

// @jamescardona11

flutter -  
chrome extension



# content

- 01 intro
- 02 basic setup
- 03 how to communicate?
- 04 demo #1
- 05 what is dart interop?
- 06 demo #2
- 07 questions?

# intro

why? when?

goal?

limitations? :/

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# goal



## basic setup

- `manifest.json`
- `index.html`
- run a chrome extension

## communication

- `background.js`
- `contentScript.js`
- `popup.html`
- events
- `chrome-api` (dart)

## dart-interop

- what is it?
- how to use?
- communication

# basic setup

```
{
  "name": "flutter_chrome_extension_demo",
  "short_name": "flutter_chrome_extension_demo",
  "start_url": ".",
  "display": "standalone",
  "background_color": "#0175C2",
  "theme_color": "#0175C2",
  "description": "A new Flutter project.",
  "orientation": "portrait-primary",
  "prefer_related_applications": false,
  "content_security_policy": {
    "extension_pages": "script-src 'self' ; object-src 'self'"
  },
  "action": {
    "default_popup": "index.html",
    "default_icon": "/icons/Icon-192.png"
  },
  "manifest_version": 3
}
```

## manifest.json

the blueprint of your extension

## index.html

the launcher

## run

```
flutter build web --web-renderer html --csp
```

# basic setup

```
<!DOCTYPE html>
<html style="height: 650px; width: 350px;">

<head>
  <base href="$FLUTTER_BASE_HREF">
  <meta charset="UTF-8">
  <title>flutter_chrome_extension_demo</title>
  <link rel="manifest" href="manifest.json">
  <!-- This script adds the flutter initialization JS code -->
  <script src="flutter.js" defer></script>
</head>
<body>
  <script src="main.dart.js" type="application/javascript"></script>
</body>
</html>
```

## manifest.json

the blueprint of your extension

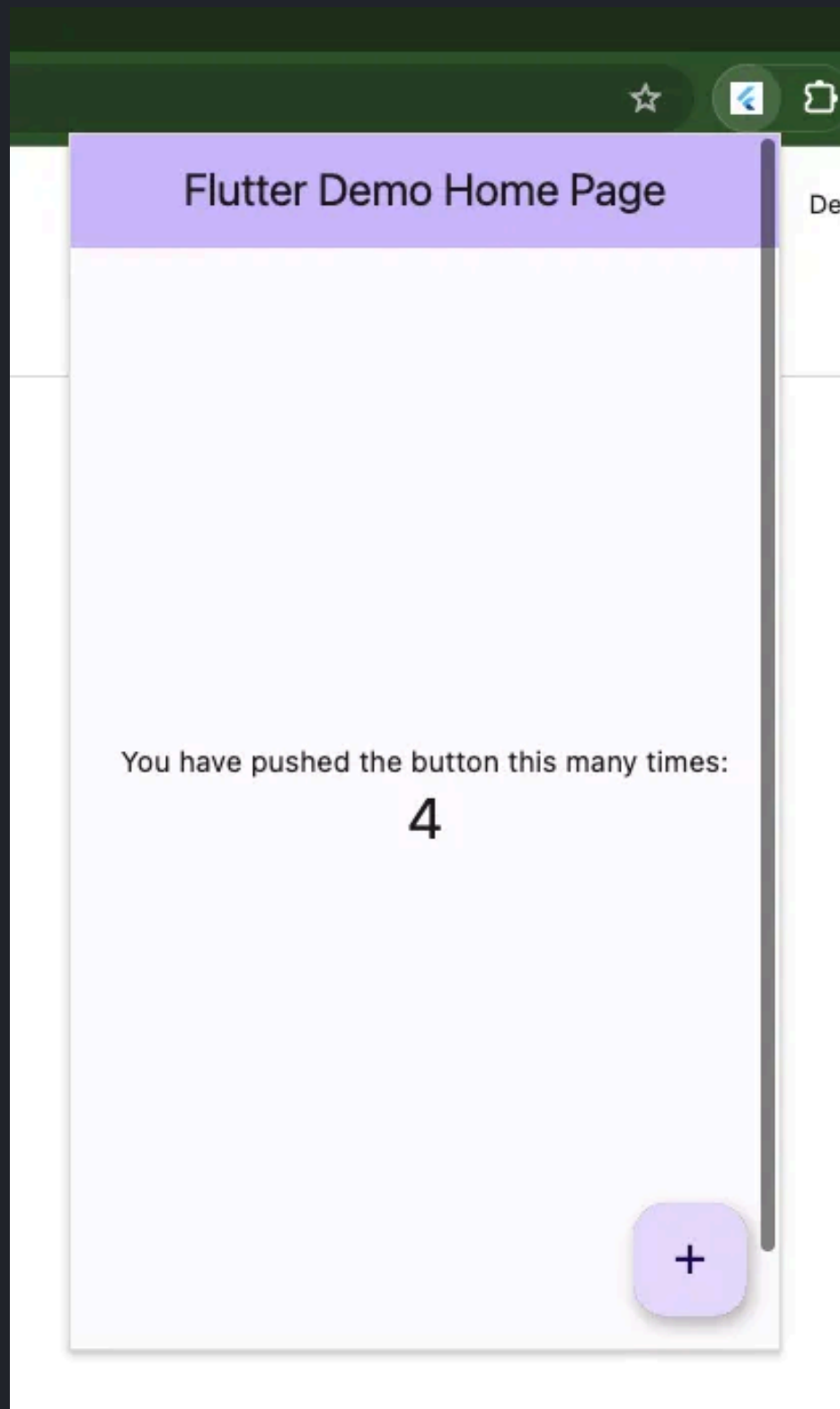
## index.html

the launcher

## run

```
flutter build web --web-renderer html --csp
```

# basic setup



## manifest.json

the blueprint of your extension

## index.html

the launcher

## run

```
flutter build web --web-renderer html --csp
```

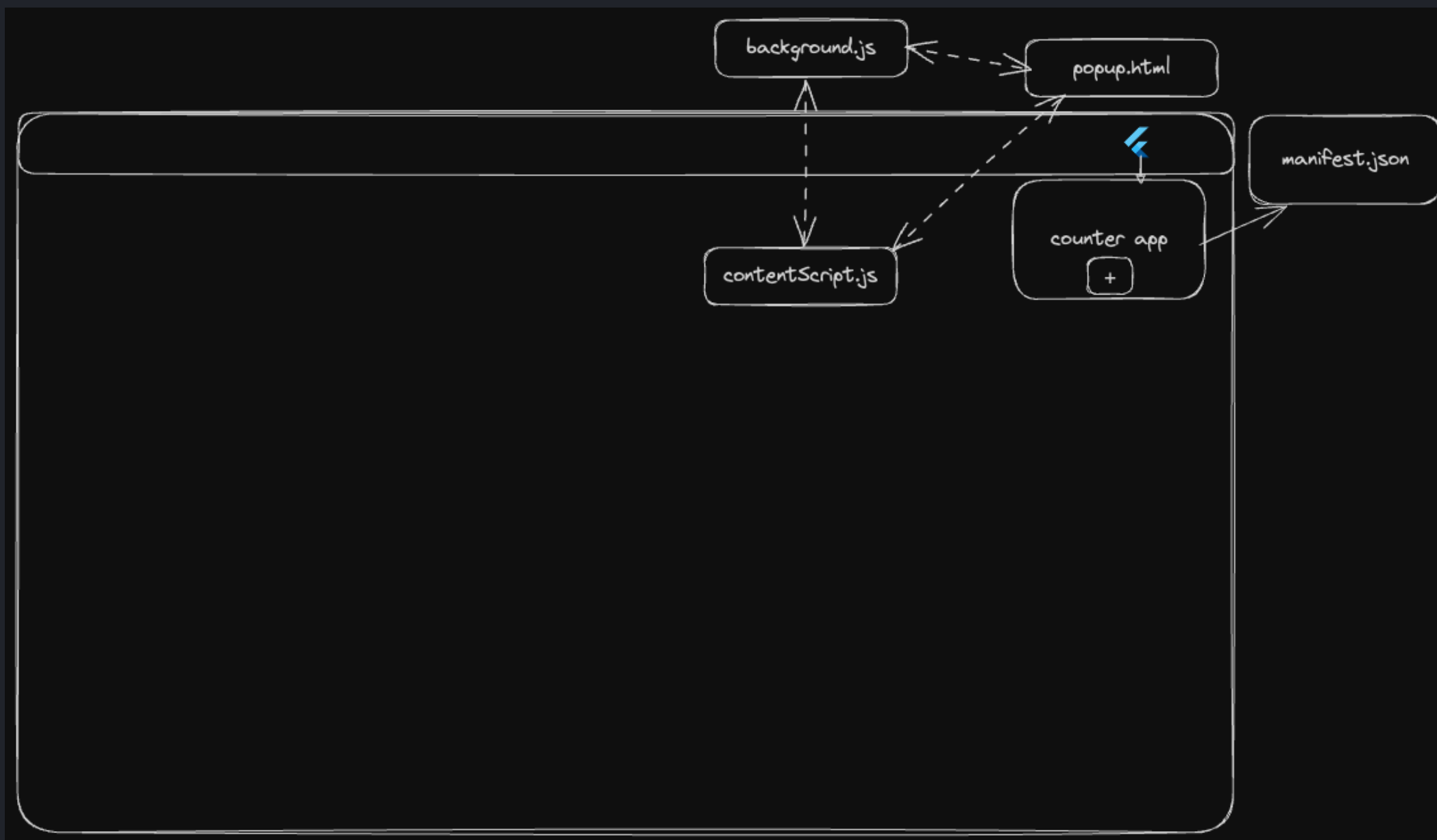
# content

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# how to communicate?

a chrome extension consists of several parts that work together to provide the desired functionality.



background.js

??

contentscript.js

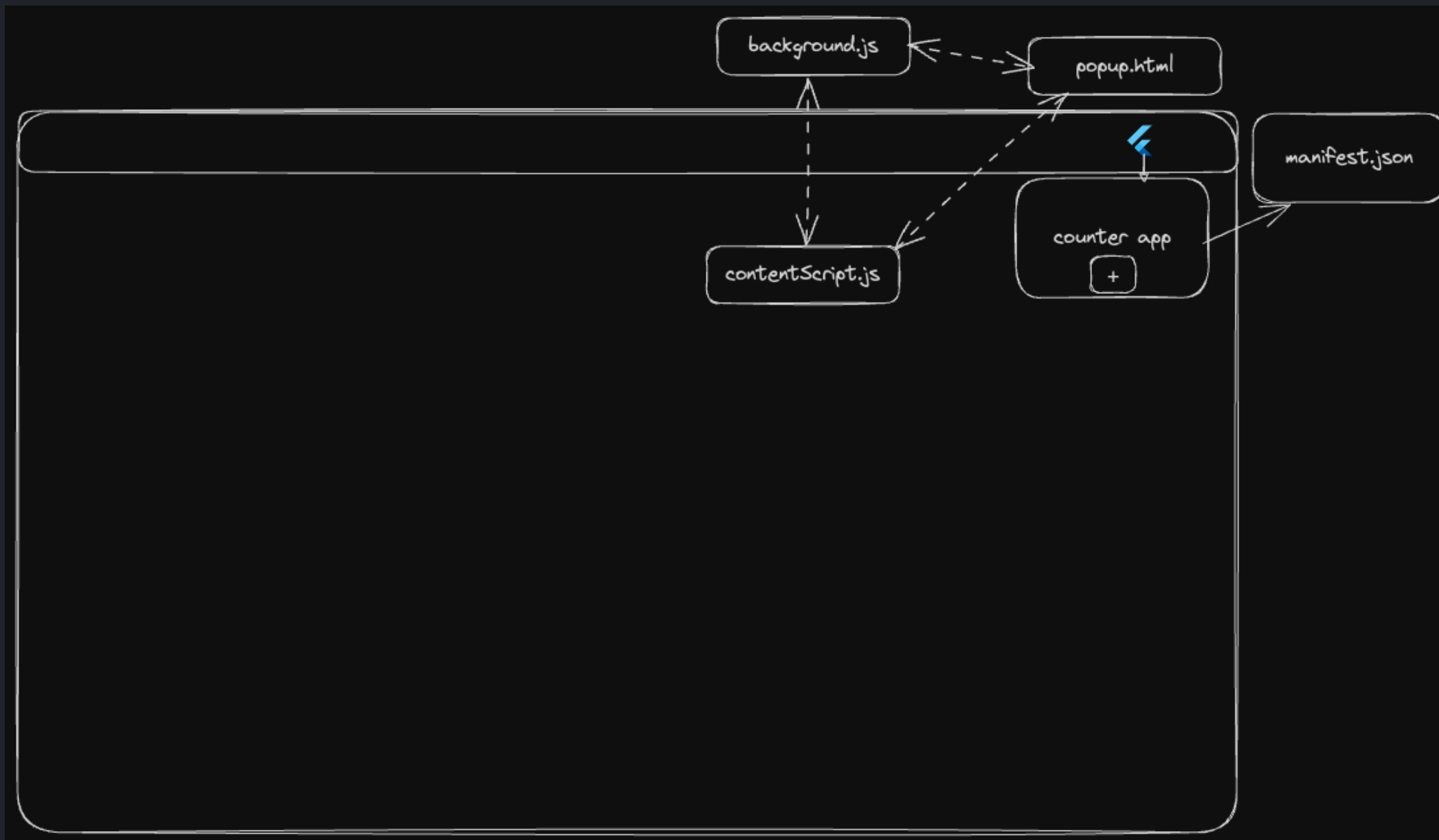
??

popup.html - flutter

??

# how to communicate?

a chrome extension consists of several parts that work together to provide the desired functionality.



## background.js

- always running, handles long-term tasks (listeners, API calls).
- limited access to a webpage (no direct interaction).
- communicates with `contentScript` for webpage actions.

## contentscript.js

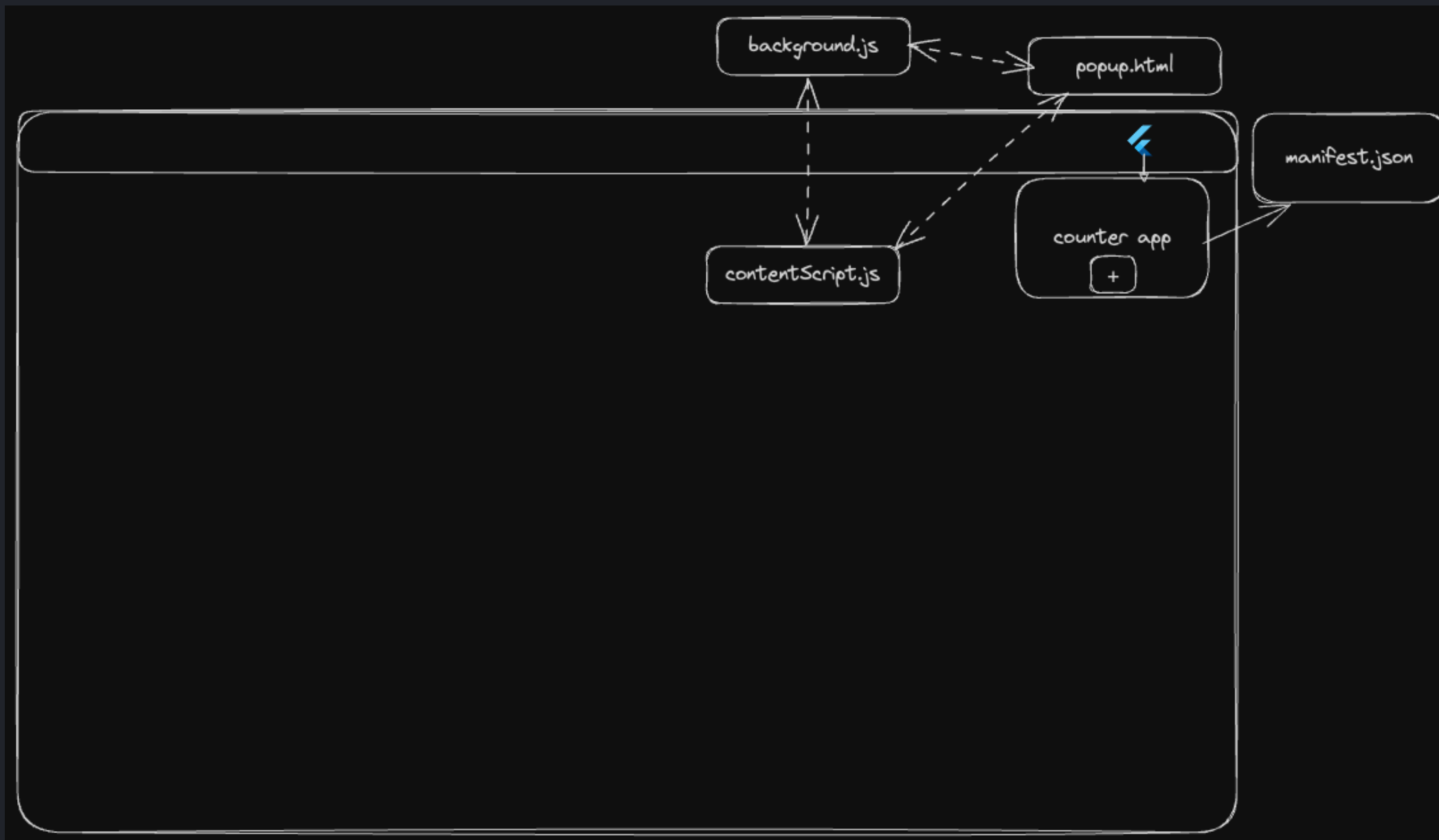
??

## popup.html - flutter

??

# how to communicate?

a chrome extension consists of several parts that work together to provide the desired functionality.



## background.js

- always running, handles long-term tasks (listeners, API calls).
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## contentscript.js

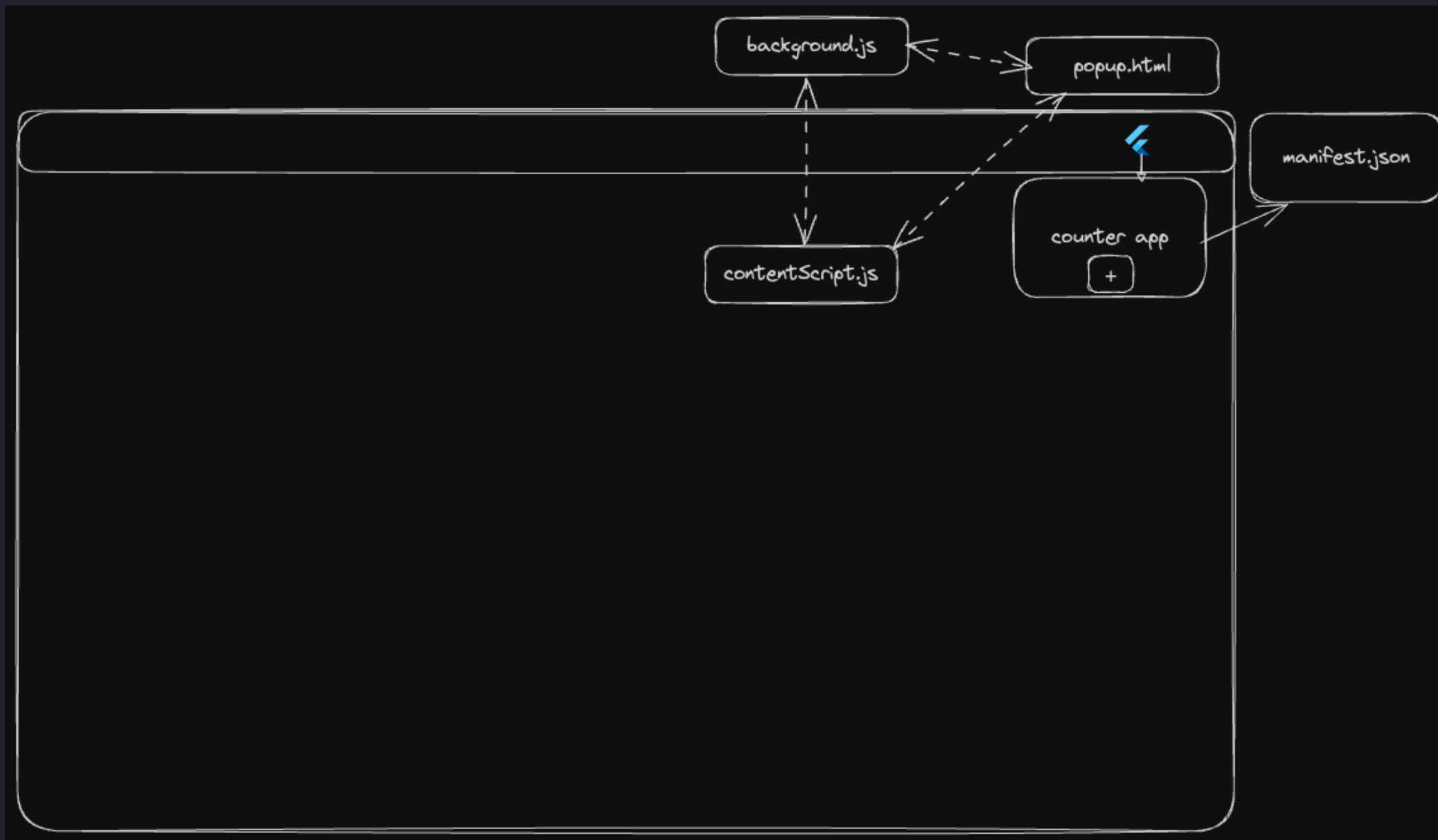
- injects into webpages.
- directly controls content (add, remove, modify).
- runs user-facing tweaks.

## popup.html - flutter

??

# how to communicate?

a chrome extension consists of several parts that work together to provide the desired functionality.



## background.js

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## contentscript.js

- injects into webpages.
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## popup.html - flutter

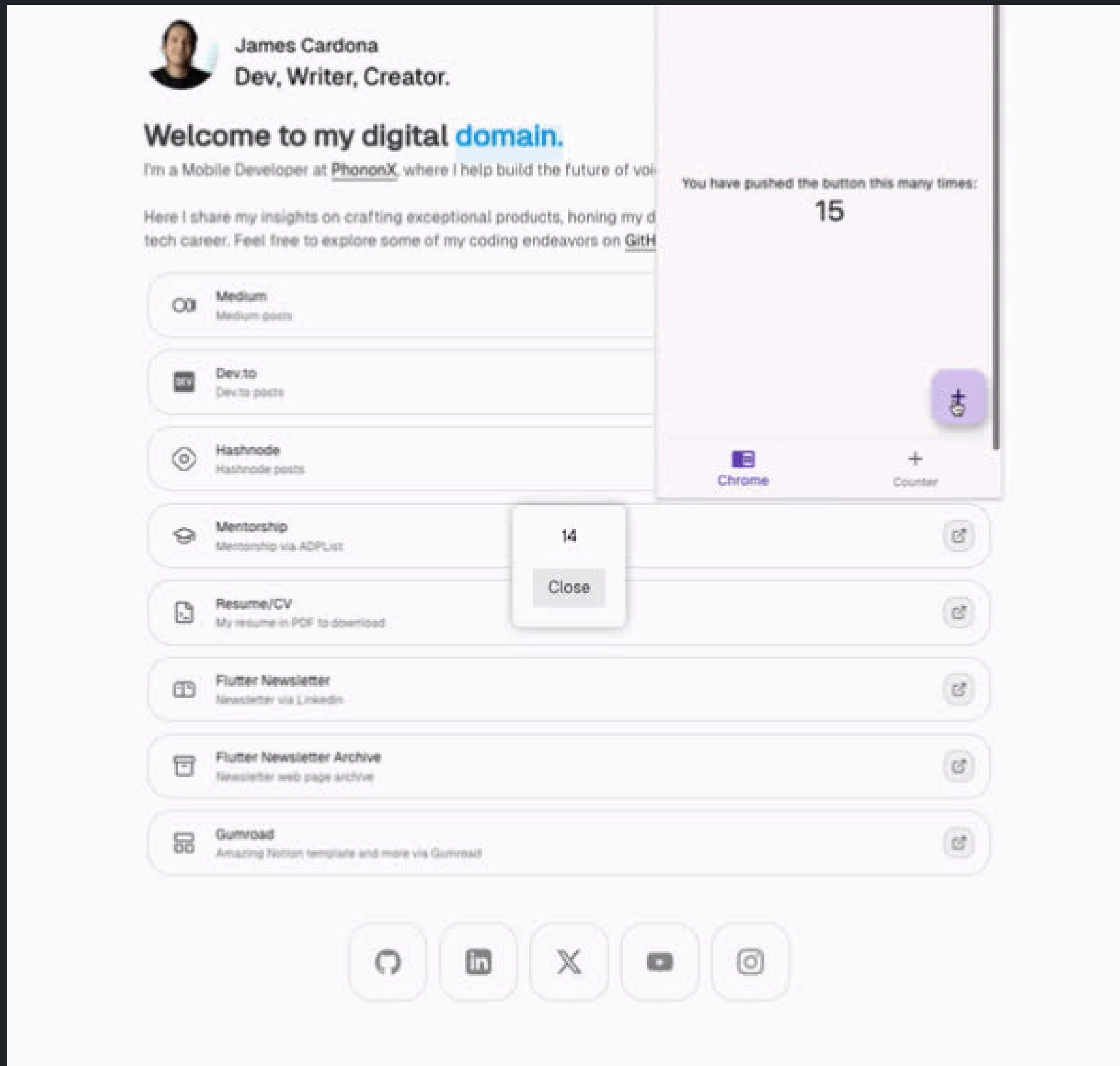
- app ui
- user interaction

# background listener

```
chrome.tabs.onUpdated.addListener(  
  (tabId, changeInfo, tab) => {  
    console.log('Updated to URL:', tab.url)  
  }  
)
```

```
7 Updated to URL: https://twitter.com/messages background.js:33  
3 Updated to URL: https://www.youtube.com/?skip\_registered\_account\_check=true background.js:33  
2 Updated to URL: https://www.youtube.com/?skip\_registered\_account\_check=true&themeRefresh=1 background.js:33  
4 Updated to URL: https://www.youtube.com/ background.js:33  
>
```

# contentscript listener



## js dart package

Use this package when you want to call JavaScript APIs from Dart code, or vice versa.

```
@JS('chrome')
library main; // library name can be whatever you want

import 'package:js/js.dart';
@JS('runtime.sendMessage')

external sendMessage(ParameterSendMessage parameterSendMessage);
@JS()
@anonymous
class ParameterSendMessage {
  external String get type;
  external String get data;
  external factory ParameterSendMessage({String type, String data});
}
```

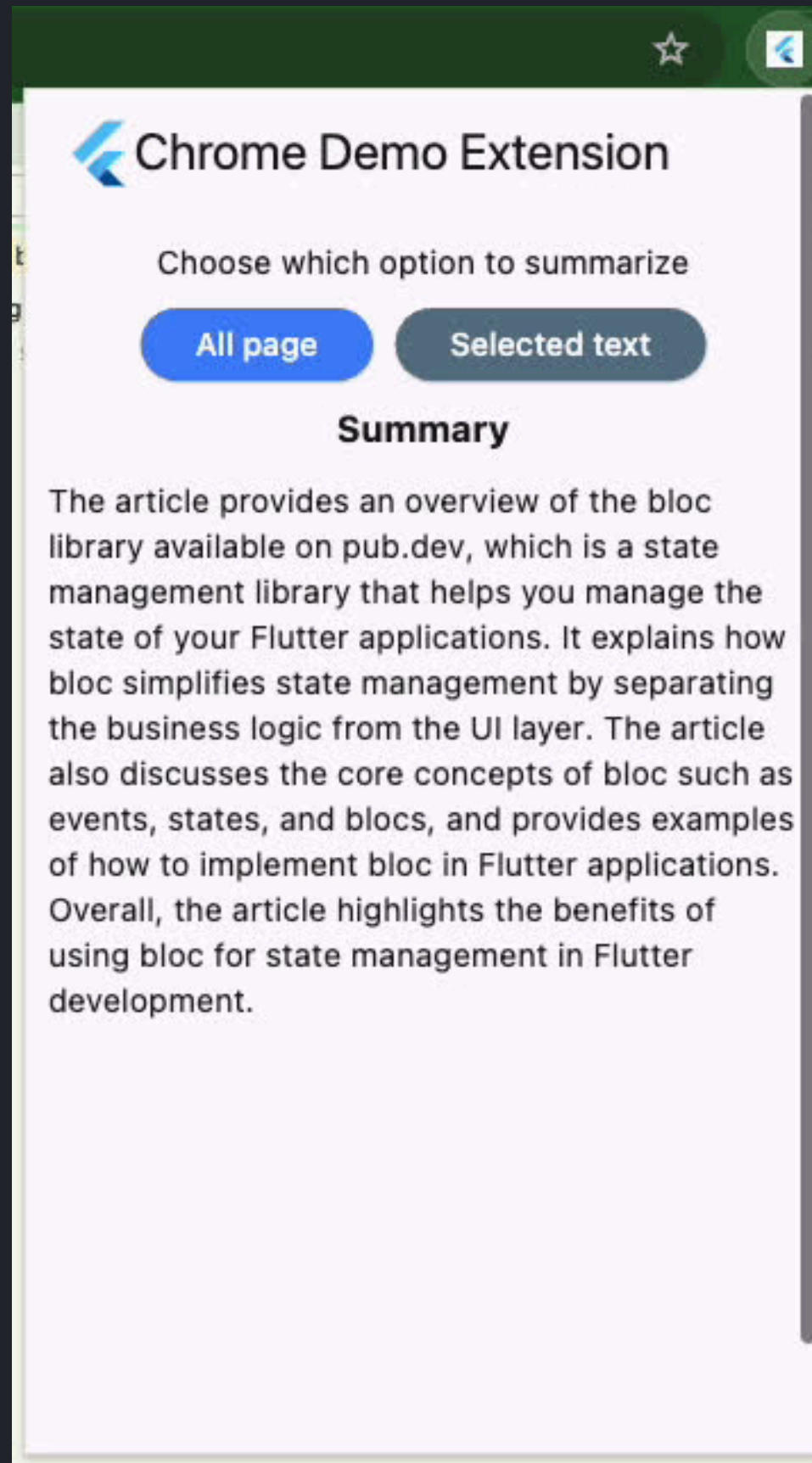
# contentscript listener

```
chrome.runtime.onMessage.addListener(function (message, sender, sendResponse) {  
  if (message.type == "notifications") {  
    create_popup(message.data);  
  }  
});
```

```
function create_popup(message) {  
  // content for the popup  
  var popupContainer = document.createElement("div");  
  popupContainer.style.cssText = "position: fixed; top: 50%; left: 50%; transform: translate(-50%, -50%); background-color: #ffffff; box-shadow: 0px 0px 10px rgba(0, 0, 0, 0.1); padding: 20px; border-radius: 8px; text-align: center; z-index: 1000;";  
  
  // create the message element  
  var popupMessage = document.createElement("div");  
  popupMessage.textContent = message;  
  popupMessage.style.marginBottom = "20px";  
  
  // create the close button  
  var closeButton = document.createElement("button");  
  closeButton.textContent = "Close";  
  closeButton.style.backgroundColor = "#eeeeee";  
  closeButton.style.color = "#333333";  
  closeButton.style.border = "none";  
  closeButton.style.padding = "8px 16px";  
  closeButton.style.borderRadius = "4px";  
  closeButton.style.cursor = "pointer";  
  closeButton.onclick = function () {  
    popupContainer.remove();  
  };  
  
  // add elements to the popup container  
  popupContainer.appendChild(popupMessage);  
  popupContainer.appendChild(closeButton);  
  
  // add the popup container to the body  
  document.body.appendChild(popupContainer);  
  
  setTimeout(function () {  
    popupContainer.remove();  
  }, 3000);  
}
```



## demo #1



## getPageURL

Create a function using ``js`` package to get the `currentPageURL`

## use chatgpt

create a call to `chatGPT` to get `summary`



# demo #1

```
@JS('chrome')
library main; // library name can be whatever you want

import 'package:js/js.dart';

@JS('tabs.query')
external Future<List<Tab>> query(ParameterQueryTabs parameterQueryTabs);

@JS()
@anonymous
class Tab {
  external factory Tab({String url});

  external String get url;
}

@JS()
@anonymous
class ParameterQueryTabs {
  external factory ParameterQueryTabs({
    bool active,
    bool lastFocusedWindow,
  });

  external bool get active;

  external bool get lastFocusedWindow;
}
```

## getPageURL

Create a function using `js` package to get the currentPageURL

```
Future<String> selectUrl() async {
  List tab = await promiseToFuture(
    query(ParameterQueryTabs(active: true, lastFocusedWindow: true)),
  );
  return tab[0].url;
}
```

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# what is dart interop?

this library facilitates smooth interaction between JavaScript (JS) and Dart by providing a comprehensive JS interop solution.



## index.js

create a new file to interop the functions

## raw\_interop.dart

create the definition of JS functions

## js\_interop.dart

implement the call and result

## use toDart

method that is used to convert the JS type to a Dart type.

# what is dart interop?

```
async function getPageUrl() {  
  console.log("getPageUrl -- web/index.js");  
  const tabs = await chrome.tabs.query({ 'active': true });  
  console.log("Return from chrome.tabs.query", tabs[0].url);  
  return tabs[0].url;  
}
```

## ~~index.js~~

create a new file to interop the functions

## raw\_interop.dart

create the definition of JS functions

## js\_interop.dart

implement the call and result

## use toDart

method that is used to convert the JS type to a Dart type.

## what is dart interop?

```
@JS()  
library flutter_medellin_extension;  
  
import 'dart:js_interop';  
  
@JS()  
external JSPromise<JSString> getPageUrl();
```

### ~~index.js~~

create a new file to interop the functions

### ~~raw\_interop.dart~~

create the definition of JS functions

### js\_interop.dart

implement the call and result

### use toDart

method that is used to convert the JS type to a Dart type.

# what is dart interop?

```
import 'dart:js_interop';

import 'raw_interop.dart' as interop;

abstract class JsInterop {
  static Future<String> getPageUrl() async {
    return (await interop.getPageUrl().toDart).toDart;
  }
}
```

## ~~index.js~~

create a new file to interop the functions

## ~~raw\_interop.dart~~

create the definition of JS functions

## ~~js\_interop.dart~~

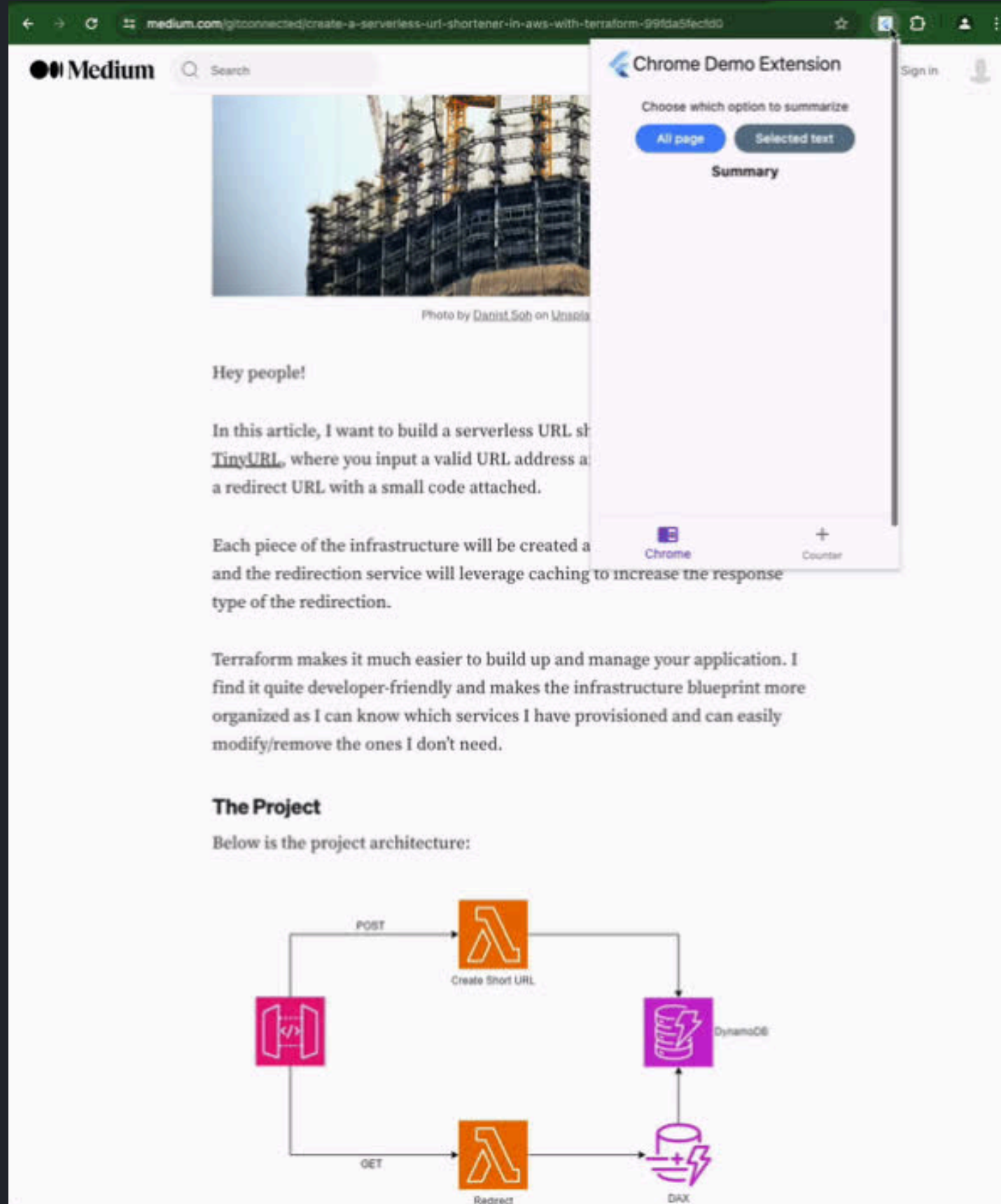
implement the call and result

## ~~use toDart~~

method that is used to convert the JS type to a Dart type.



## demo #2



The screenshot shows a Medium article page. A Chrome Demo Extension is open, displaying a 'Summary' of the article. The article text visible includes: 'Hey people!', 'In this article, I want to build a serverless URL sh...', 'TinyURL, where you input a valid URL address a...', 'a redirect URL with a small code attached.', 'Each piece of the infrastructure will be created a...', 'and the redirection service will leverage caching to increase tne response type of the redirection.', 'Terraform makes it much easier to build up and manage your application. I find it quite developer-friendly and makes the infrastructure blueprint more organized as I can know which services I have provisioned and can easily modify/remove the ones I don't need.', and a section titled 'The Project' with the text 'Below is the project architecture:'.

```
graph TD
    Input[Input] -- POST --> CreateShortURL[Create Short URL]
    CreateShortURL --> DynamoDB[DynamoDB]
    DynamoDB --> Redirect[Redirect]
    Redirect -- GET --> Input
```

The diagram illustrates the project architecture. It shows a flow from an input (represented by a pink box with a checkmark) to a 'Create Short URL' function (represented by an orange Lambda icon). This function interacts with a 'DynamoDB' database (represented by a purple icon). The 'DynamoDB' database then interacts with a 'Redirect' function (represented by an orange Lambda icon). Finally, the 'Redirect' function sends a 'GET' request back to the input. A 'DAX' icon (represented by a purple icon) is also shown, likely representing a caching layer for the database.

## index.js

create a function to call the selected text

## background

receive a message from index.js

## use promise

- we need to use a promise to wait for the result
- we can't use `await` on background

return information to Flutter

## demo #2

```
async function getSelectedText() {
  console.log("selectedText -- web/index.js");

  const promise = new Promise(function (resolve, reject) {
    chrome.runtime.sendMessage({ type: "selectedText" }, function (response) {
      resolve(response);
    });
  });

  const selection = await promise;
  if (selection) {
    return selection[0].result ?? '';
  }
  return '';
}
```

## ~~index.js~~

create a function to call the  
selected text

## background

receive a message from index.js

## use promise

- we need to use a promise to wait for the result
- we can't use `await` on background

return information to Flutter



## demo #2

```
if (message.type === "selectedText") {
  const promise = new Promise(function (resolve, reject) {
    chrome.tabs.query({ active: true, currentWindow: true }, async function (tabs) {
      const tabId = tabs[0].id;
      const text = await chrome.scripting.executeScript({
        target: { tabId: tabId },
        function: () => getSelection().toString()
      });
      resolve(text);
    });
  });

  promise.then((response) => {
    sendResponse(response);
  });
  return true;
}
```

## ~~index.js~~

create a function to call the  
selected text

## ~~background~~

~~receive a message from index.js~~

## ~~use promise~~

- we need to use a promise to wait  
for the result
- we can't use `await` on  
background

return information to Flutter

## demo #2

```
String selectedText = await JsInterop.getSelectedText();
print('Selected Text: $selectedText');

setState(() {
  isLoading = true;
});

summary = await summaryApiClient.getTextSummary(selectedText) ?? 'Error fetching summary';

setState(() {
  isLoading = false;
});
```

## ~~index.js~~

create a function to call the  
selected text

## ~~background~~

~~receive a message from index.js~~

## ~~use promise~~

- we need to use a promise to wait  
for the result
- we can't use `await` on  
background

~~return information to Flutter~~

// @jamescardona11

# Gracias {}

- code/presentation: <https://github.com/jamescardona11/isolates>
- posts: <https://medium.com/@jamescardona11>
- linkedIn/github/medium/dev.to: [@jamescardona11](#)
- web: [jamescardona11.com](https://jamescardona11.com)