

Where to Go from Here?



Barry Luijbregts

SOFTWARE ARCHITECT & DEVELOPER

@AzureBarry

www.azurebarry.com



Introduction



Things to remember

Resources to learn more

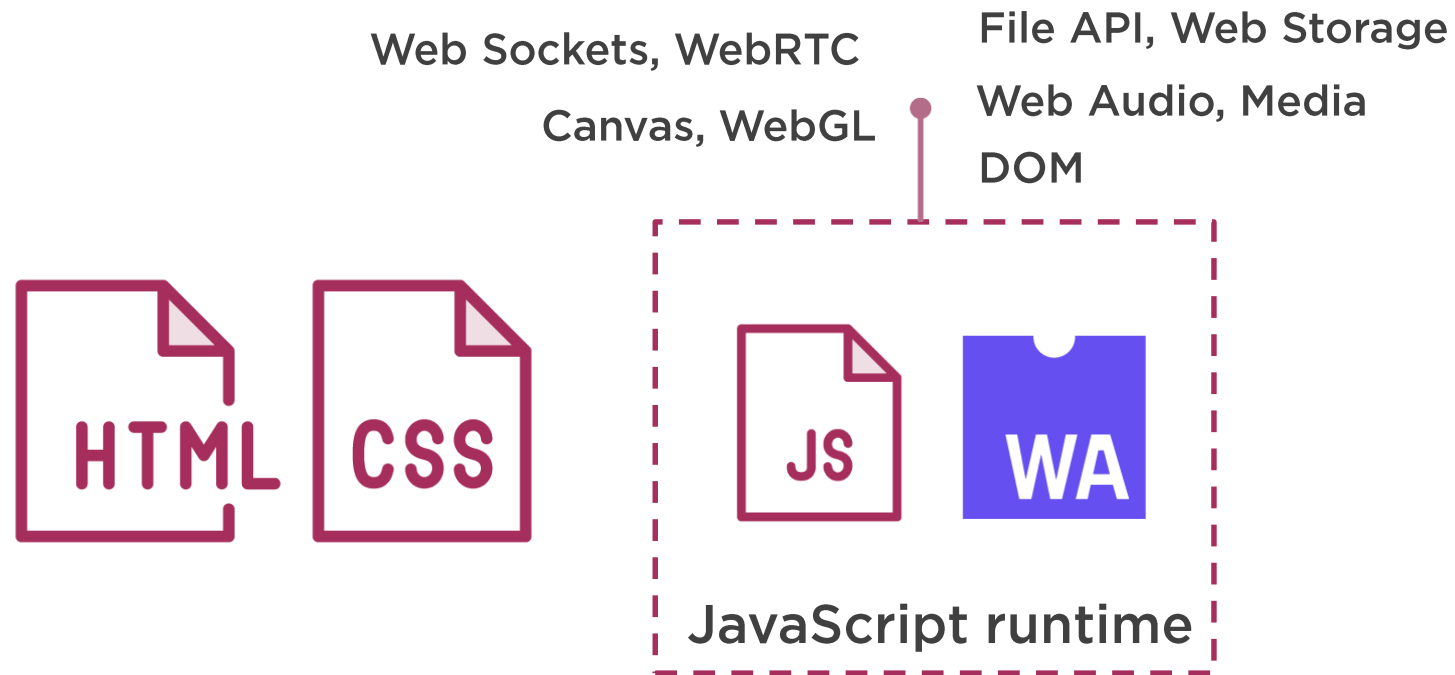


Things to Remember



WebAssembly

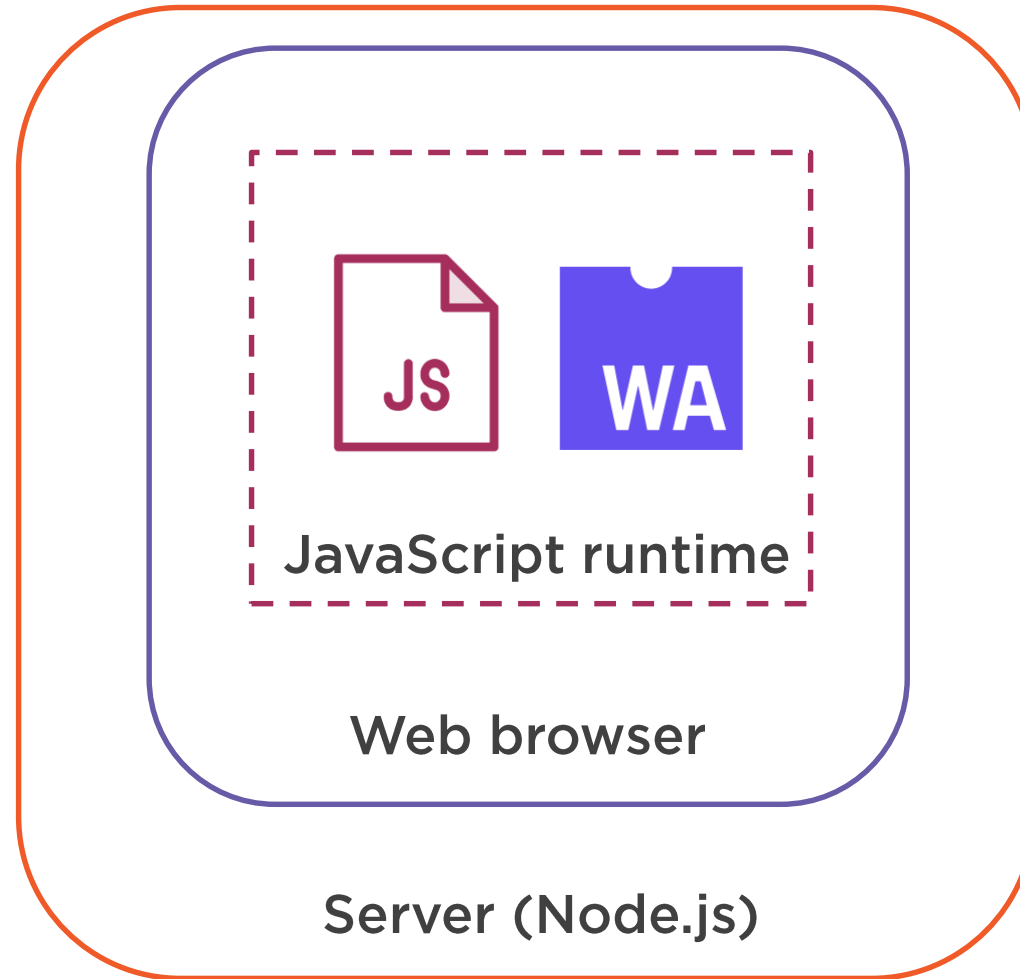
Web browser



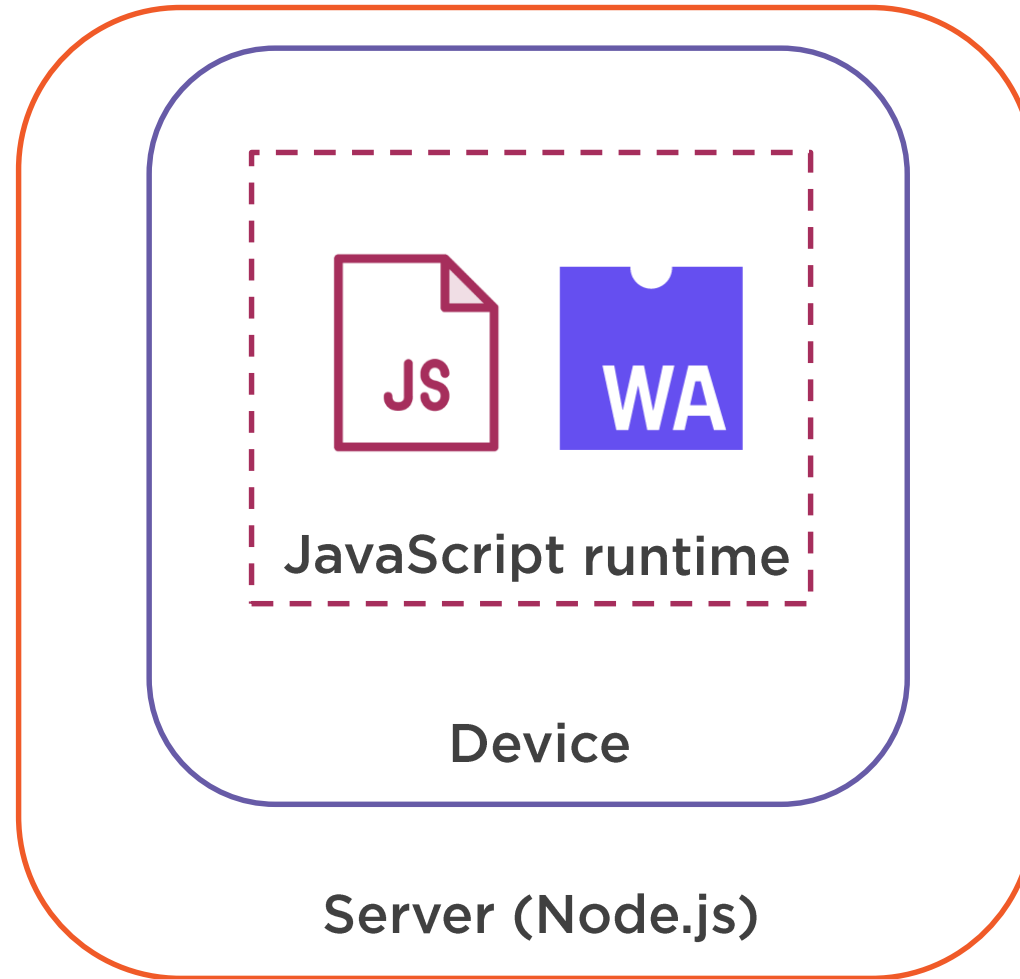
WebAssembly



WebAssembly



WebAssembly



Why WebAssembly?

WebAssembly is
fast



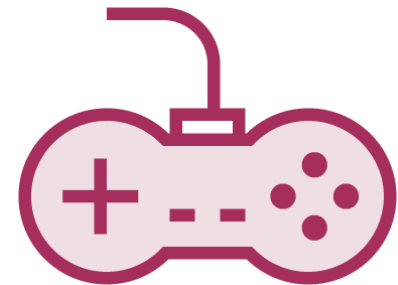
Video / audio
calling

Other languages
can be compiled
to WebAssembly



Virtual / Augmented
reality

Natively supported
by browsers – no
plugin needed



Gaming



Resources to Learn More



Links to WebAssembly Resources

- **General**

- <https://webassembly.org/> - The official WebAssembly website
- <https://developer.mozilla.org/docs/WebAssembly> - Developer documentation
- <http://www.wasmrocks.com/> - Tutorials and articles

- **Tools**

- <https://github.com/aspnet/Blazor> - Run C# in the browser
- <https://webassembly.studio/> - Online WebAssembly development environment
- <https://mbebenita.github.io/WasmExplorer/> - online C/C++ to wasm convertor

