### Kirupa Chinnathambi

Program Manager on Web Apps

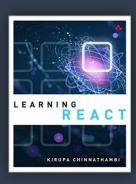
TWITTER

@kirupa

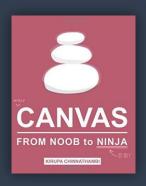
BLOG

kirupa.com







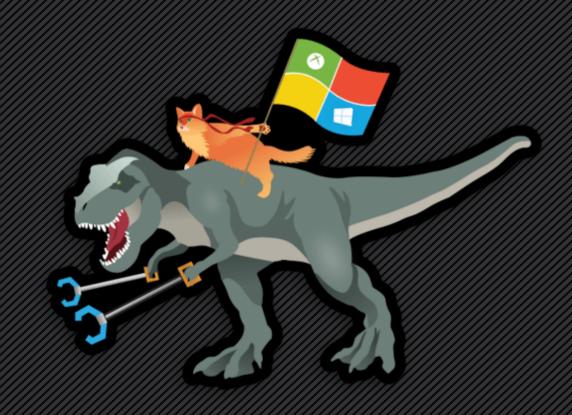






### PWA, HWA, Electron, oh my!

Making sense of the evolving web app landscape





### Web vs. Native



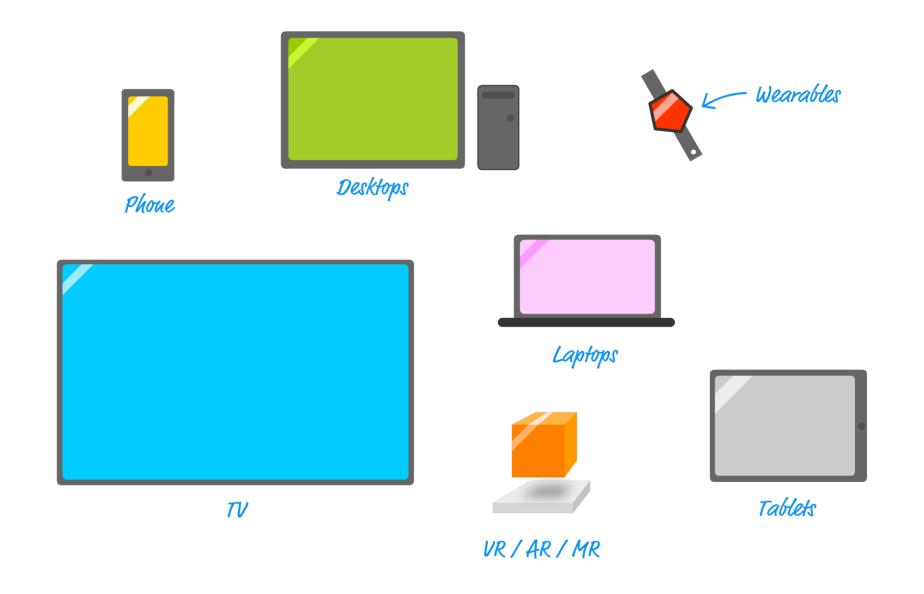


### Benefits of Web Apps



### Web apps run everywhere!





























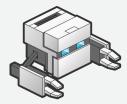




























































#### One codebase to rule them all...





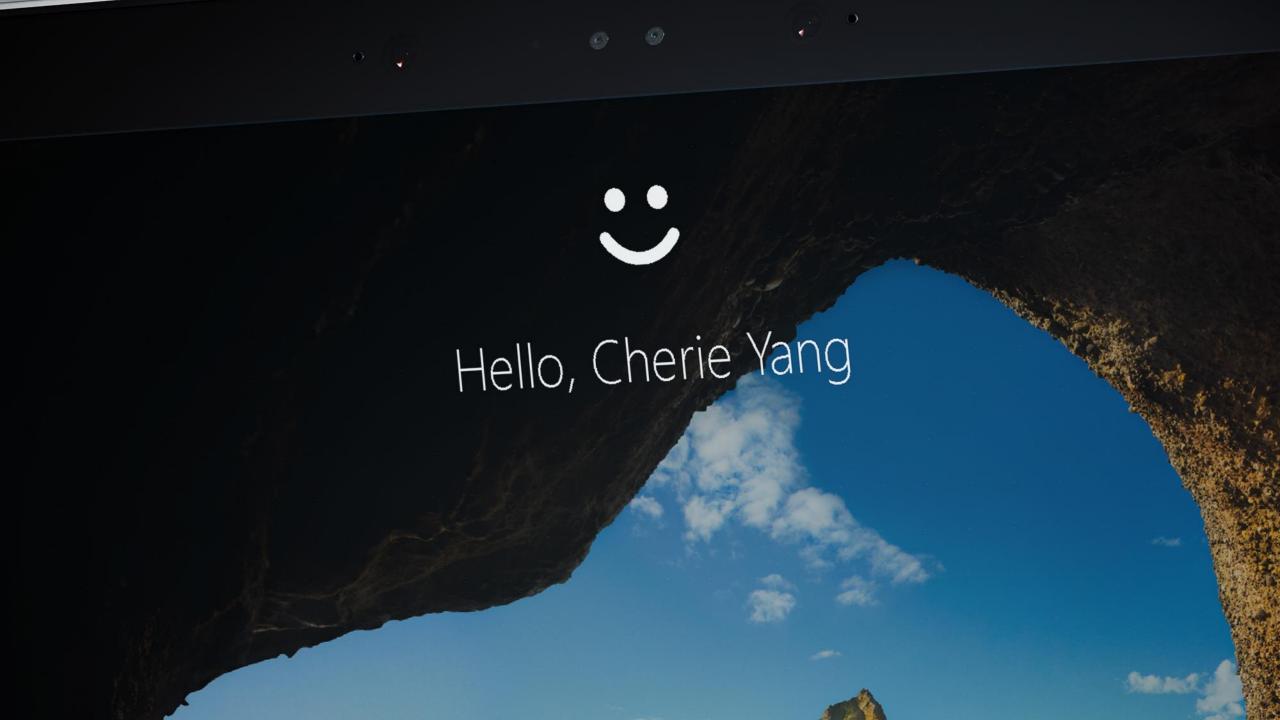
### Benefits of Native Apps

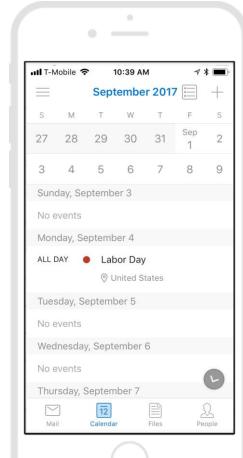
### Better device integration

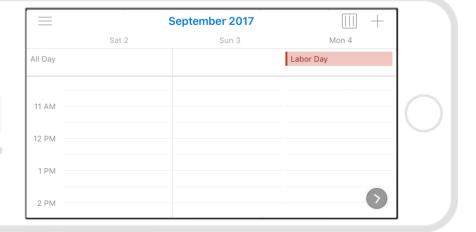












### How do you choose which to build for?



### Focus on great UX!



# Our users don't care about the underlying technology!



### Is it possible to...



1. Reach everyone with a web app?



1. Reach everyone with a web app?

2. Maximize code reuse?



1. Reach everyone with a web app?

2. Maximize code reuse?

3. Provide a great (native) user experience across devices?





### Web vs. Native



## Web & Native Web vs. Native



# Web & Native Web vs. Native

1. Build an awesome web app

2. Take your existing web app native



1. Build an awesome web app

2. Take your existing web app native





### Build an Awesome Web App!

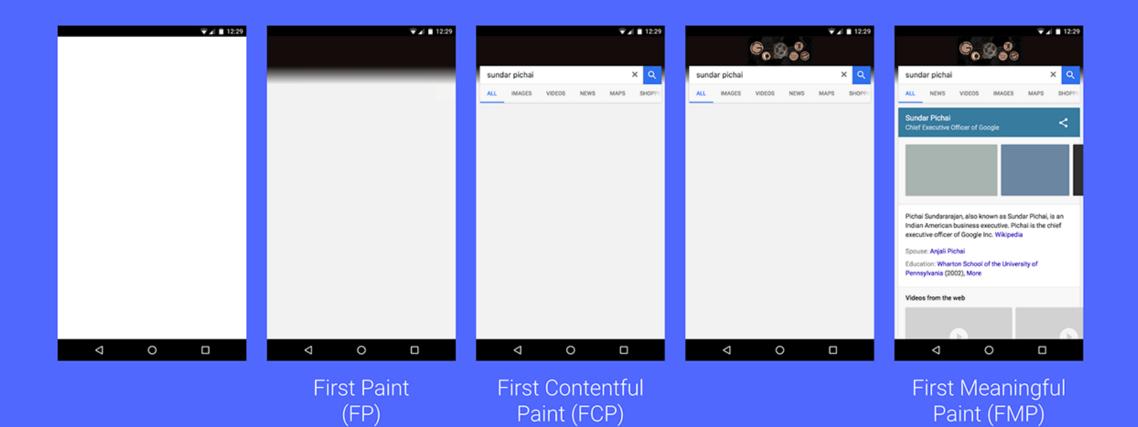


### Build a Progressive Web App (PWA)

### PWAs are just web apps...

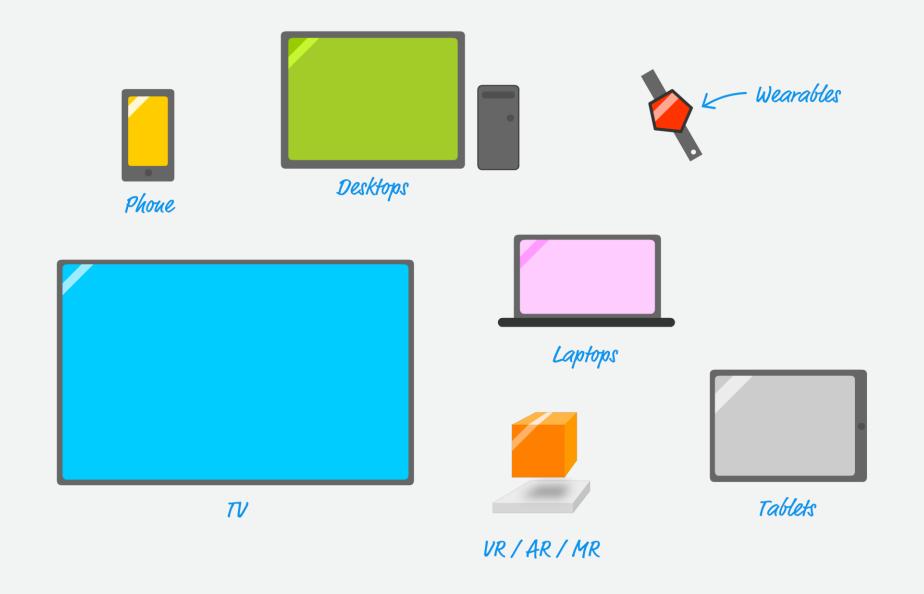
### PWAs are just web apps that provide a great user experience!

Start and run really **REALLY** fast!





Work across a variety of screen sizes, input modes, etc.

















Mouse / Keyboard

Touch

Gamepad

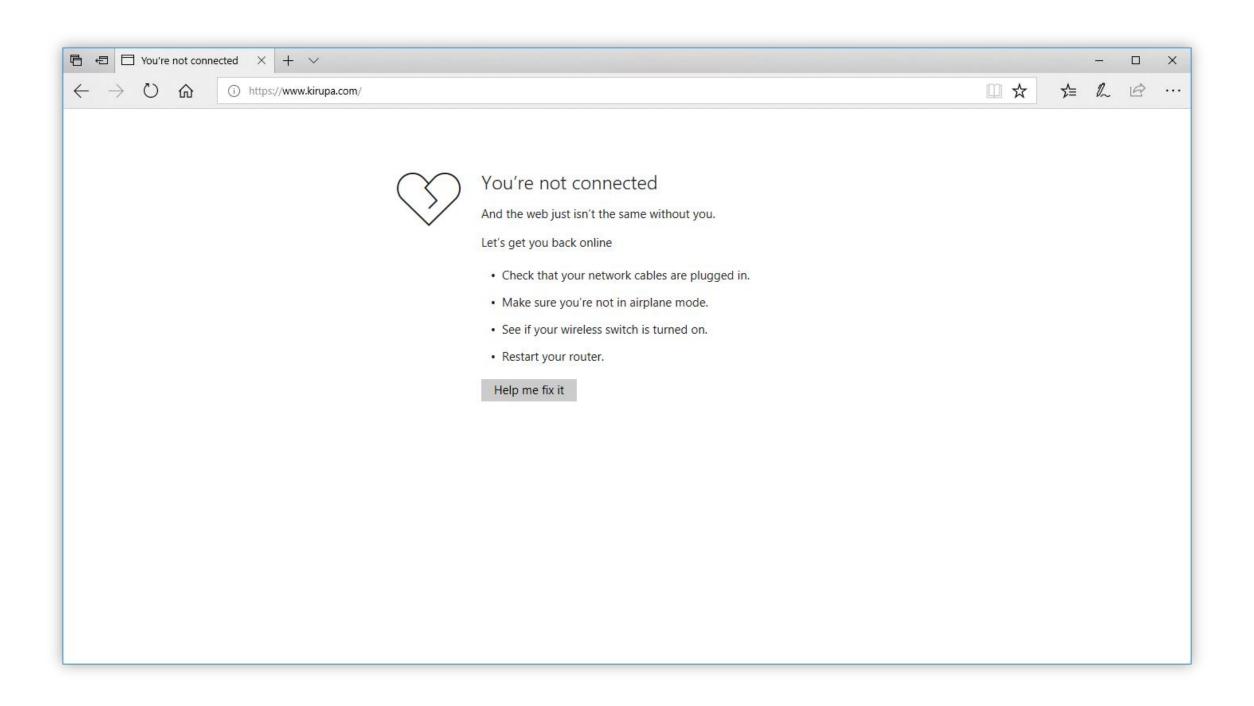
Remote

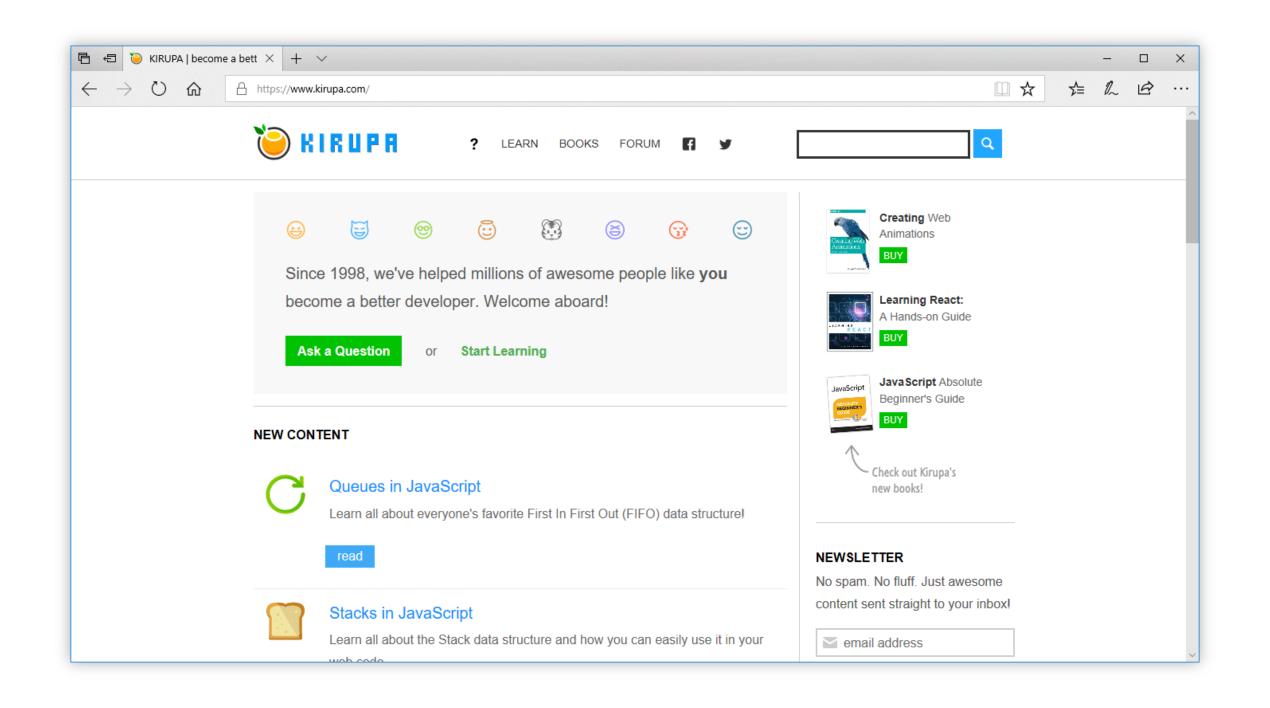
MR

Voice

- ♦ Start and run really **REALLY** fast!
- Work across a variety of devices, screen sizes, etc.
- Run over HTTPs

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- Run over HTTPs
- Work offline / reliably under poor network conditions



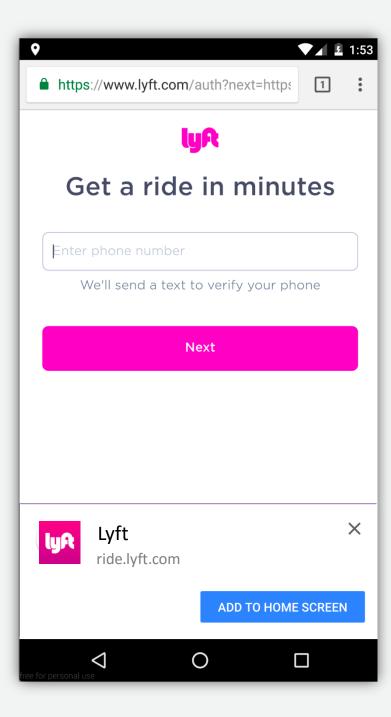


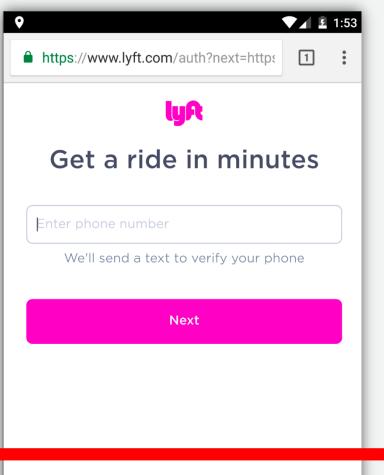
- ♦ Start and run really **REALLY** fast!
- Work across a variety of devices, screen sizes, etc.
- Run over HTTPs
- Work offline / reliably under poor network conditions
- Can view and send push notifications

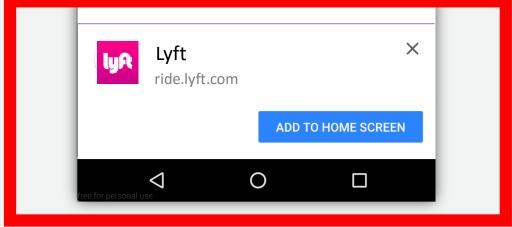


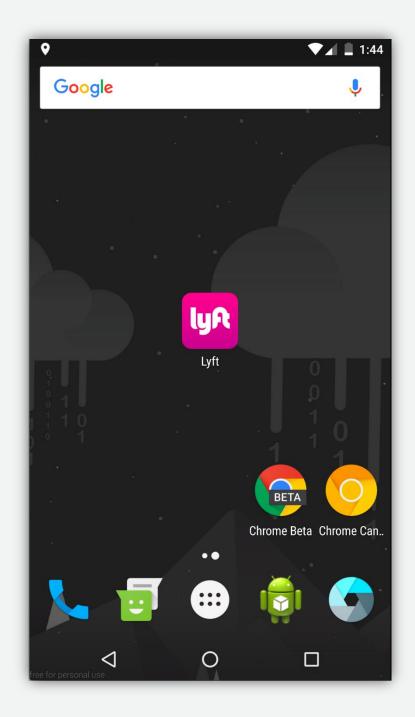
- ♦ Start and run really **REALLY** fast!
- Work across a variety of devices, screen sizes, etc.
- Run over HTTPs
- Work offline / reliably under poor network conditions
- Can view and send push notifications
- Provide better device integration

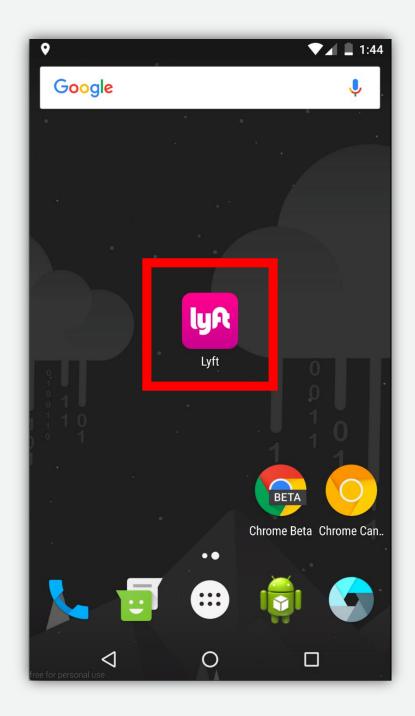
### PWAs and Android

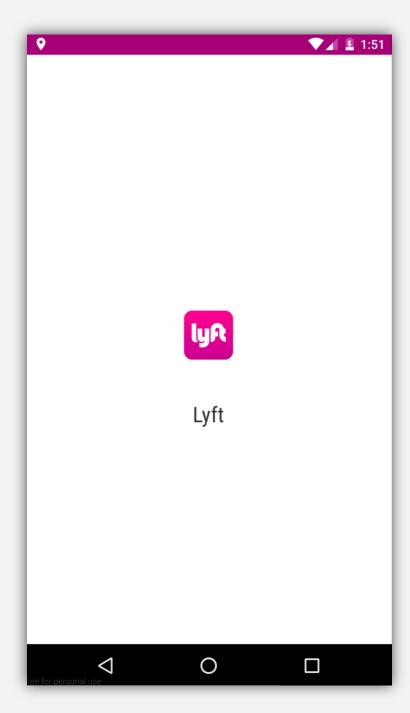


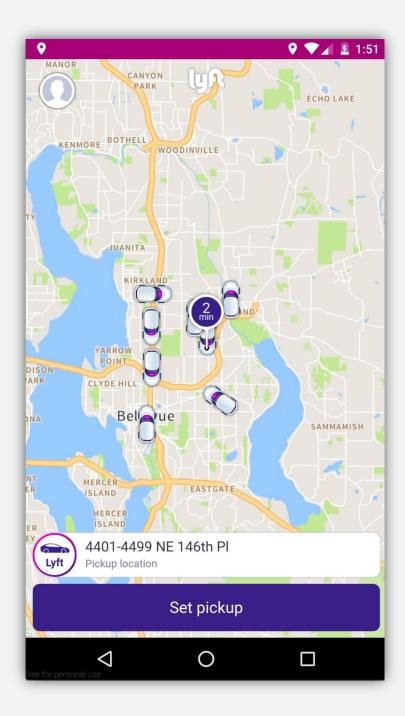








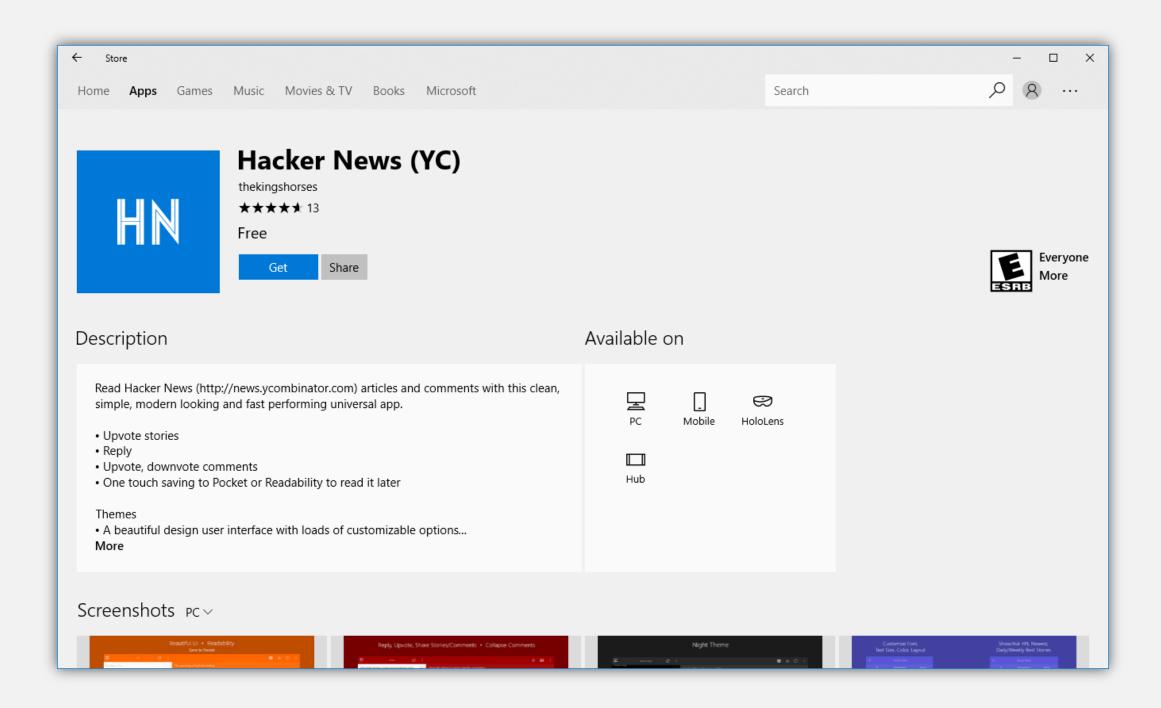


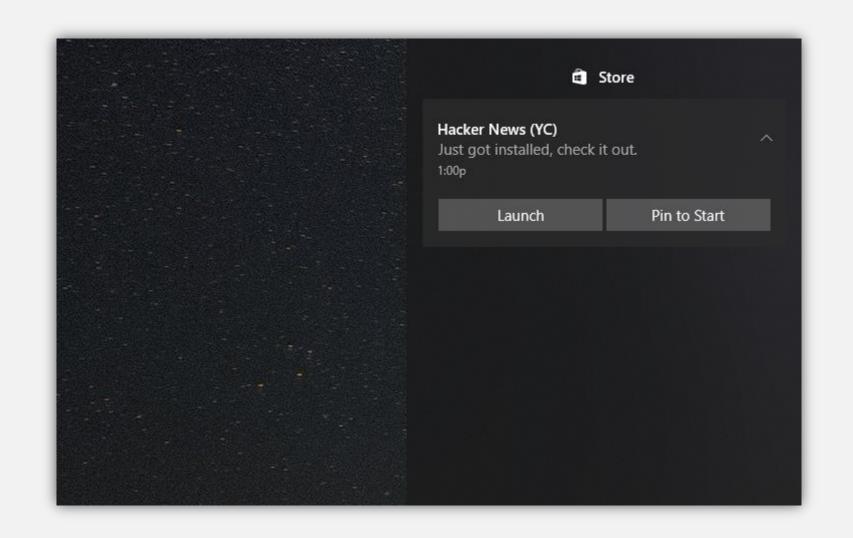


Your app will still work in the browser. It just might do more when "installed".

### PWAs and Windows

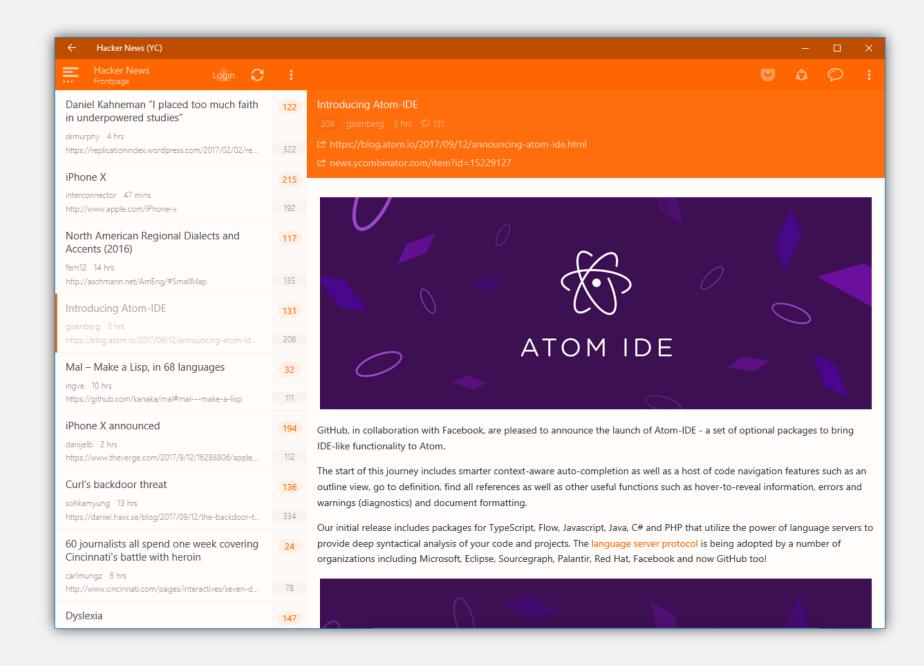
A PWA in Windows will be a native app (aka a UWP) with all the advantages that it provides.

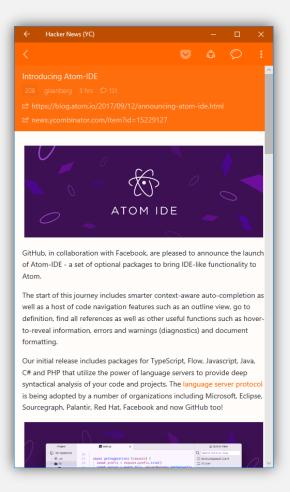


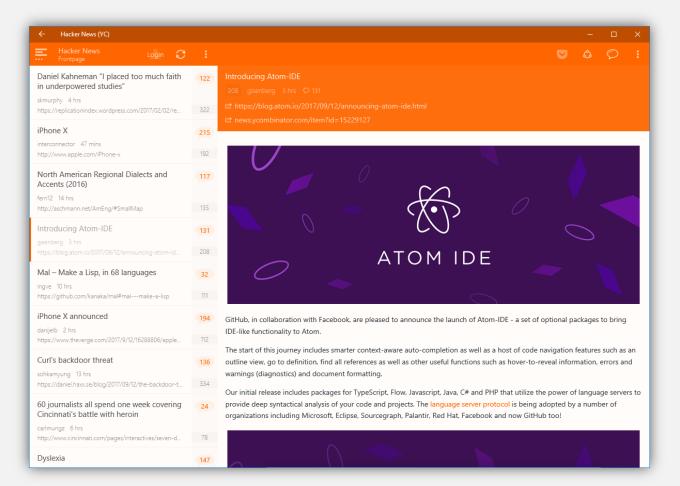


Hacker News (YC)

HN







#### Where your app will run!













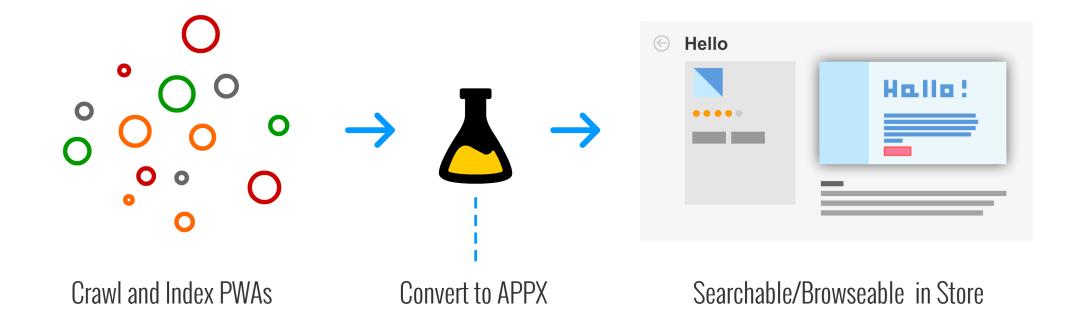
### There are two ways your PWA can get into the Windows Store

1. You submit it manually

2. We submit it automatically on your behalf with little effort from you

```
"lang": "en",
"short_name": "My App",
"name": "My Totally Awesome App",
"icons": [
   "src": "img/launcher-icon-2x.png",
    "sizes": "96x96",
   "type": "image/png"
 },
    "src": "img/launcher-icon-4x.png",
    "sizes": "192x192",
   "type": "image/png"
],
"start_url": "/pwa/?utm_source=homescreen",
"display": "standalone",
"orientation": "portrait",
"background_color": "black"
```

### Meta Tags 2.0



## What we are focusing on are apps with a quality user experience!

We are piloting this experience with a limited set of apps right now, and expect to see more in the upcoming months.

### PWAs are great for developers!

### PWAs are great for users!

# For many of you, a PWA might just be all you need!





### Taking Your Existing Web App Native



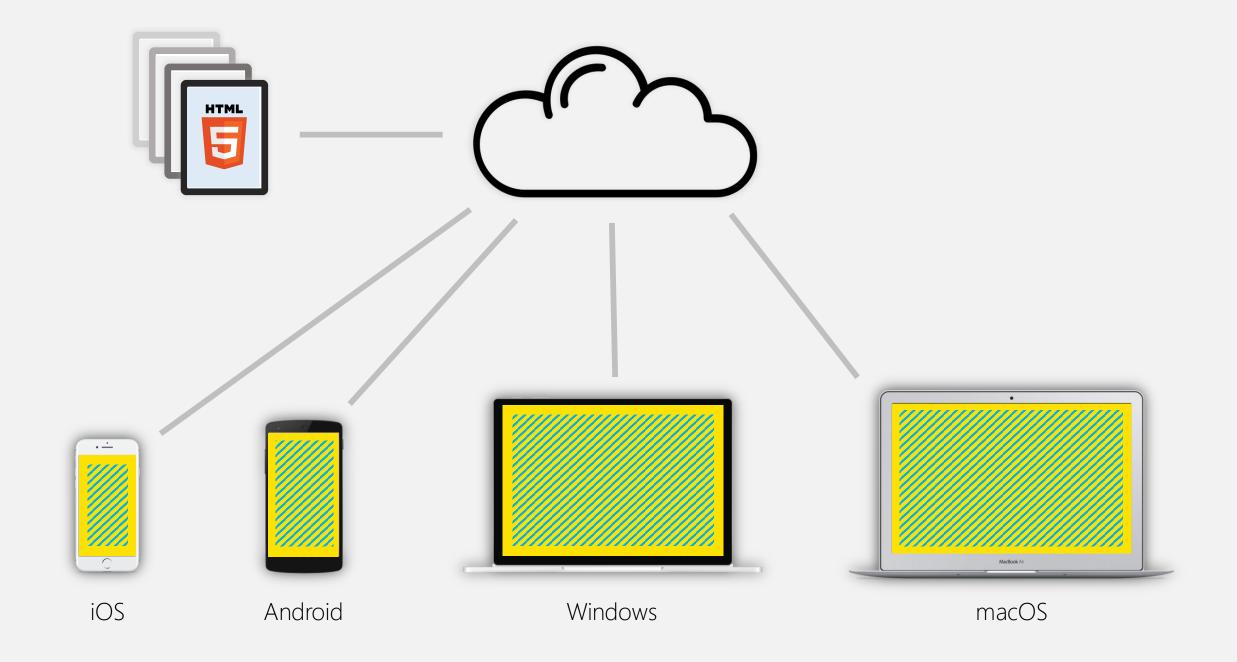
Taking Your Existing Web App Native (by extending and building on your PWA)





# The content is still largely your PWA



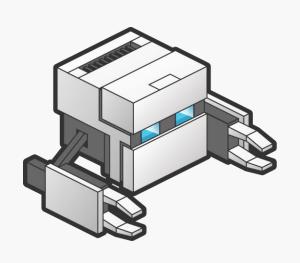


### WebView!

#### These aren't the webviews of 2015!

# You don't have to deal with webviews directly if you don't want to!

### iOS and Android



#### Apache Cordova

This is what powers Ionic Framework and Adobe Phonegap as well.

https://cordova.apache.org/

# Windows 7, Windows 8, and macOS

### Traditional Desktop



#### Electron

Build desktop apps using HTML, CSS, JS, and Node!

https://electron.atom.io

### Windows 10

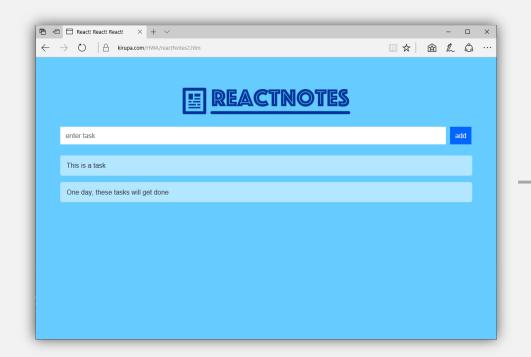
## Web Native



#### Progressive Web App

They are just Universal Windows Platform (UWP) apps just like any other Windows app you install!

https://aka.ms/hostedwebapps





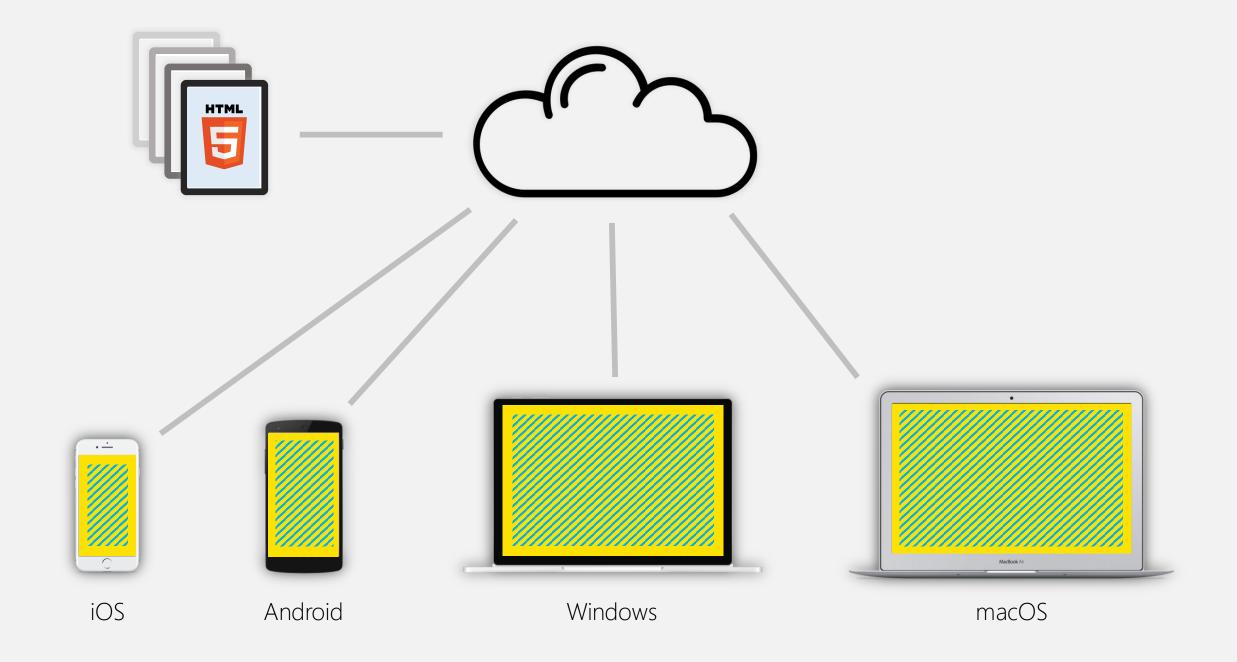
PWA in Edge

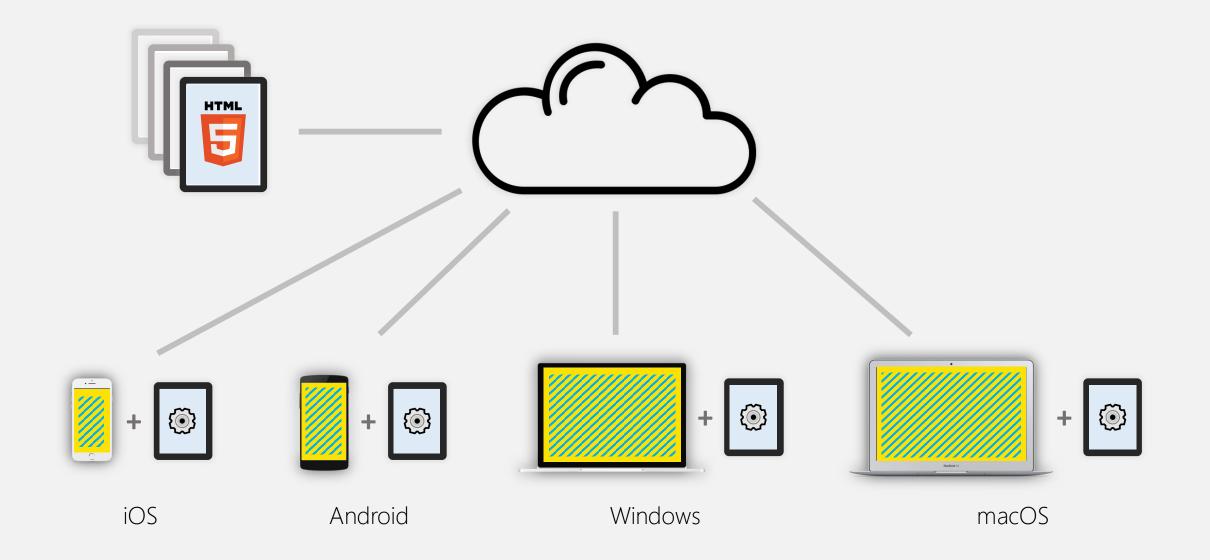
PWA as a UWP

How to detect if you are in an app environment:

```
if (typeof Windows !== "undefined") {
    // Windows specific code goes here
}
```

```
function speechTest() {
    var speech = Windows.Media.SpeechRecognition.SpeechRecognizer;
    if (typeof Windows !== "undefined") {
        var defaultLang = speech.systemSpeechLanguage;
        recognizer = speech.SpeechRecognizer(defaultLang);
        recognizer.compileConstraintsAsync();
speechTest();
```





We are reusing our web app in its entirety through each native app solution!

Across Microsoft, we are using this approach for building many of our apps!



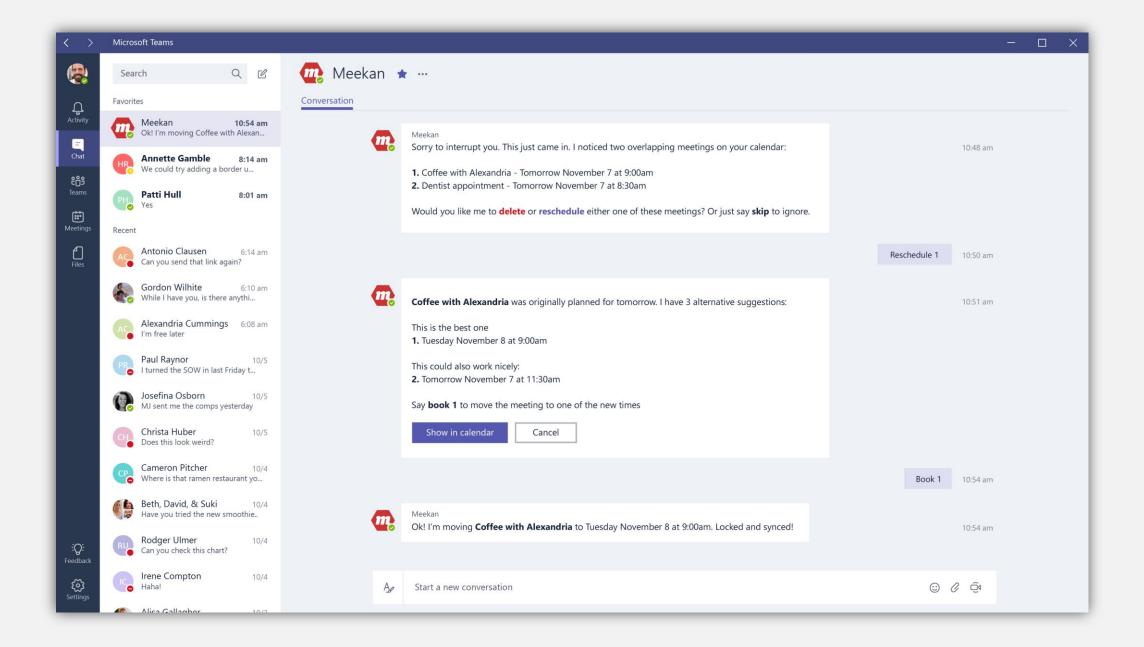


#### Say "Hi" to Chandra Chivukula

Principal Engineering Manager, Microsoft Teams Desktop Clients (@chandrachiv)

# How many of you have heard of Microsoft Teams before?



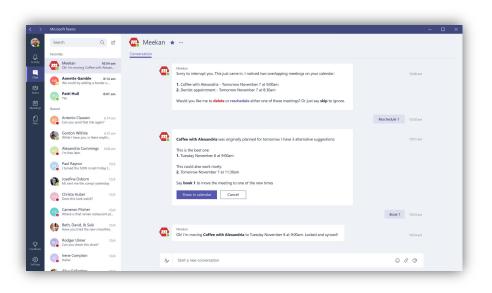




# Teams is an awesome app for communicating and collaborating



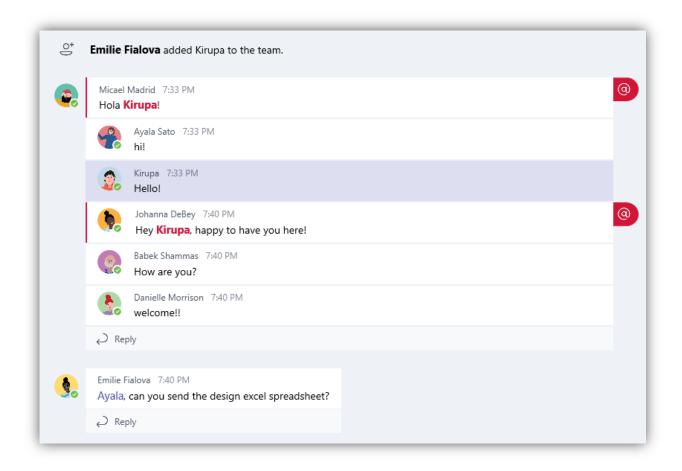
Teams is awesome!



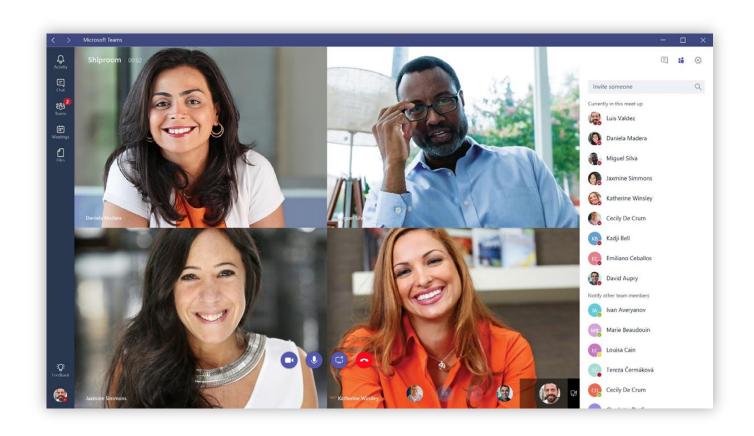
The way we communicate with each other at work goes beyond sending emails back and forth!

# The way we collaborate is instead made up of...

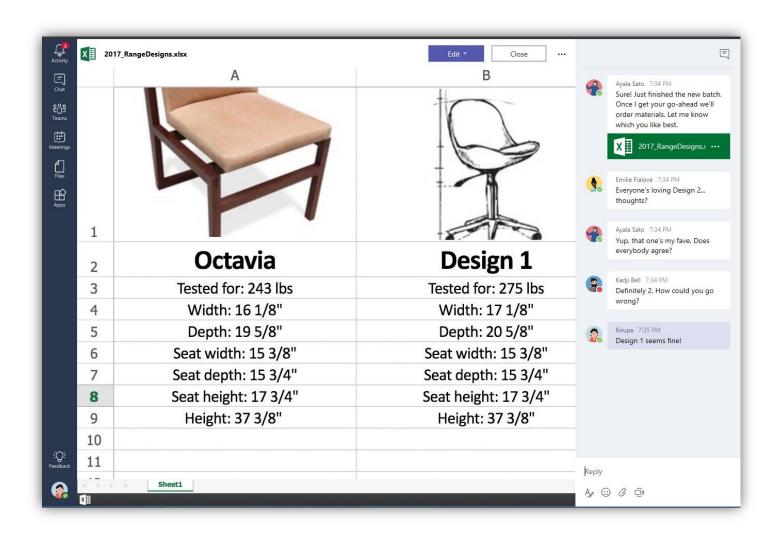




### Real-time threaded conversations



Live audio and video chatting



Viewing, editing, and commenting on documents

















zendesk







And more!

Integration with many of your favorite services

#### And more!



Besides showing off some cool and useful features, there is another reason why I wanted to show you all of this!



#### HTML



All of what you saw is implemented using web technologies!









Angular, TypeScript, Webpack, SASS and *many* more!





Angular, TypeScript, Webpack, SASS and many more!



~200 different OSS components





Angular, TypeScript, Webpack, SASS and *many* more!



>200 different OSS components



Extensive shared code: Web, Electron (Win/Mac), and Windows 10

## We started out with web code for several reasons

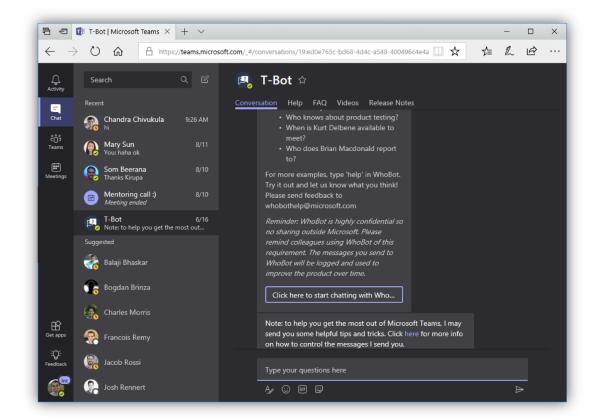


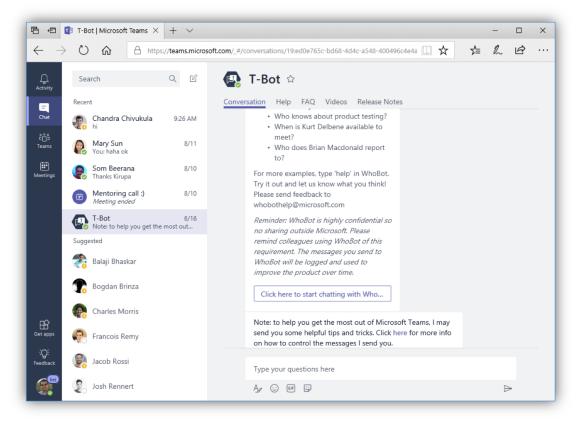
## 1. Reach the most number of users



## 2. Ship frequently and test our changes without any delay







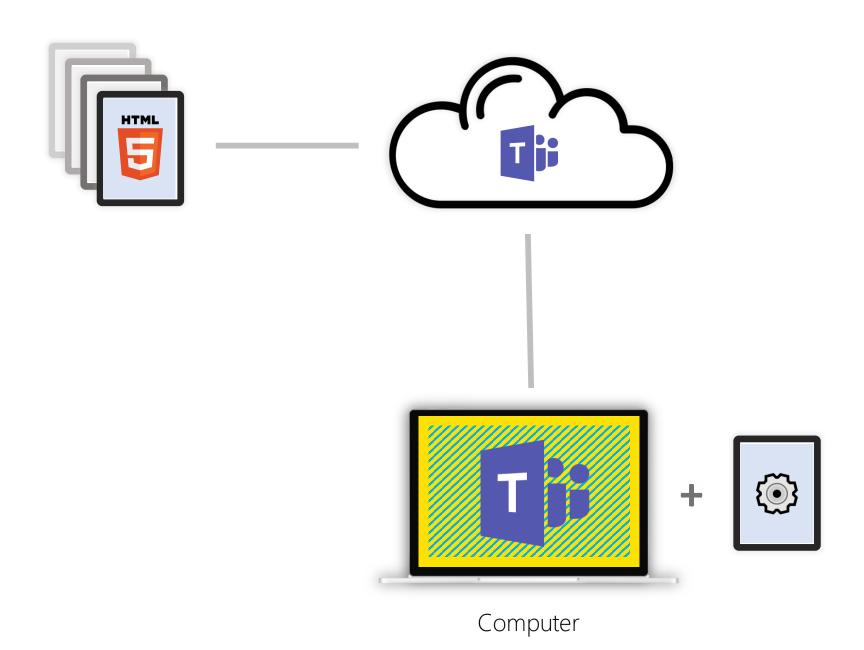
3. My team is made up of awesome web developers!

We also wanted to extend our web solution to a native app to better take advantage of device capabilities



In addition to some of the reasons Kirupa highlighted earlier...

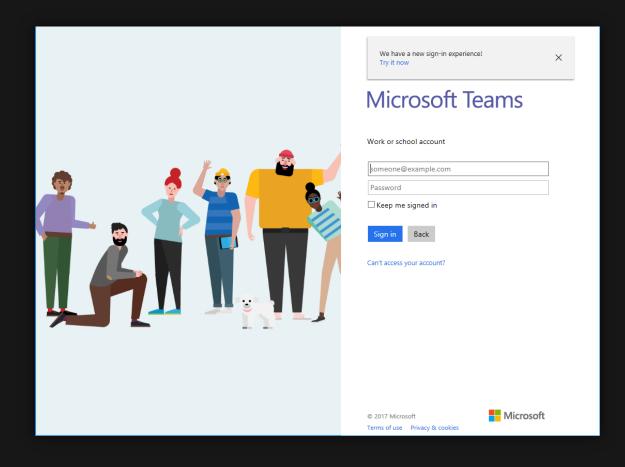






The Skype team developed a media component written in C/C++ that supports really smooth, high quality audio and video calling, screen sharing, and more!





We also wanted to provide better authentication experience. We use Azure Active Directory Library for Electron and WAM for Windows 10.

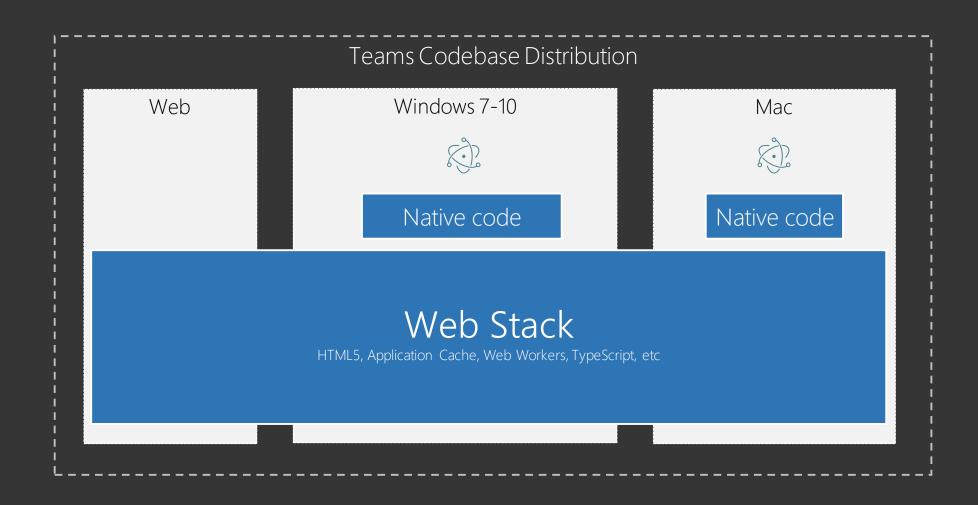


We wanted to provide a great web experience. We wanted to provide a more tailored experience on native devices!



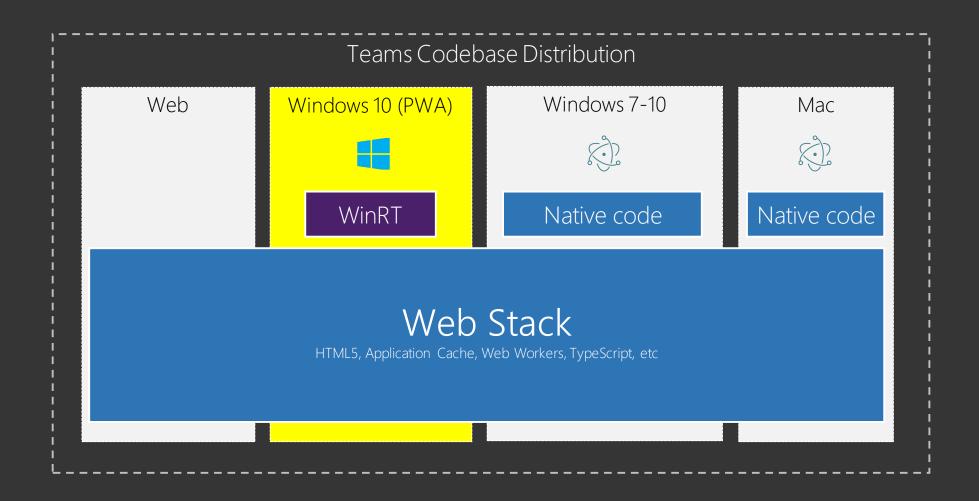
We wanted to do all of this while still maintaining a single code base!

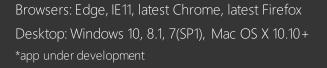




Browsers: Edge, IE11, latest Chrome, latest Firefox Desktop: Windows 10, 8.1, 7(SP1), Mac OS X 10.10+









```
JS coolFeature.js •
      var platform = getPlatform().shortName;
      if (platform == "Windows 10") {
          //something Windows 10 specific
       } else if (platform == "Electron") {
           //something Win7, Win8, MacOS specific
       } else if (platform == "Web") {
          //something PWA specific
```

We need a scalable strategy to light up features for each platform!



To reduce complexity, we decided to organize our code by file name!



## Let's take notifications for example.



Core/Web: notificationsService.ts

Electron: Core + notificationsService.desktop.ts

Win10: Core + notificationsService.hwa.ts

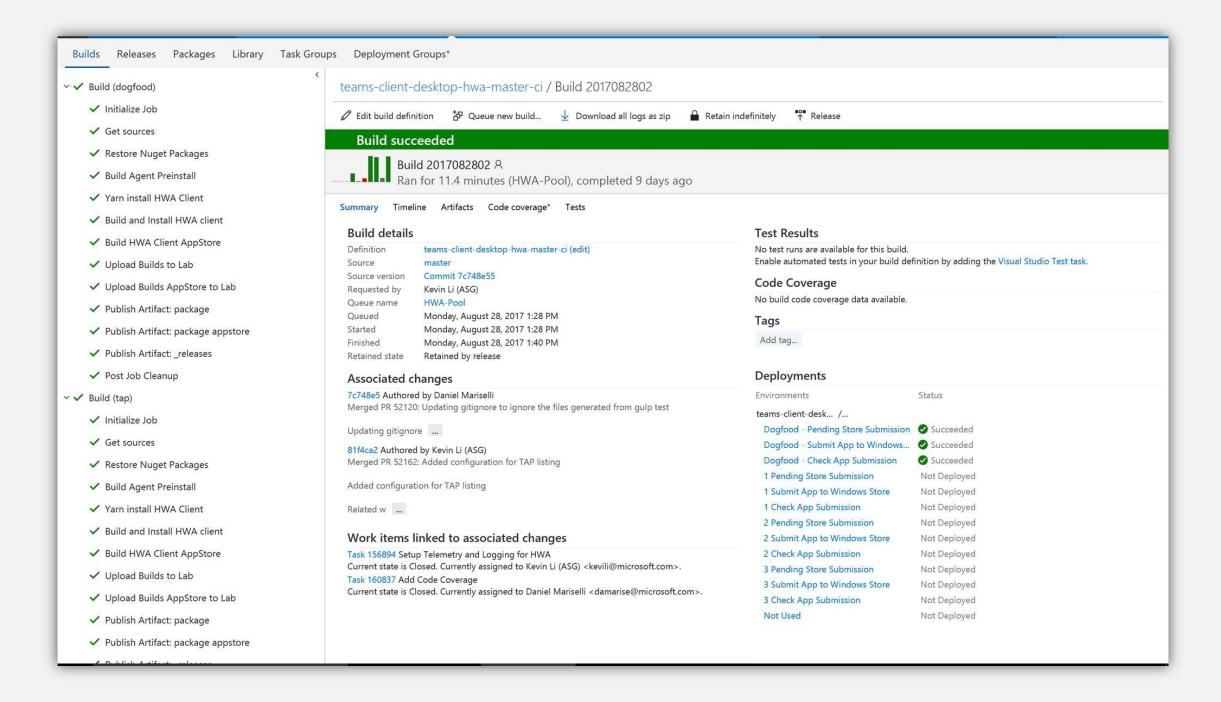


For Windows 10, for example, we would bundle notificationsService.ts with notificationsService.hwa.ts to generate the appropriate output.



This approach has allowed us to scale our functionality for all three platforms while maintaining maximum code reuse throughout.



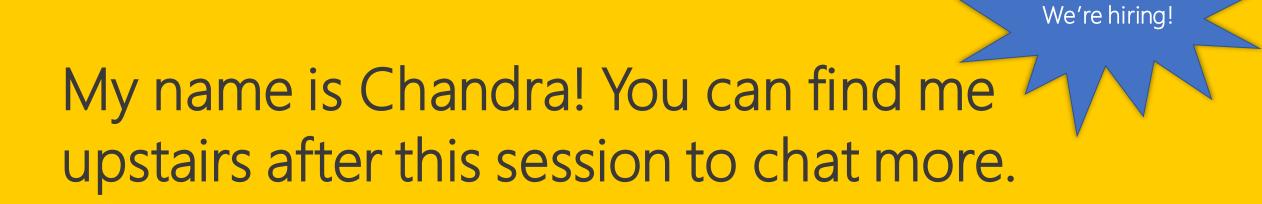


### My name is Chandra! You can find me upstairs after this session to chat more.

Twitter: <a href="mailto:ochandrachiv">ochandrachiv</a>

LinkedIn: www.linkedin.com/in/chandra-chivukula





Twitter: <a>@chandrachiv</a>

LinkedIn: www.linkedin.com/in/chandra-chivukula

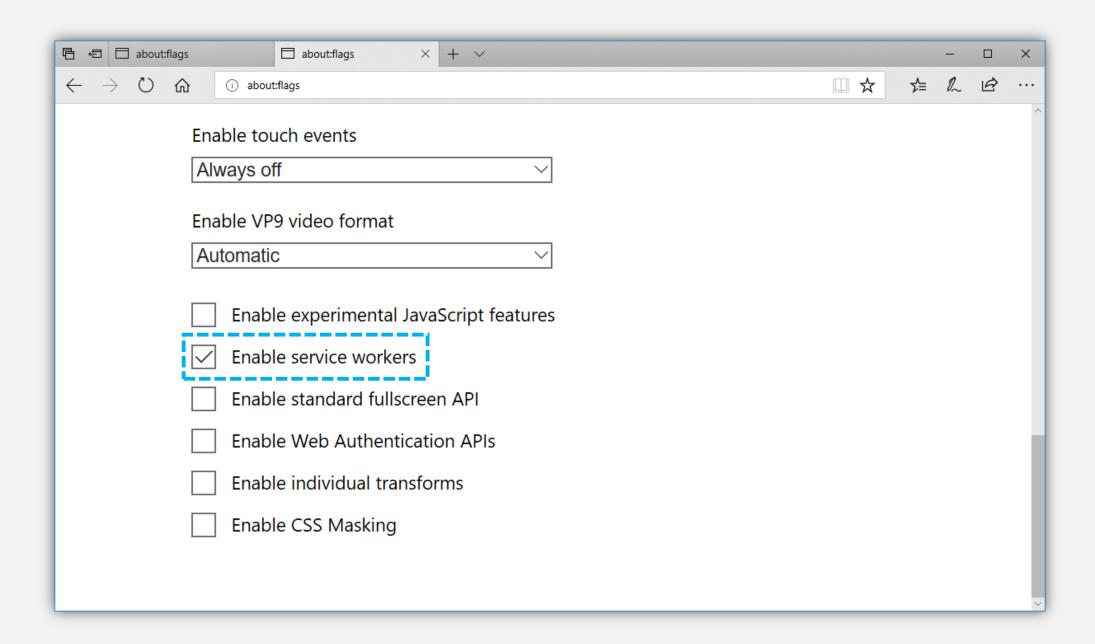


#### Let's turn it back over to Kirupa



#### Timeframe for PWAs on Windows

You can test PWAs in Edge by enabling Service Workers under about:flags.



Later this year, we will enable Service Worker functionality on by default in preview builds of Windows, followed by a rollout to stable builds in 2018.

For apps, you can test your PWA with a special entry defined in the manifest.

```
<uap:Rule Type="include"

Match="https://contoso.com/"

ServiceWorker="true"

WindowsRuntimeAccess="all"/>
```

This allows you to experiment with pre-release features in your app, but you won't be allowed to submit your app to the Store.

# Full PWA functionality on Windows 10 is expected in our upcoming release next year!

Ali's talk in a few minutes will go into much greater detail about our Service Worker plans.



Is it possible to build a web app, maximize code reuse, and still provide a great (native) user experience across devices?



 Build the best possible web app you to reach the largest audience

2. Use any of the web/native frameworks we looked at to layer on native functionality



## You/Your developers will be happy





## Your users will be happy



#### Thank you!

DECK aka.ms/pwa\_slides

RESOURCES aka.ms/pwa\_and\_more

TWITTER @kirupa

BLOG kirupa.com

