



 **flowplayer**

# WebComponents Webinar June 29th, 2022

1. Welcome! (2mins)
2. About Flowplayer (3mins)
3. Quick introduction to WebComponents (5mins)
4. WebComponents in Flowplayer (10mins)
5. Live demo (15mins)
6. Questions (10mins)

# Welcome

Niklas Närhinen - Head of player development

Flowplayer since 2013

Web development specialist

# About Flowplayer

- Video hosting and live streaming platform and player
- The performance-first choice

## Player

- Performance
- Customisable
- Standards
- Plugin architecture

# WebComponents

- Re-usable, encapsulated custom elements
- Life-cycle handling & garbage collection

```
class MyComponent extends HTMLElement {  
  constructor() {  
    super()  
  
    this.innerHTML = "<p>My custom component</p>"  
  
    this.addEventListener("click", () => console.log("Clicked"))  
  }  
}  
  
window.customElements.define("my-component", MyComponent)
```

# WebComponents in Flowplayer

- Whole player UI consists of WebComponents
- Built-in components can be rendered through the player API:
  - `player.createComponents("flowplayer-controls")`
  - Allows for creating your own UI inside your player container or outside of it
- Custom component registry (`flowplayer.customElements`)
  - Replace any single component in the UI tree with your own
  - `flowplayer.customElements.set("flowplayer-controls", "my-custom-controls")`

# Difference between WebComponents and Plugins

You can achieve the same things with both a custom plugin and a custom component.

Main difference semantical:

- Components should be mainly used for UI logic
- Plugins should be used when you need custom application logic
  - Can/should be combined with custom components if UI modifications needed

Live demo



Questions?

Thank you!