

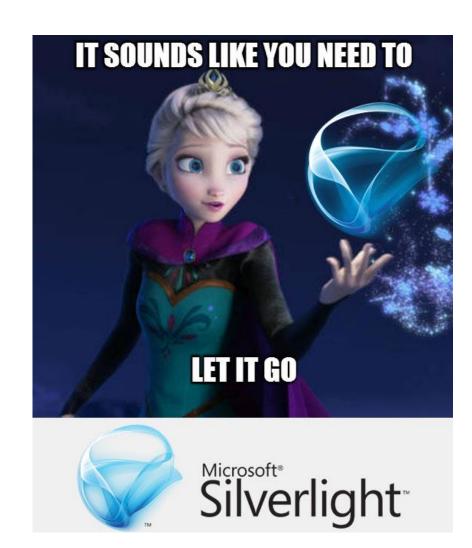




Look ma, no JavaScript... it's Blazor!

#### Blazor...

- SPA framework.
- .NET Core 3.0 in the browser.
- Yes, this means No JavaScript.
- Base technology is WebAssembly.
- Near native speeds.
- Open Source.
- Looks like Microsoft has learned from previous experiences..





# WEBASSEMBLY Webassembly.org

"WebAssembly (abbreviated *Wasm*) is a binary instruction format for a stack-based virtual machine. Wasm is designed as a portable target for compilation of high-level languages like C/C++/Rust, enabling deployment on the web for client and server applications."

#### Short overview

- A low-level binary format, assembly like, language.
- Performance close to native.
- Compatible with 88.8% of browsers.
- A Standard.



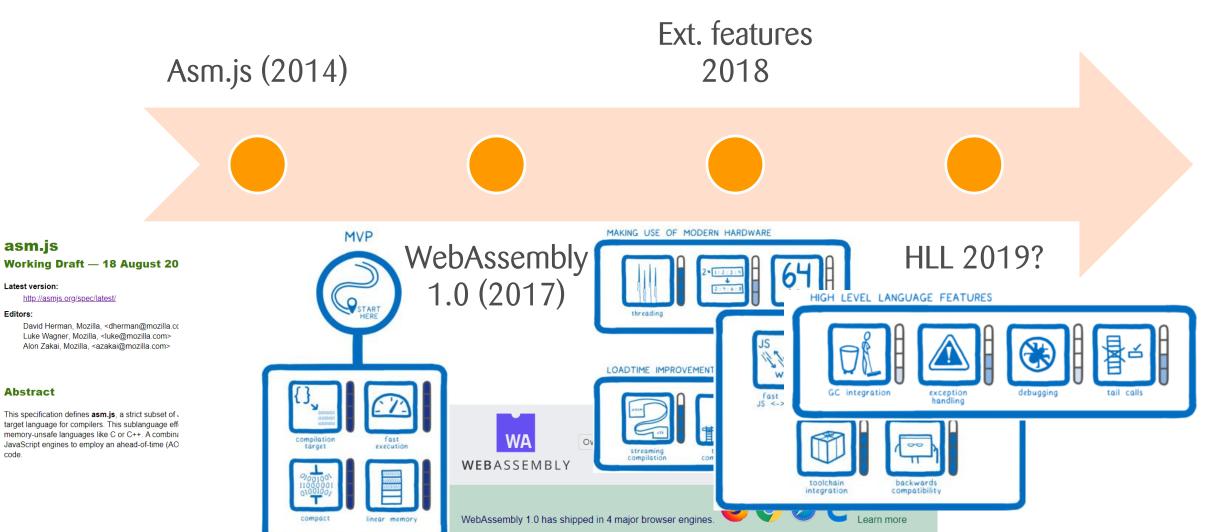
«WebAssembly, or wasm, is the most significant new technology to come to the web platform in a decade."

"it's the ultimate culmination of web development capabilities"

"WebAssembly is a game-changing technology"

Source – Mozilla (and many more..)
<a href="https://research.mozilla.org/webassembly/">https://research.mozilla.org/webassembly/</a>

#### The story of WebAssembly



Look ma no JavaScript.. It's Blazor!

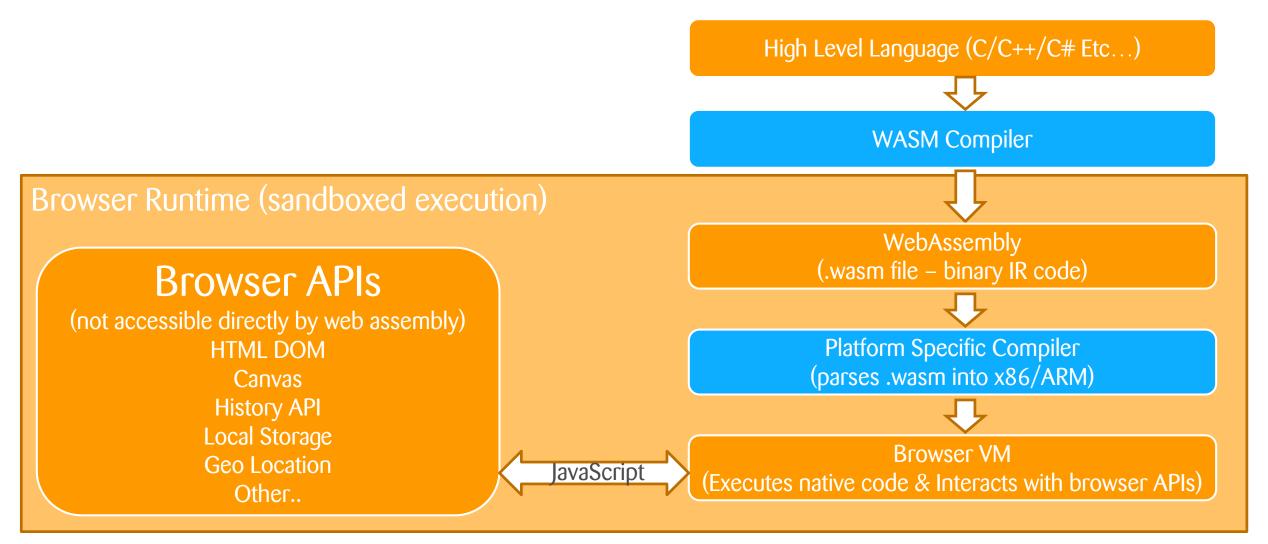
asm.is

Latest version:

**Abstract** 

Editors:

#### WebAssembly simplified



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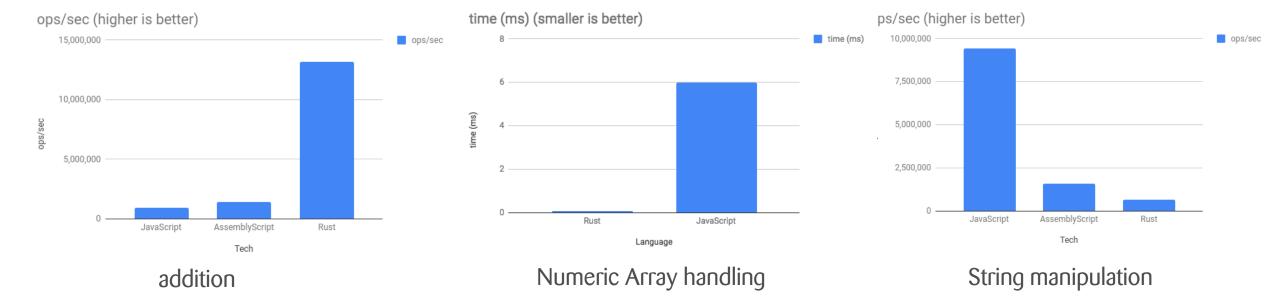


http://aws-website-webassemblyskeletalanimation-ffaza.s3-website-us-east-1.amazonaws.com/

# **DEMO**

Doom3 (nsfw) - https://wasm.continuation-labs.com/d3demo/

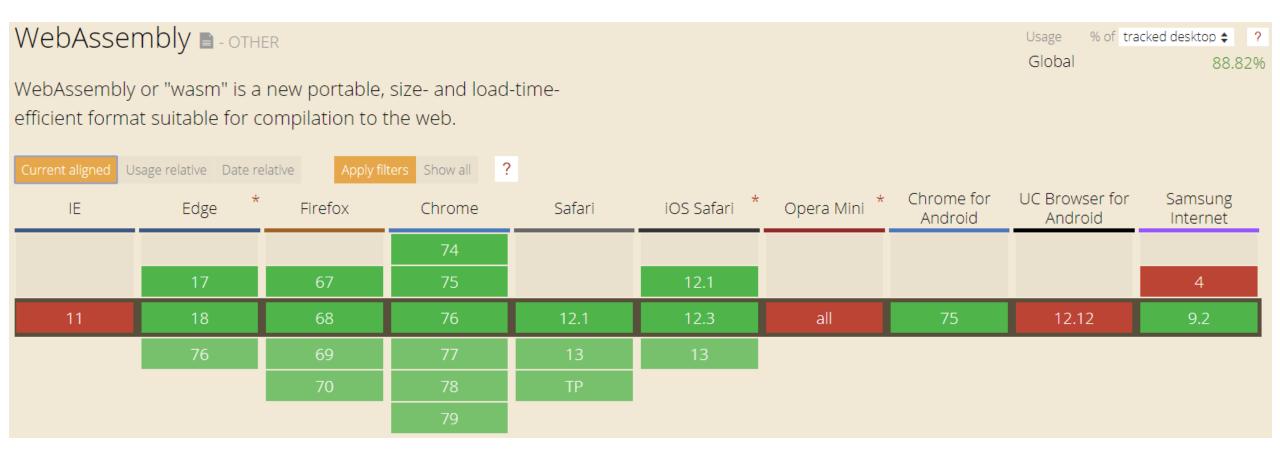
#### Benchmarks?



Source: <a href="https://blog.sqreen.com/webassembly-performance/">https://blog.sqreen.com/webassembly-performance/</a>

Look ma no JavaScript.. It's Blazor! 14.11.2019 | José Luis Latorre Slide 8

#### Adoption



Source: https://caniuse.com/#feat=wasm





#### Why.NET for browser apps?

Modern languages (C#)

.NET ecosystem

Performance

Full-stack

Tools

Stable & mature

DEPENDENCY INJECTION

SERVER-SIDE RENDERING

COMPONENT MODEL

FORMS & VALIDATION

DEBUGGING

PUBLISHING

ROUTING

Blazor

LAYOUTS

UNIT TESTING

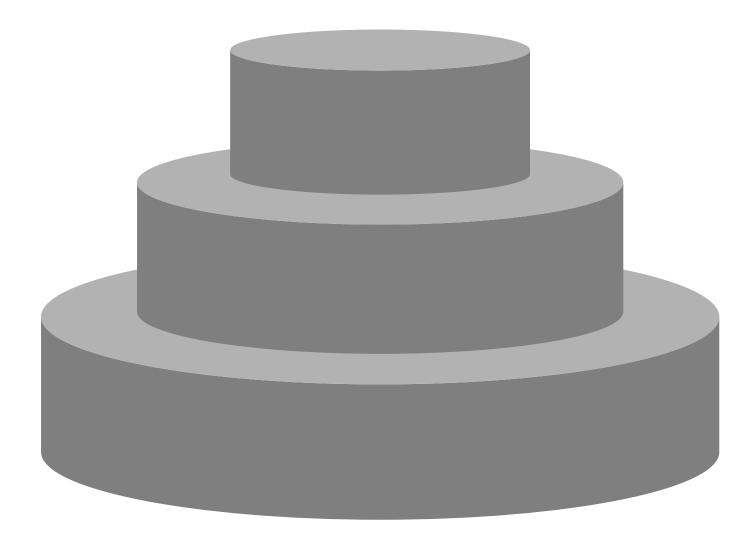
AUTO REBUILD

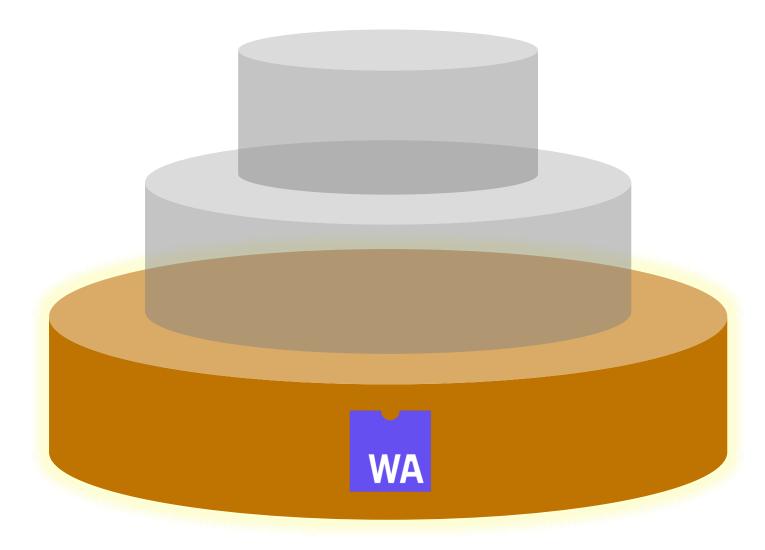
ASSEMBLY TRIMMING

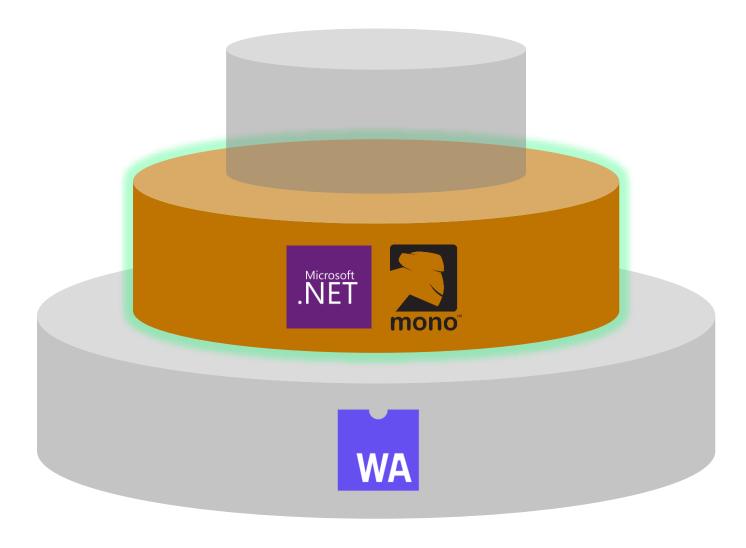
JAVASCRIPT INTEROP

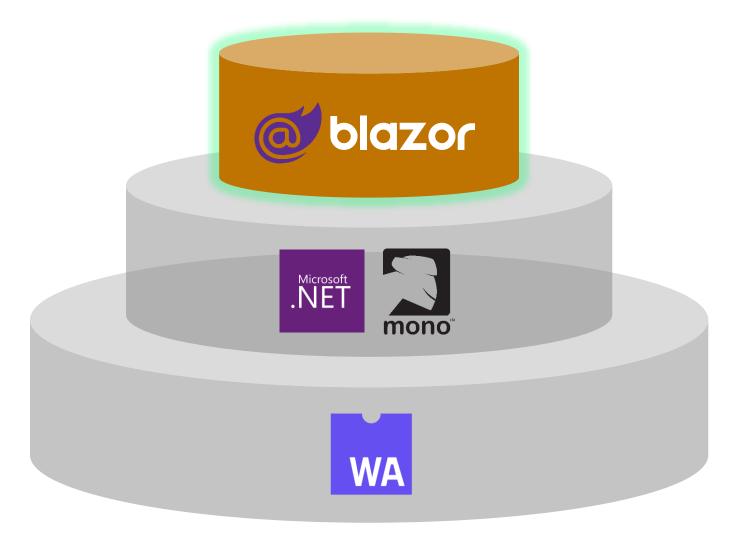
INTELLISENSE & TOOLING

COMPONENT PACKAGES

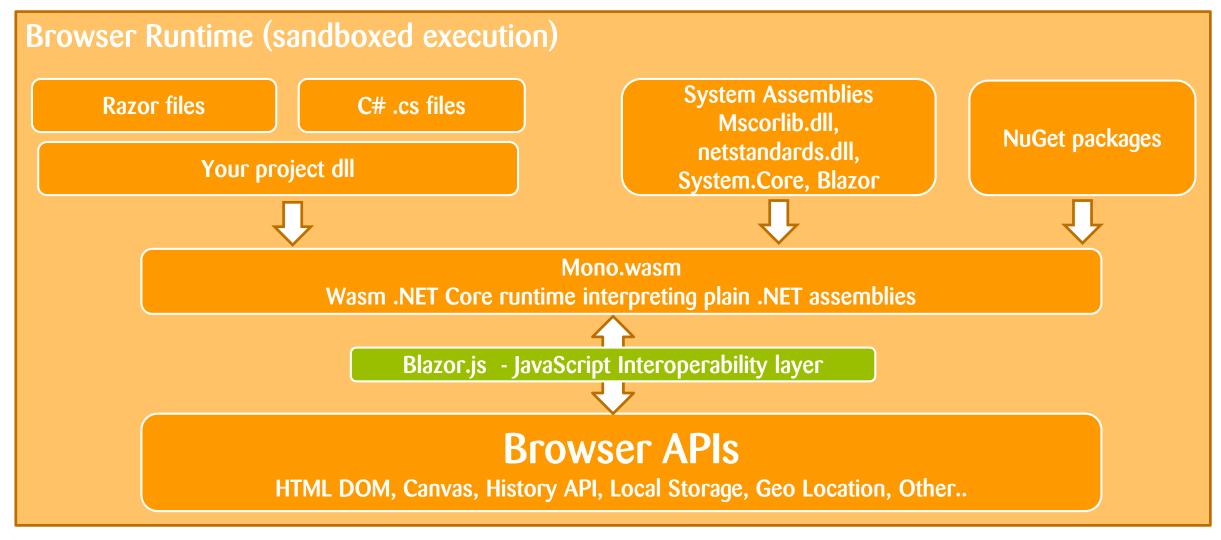






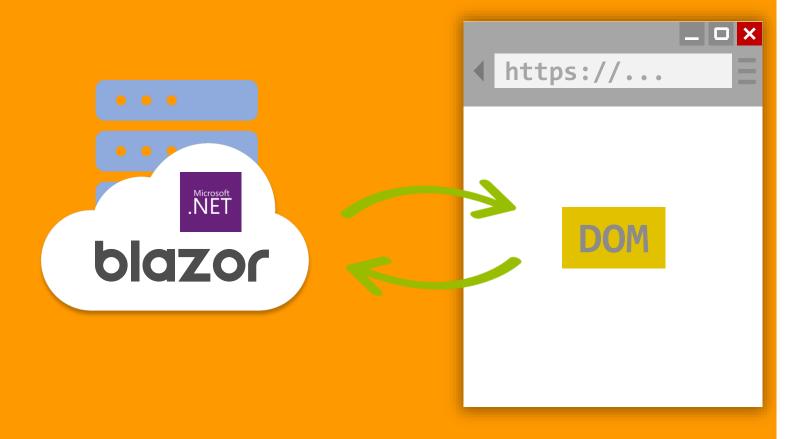


#### Blazor simplified

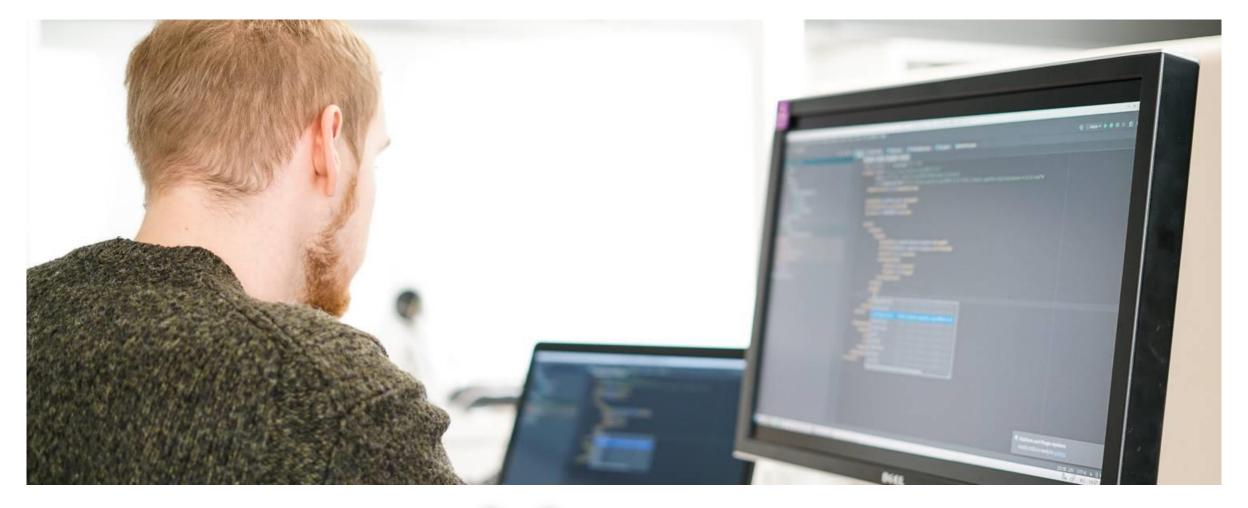




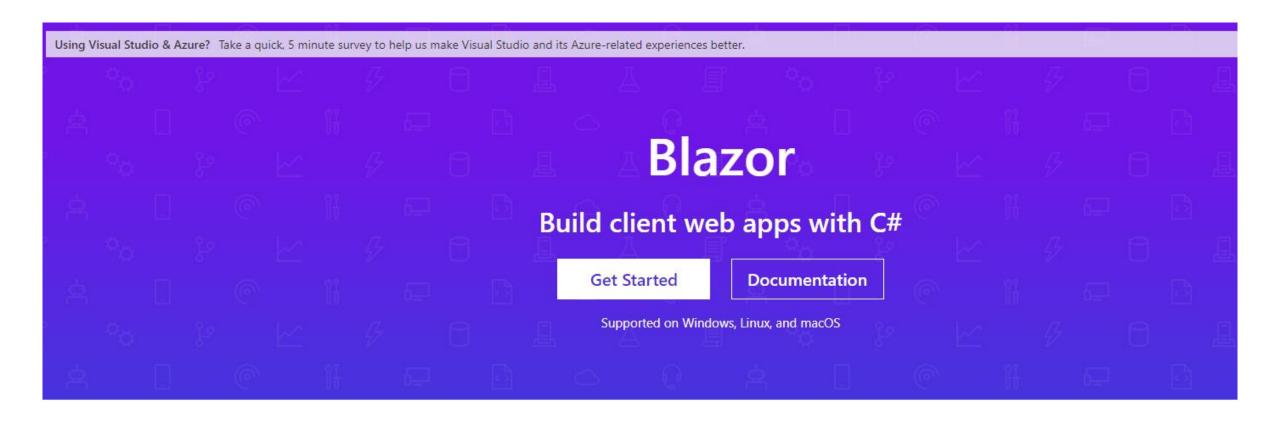
1. Client-side



2. Server-side



# blazor DEMO(s)



<h1>Counter</h1>

Interactive web UI with C#

# Getting started... With the latest preview

#### Go to blazor.net

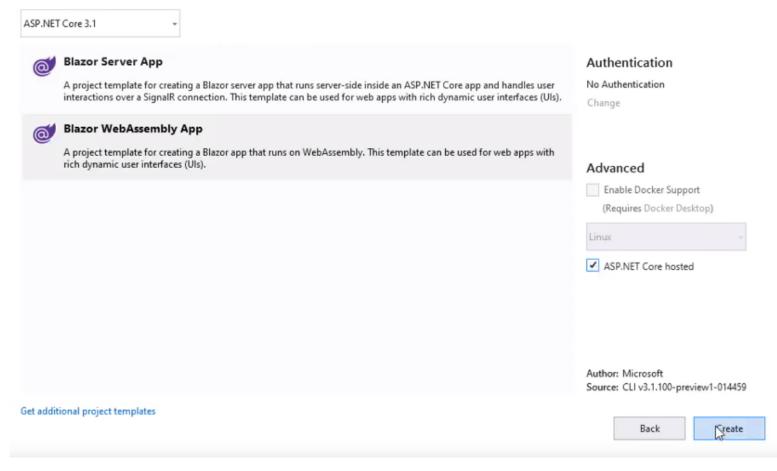
And follow the yellow path...

- Hint: It will bring you to..
  - https://dotnet.microsoft.com/apps/aspnet/web-apps/blazor
- Click on "Get Started" and now, follow the steps..
- Tips
  - Install and use Visual Studio preview (recommended)
  - Otherwise you'll have issues…

#### Solving the issue..

If you do this.. In Visual Studio 2019 latest version...

#### Create a new Blazor app



#### Solving the issue

- Go to project root, exec dotnet –list-sdks and copy the latest one
- Execute dotnet new globalison –sdk-version {put here the copied .NET sdk version}
- Restart Visual Studio...

Or.. Use the preview for the best experience..



Client-side (Blazor WebAssembly)

Preview now Release target: May 2020

Server-side (Blazor Server)

Shipped Part of .NET Core 3.0

Blazor + Electron (Desktop app with web rendering)

Uncommitted Sample available now

Blazor + Native UI (Mobile/desktop with native OS UI)

Very experimental!
Super-early, no sample yet

#### Conclusion

- 3 main takeaways:
  - 1. Full .NET Standard 2.0
  - 2. No JavaScript
  - 3. Server-side Shipped & Client-side coming May 2020



# Questions?



# Thanks .NET Zurich Developers UG! Hope you had fun ©



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