



MARSJUG

# ANDY DAMEVIN @IA3ANDY

- Red Hatter for 6 years
- Quarkus Team for 4 years
- Lead of the Quarkus Web/Fullstack story
- Hobbies: Surf, Wing Foil, Foot, Trail, Spearfishing

# WHAT'S QUARKUS

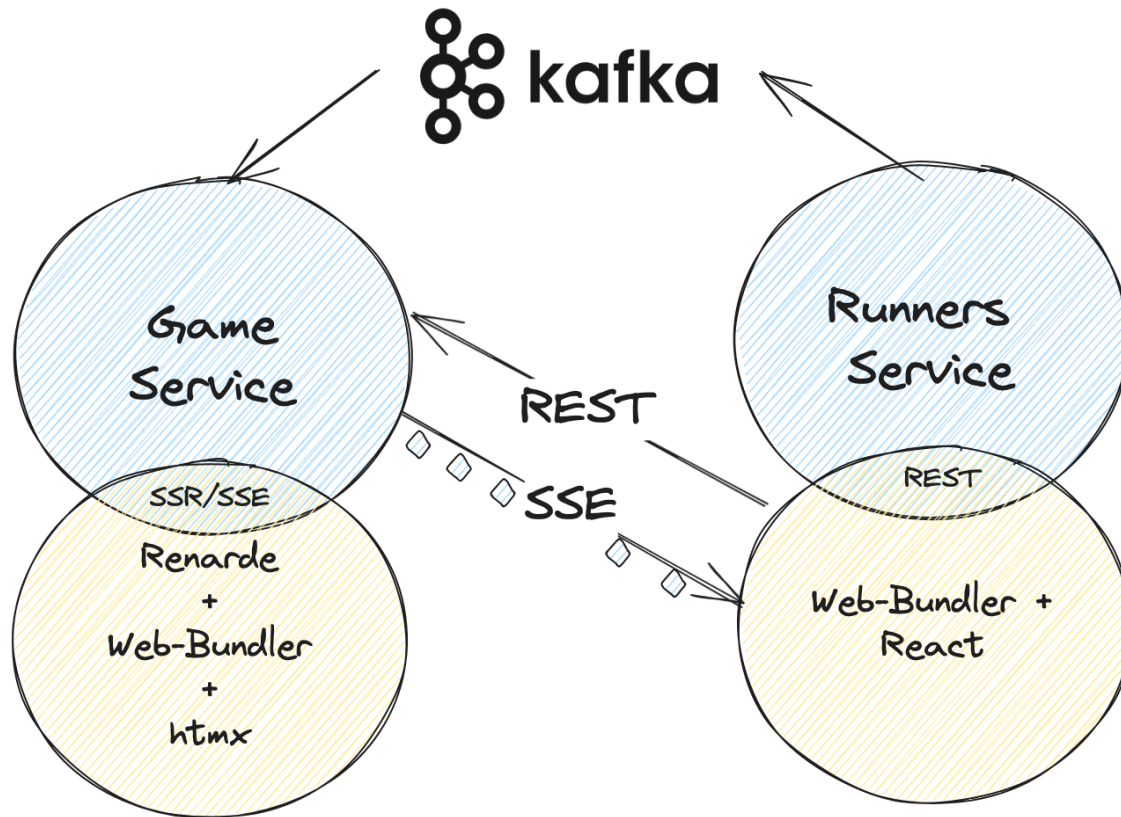
- Everything you already know (OpenSource, Smart Build, Light, Fast, massive extension ecosystem)
- The most advanced solution for Web/Fullstack development in the cloud

# ONE TWO THREE QUARKUS



[red.ht/one-two-three-quarkus](https://red.ht/one-two-three-quarkus)

# WHAT IS IT MADE OF?



SSE = Server Sent Event

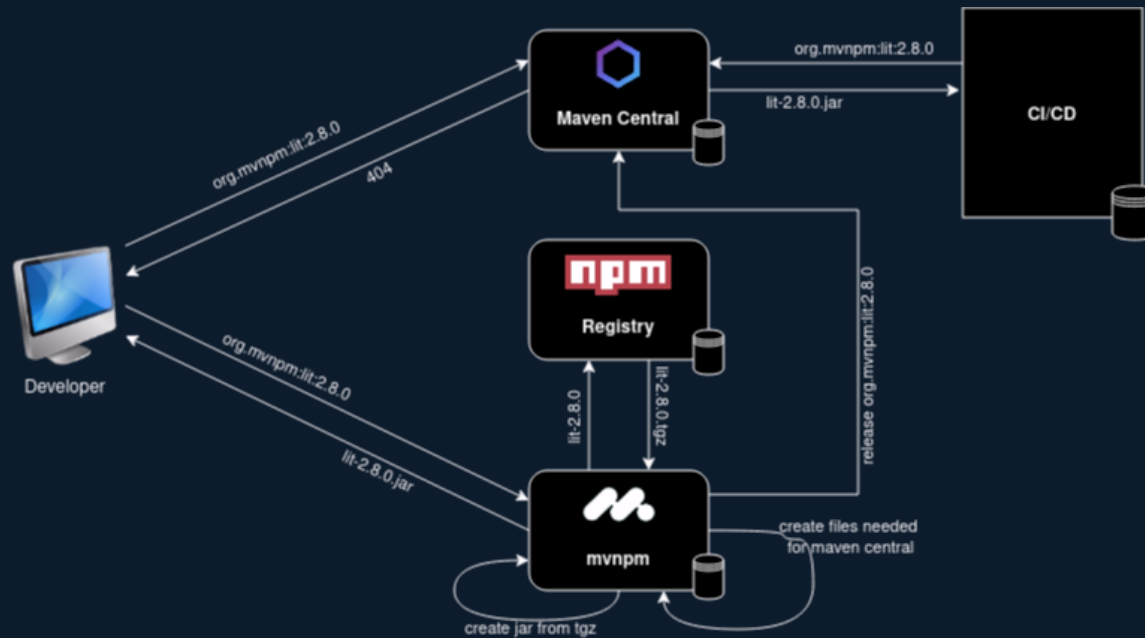
SSR = Server Side Rendering



# WEB BUNDLER EXTENSION

- Zero-configuration bundling and minification of web app scripts, dependencies and styles.
- No need to install NodeJs (esbuild-java).
- All the NPM catalog is accessible through Maven or Gradle dependencies (mvn/npm or WebJars).

# MVNPM.ORG





# QUTE EXTENSION

TypeSafe templating engine with an awesome developer experience (Quarkus Tools Plugin).

```
<html>  
  <p>Hello {name}!  
</html>
```

# RENARDE EXTENSION



Quarkus server-side Web Framework:

- MVC / Play like
- Based on Qute, Hibernate and RESTEasy Reactive
- Enhanced for htmx

# PLAYWRIGHT EXTENSION

Easily create effective cross-browsers e2e tests for your Quarkus web-app using Playwright.

```
System.out.println("Let's code!");
```

- Quick tour of the code
- Have a look at the Playwright test
- Feat: Allow to Reset the Game
- Feat: Runners get the Rank on their phone



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# THE END

Questions?

