

WebAssembly Course Resources

Course Guide + Code

For more courses, resources and workshop, visit <https://zerotomastery.io>



What is WebAssembly

- Figma and WebAssembly - <https://www.figma.com/blog/webassembly-cut-figmas-load-time-by-3x/>
- WebAssembly Languages - <https://github.com/appcypher/awesome-wasm-langs>

Getting Started with Rust

- Rust Installation Page- <https://www.rust-lang.org/tools/install>
- Rustup Book - <https://rust-lang.github.io/rustup/>
- Crates - <https://crates.io/>

Exploring the Starter Project

- Cargo Manifest File - <https://doc.rust-lang.org/cargo/reference/manifest.html>

Data Types

- Rust Data Types - <https://www.codingame.com/playgrounds/365/getting-started-with-rust/primitive-data-types>

Control Flow

- Operators and Symbols - <https://doc.rust-lang.org/book/appendix-02-operators.html>

Vectors

- section-14-10-COMPLETE.zip

Results

- Error Handling - <https://doc.rust-lang.org/book/ch09-00-error-handling.html>
- section-14-13-COMPLETE.zip

Installing Webpack

- Webpack - <https://webpack.js.org/>

Configuring Webpack

- rust-image-starter.zip

Reading Files

- File Reader Methods - <https://developer.mozilla.org/en-US/docs/Web/API/FileReader#methods>

Compiling Rust with Webpack

- WASM Pack - <https://rustwasm.github.io/wasm-pack/>

Importing WebAssembly

- wasm-bindgen Crate - <https://crates.io/crates/wasm-bindgen>

Logging Files

- web-sys Crate - <https://crates.io/crates/web-sys>

Base64 Decoding

- Base64 Crate - <https://crates.io/crates/base64>

Loading an Image from Memory

- Image Crate - <https://crates.io/crates/image>

Grayscale an Image

- load_from_memory() Function - https://docs.rs/image/0.19.0/image/fn.load_from_memory.html

App Deployment

- Vercel - <https://vercel.com/>