



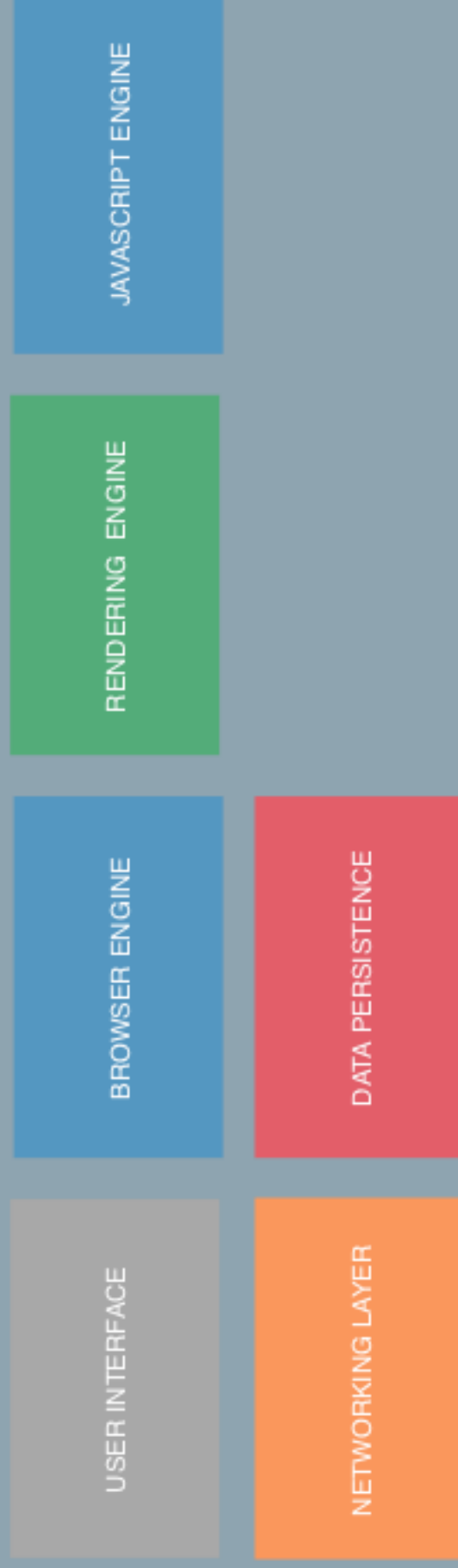
How



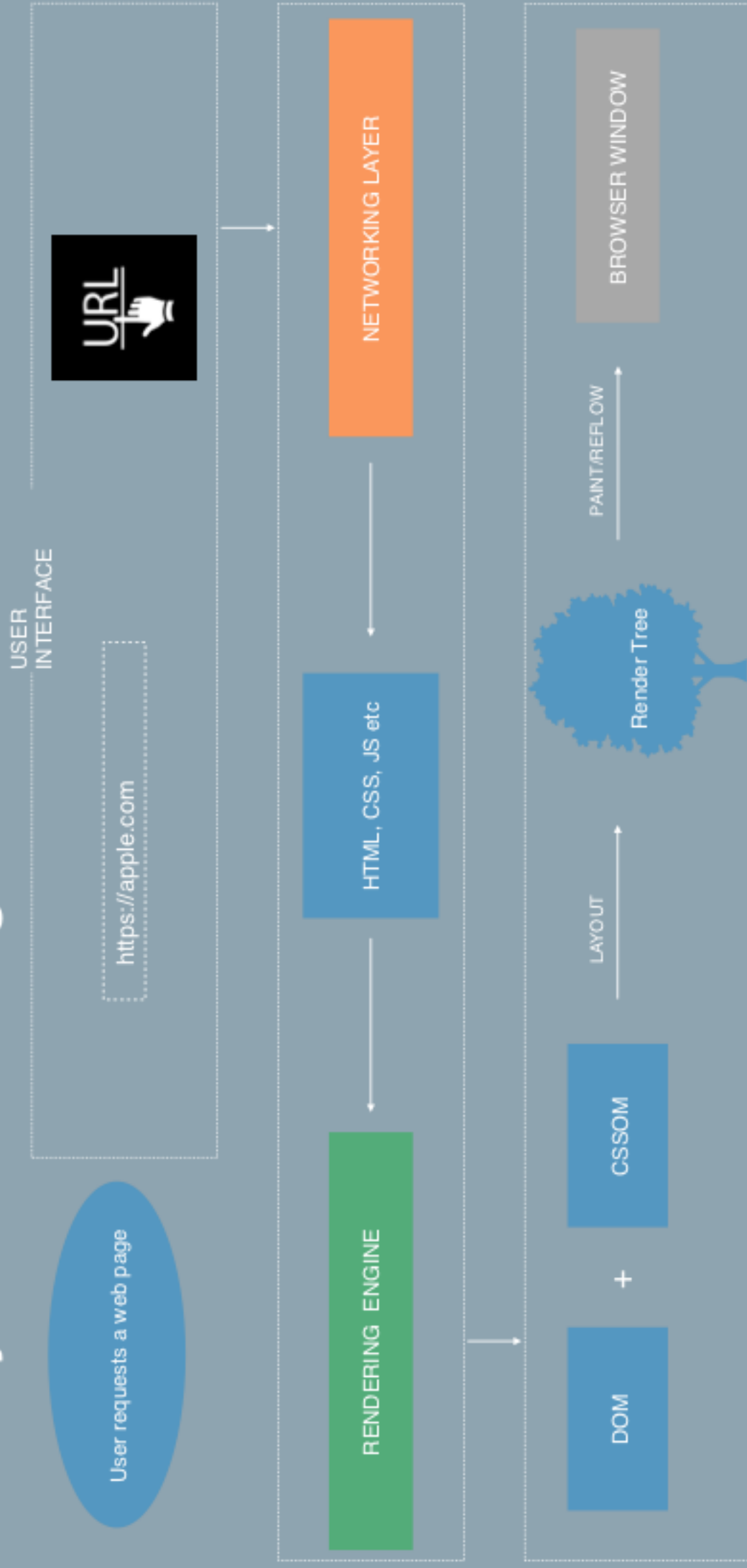
Work?

Pranay Dubey

Building blocks

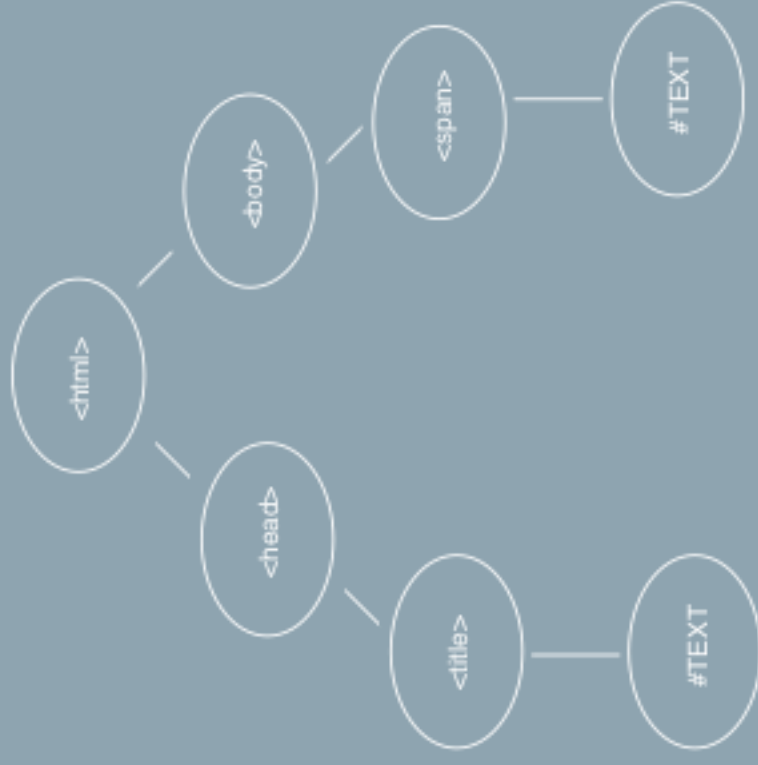


Life Cycle of a Web Page



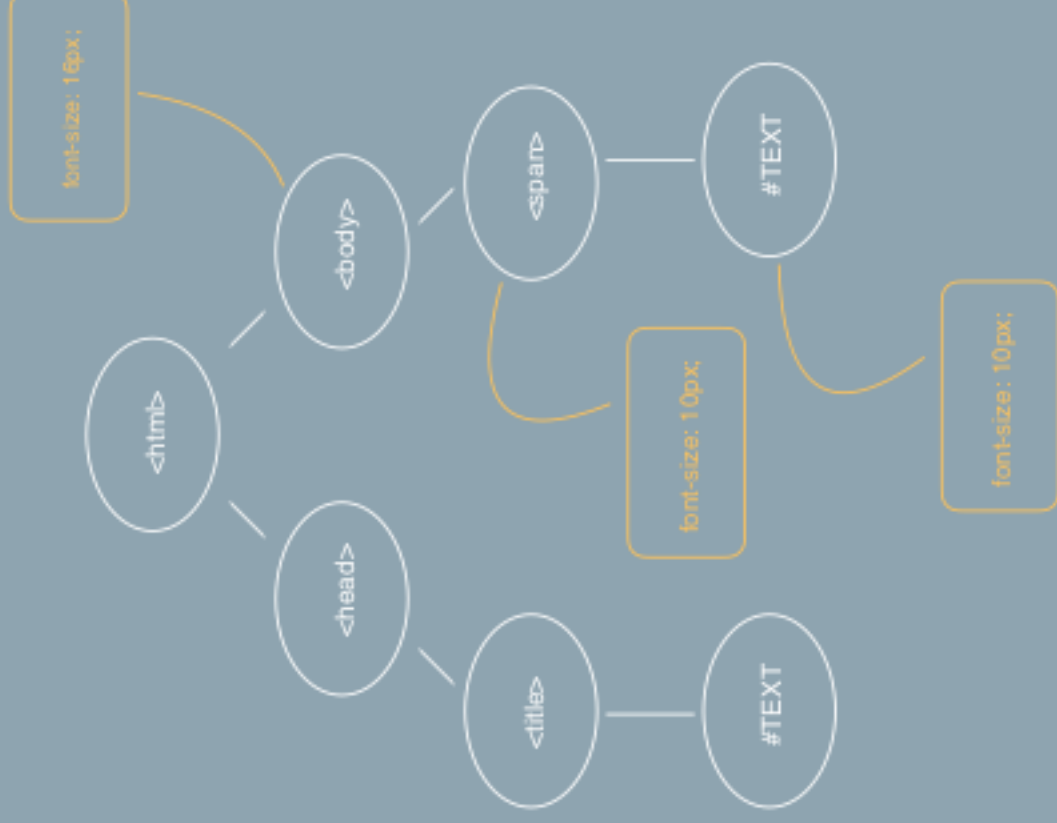
DOM - Document Object Model

```
<html>  
<head>  
  <title>How browsers work?</title>  
</head>  
<body>  
  <span>Hello World!</span>  
</body>  
</html>
```

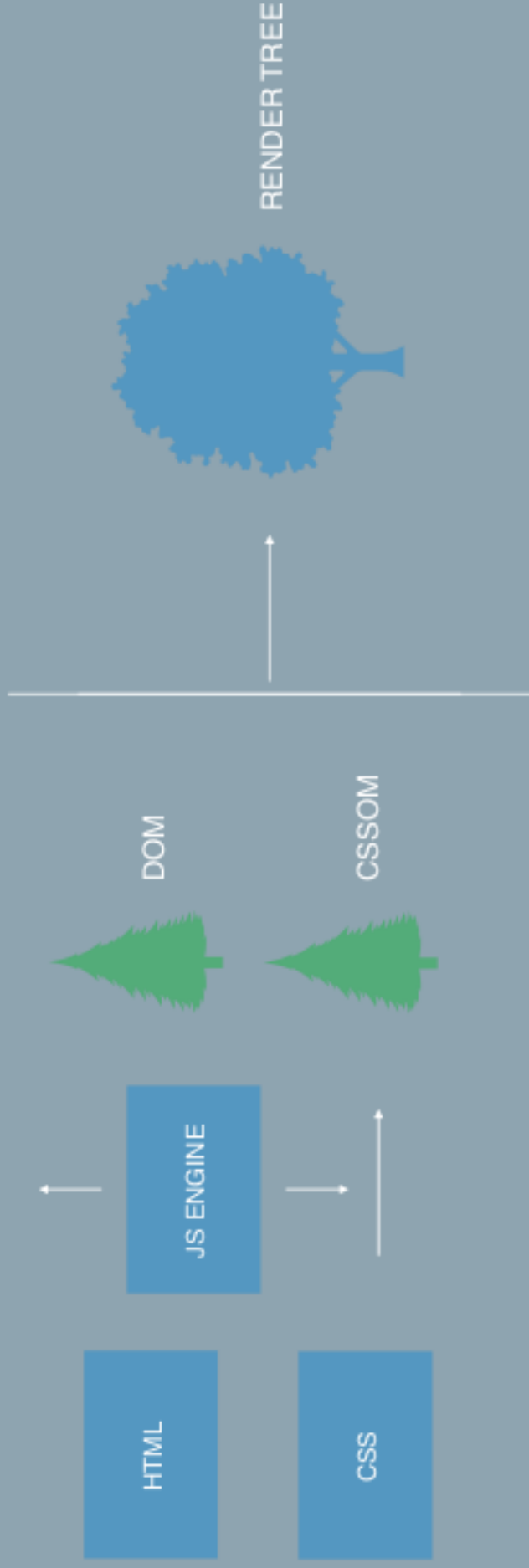


CSSOM - CSS Object Model

```
body {  
  font-size: 16px;  
}  
span {  
  font-size: 10px;  
}  
div {  
  display: none;  
}
```



DOM is a ~~tree~~ Render Tree



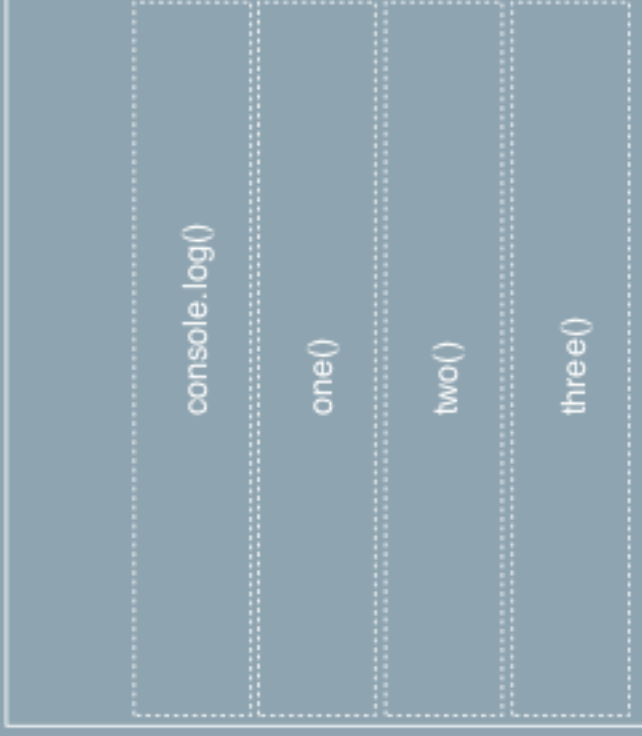
JavaScript Engine

- Single Threaded
- Acts as a layer between Rendering Engine and Network layer via WebApis
- Can access/manipulate DOM/CSSOM directly via WebApis
- Maintains a Call Stack to execute functions

JS Call Stack

```
function one() {  
  console.log("Hi there!");  
}  
  
function two() {  
  one();  
}  
  
function three() {  
  two();  
}  
  
three();
```

Call Stack



How do we achieve Parallelism?

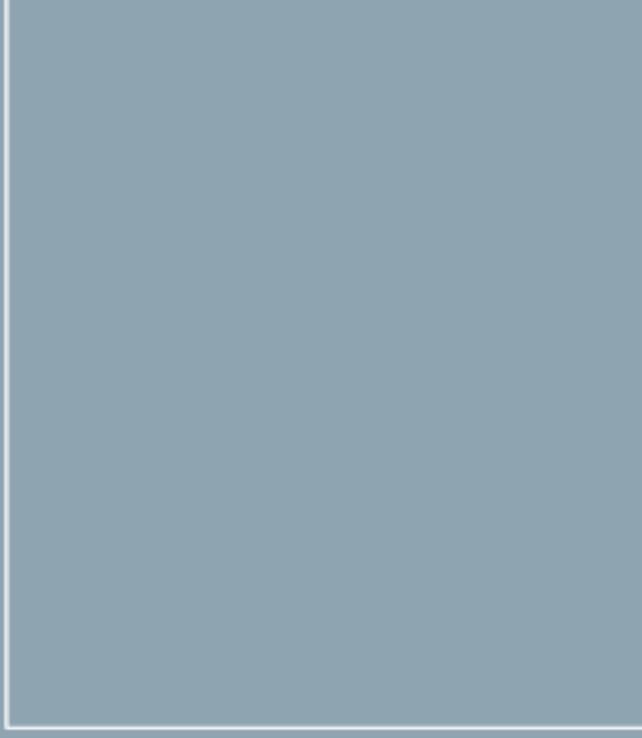
```
function one() {  
  console.log("Hi there!");  
}
```

```
function two() {  
  one();  
}
```

```
function three() {  
  two();  
}
```

```
$$.getData(); // 5 secs to load  
three(),
```

Call Stack



WebAPIs to the rescue!

- Allows code to be pushed into queue for later execution
- Helps in faster UI rendering (unblocks call stack)
- setTimeout, setInterval, XMLHttpRequest...
- Uses Event Loop to manage callbacks

Event loop

- Queue to manage WebApis callbacks
- Constantly running to see if Call Stack is empty.

How do we achieve Parallelism?

```
function one() {  
  console.log("Hi there!");  
}
```

```
function two() {  
  one();  
}
```

```
function three() {  
  two();  
}
```

```
$.getData(); // 5 secs to load  
three();
```

Call Stack



Web API



Event loop(Queue)



DEM

What if the callbacks are

Web workers to the rescue!

- A JavaScript code running in the background, a dedicated JS engine instance minus WebApis. (no access to DOM/CSSOM)
- Does not affects the performance of the page.
- Efficient for heavy calculations that would otherwise block the JS Call stack
- Examples - mathematical operations (factorial, PI), Games (physics engine)

DEM

```
while (i < 2500000000) { i += 1 }
```


Which of the following will NOT be rendered in the browser?

1

```
<html>
<head></head>
<body>
<span>
  Hello World!
</span>
</body>
</html>
```

2

```
<html>
</html>
```

3

```
Hello World!
```

4

```
<span>
  Hello World!
</span>
```

5

```
<html>
<head></head>
<body>
<span>
</span>
</body>
  Hello World!
</html>
```

6

```
<- - Hello World! - - >
```

7

```
<html>
<head></head>
<body>
<span>
</span>
</body>
</html>
  Hello World!
```

Answer: Everything



Quiz

Why do we minify html files?

```
<html>  
<head></head>  
<body>  
  <span>  
    Hello World!  
  </span>  
</body>  
</html>
```



```
<html><head></  
head><body><span>Hello  
World</span></  
body></html>
```

Answer:

New lines/ extra spaces adds text node in





TM and © 2018 Apple Inc. All rights reserved.