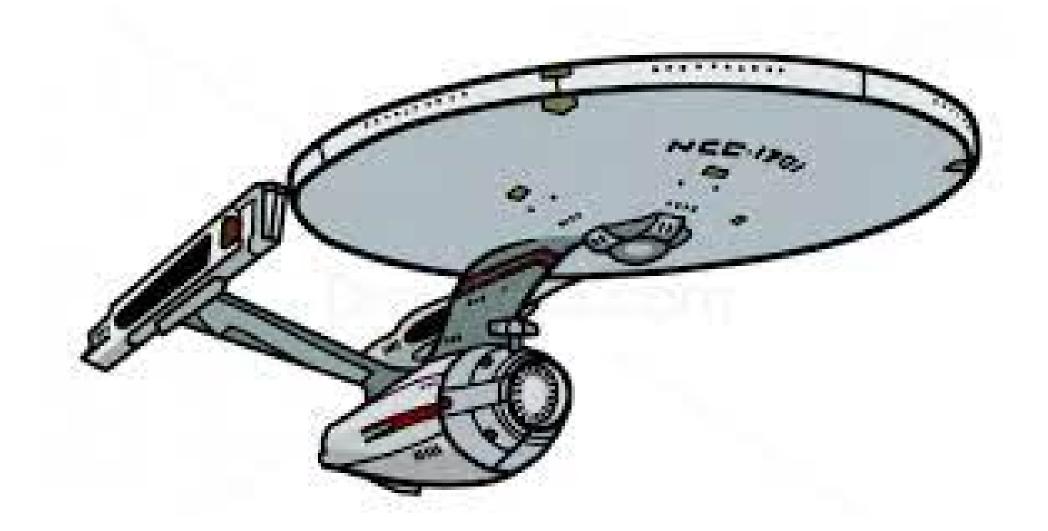
# WebAssembly

how I learned to stop worrying and love the frontend

orsinium.dev

#### Wasm: the final frontend

To boldly go where no man has gone before!



#### A Talk Near the Future of Python



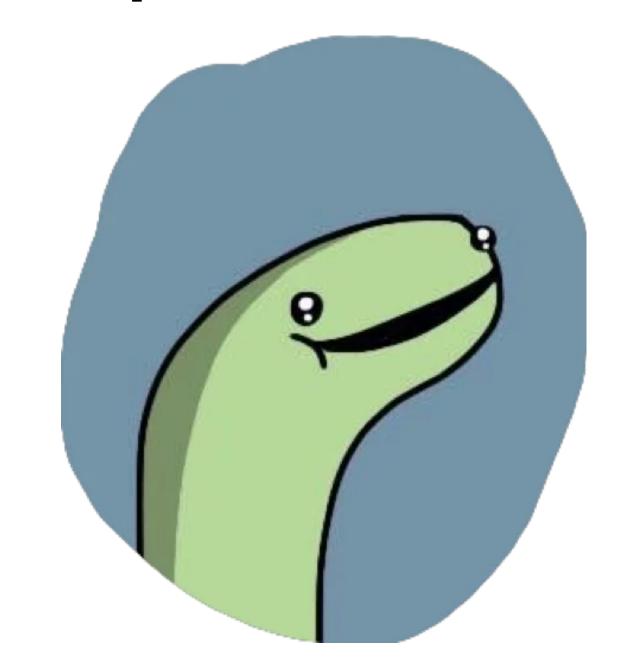
by David Beazley

meet tiny snek



- Not JS
- Binary
- Native
- Safe
- Easy to run
- Portable

- AssemblyScript
- Rust
- C/C++
- Go

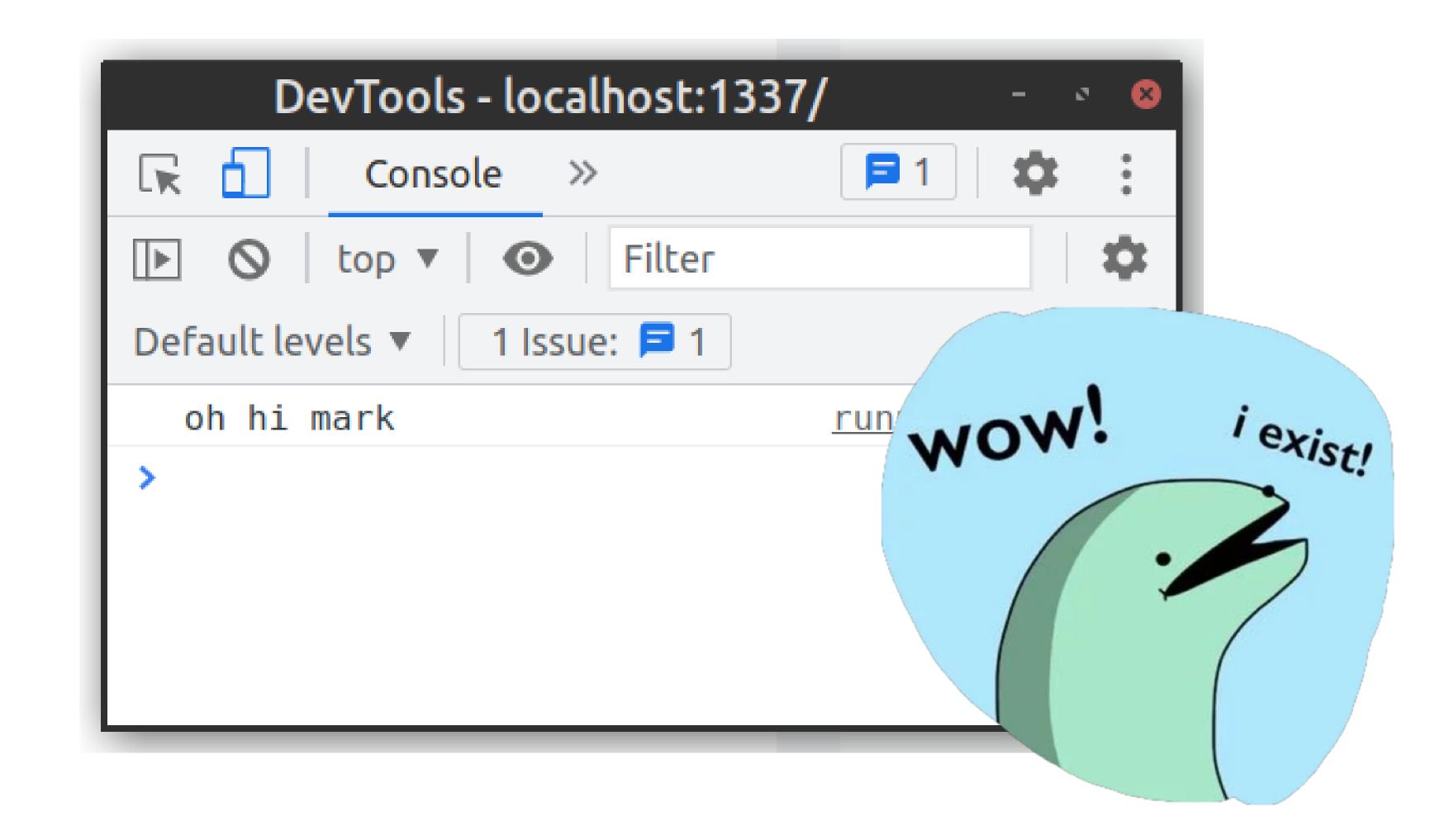


```
package main
import "fmt"
func main() {
    fmt.Println("oh hi mark")
```

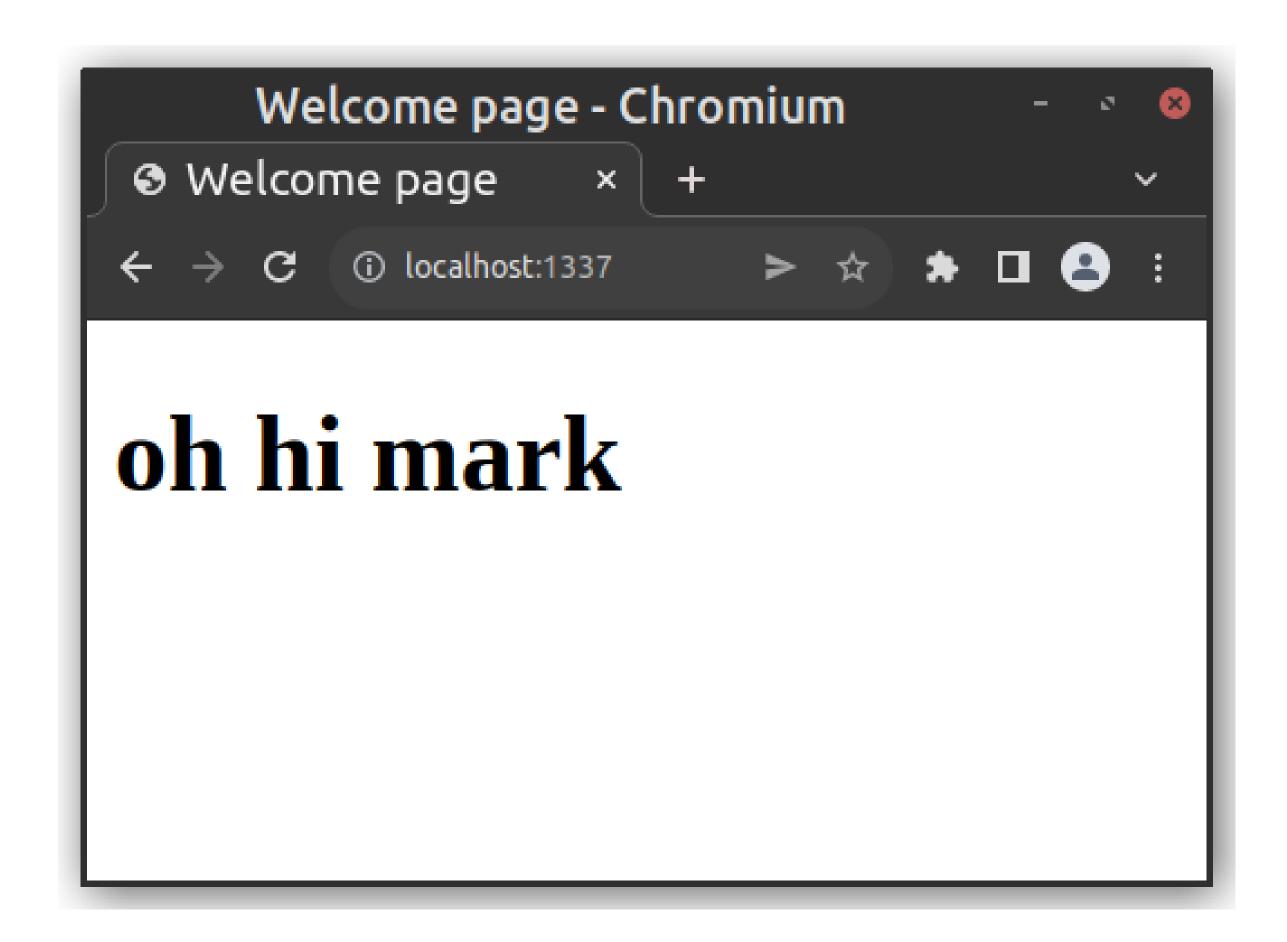
```
mkdir -p build
cp frontend/* build/
cp \
  "$(go env GOROOT)/misc/wasm/wasm_exec.js" \
  build/runner.js
GOOS=js GOARCH=wasm go build \
```

-o build/frontend.wasm .

```
<!doctype html>
<html>
  <head>
    <meta charset="utf-8">
    <script src="./runner.js"></script>
  </head>
  <body>
    <script src="./loader.js"></script>
  </body>
</html>
```

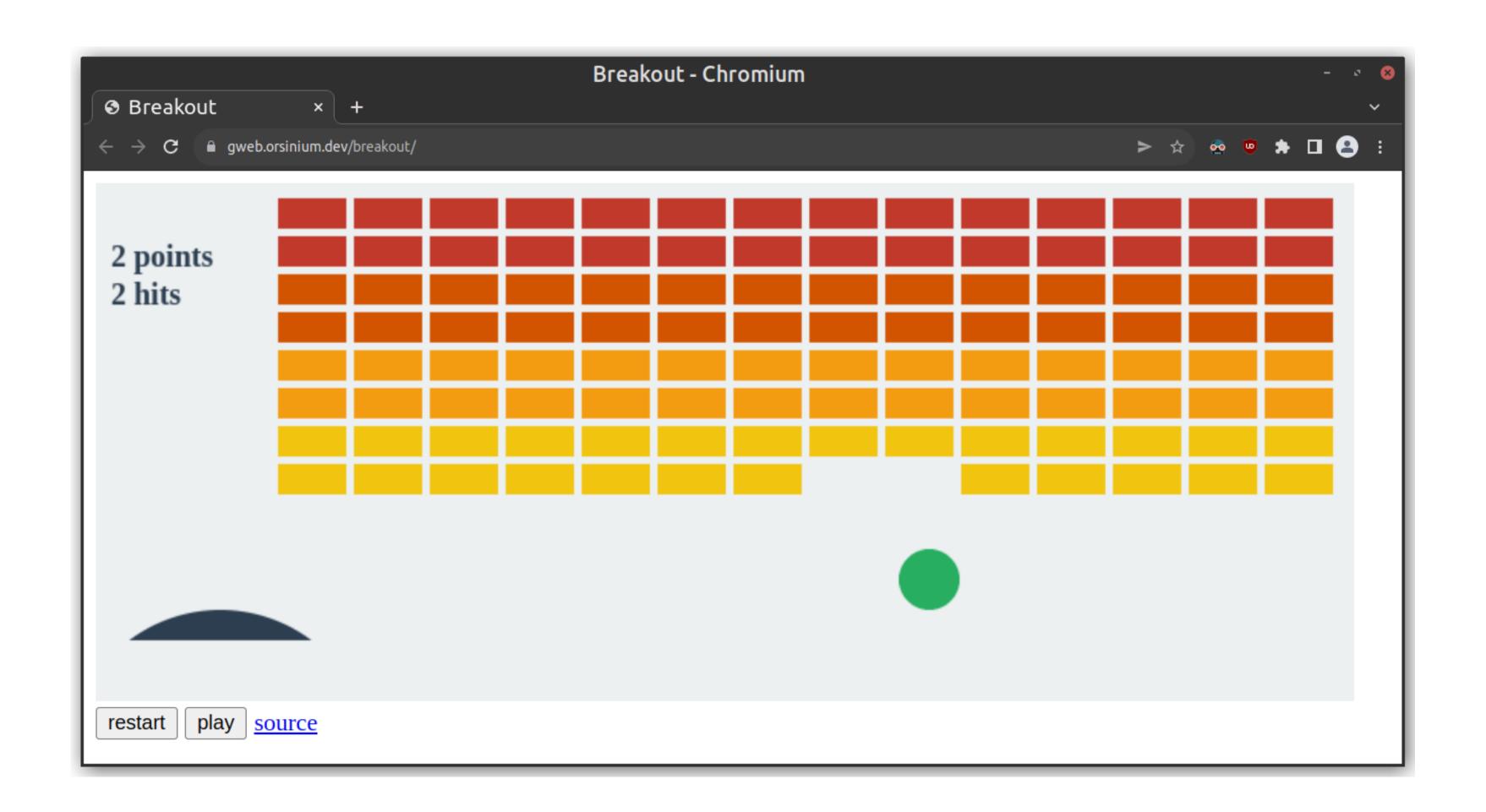


```
package main
import "syscall/js"
func main() {
    window := js.Global()
    doc := window.Get("document")
    doc.Set("title", "Welcome page")
    header := doc.Call("createElement", "h1")
    header.Set("innerText", "oh hi mark")
    body := doc.Get("body")
    body.Call("appendChild", header)
```



```
package main
import "github.com/life4/gweb/web"
func main() {
    window := web.GetWindow()
    doc := window.Document()
    doc.SetTitle("Welcome page")
    header := doc.CreateElement("h1")
    header.SetText("oh hi mark")
    body := doc.Body()
    body.Node().AppendChild(header.Node())
```

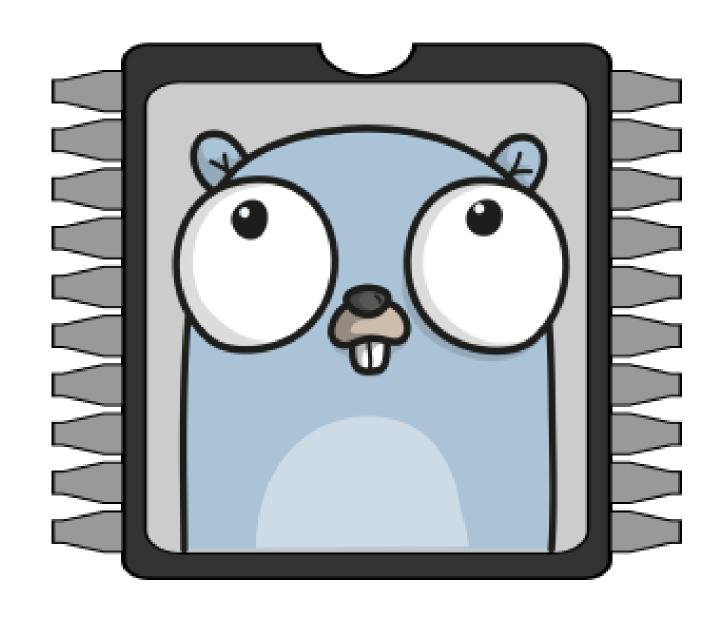
## gweb.orsinium.dev



### size matters



# TinyGo



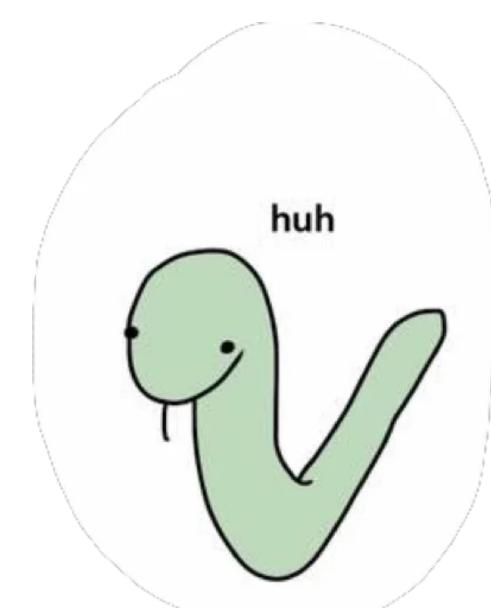
syscall/js gweb

**gc** 1.3M 1.5M

tinygo 95K 136K

no scheduler 61K 100K

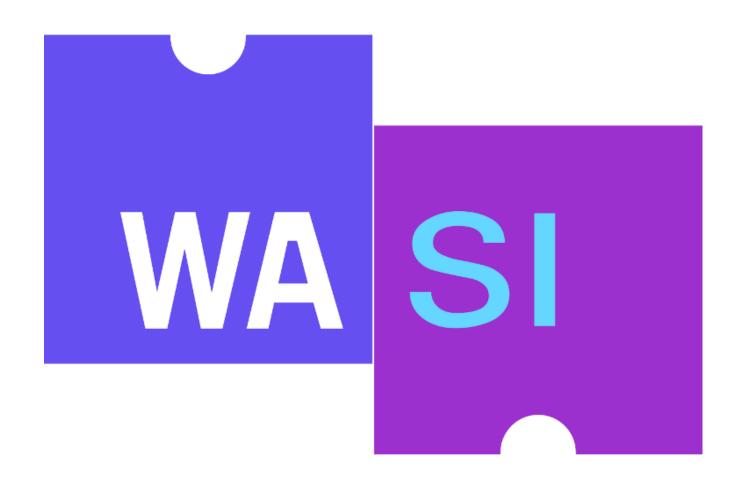
wasm-opt 50K



89K

### WASI

The WebAssembly System Interface



```
func main() {
    fmt.Println("I'm in the console")
    text := []byte("I'm in the file\n")
    err := ioutil.WriteFile("./log.txt", text, 0644)
    if err != nil {
        panic(err)
```

```
tinygo build \
  -target wasi \
  -o wasi.wasm ./wasi
```

wasmtime --dir . wasi.wasm



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