

# Web Apps (My Experience of Them)

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# Lecture Overview

- Some web apps I've built
- The technology underlying those apps
- Q & A

# Goals

At the end of this lecture, I hope you'll have a better understanding of Web Applications.

Maybe I can even persuade you to consider a career in Web Development!

# Web Development

Web Development is the best job in the world:

1. Your platform of choice has nearly 5 billion daily active users
2. It's at the forefront of the information age
3. It's a platform that behaves like a super-intelligent brain:
  1. *It can cure diseases*
  2. *Eliminate poverty*
  3. *Advance science*

## Web Development (cont'd)

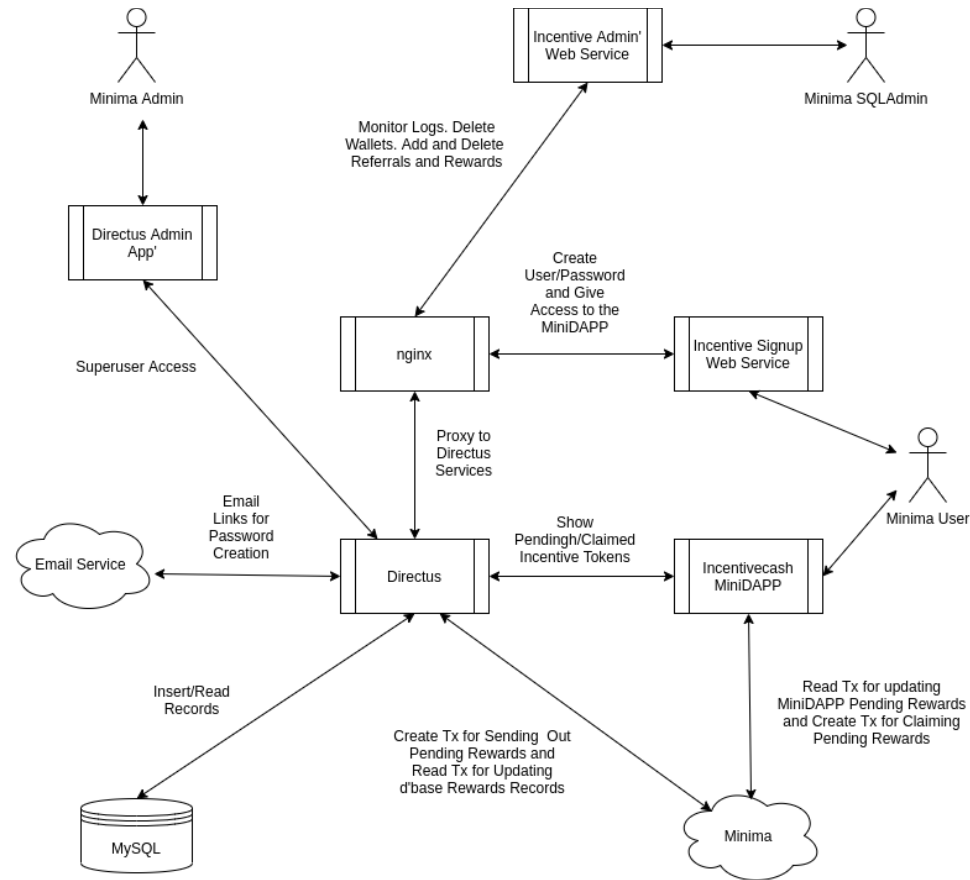
“When you realize you’re wrong in the middle of an argument”



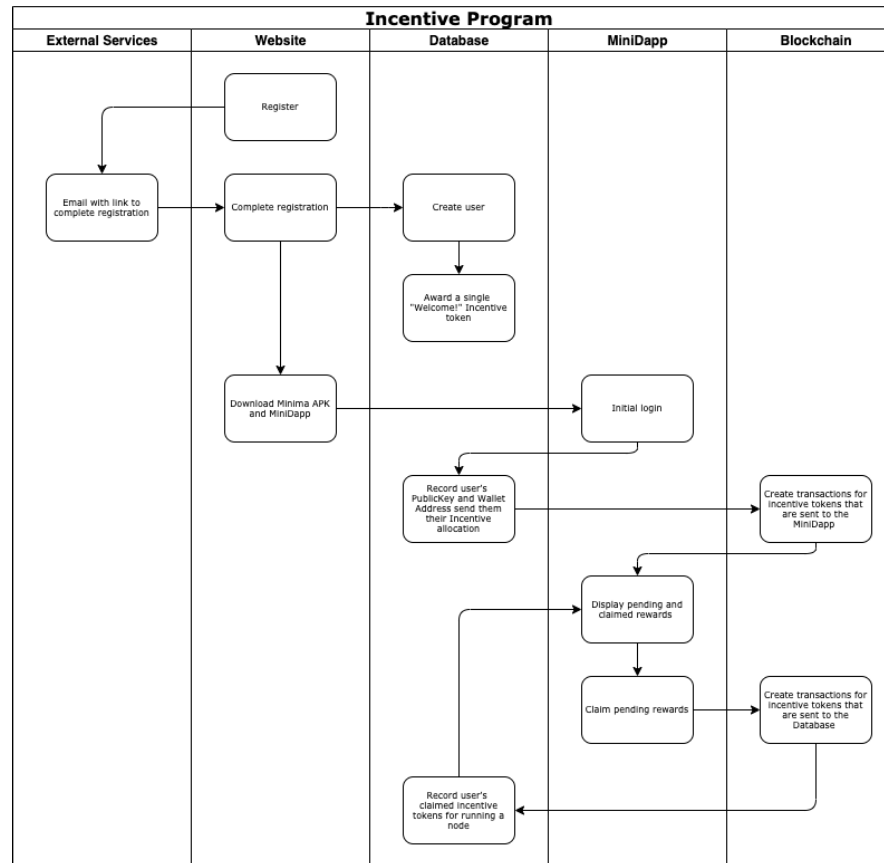
# Minima

<https://www.minima.global/>

# Incentivecash System



# Incentivecash System (cont'd)





# My Site

<https://glowkeeper.github.io/>

# Rectangles

<https://glowkeeper.github.io/rectangle-react/>

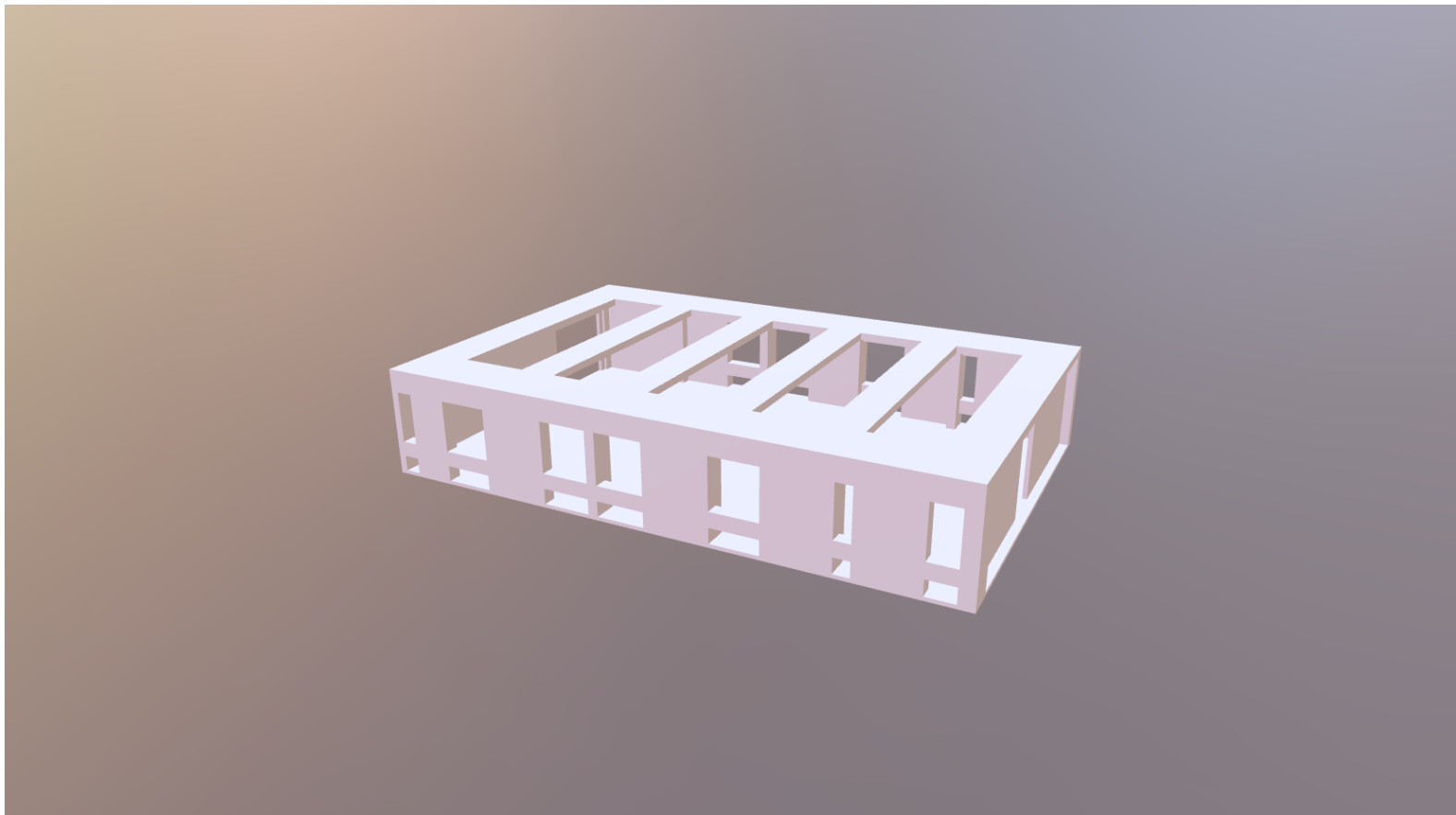
<https://github.com/glowkeeper/rectangle-react>

# Storymaker

<https://glowkeeper.github.io/storymaker/>

<https://github.com/glowkeeper/storymaker>

# Web XR



# Story Builders

<http://www.story-builders.co.uk/>

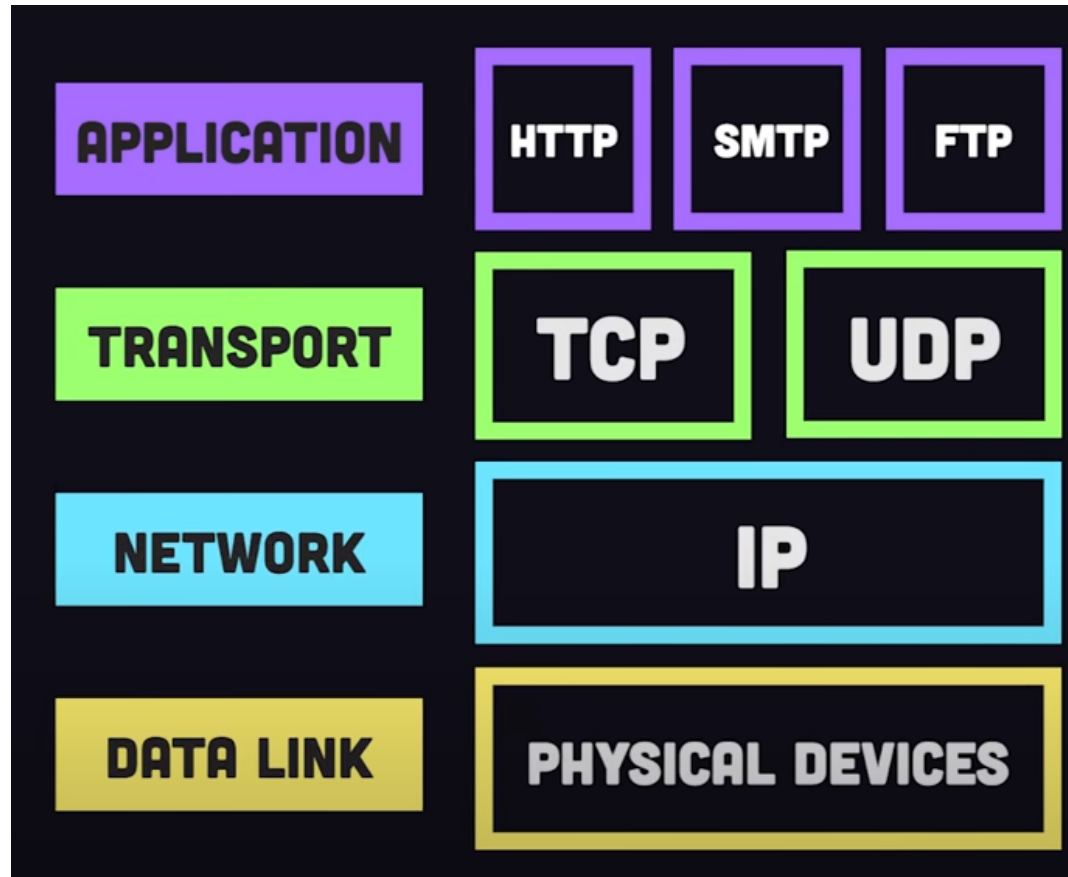
# Web Development

To take advantage of that super-intelligent brain, you're going to want to know about the tech' that constitutes that brain

# Internet

The Internet is a network of billions (trillions?) of connected machines, first established in the early 1980s. You can think of it as the hardware underlying all the software built on top of it

# Protocol Suite



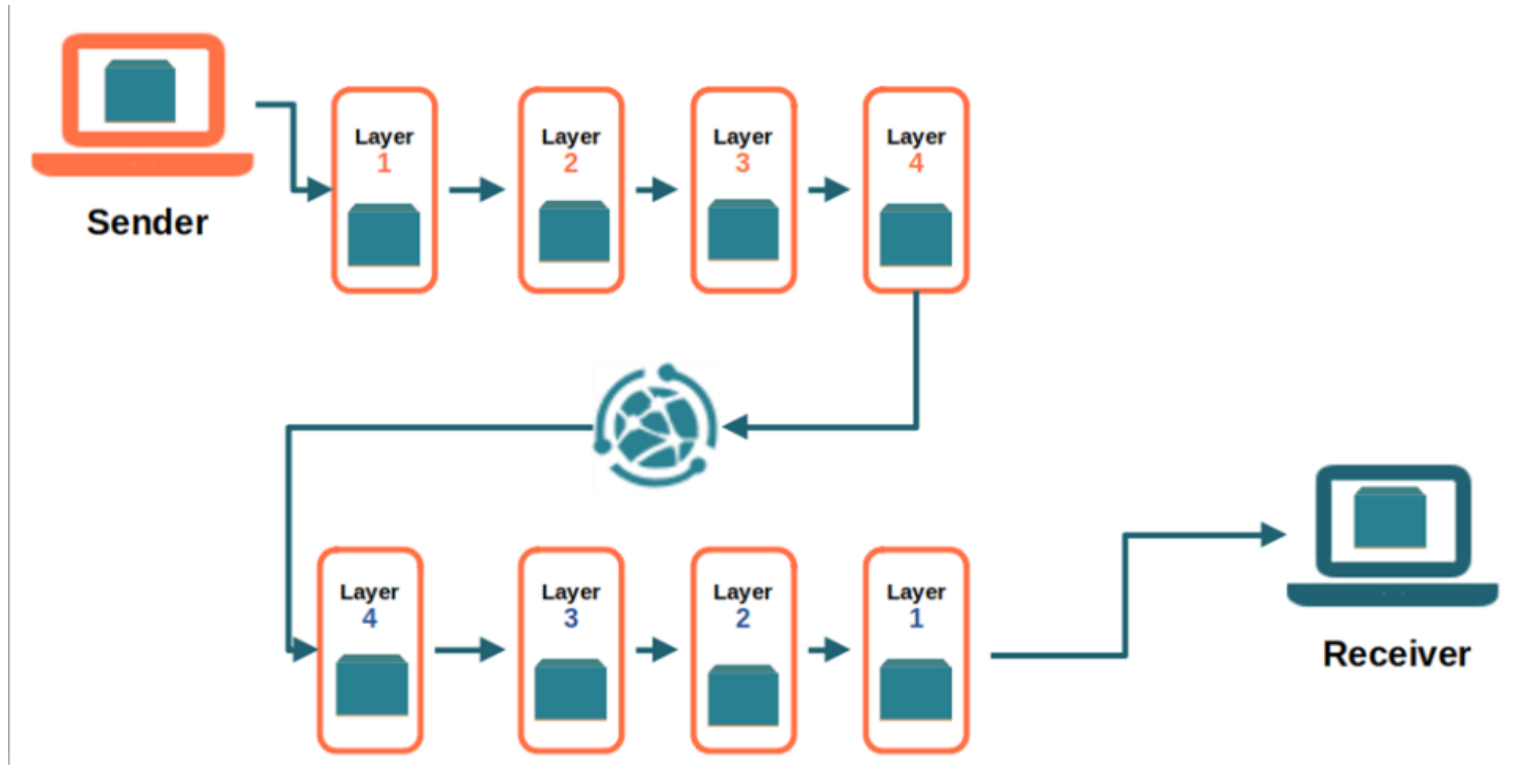


# Internet Protocol

Network IP is used to identify machines on the Internet by assigning them a unique IP address, e.g.

168.172.25.1

# TCP



# Packets

Data is sent as a collection of small packets across the data link, and resequenced by the receiving device

# World Wide Web

It's like some software that sits on top of the hardware (the Internet)

# Http

The Hypertext Transfer Protocol (Http) allows people to access web applications

# Http Methods

- GET
- POST
- PUT
- PATCH
- DELETE

# DNS

Every website has a unique domain name that maps to a specific IP Address via DNS:

Name: `www.google.com`

Address: `142.250.178.4`

# Registrar



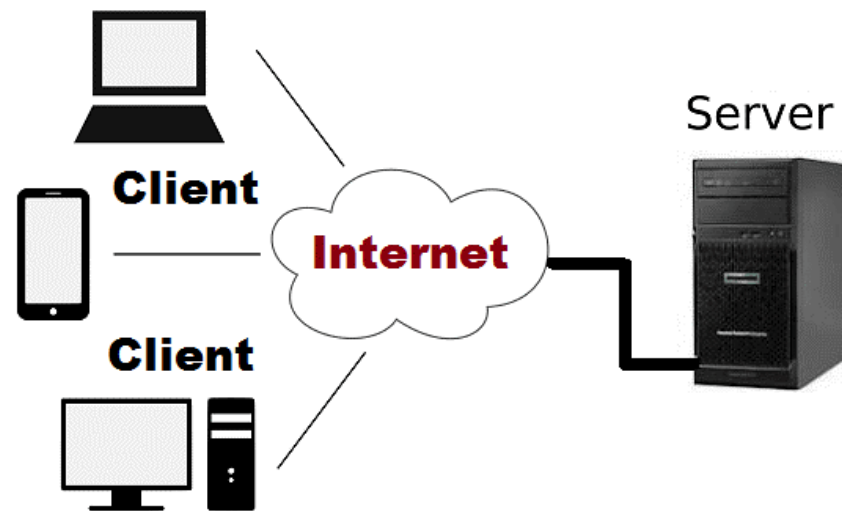


# URL

Http gives resources on the web a uniform resource locator (URL) - some unique address under each domain:

`http://www.google.com/gmail`

# Client Server



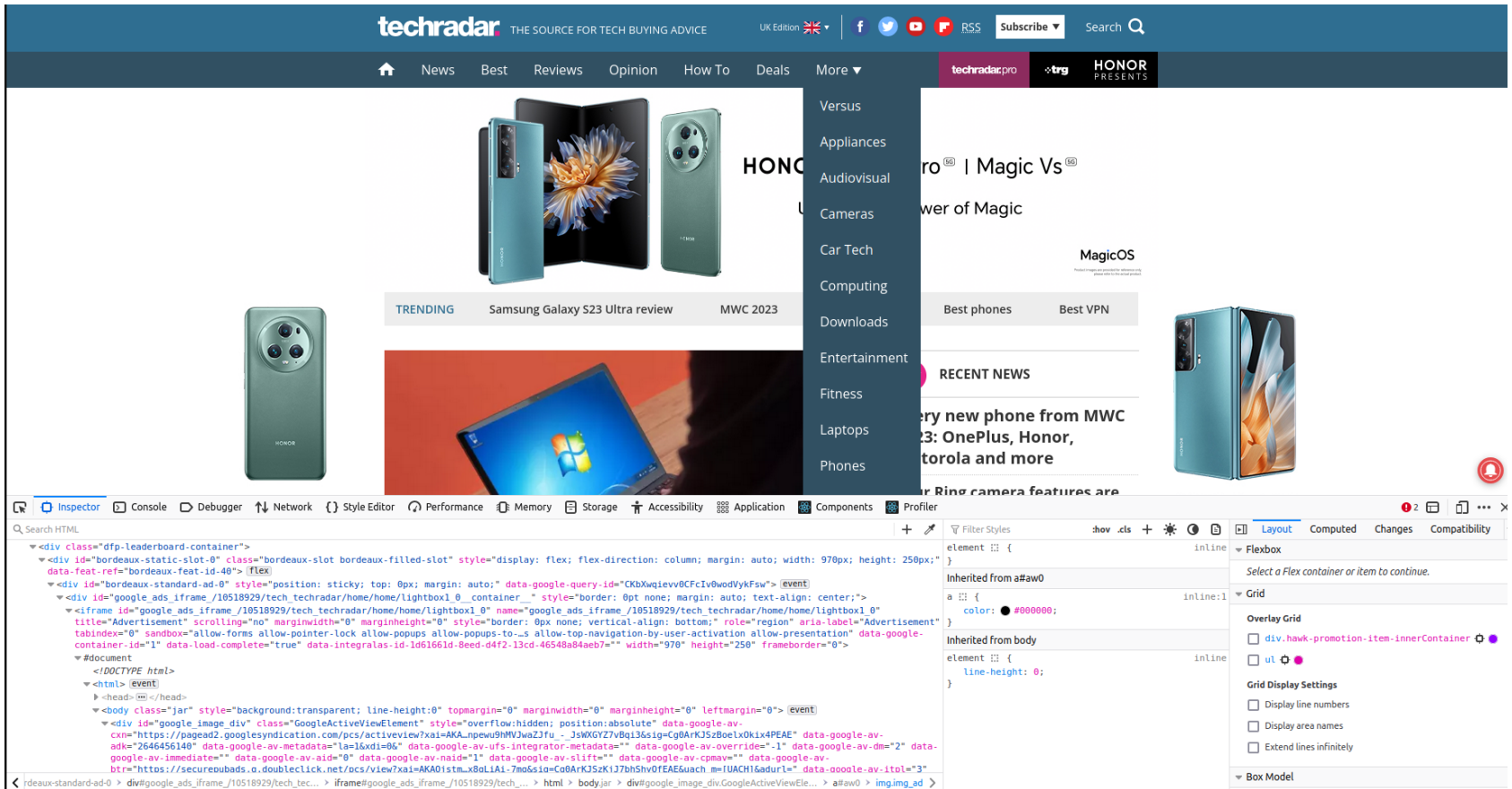
# Browser

Browsers allow us to access the web by rendering content from URLs served by those servers

# HTML

The content rendered by a browser is represented by Hypertext Markup Language (HTML)

# Developer Tools



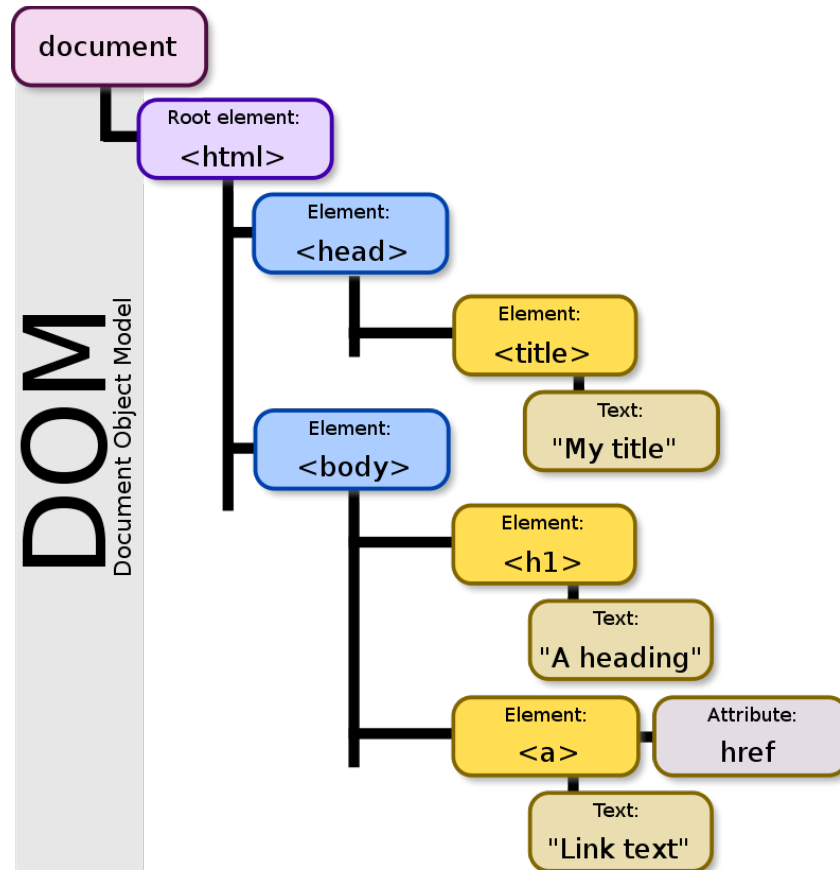
# Semantic HTML Elements

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <link rel="stylesheet" href="style.css">
    <script defer src="index.js"></script>
    <title>Web Development</title>
  </head>
  <body>
    <main>
      <article>
        <h1>Web Development ROX</h1>
        <p>...you can reach 5 billion people - huzzah!</p>
      </article>
    </main>
  </body>
</html>
```

# Anchors

```
<a href="http://example.com">example.com</a>
```

# DOM



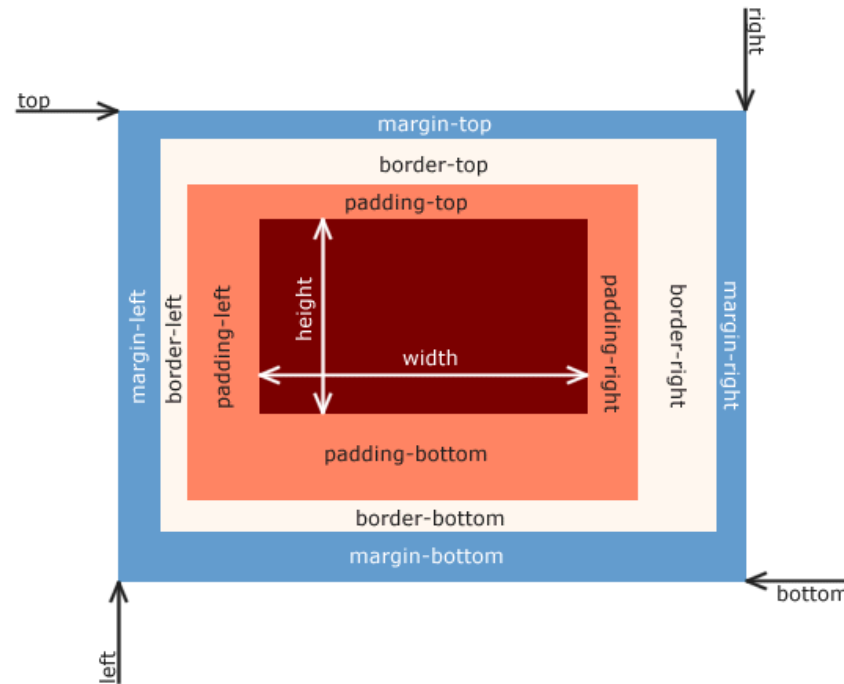


# CSS

```
p {  
  margin-bottom: 1rem;  
  line-height: 1.3rem;  
  color: #0000cc;  
}
```

# Layout and Positioning

(CSS is tricky - it takes time, practice and patience)



# Responsive Layouts

CSS provides tools for making your web apps look good across the range of devices upon which they might be viewed

```
@media only screen and (max-width: 600px) {  
  
  p {  
    margin-bottom: 0.5rem;  
    line-height: 1rem;  
    color: #00cccc;  
  }  
  
}
```

# Responsive Layouts (cont'd)

## Grids and flexboxes

```
.grid-container {  
  max-width: 600px;  
  padding: 8px;  
  
  display: grid;  
  grid-template-columns: repeat(auto-fit, minmax(150px, 1fr));  
  grid-auto-rows: minmax(200px, auto);  
  gap: 8px;  
  
  border: 2px dotted lightcoral;  
}
```

# Javascript

Adds programmability and user interaction to the content

```
<script>  
  const hello = "Hello World!";  
  alert(hello);  
</script>
```

# Events



# Events Listeners

```
const button = document.querySelector('#submitButton')
button.onClick = () => {
  alert('submitted')
}
```

# ECMAScript

Javascript is standardised across all major browsers

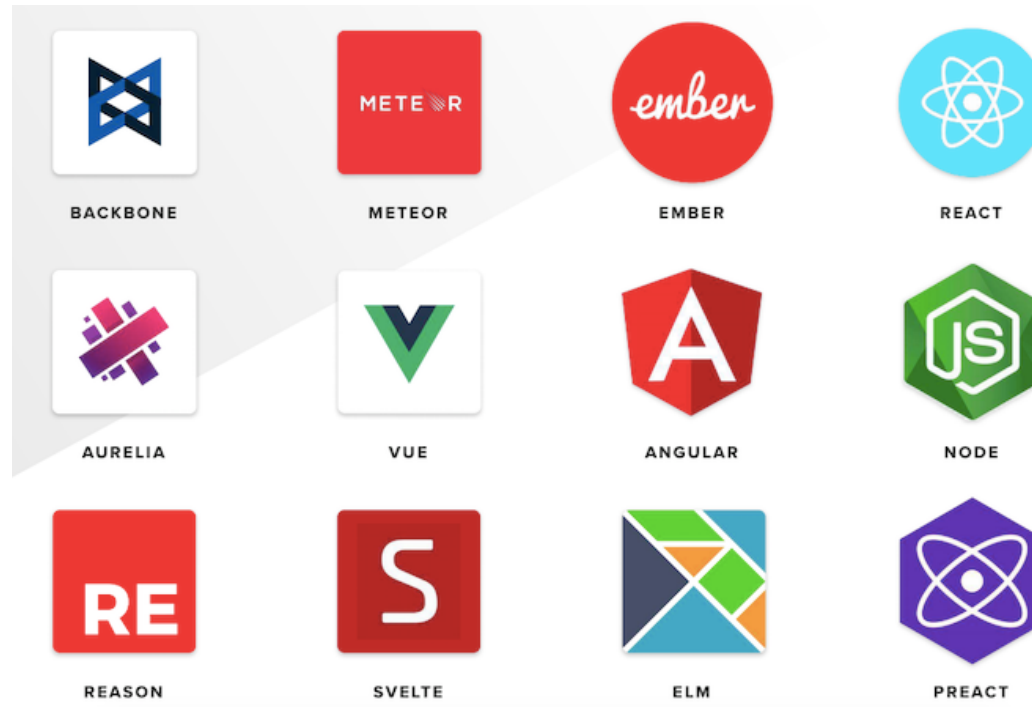


# Typescript

Javascript is dynamically typed. Typescript is a language that is a superset of Javascript that adds syntax for types

```
let hello: string = `hello ${name}`;
```

# Frontend Frameworks



# Component-based

<About />

# Node Package Manager



# Export

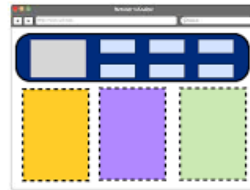
```
export const fetchData = async (props) => {  
  const { url, options, cb } = props  
  
  try {  
  
    const response = options ? await fetch(url, options) : await fetch(url)  
    const data = await response.json()  
    if (cb) cb(data)  
  
  } catch (error) {  
    console.error('fetchData', error)  
  }  
}
```

# Import

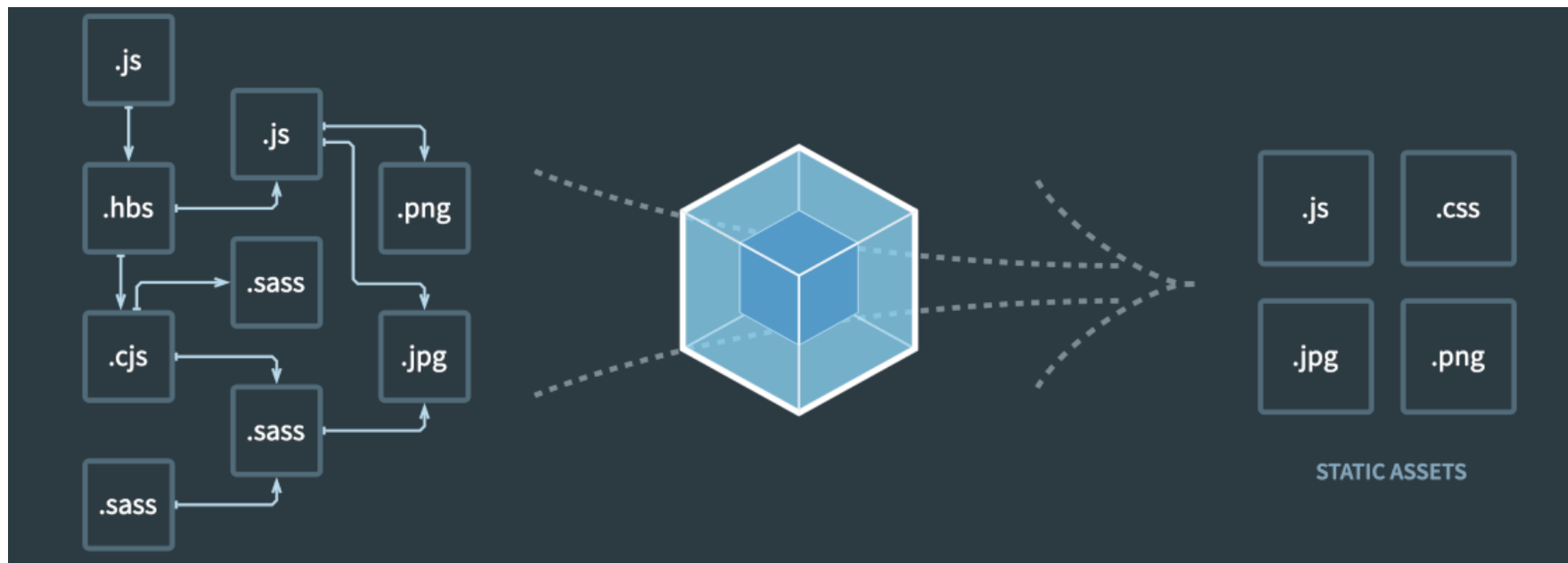
```
import { fetchData } from "./utils";  
...  
const fetchParams = {  
  url: process.env.REACT_APP_DBASE + ":" + process.env.REACT_APP_DBASE_PORT + Remote.website,  
  cb: fetchCallback  
}  
fetchData(fetchParams)
```

# Single-page Applications (SPA)

Single Page App



# Bundlers





# Frontend Tooling



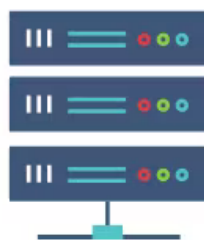
# Static-site Generation

The logo for Next.js, featuring the word "NEXT" in a large, thin, black sans-serif font, followed by ".JS" in a smaller, black sans-serif font.

# Server-side Rendering



**User requests  
a website**



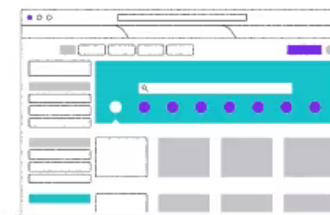
**Server sends  
HTML file with  
resources**



**Browser  
downloads  
HTML**



**Browser  
downloads JS  
and CSS**

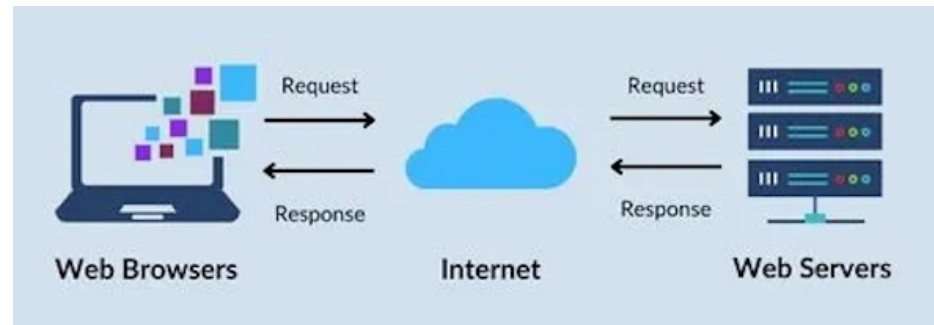


**Browser renders  
the website**

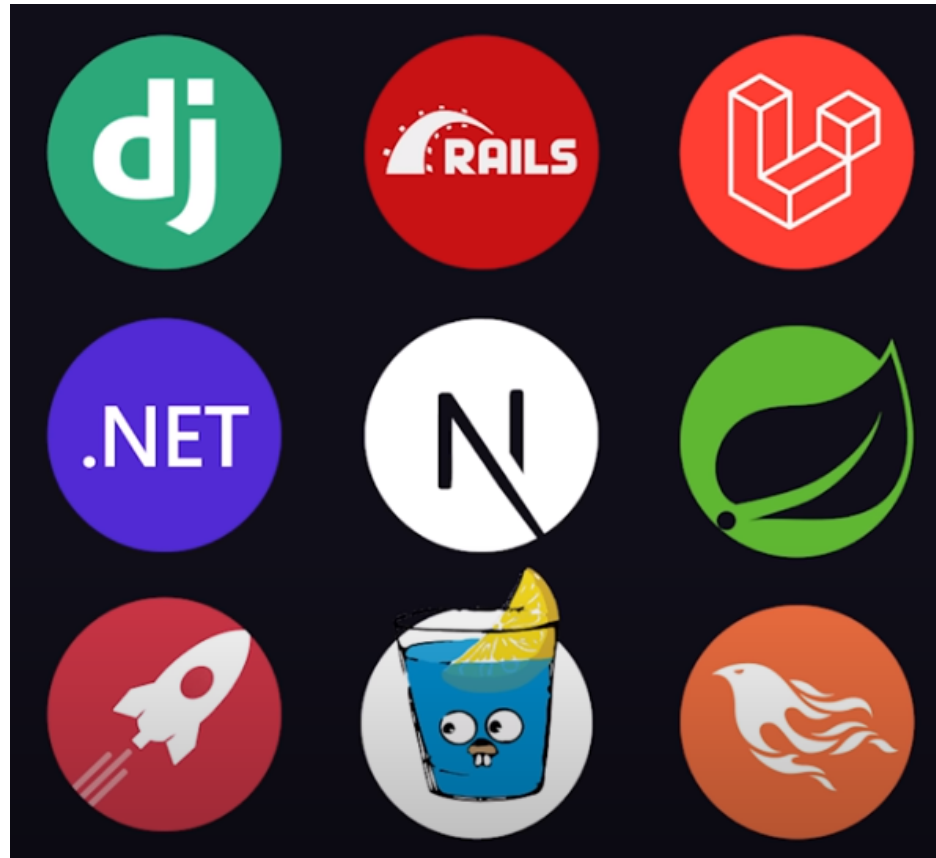
# Servers



# Web Servers



# Backend (Server) Systems



# Node.js



# Express

Express 4.18.1

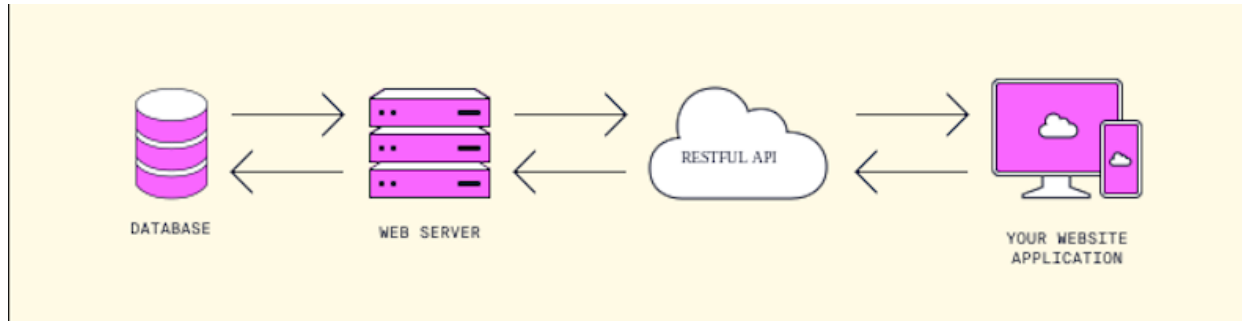
Fast, unopinionated,  
minimalist web framework for  
Node.js



# Content Management Systems



# REST API



# Databases



# Object Resource Managers

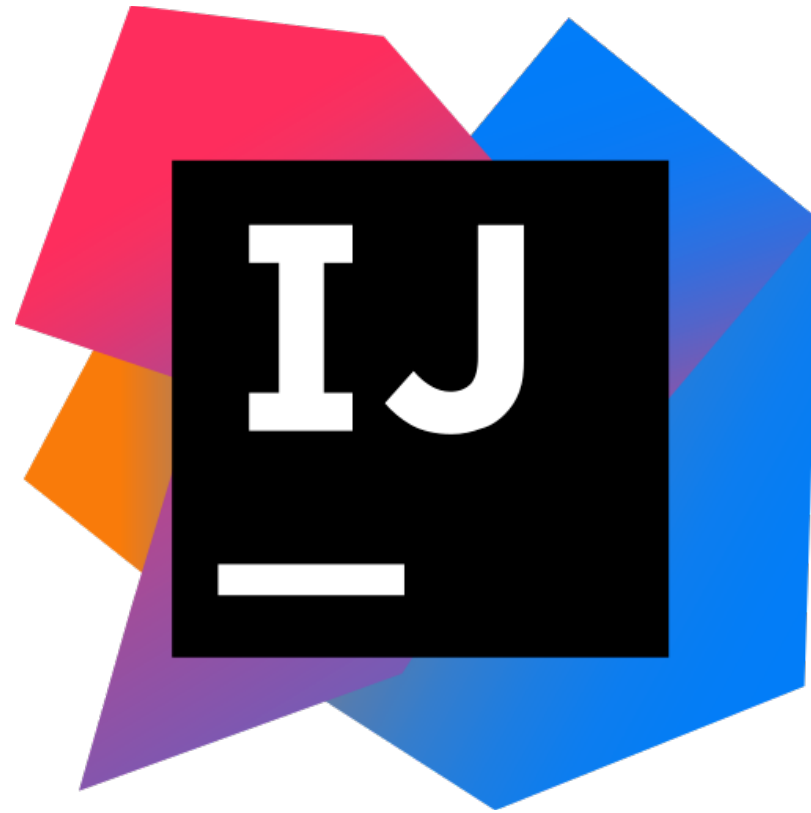


# Data Exchange (JSON)

```
{
  "squadName": "Super hero squad",
  "homeTown": "Metro City",
  "formed": 2016,
  "secretBase": "Super tower",
  "active": true,
  "members": [
    {
      "name": "Molecule Man",
      "age": 29,
      "secretIdentity": "Dan Jukes",
      "powers": ["Radiation resistance", "Turning tiny", "Radiation blast"]
    },
    {
      "name": "Madame Uppercut",
      "age": 39,
      "secretIdentity": "Jane Wilson",
      "powers": [
        "Million tonne punch",
        "Damage resistance",
        "Superhuman reflexes"
      ]
    },
    {
      "name": "Eternal Flame",
      "age": 1000000,
      "secretIdentity": "Unknown",
      "powers": [
        "Immortality",
        "Heat Immunity",
        "Inferno",
        "Teleportation",
        "Interdimensional travel"
      ]
    }
  ]
}
```

```
}
```

# IDE





# Linters





# Slides

<https://github.com/glowkeeper/wepp-apps-presentation/blob/main/presentation/webapps.md>

# Don't Panic!

...there's always [stackoverflow](#)

# Thank-you

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