What is Frontend?

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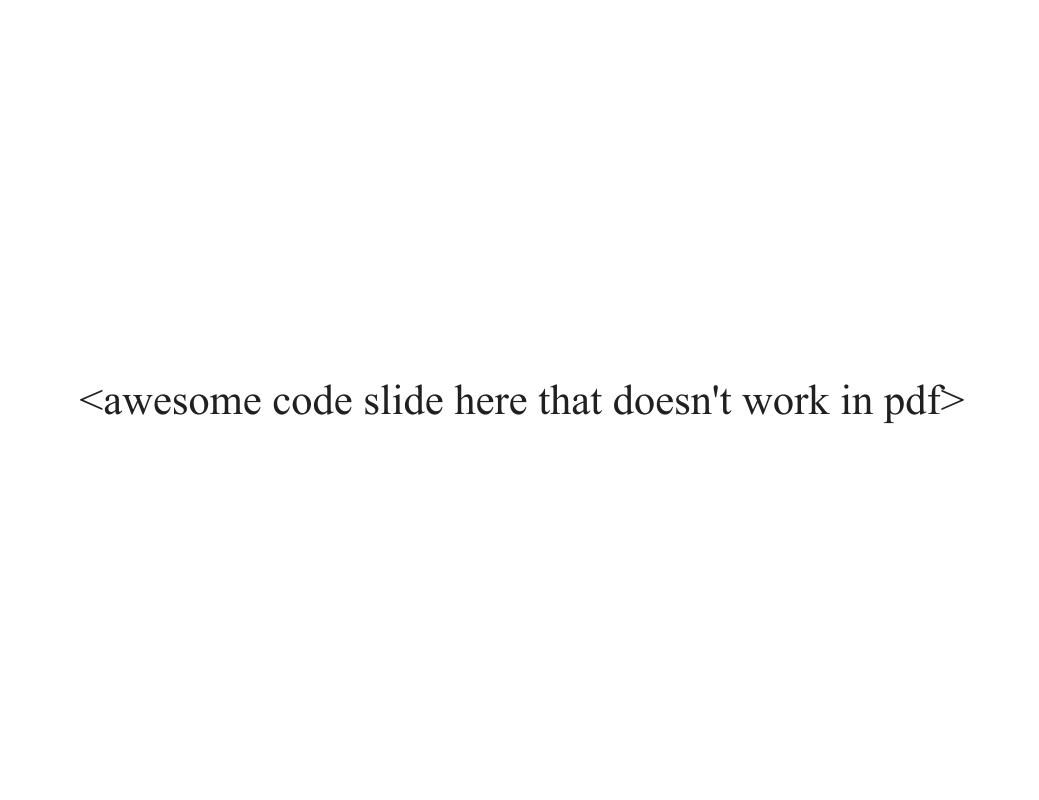
Why am I even asking such a silly question?



We all know the answer...

...it's a web page, obviously!







And the best part?

It's not even code!

HTML and CSS are not programming languages, they are silly markup!

And JavaScript? You don't really need that stupid language. You can do it better in code behind, on the server, using real programming languages!

No wonder everyone looks down on frontend developers!

(or maybe it was just me)

At least they don't demand the pay of real software engineers!



This was all true 15 years ago...

(when I was looking down on frontend developers)

...but a lot has changed since then

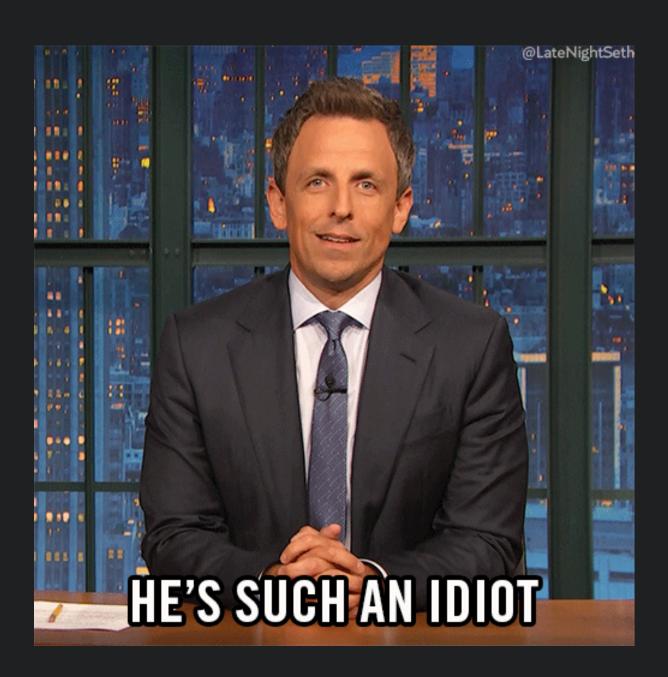
2006 jQuery

What was 1,000 lines of JavaScript, became 10,000 lines of spaghetti

2007

Any application that can be written in JavaScript, will eventually be written in JavaScript.

- Jeff Atwood, Author, Entrepreneur, Cofounder of StackOverflow



2010

- Node.js (2009) & NPM
- Express.js (Server-side JS takes off)
- Backbone.js & AngularJS (The advent of SPAs)
- Backbone.js
- Three.js

What was 10,000 lines of spaghetti, became 100,000 lines of festering spaghetti

2011 D3.js

And charts and animations were never the same again...

2012 TypeScript

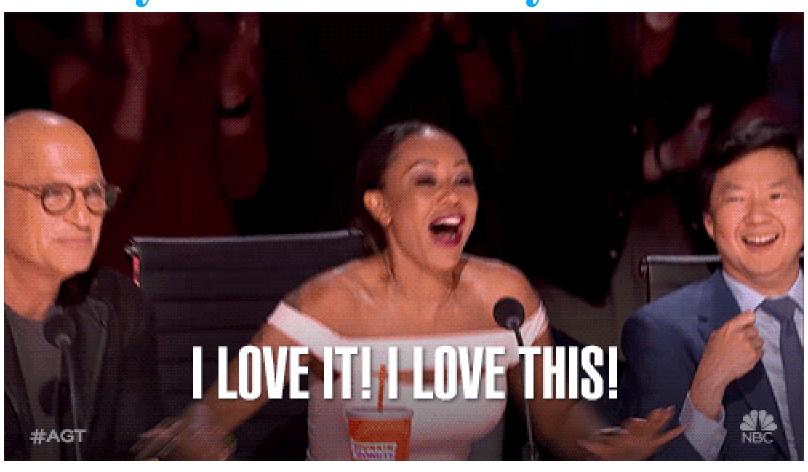
And suddenly the un-manageable became sort of manageable....

(...or maybe we just got used to the pain)

2013 React

2015 Redux

And everyone went crazy about them...



But we'll come back to React and Redux later...

Apollo Server & Client

GraphQL APIs built and consumed 100% in JavaScript

WebAssembly

How do you optimize JavaScript? Just like you optimize Python:D

2018 TensorFlow.js

Just think about it...



Maybe Jeff Atwood wasn't an idiot after all?





People loved React and Redux so much on the Web that they've created

```
react-dom-stream (server side rendering)
React Native (Android & iOS)
React Native Desktop (OSX)
React Native Windows
react-blessed (terminals)
react-pdf
React Hardware (IoT)
ReactAframe (VR)
```

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Frontend is what it has always been

The presentation layer that the user interacts with

Technological advancements and constantly increasing client demands have made frontend more powerful but also more complex than ever.

In the modern applications the backend is closer to the frontend. More often that not a sizable chunk of backend is present on the client.

More and more different kinds of devices need a presentation layer. They all come with their own challenges.

So what is frontend?

Web Apps (but not Pets.com - they went bankrupt) Mobile Apps VR Experiences APIs (Hello Stephanie:D) Explanations of Neural Network algorithms LEDs controlled by a Raspberry Pi **Terminals** This presentation (btw, it's built with React) ...and much more...

In the past, we've used backend languages and libraries to produce presentation content. Now the trend is reversing.

Node.js, JavaScript, TypeScript, React, Redux, etc. are established technologies on the backend.

The Independence Carer and PwD apps that we're building are not just presentation layers. They contain a lot of logic on the client side for managing state, routes, events and side-events, notifications, caching, background jobs, etc.

Demo Tensorflow.js

Demo World Draw

There are three takeaways

React, Redux and TypeScript are the holy grail, for now...

More things than ever are possible on the presentation layer.

Dare to dream!

Frontend projects are becoming more complex and costlier to develop year by year. Please be careful what you promise to the clients.



Just look at the gaming industry. Video games are mostly frontend, aren't they?

(No, not really. There's a lot of invisible tooling around them)

Doom 1993

~14 months of development, team of 7

Doom 2016

~8 years of development, ~90 million USD

Demo A Day in the Life of Americans

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