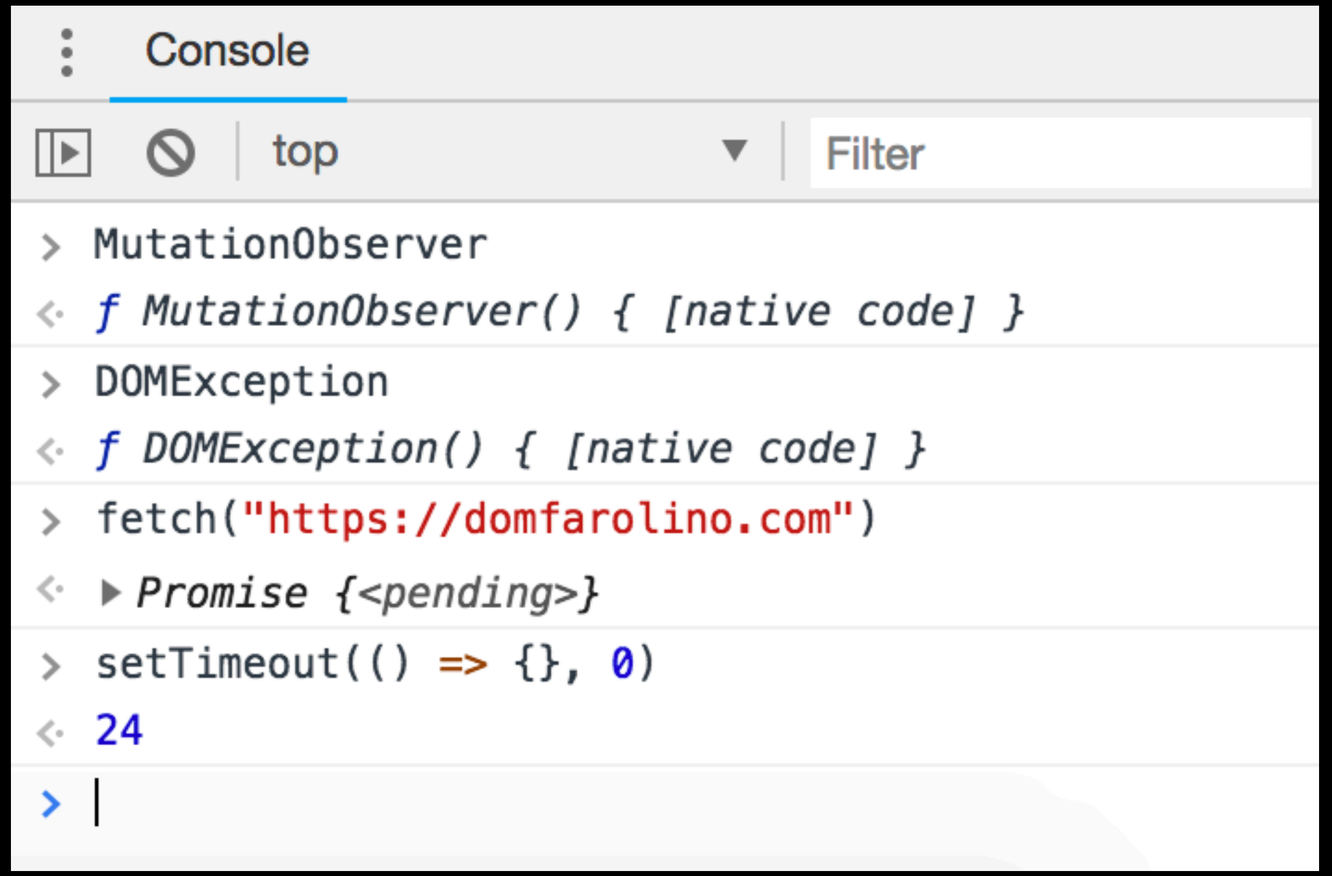
Console
top
Filter
> MutationObserver
ƒ MutationObserver() { [native code] }
> DOMException
ƒ DOMException() { [native code] }
> fetch("https://domfarolino.com")
▶ Promise {<pending>}
> setTimeout(() => {}, 0)
24
>


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What is JavaScript

- Just a language
- History
- Standardized by ECMAScript
- Multiple independent implementations exist

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ES Engines

- V8 (Chrome)
- Chakra (Edge)
- SpiderMonkey (Firefox)
- JavaScriptCore (Safari/WebKit)

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Search...

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- 11 ECMAScript Language: Lexical Grammar
- 12 ECMAScript Language: Expressions
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Draft ECMA-262 / November 1, 2018

ECMAScript® 2019 Language Specification

Contributing to this Specification

This specification is developed on GitHub with the help of the ECMAScript community. There are a number of ways to contribute to the development of this specification:

GitHub Repository: https://github.com/tc39/ecma262
Issues: All Issues, File a New Issue
Pull Requests: All Pull Requests, Create a New Pull Request
Test Suite: Test262
Editors:

- Brian Terlson (@bterlson)
- Bradley Farias (@bradleymeck)
- Jordan Harband (@ljharb)

Community:

- Mailing list: es-discuss
- IRC: #tc39 on freenode

Refer to the colophon for more information on how this document is created.

Google Chrome

Search...

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Google Chrome

ECMAScript

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ECMAScript

- Needed to be a general standard

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ECMAScript

- Needed to be a general standard
- Specifies *only* a language; separation of concerns
  - Syntax, semantics, constructs, primitives
  - Language should not know about its environment at all
  - No explicit knowledge of language's host (DOM / fetch() / etc)

Web API Origins

- Not part of the language itself
- Effectively “mixins”, baked into UAs like browsers
- Browsers “support” implementations of these standards

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Web Standards Bodies

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WHATWG

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WHATWG

- **W**eb **H**ypertext **A**pplication **T**echnology **W**orking **G**roup

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WHATWG

- **W**eb **H**ypertext **A**pplication **T**echnology **W**orking **G**roup
- Formed in 2004

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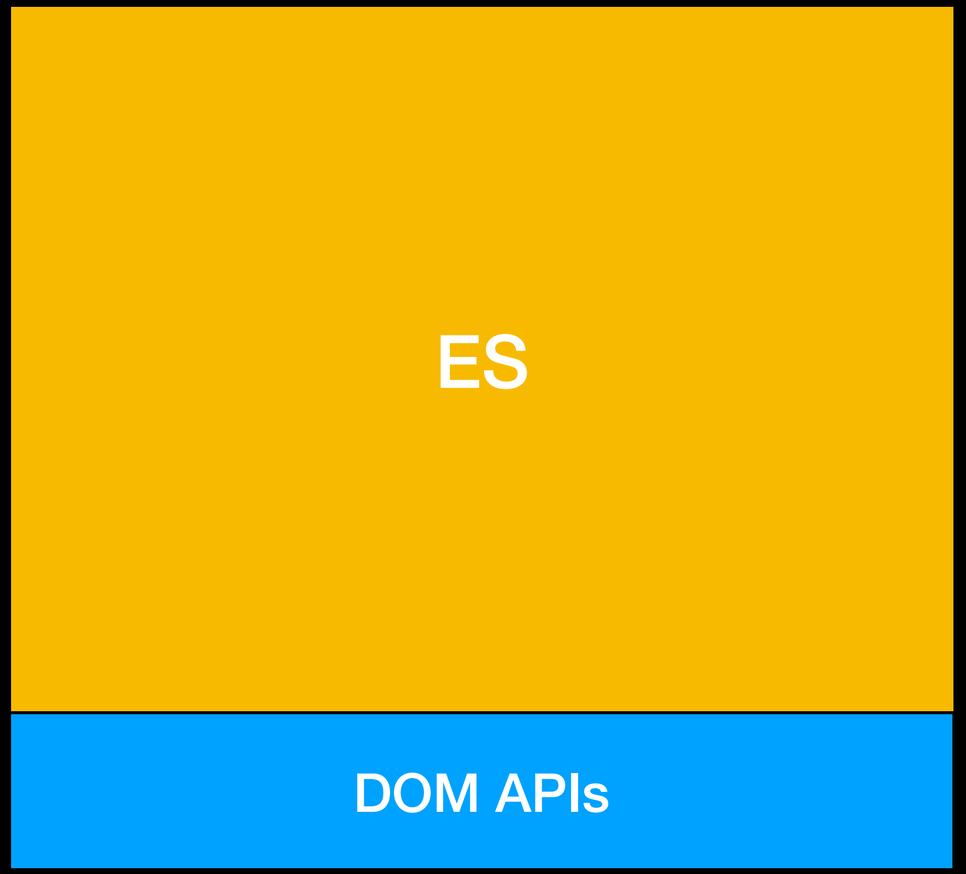
WHATWG

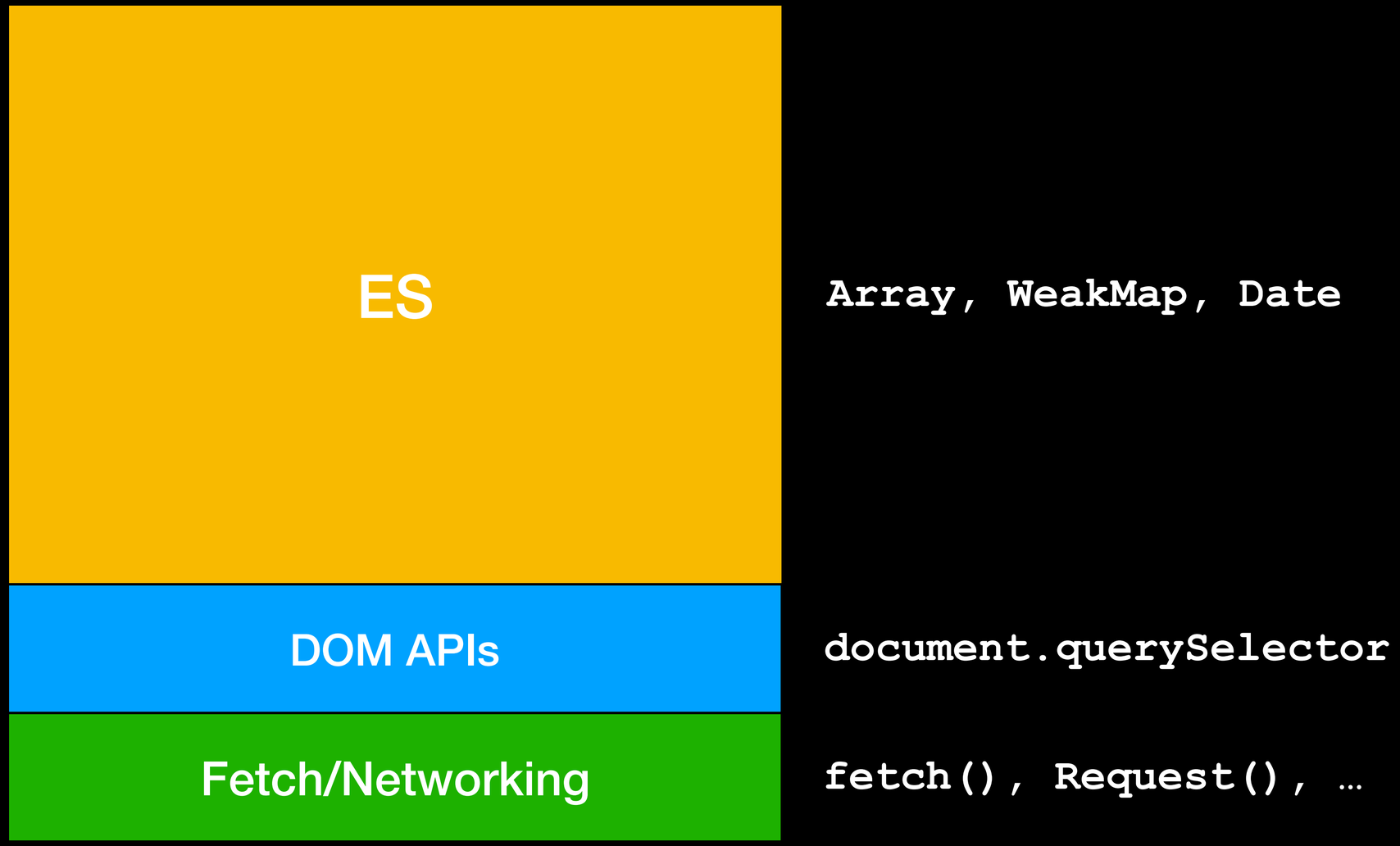
- **W**eb **H**ypertext **A**pplication **T**echnology **W**orking **G**roup
- Formed in 2004
- Canonical standards:
  - HTML
  - DOM
  - Fetch
  - Streams

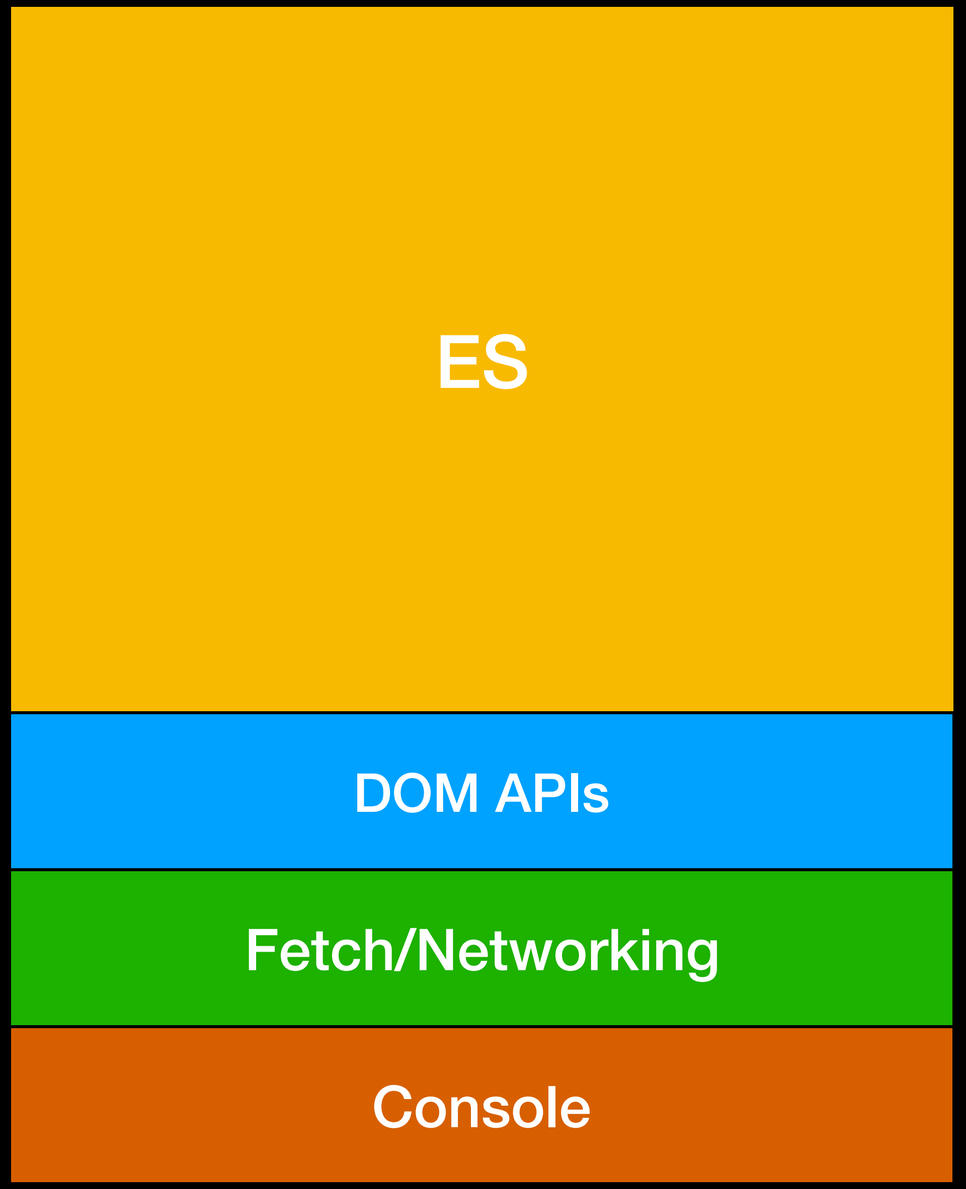
Array, WeakMap, Date



`Array, WeakMap, Date`

`document.querySelector`


ES
Array, WeakMap, Date
DOM APIs
document.querySelector
Fetch/Networking
fetch(), Request(), …



`Array, WeakMap, Date`

`document.querySelector`

`fetch(), Request(), …`

`console.{log, count, …}`

Anatomy of a standard

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Algorithms

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1.2.1. count(*label*)

1. Let *map* be the associated count map.
2. If *map*[*label*] exists, set *map*[*label*] to *map*[*label*] + 1.
3. Otherwise, set *map*[*label*] to 1.
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5. Perform Logger("count", « *concat* »).

https://console.spec.whatwg.org/#count

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https://console.spec.whatwg.org/#count

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Look and Feel

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```
namespace console { // but see namespace object requirements below
  // Logging
  void assert(optional boolean condition = false, any... data);
  void clear();
  void debug(any... data);
  void error(any... data);
  void info(any... data);
  void log(any... data);
  void table(any tabularData, optional sequence<DOMString> properties);
  void trace(any... data);
  void warn(any... data);
  void dir(any item, optional object? options);
  void dirxml(any... data);

  // Counting
  void count(optional DOMString label = "default");
  void countReset(optional DOMString label = "default");
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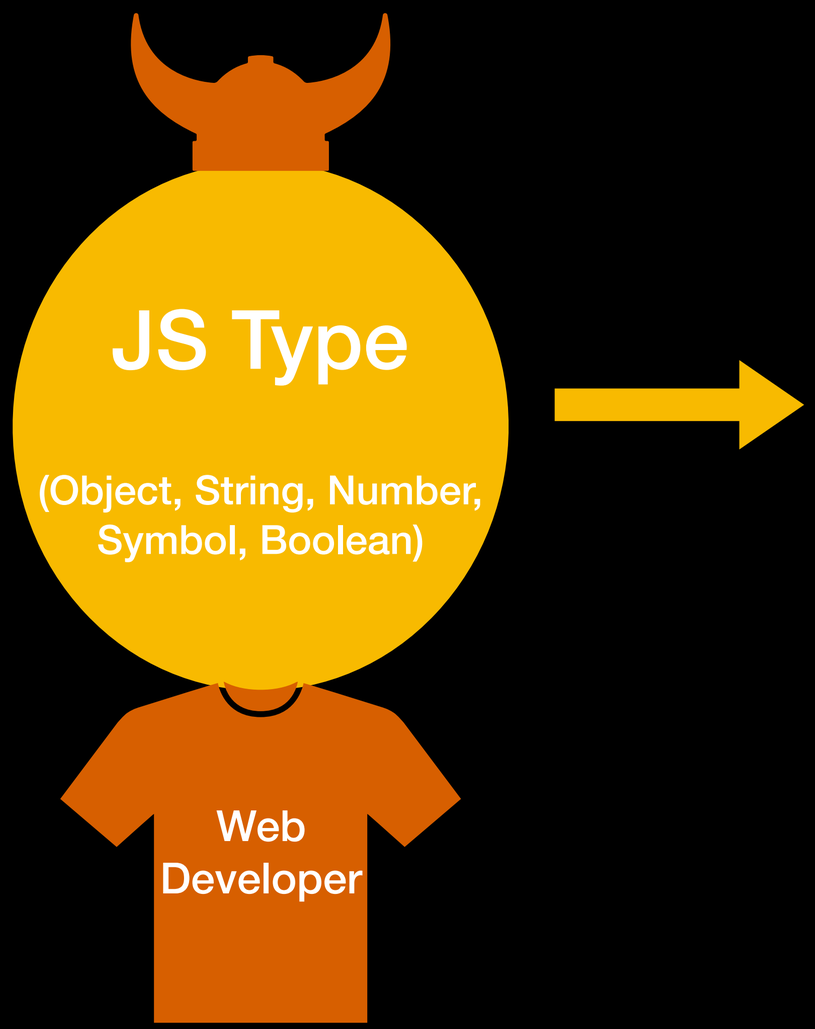
Web IDL Conversion



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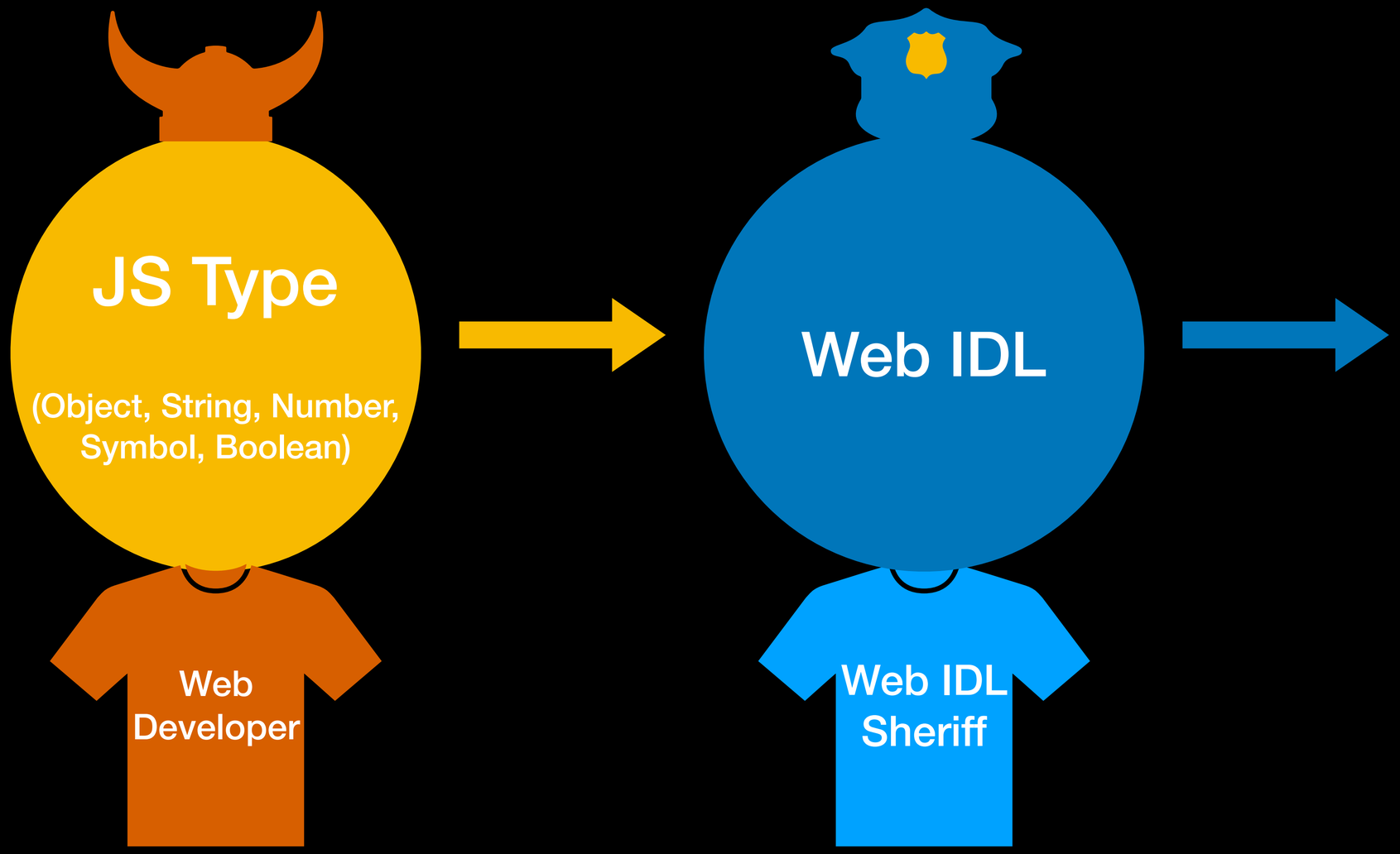


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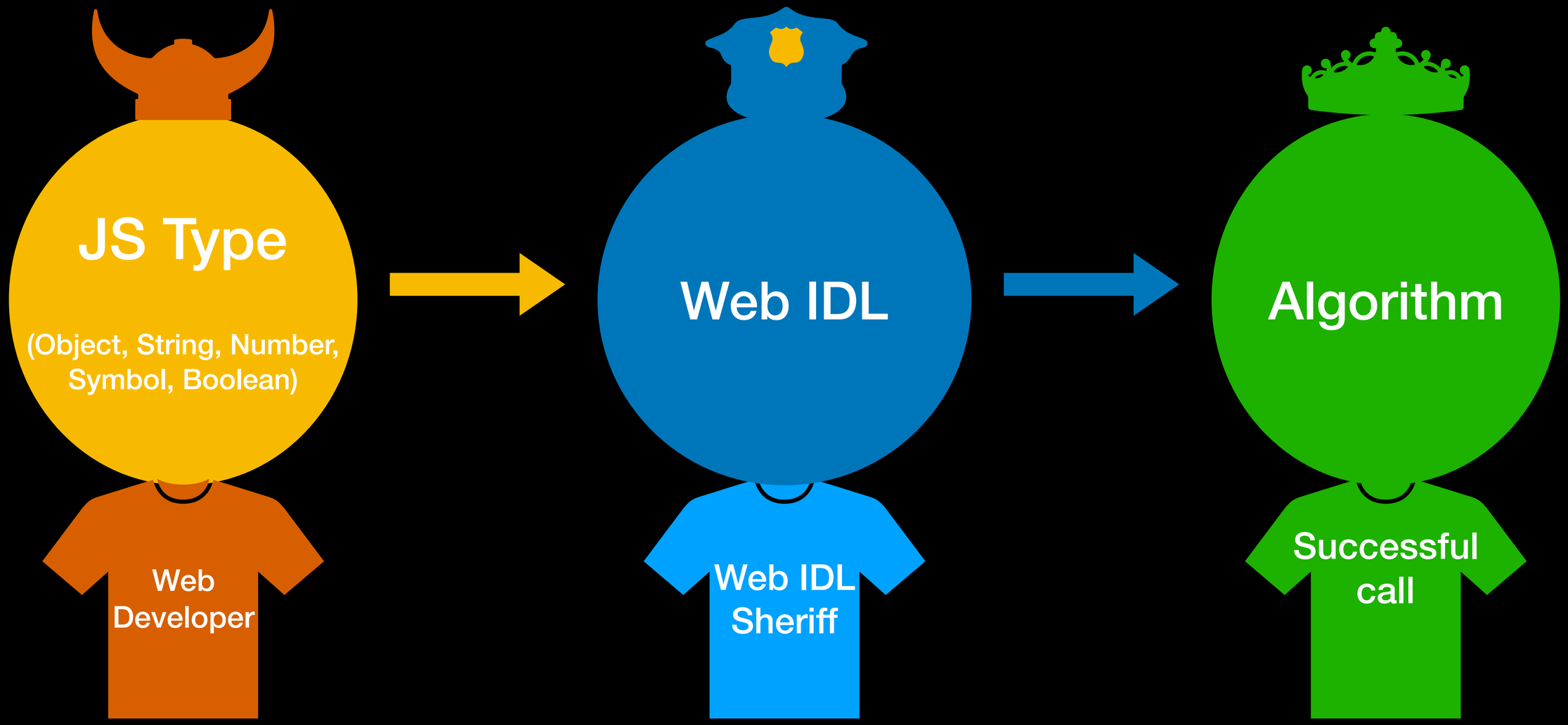
Web IDL Conversion




```
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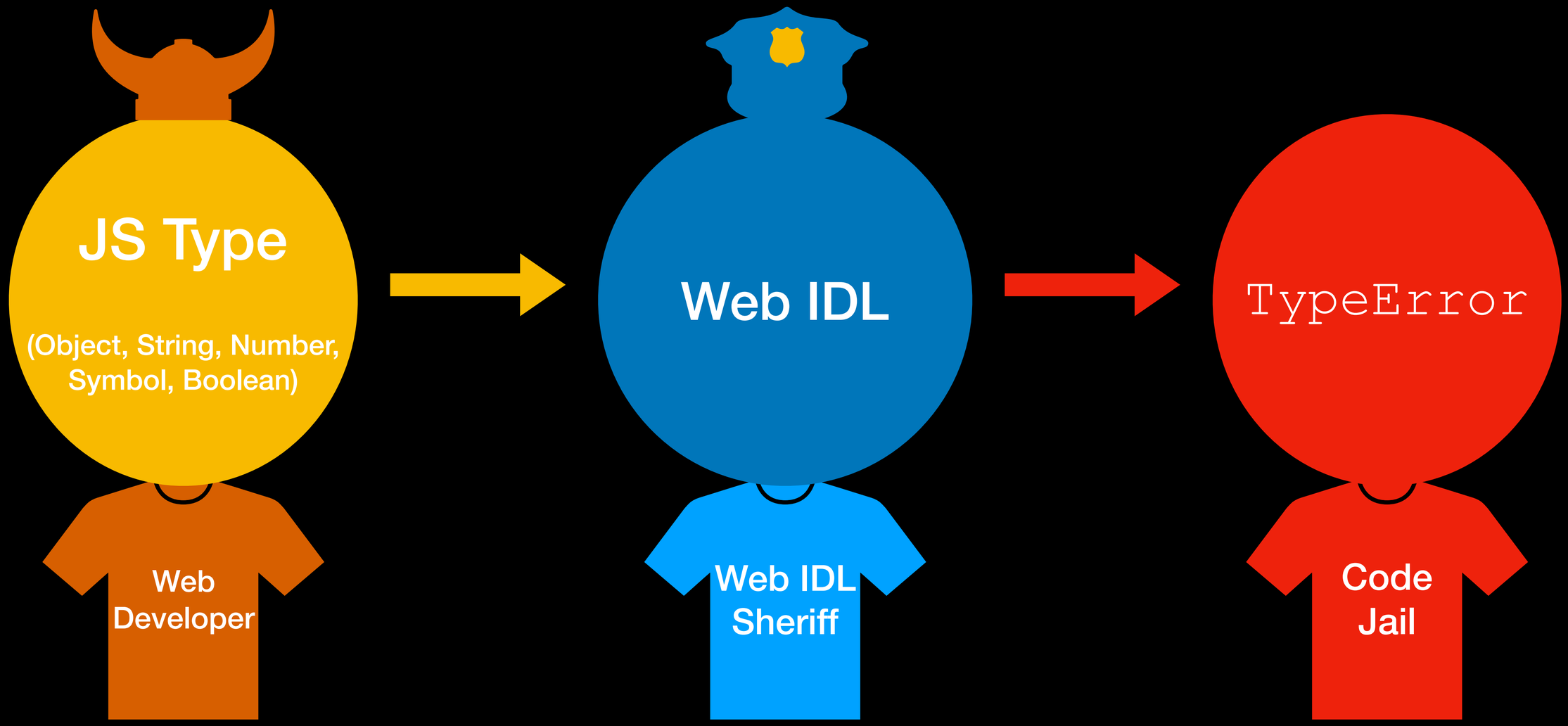
Web IDL Conversion




```
void count(optional DOMString label = "default")
```

Web IDL

§ 3.2.9. DOMString

An ECMAScript value *V* is converted to an IDL `DOMString` value by running the following algorithm:

1. If *V* is **null** and the conversion is to an IDL type associated with the [`TreatNullAs`] extended attribute, then return the `DOMString` value that represents the empty string.
2. Let *x* be ToString(*V*).
3. Return the IDL `DOMString` value that represents the same sequence of code units as the one the ECMAScript String value *x* represents.

https://heycam.github.io/webidl/#es-DOMString

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Why use Web IDL?

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- Abstraction over ECMAScript text

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Why use Web IDL?

- Abstraction over ECMAScript text
- Takes care of things for us:
  - Property init (Prototype chain, property descriptors, …)
  - Type conversion
  - Where to expose interfaces

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Why use Web IDL?

- Abstraction over ECMAScript text
- Takes care of things for us:
  - Property init (Prototype chain, property descriptors, …)
  - Type conversion
  - Where to expose interfaces
- Don’t have to use it

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How I got involved?

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Domenic Denicola

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https://domenic.me/

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Pinned repositories

whatwg/html

HTML Standard

HTML ★ 2.2k 755

whatwg/streams

Streams Standard

HTML ★ 839 94

jsdom/jsdom

A JavaScript implementation of the WHATWG DOM and HTML standards, for use with node.js

JavaScript ★ 11k 1k

jsdom/whatwg-url

An implementation of the WHATWG URL Standard in JavaScript

JavaScript ★ 124 42

tc39/proposal-async-iteration

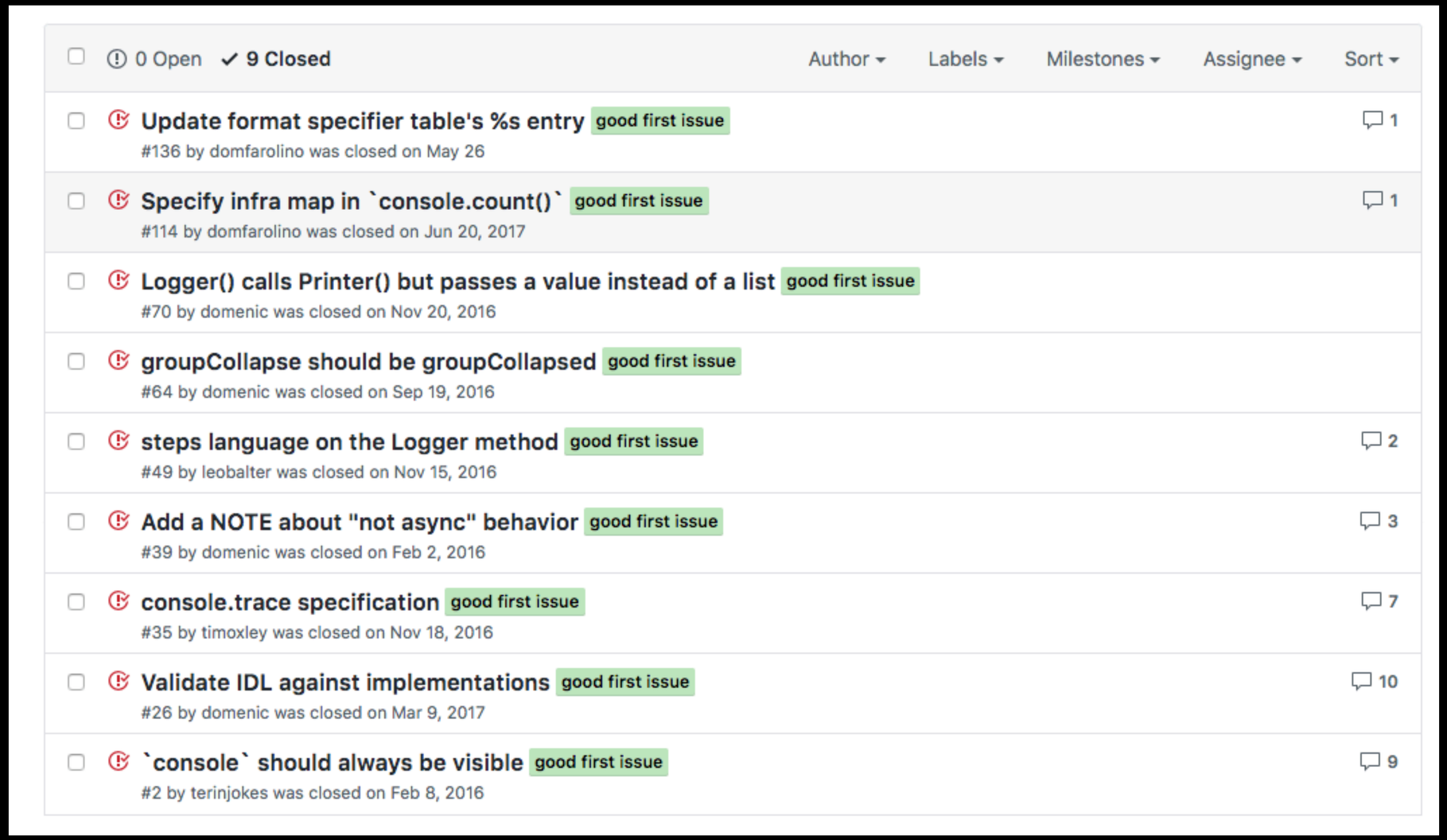
Asynchronous iteration for JavaScript

HTML ★ 672 32

worm-scraper

Scrapes the web serial Worm into an eBook format

JavaScript ★ 60 12



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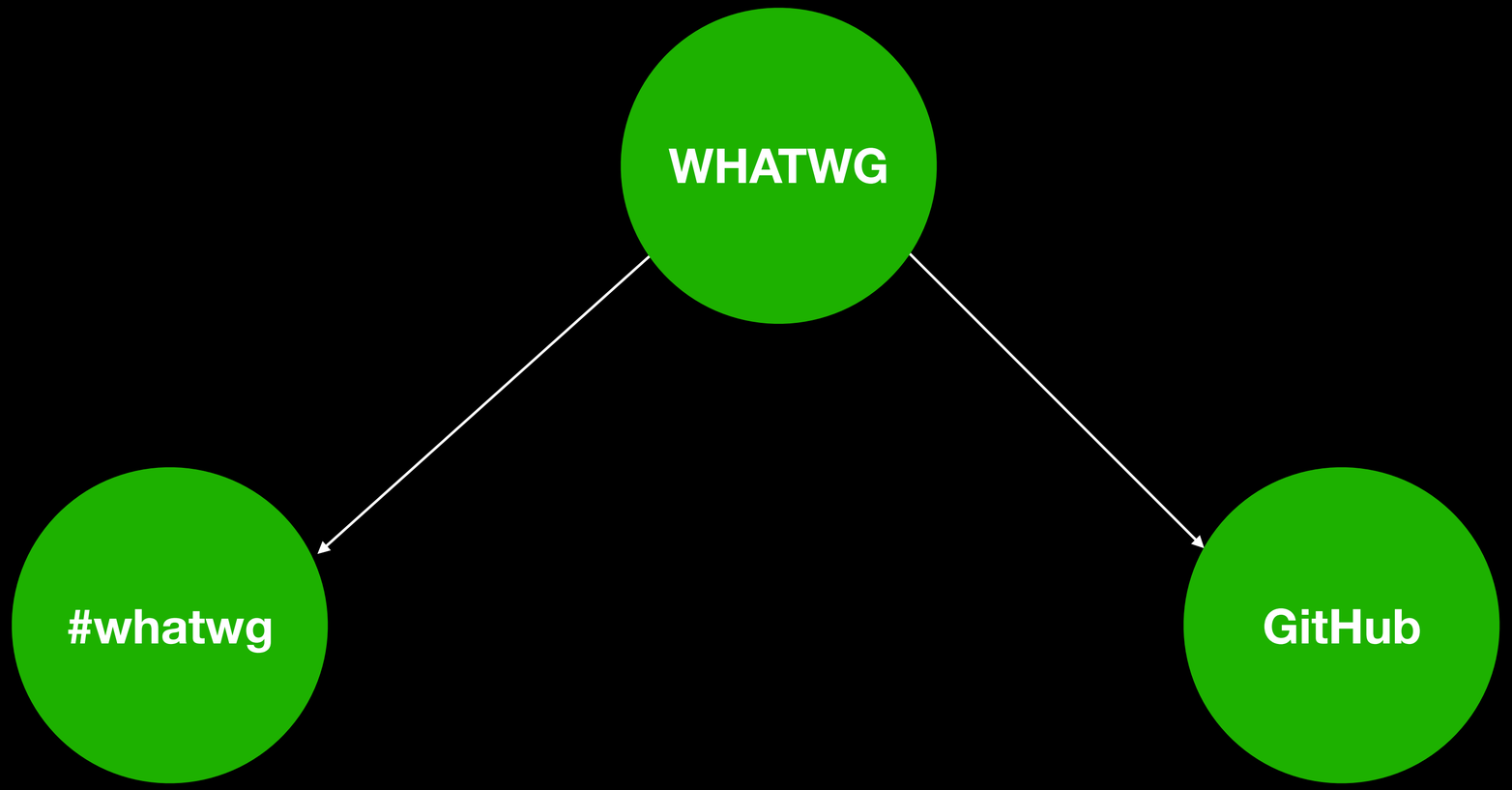
WHATWG
#whatwg
GitHub

Why?

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Things I’ve done

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- Changed how fetch() works

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- Changed how fetch() works
- Changed how module scripts are fetched

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- Priority Hints