# WebAssembly - II

Prerequisites / How to use it

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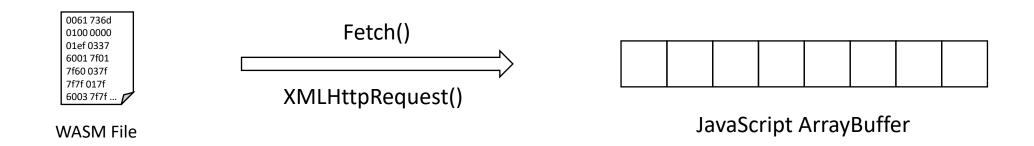
How to load / compile / instantiate / run WASM code?

Promise object

Synchronous / Asynchronous?

Future Works

### How to load WASM code?



#### How to load WASM code?

The ArrayBuffer object is used to represent a generic, fixed-length raw binary data buffer. You cannot directly manipulate the contents of an ArrayBuffer; instead, you create one of the typed array objects or a DataView object which represents the buffer in a specific format, and use that to read and write the contents of the buffer.

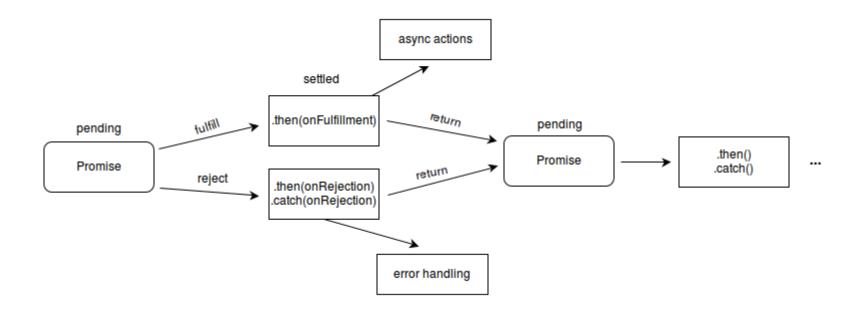
#### How to load WASM code?

```
function FetchCode(url)
{
    return fetch(url).then(response => response.arrayBuffer());
}

function XMLHttpRequestCode(url)
{
    request = new XMLHttpRequest();
    request.open("GET", url);
    request.responseType = "arraybuffer";
    request.send();

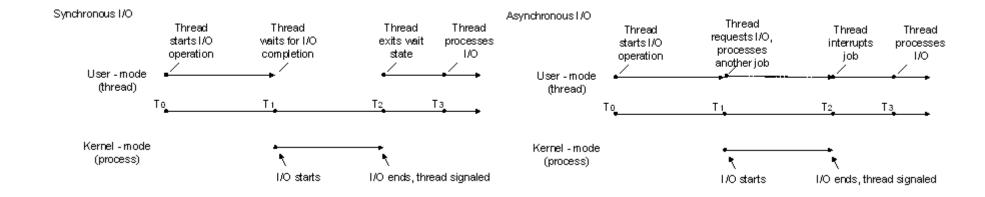
    request.onload = () => request.response;
}
```

## Promise object



Essentially, a promise is a returned object to which you attach callbacks, instead of passing callbacks into a function.

## Synchronous / Asynchronous



### How to compile WASM code?

WebAssembly.compile()

Syntax

Promise<WebAssembly.Module> WebAssembly.compile(bufferSource);

#### How to instantiate WASM code?

### WebAssembly.instantiate()

#### Syntax

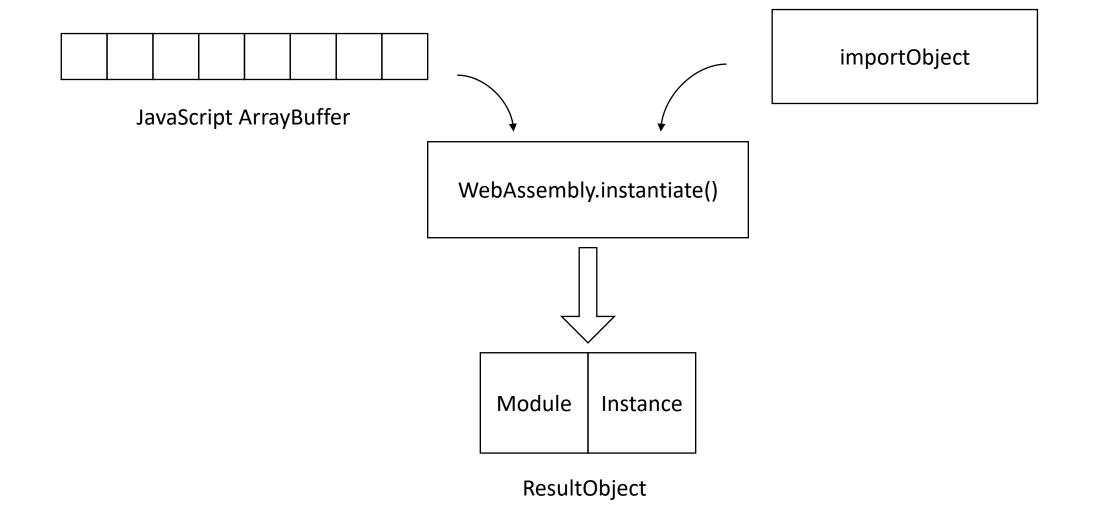
#### Primary overload — taking wasm binary code

Promise<ResultObject> WebAssembly.instantiate(bufferSource, importObject);

#### Secondary overload — taking a module object instance

Promise<WebAssembly.Instance> WebAssembly.instantiate(module, importObject);

### How to instantiate WASM code?



#### How to run WASM code?

```
var importObject = {
    imports: {
        imported_func: arg => console.log(arg)
    }
};

FetchCode("simple.wasm").then(
    bytes => Instantiate(bytes, importObject)).then(
    results => results.instance).then(
    instance => instance.exports.exported_func());
</script>
```

#### Future Work

• Import / Export

Import Object

• S-expression