

# Read Practical Webassembly Online Free

**Tobias Theel**

**Practical WebAssembly** Sendil Kumar Nellaiyapen,2022-05-02 Understand the basic building blocks of WebAssembly and learn, install, and use various tools from the Rust and WebAssembly ecosystem Key Features • Understand the Rust programming language and WebAssembly concepts for web development • Build web, mobile, and embedded apps using WebAssembly • Enhance the scalability and resilience of your web apps Book Description Rust is an open source language tuned toward safety, concurrency, and performance. WebAssembly brings all the capabilities of the native world into the JavaScript world. Together, Rust and WebAssembly provide a way to create robust and performant web applications. They help make your web applications blazingly fast and have small binaries. Developers working with JavaScript will be able to put their knowledge to work with this practical guide to developing faster and maintainable code. Complete with step-by-step explanations of essential concepts, examples, and self-assessment questions, you'll begin by exploring WebAssembly, using the various tools provided by the ecosystem, and understanding how to use WebAssembly and JavaScript together to build a high-performing application. You'll then learn binary code to work with a variety of tools that help you to convert native code into WebAssembly. The book will introduce you to the world of Rust and the ecosystem that makes it easy to build/ship WebAssembly-based applications. By the end of this WebAssembly Rust book, you'll be able to create and ship your own WebAssembly applications using Rust and JavaScript, understand how to debug, and use the right tools to optimize and deliver high-performing applications. What you will learn • Explore WebAssembly and the different tools available in the WebAssembly ecosystem • Understand the raw WebAssembly binary and the WebAssembly text format • Use the Web and JavaScript API with wasm-bindgen • Optimize Rust and WebAssembly for high performance • Run and debug WebAssembly and Rust code • Explore various tools available in the RustWASM ecosystem Who this book is for This book is for JavaScript developers who want to deliver better performance and ship type-safe code. Rust developers or backend engineers looking to build full-stack applications without worrying too much about JavaScript programming will also find the book useful.

*WebAssembly in Action* Gerard Gallant,2019-11-06 Summary WebAssembly in Action introduces the WebAssembly stack and walks you through the process of writing and running browser-based applications. Expert developer Gerard Gallant gives you a firm foundation of the structure of a module, HTML basics, JavaScript Promises, and the WebAssembly JavaScript API. About the technology Write high-performance browser-based applications without relying only on JavaScript! By compiling to

the WebAssembly binary format, your C, C++, or Rust code runs at near-native speed in the browser. WebAssembly delivers greater speed, opportunities to reuse existing code, and access to newer and faster libraries. Plus, you can easily interact with JavaScript when you need to. About the book WebAssembly in Action teaches you how to write and run high-performance browser-based applications using C++ and other languages supported by WebAssembly. In it, you'll learn to create native WebAssembly modules, interact with JavaScript components, and maximize performance with web workers and pthreads. And you'll love how the clearly organized sections make it a breeze to find the important details about every function, feature, and technique. What's inside Dynamic linking of multiple modules at runtime Communicating between modules and JavaScript Debugging with WebAssembly Text Format Threading with web workers and pthreads About the reader Written for developers with a basic understanding of C/C++, JavaScript, and HTML. About the author Gerard Gallant is a Microsoft Certified Professional and a Senior Software Developer at Dovico Software. He blogs regularly on Blogger.com and DZone.com.

**Learn WebAssembly** Mike Rourke, 2018-09-25 In the first definitive guide on WebAssembly, you'll learn how you can wield this new technology to break through the current barriers of web development and build an entirely new class of performant applications. Key Features Generate WebAssembly modules from C and C++ using Emscripten and interact with these modules in the browser Learn how to use WebAssembly outside of the browser and load modules using Node.js Build a high-performance application using C and WebAssembly and port an existing C++ game to WebAssembly using Emscripten Book Description WebAssembly is a brand-new technology that represents a paradigm shift in web development. This book teaches programmers to leverage this technology to write high-performance applications that run in the browser. This book introduces you to powerful WebAssembly concepts to help you write lean and powerful web applications with native performance. You start with the evolution of web programming, the state of things today, and what can be done with the advent and release of WebAssembly. We take a look at the journey from JavaScript to asm.js to WebAssembly. We then move on to analyze the anatomy of a WebAssembly module and the relationship between binary and text formats, along with the corresponding JavaScript API. Further on, you'll implement all the techniques you've learned to build a high-performance application using C and WebAssembly, and then port an existing game written in C++ to WebAssembly using Emscripten. By the end of this book, you will be well-equipped to create high-performance applications and games for the web using WebAssembly. What you will learn Learn how WebAssembly came to be and its associated elements (text format, module, and JavaScript API) Create, load, and debug a WebAssembly module (editor and compiler/toolchain) Build a high-performance application using C and WebAssembly Extend WebAssembly's feature set using Emscripten by porting a game written in C++ Explore upcoming features of WebAssembly, Node.js integration, and alternative compilation methods Who this book is for If you are a web developer or C/C++ programmer keen to leverage the powerful technology of WebAssembly to build

high-performance web applications, then this book is for you.

**The Art of WebAssembly** Rick Battagline, 2021-06-01 A thorough, practice-based introduction to WebAssembly. Learn how to create high-performing, lightning-fast websites and applications. WebAssembly is the fast, compact, portable technology that optimizes the performance of resource-intensive web applications and programs. The Art of WebAssembly is designed to give web developers a solid understanding of how it works, when to use it (and when not to), and how to develop and deploy WebAssembly apps. First you'll learn how to optimize and compile low-level code, debug and evaluate WebAssembly, and represent WebAssembly in the human-readable WebAssembly Text (WAT) format. Once you have the basics down, you'll build a browser-based collision detection program, work with browser rendering technologies to create graphics and animations, and see how WebAssembly interacts with other web languages. You'll also learn how to: Embed WebAssembly applications in web browsers and Node.js Use browser debuggers to evaluate your WebAssembly code Format variables, loops, functions, strings, data structures, and conditional logic in WAT Manipulate memory Build a program that generates graphical objects and detects when they collide Evaluate the output of a WebAssembly compiler The Art of WebAssembly will help you make sense of this powerful technology to boost the performance of your web applications.

*Blazor WebAssembly By Example* Toi B. Wright, Scott Hanselman, 2023-02-28 Build exciting web apps following step-by-step instructions and video examples. Purchase of the print or Kindle book includes a free eBook in PDF format. Key Features Explore and build complete, easy-to-follow web projects using Blazor. Each project includes a video example too. Test your skills in building a weather app, an expense tracker, and a Kanban board with real-world applications. Develop a deeper understanding on how to work with Blazor WebAssembly without spending too much time focusing on the theory. Book Description Blazor WebAssembly helps developers build web applications without the need for JavaScript, plugins, or add-ons. With its continued growth in popularity, getting started with Blazor now can open doors to new career paths and exciting projects - and Blazor WebAssembly by Example will make your first steps easier. This is a project-based guide that will teach you how to build single-page web applications with Blazor, focusing heavily on the practical over the theoretical by providing detailed step-by-step instructions for each project. The author also includes a video for each project showing her following the step-by-step instructions, so readers can use them if they're unsure about any particular step. In this updated edition, you'll start by building simple standalone web applications and gradually progress to developing more advanced hosted web applications with SQL Server backends. Each project will cover a different aspect of the Blazor WebAssembly ecosystem, such as Razor components, JavaScript interop, security, event handling, debugging on the client, application state, and dependency injection. The book's projects get more challenging as you progress, but you don't have to complete them in order, which makes this book a valuable resource for beginners as well as those who just want to dip into specific topics. By the end of this book, you will have experience and lots of know-how on how to build a wide variety of

single-page web applications with .NET, Blazor WebAssembly, and C#. What you will learn Discover the power of the C# language for both server-side and client-side web development Build your first Blazor WebAssembly application with the Blazor WebAssembly App project template Learn how to debug a Blazor WebAssembly app, and use ahead-of-time compilation before deploying it on Microsoft's cloud platform Use templated components and the Razor class library to build and share a modal dialog box Learn how to use JavaScript with Blazor WebAssembly Build a progressive web app (PWA) to enable native app-like performance and speed Secure a Blazor WebAssembly app using Azure Active Directory Gain experience with ASP.NET Web APIs by building a task manager app Who this book is for This book is for .NET web developers who want to leverage the power of .NET and C# to write single-page web applications using Blazor WebAssembly without using JavaScript frameworks. To get started with this book, you'll need at least beginner-level knowledge of the C# language, .NET framework, Microsoft Visual Studio, and web development concepts.

**Programming WebAssembly with Rust** Kevin Hoffman, 2019-03-21 WebAssembly fulfills the long-awaited promise of web technologies: fast code, type-safe at compile time, execution in the browser, on embedded devices, or anywhere else. Rust delivers the power of C in a language that strictly enforces type safety. Combine both languages and you can write for the web like never before! Learn how to integrate with JavaScript, run code on platforms other than the browser, and take a step into IoT. Discover the easy way to build cross-platform applications without sacrificing power, and change the way you write code for the web. WebAssembly is more than just a revolutionary new technology. It's reshaping how we build applications for the web and beyond. Where technologies like ActiveX and Flash have failed, you can now write code in whatever language you prefer and compile to WebAssembly for fast, type-safe code that runs in the browser, on mobile devices, embedded devices, and more. Combining WebAssembly's portable, high-performance modules with Rust's safety and power is a perfect development combination. Learn how WebAssembly's stack machine architecture works, install low-level wasm tools, and discover the dark art of writing raw wast code. Build on that foundation and learn how to compile WebAssembly modules from Rust by implementing the logic for a checkers game. Create wasm modules in Rust to interoperate with JavaScript in many compelling ways. Apply your new skills to the world of non-web hosts, and create everything from an app running on a Raspberry Pi that controls a lighting system, to a fully-functioning online multiplayer game engine where developers upload their own arena-bound WebAssembly combat modules. Get started with WebAssembly today, and change the way you think about the web. What You Need: You'll need a Linux, Mac, or Windows workstation with an Internet connection. You'll need an up-to-date web browser that supports WebAssembly. To work with the sample code, you can use your favorite text editor or IDE. The book will guide you through installing the Rust and WebAssembly tools needed for each chapter.

*Creative DIY Microcontroller Projects with TinyGo and WebAssembly* Tobias Theel, 2021-05-14 Explore embedded

programming, and get hands-on with real-world embedded projects relating to IoT, low-powered devices, and other complex systems using TinyGo and WebAssembly

**Key Features** Build creative embedded apps with TinyGo using low-powered devices and microcontrollers Understand the practicality involved in integrating hardware and sensors while programming them using TinyGo Use TinyGo in modern browsers to display embedded applications' statistics on WebAssembly dashboards

**Book Description** While often considered a fast and compact programming language, Go usually creates large executables that are difficult to run on low-memory or low-powered devices such as microcontrollers or IoT. TinyGo is a new compiler that allows developers to compile their programs for such low-powered devices. As TinyGo supports all the standard features of the Go programming language, you won't have to tweak the code to fit on the microcontroller. This book is a hands-on guide packed full of interesting DIY projects that will show you how to build embedded applications. You will learn how to program sensors and work with microcontrollers such as Arduino UNO and Arduino Nano IoT 33. The chapters that follow will show you how to develop multiple real-world embedded projects using a variety of popular devices such as LEDs, 7-segment displays, and timers. Next, you will progress to build interactive prototypes such as a traffic lights system, touchless hand wash timer, and more. As you advance, you'll create an IoT prototype of a weather alert system and display those alerts on the TinyGo WASM dashboard. Finally, you will build a home automation project that displays stats on the TinyGo WASM dashboard. By the end of this microcontroller book, you will be equipped with the skills you need to build real-world embedded projects using the power of TinyGo. What you will learn

**Discover** a variety of TinyGo features and capabilities while programming your embedded devices

**Explore** how to use display devices to present your data

**Focus** on how to make TinyGo interact with multiple sensors for sensing temperature, humidity, and pressure

**Program** hardware devices such as Arduino Uno and Arduino Nano IoT 33 using TinyGo

**Understand** how TinyGo works with GPIO, ADC, I2C, SPI, and MQTT network protocols

**Build** your first TinyGo IoT and home automation prototypes

**Integrate** TinyGo in modern browsers using WebAssembly

**Who this book is for** If you are a Go developer who wants to program low-powered devices and hardware such as Arduino UNO and Arduino Nano IoT 33, or if you are a Go developer who wants to extend your knowledge of using Go with WebAssembly while programming Go in the browser, then this book is for you. Go hobbyist programmers who are interested in learning more about TinyGo by working through the DIY projects covered in the book will also find this hands-on guide useful.

**Blazor WebAssembly by Example** Toi B. Wright, Scott Hanselman, 2021-07-09 Discover blueprints that explore various components of Blazor, C#, and .NET to help you build web apps without learning JavaScript

**Key Features** Explore complete, easy-to-follow web projects using Blazor Build projects such as a weather app, expense tracker, and Kanban board with real-world applications Understand and work with Blazor WebAssembly effectively without spending too much time focusing on the theory

**Book Description** Blazor WebAssembly makes it possible to run C# code on the browser instead of having to use

JavaScript, and does not rely on plugins or add-ons. The only technical requirement for using Blazor WebAssembly is a browser that supports WebAssembly, which, as of today, all modern browsers do. Blazor WebAssembly by Example is a project-based guide for learning how to build single-page web applications using the Blazor WebAssembly framework. This book emphasizes the practical over the theoretical by providing detailed step-by-step instructions for each project. You'll start by building simple standalone web applications and progress to developing more advanced hosted web applications with SQL Server backends. Each project covers a different aspect of the Blazor WebAssembly ecosystem, such as Razor components, JavaScript interop, event handling, application state, and dependency injection. The book is designed in such a way that you can complete the projects in any order. By the end of this book, you will have experience building a wide variety of single-page web applications with .NET, Blazor WebAssembly, and C#. What you will learn Discover the power of the C# language for both server-side and client-side web development Use the Blazor WebAssembly App project template to build your first Blazor WebAssembly application Use templated components and the Razor class library to build and share a modal dialog box Understand how to use JavaScript with Blazor WebAssembly Build a progressive web app (PWA) to enable native app-like performance and speed Understand dependency injection (DI) in .NET to build a shopping cart app Get to grips with .NET Web APIs by building a task manager app Who this book is for This book is for .NET web developers who are tired of constantly learning new JavaScript frameworks and wish to write web applications using Blazor WebAssembly, leveraging the power of .NET and C#. The book assumes beginner-level knowledge of the C# language, .NET framework, Microsoft Visual Studio, and web development concepts.

*Hands-On Game Development with WebAssembly* Rick Battagline, 2019-05-31 Make your WebAssembly journey fun while making a game with it Key Features Create a WebAssembly game that implements sprites, animations, physics, particle systems, and other game development fundamentals Get to grips with advanced game mechanics in WebAssembly Learn to use WebAssembly and WebGL to render to the HTML5 canvas element Book Description Within the next few years, WebAssembly will change the web as we know it. It promises a world where you can write an application for the web in any language, and compile it for native platforms as well as the web. This book is designed to introduce web developers and game developers to the world of WebAssembly by walking through the development of a retro arcade game. You will learn how to build a WebAssembly application using C++, Emscripten, JavaScript, WebGL, SDL, and HTML5. This book covers a lot of ground in both game development and web application development. When creating a game or application that targets WebAssembly, developers need to learn a plethora of skills and tools. This book is a sample platter of those tools and skills. It covers topics including Emscripten, C/C++, WebGL, OpenGL, JavaScript, HTML5, and CSS. The reader will also learn basic techniques for game development, including 2D sprite animation, particle systems, 2D camera design, sound effects, 2D game physics, user interface design, shaders, debugging, and optimization. By the end of the book, you will be able to create

simple web games and web applications targeting WebAssembly. What you will learn  
Build web applications with near-native performance using WebAssembly  
Become familiar with how web applications can be used to create games using HTML5 Canvas, WebGL, and SDL  
Become well versed with game development concepts such as sprites, animation, particle systems, AI, physics, camera design, sound effects, and shaders  
Deploy C/C++ applications to the browser using WebAssembly and Emscripten  
Understand how Emscripten HTML shell templates, JavaScript glue code, and a WebAssembly module interact  
Debug and performance tune your WebAssembly application  
Who this book is for Web developers and game developers interested in creating applications for the web using WebAssembly. Game developers interested in deploying their games to the web  
Web developers interested in creating applications that are potentially orders of magnitude faster than their existing JavaScript web apps  
C/C++ developers interested in using their existing skills to deploy applications to the web

**Practical Web Development with Haskell** Ecky Putrady, 2018-11-12 Learn how to advance your skill level of Haskell, and use this language for practical web development. This book uses a direct, no nonsense approach, so you no longer need to spend extra time reading the documentation, blog posts, and forums to understand how to use Haskell - all that knowledge is provided in one coherent resource. You'll start by reviewing how multiple facets of web development are done in Haskell, such as routing, building HTMLs, interacting with databases, caches, and queues, etc. You'll then move on to using notable libraries, such as scotty for routings, digestive-functor for input validation, and postgresql-simple for interacting with databases. In the later chapters, you'll learn how all of these libraries can be used together by working on a fully functioning project deployed on Heroku. What You'll Learn Set up a productive Haskell development environment Review basic tasks that are encountered when building web applications. Explore how to interact with external systems, such as databases, queues, and RESTful APIs. Build a RESTful API, website, building views and form validation. Who This Book Is For Software developers familiar Haskell and would like to apply the knowledge on real world applications and software developers new to Haskell.

*Blazor in Action* Chris Sainty, 2022-07-12 An example-driven guide to building reusable UI components and web frontends—all with Blazor, C#, and .NET. In *Blazor in Action*, you will learn about: Blazor + WebAssembly Picking the right hosting model Building reusable UI components Building forms with validation Integrating with JavaScript libraries Securing your application Testing your applications *Blazor in Action* is a practical guide to building stunning UIs and client-side applications using C# and .NET. You'll use the Blazor frontend framework to create a fun and exciting web application for plotting hiking routes. As you build up your new application, you'll master the key features of Blazor, such as routing, forms and validation, and dynamic and reusable components. By the time you're done, you'll be ready to develop beautiful sites and apps that seamlessly execute your C# code natively in the browser. The book is written to the most recent stable build of Blazor and seamlessly integrates fresh features from .NET 6. About the technology Create rich web frontends without relying

on JavaScript. Microsoft's Blazor framework uses WebAssembly to extend the ultra-popular ASP.NET platform. In Blazor, you can build interactive web components that run natively in the browser without plug-ins or transpilers. And because it's C# end-to-end, it's easy to share code between the server and your web UI. About the book Blazor in Action teaches you to create full-stack ASP.NET applications end-to-end in C#. You'll start by learning to build Blazor web components, working through core topics like routing and forms. As you go, you'll implement a hiking route web application that includes reusable code, integration with JavaScript libraries, and role-based security. To make sure your app is production ready, this practical book also covers state management, data persistence, and testing. What's inside Dynamic and reusable UI components Sharing client and server code Role-based security using Auth0 Persisting state using local browser storage About the reader For web developers with C# and .NET experience. About the author Chris Sainty has been a part of the Blazor community from the beginning. He's an active blogger, open source developer, international speaker, and a Microsoft MVP. Table of Contents 1 Starting your Blazor journey 2 Your first Blazor app 3 Working with Blazor's component model 4 Routing 5 Forms and validation—Part 1: Fundamentals 6 Forms and validation—Part 2: Beyond the basics 7 Creating more reusable components 8 Integrating with JavaScript libraries 9 Securing Blazor applications 10 Managing state 11 Testing your Blazor application

**Game Development with Rust and WebAssembly** Eric Smith, 2022-04-29 Write an endless runner game for the web in Rust and test, deploy, and debug your 2D game using the WebAssembly toolchain Key Features Build and deploy an endless runner game for the web from scratch through this helpful guide with key images printed in color Learn how to use Rust for web development with WebAssembly Explore modern game development and programming techniques to build 2D games using Rust Book Description The Rust programming language has held the most-loved technology ranking on Stack Overflow for 6 years running, while JavaScript has been the most-used programming language for 9 years straight as it runs on every web browser. Now, thanks to WebAssembly (or Wasm), you can use the language you love on the platform that's everywhere. This book is an easy-to-follow reference to help you develop your own games, teaching you all about game development and how to create an endless runner from scratch. You'll begin by drawing simple graphics in the browser window, and then learn how to move the main character across the screen. You'll also create a game loop, a renderer, and more, all written entirely in Rust. After getting simple shapes onto the screen, you'll scale the challenge by adding sprites, sounds, and user input. As you advance, you'll discover how to implement a procedurally generated world. Finally, you'll learn how to keep your Rust code clean and organized so you can continue to implement new features and deploy your app on the web. By the end of this Rust programming book, you'll build a 2D game in Rust, deploy it to the web, and be confident enough to start building your own games. What you will learn Build and deploy a Rust application to the web using WebAssembly Use wasmbindgen and the Canvas API to draw real-time graphics Write a game loop and take keyboard input for dynamic action Explore



collision detection and create a dynamic character that can jump on and off platforms and fall down holesManage animations using state machinesGenerate levels procedurally for an endless runnerLoad and display sprites and sprite sheets for animationsTest, refactor, and keep your code clean and maintainableWho this book is for This game development book is for developers interested in Rust who want to create and deploy 2D games to the web. Game developers looking to build a game on the web platform using WebAssembly without C++ programming or web developers who want to explore WebAssembly along with JavaScript web will also find this book useful. The book will also help Rust developers who want to move from the server side to the client side by familiarizing them with the WebAssembly toolchain. Basic knowledge of Rust programming is assumed.

**Rust in Action** Tim McNamara,2021-09-07 This well-written book will help you make the most of what Rust has to offer. - Ramnivas Laddad, author of AspectJ in Action Rust in Action is a hands-on guide to systems programming with Rust. Written for inquisitive programmers, it presents real-world use cases that go far beyond syntax and structure. Summary Rust in Action introduces the Rust programming language by exploring numerous systems programming concepts and techniques. You'll be learning Rust by delving into how computers work under the hood. You'll find yourself playing with persistent storage, memory, networking and even tinkering with CPU instructions. The book takes you through using Rust to extend other applications and teaches you tricks to write blindingly fast code. You'll also discover parallel and concurrent programming. Filled to the brim with real-life use cases and scenarios, you'll go beyond the Rust syntax and see what Rust has to offer in real-world use cases. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Rust is the perfect language for systems programming. It delivers the low-level power of C along with rock-solid safety features that let you code fearlessly. Ideal for applications requiring concurrency, Rust programs are compact, readable, and blazingly fast. Best of all, Rust's famously smart compiler helps you avoid even subtle coding errors. About the book Rust in Action is a hands-on guide to systems programming with Rust. Written for inquisitive programmers, it presents real-world use cases that go far beyond syntax and structure. You'll explore Rust implementations for file manipulation, networking, and kernel-level programming and discover awesome techniques for parallelism and concurrency. Along the way, you'll master Rust's unique borrow checker model for memory management without a garbage collector. What's inside Elementary to advanced Rust programming Practical examples from systems programming Command-line, graphical and networked applications About the reader For intermediate programmers. No previous experience with Rust required. About the author Tim McNamara uses Rust to build data processing pipelines and generative art. He is an expert in natural language processing and data engineering. Table of Contents 1 Introducing Rust PART 1 RUST LANGUAGE DISTINCTIVES 2 Language foundations 3 Compound data types 4 Lifetimes, ownership, and borrowing PART 2 DEMYSTIFYING SYSTEMS PROGRAMMING 5 Data in depth 6 Memory 7 Files and storage 8 Networking

9 Time and timekeeping 10 Processes, threads, and containers 11 Kernel 12 Signals, interrupts, and exceptions

[You Don't Know JS: this & Object Prototypes](#) Kyle Simpson, 2014-07-11 No matter how much experience you have with JavaScript, odds are you don't fully understand the language. This concise, in-depth guide takes you inside JavaScript's this structure and object prototypes. You'll learn how they work and why they're integral to behavior delegation—a design pattern in which objects are linked, rather than cloned. Like other books in the “You Don't Know JS” series, this and Object Prototypes dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can become a true JavaScript master. With this book you will: Explore how the this binding points to objects based on how the function is called Look into the nature of JS objects and why you'd need to point to them Learn how developers use the mixin pattern to fake classes in JS Examine how JS's prototype mechanism forms links between objects Learn how to move from class/inheritance design to behavior delegation Understand how the OLOO (objects-linked-to-other-objects) coding style naturally implements behavior delegation

*Mastering Blazor WebAssembly* Ahmad Mozaffar, 2023-08-18 Leverage the power of WebAssembly with .NET 7 and C# to develop cutting-edge frontend web applications systematically with this comprehensive guide Purchase of the print or Kindle book includes a free PDF eBook Key Features Explore Blazor WebAssembly through a systematic, step-by-step approach Discover the concepts essential to develop and deploy real-world SPAs Create robust components and develop efficient unit tests by using the bUnit framework Book Description Blazor WebAssembly is a revolutionary technology in software development that enables you to develop web applications with a rich user interface using C# without JavaScript. It can be run natively in the browser and soon on mobile apps with .NET MAUI, making it a superweapon in the .NET developer's toolbox. This capability has opened the doors for the JavaScript community to have a stable framework to build single page applications (SPAs) maintained by Microsoft and driven by the community. Mastering Blazor WebAssembly is a complete resource that teaches you everything you need to build client-side web applications using C# & .NET 7.0. Throughout this book, you'll discover the anatomy of a Blazor WebAssembly project, along with the build, style, and structure of the components. You'll implement forms to catch user input and collect data, as well as explore the topics of navigating between the pages in depth. The chapters will guide you through handling complex scenarios like RenderTrees, writing efficient unit tests, using variant security methods, and publishing the app to different providers, all in a practical manner. By the end of this book, you'll have the skills necessary to build web apps with Blazor WebAssembly, along with the basics for a future in mobile development with .NET MAUI and Blazor. What you will learn Develop basic and advanced components in Blazor to meet your application's specific requirements Utilize Blazor forms to efficiently collect user input and handle data validation Enhance your app with JavaScript logic, integrating it smoothly within your Blazor application Call RESTful APIs in Blazor, enabling seamless integration with external services Explore advanced identity and security techniques in Blazor ensuring

robust authentication and authorization mechanisms Build reliable apps by implementing unit testing and effective error handling strategies Who this book is for This book is for existing .NET developers eager to leverage their C# skills to build single page applications without relying on JavaScript frameworks, as well as for JavaScript developers curious about Blazor's capabilities and its user-friendly approach to web development. Tech enthusiasts seeking an in-depth understanding of Blazor's inner workings will also find this guide useful for discovering and mastering Blazor's powerful and intuitive web development capabilities.

The Rust Programming Language (Covers Rust 2018) Steve Klabnik, Carol Nichols, 2019-09-03 The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: Ownership and borrowing, lifetimes, and traits Using Rust's memory safety guarantees to build fast, safe programs Testing, error handling, and effective refactoring Generics, smart pointers, multithreading, trait objects, and advanced pattern matching Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

**Practical Rust Projects** Shing Lyu, 2020-02-27 Go beyond the basics and build complete applications using the Rust programming language. The applications in this book include a high-performance web client, a microcontroller (for a robot, for example), a game, an app that runs on Android, and an application that incorporates AI and machine learning. Each chapter will be organized in the following format: what this kind of application looks like; requirements and user stories of our example program; an introduction to the Rust libraries used; the actual implementation of the example program, including common pitfalls and their solutions; and a brief comparison of libraries for building each application, if there is no clear winner. Practical Rust Projects will open your eyes to the world of practical applications of Rust. After reading the book, you will be able to apply your Rust knowledge to build your own projects. What You Will Learn Write Rust code that runs on microcontrollers Build a 2D game Create Rust-based mobile Android applications Use Rust to build AI and machine learning

applications Who This Book Is For Someone with basic Rust knowledge, wishing to learn more about how to apply Rust in a real-world scenario.

**Building Blazor WebAssembly Applications with gRPC** Vaclav Pekarek, 2022-11-04 Explore the power of Blazor WebAssembly, gRPC, and source generators for easy and quick web development Key Features Get to grips with integration between Blazor, gRPC, and source generators in real-life projects Develop a complete Blazor WebAssembly project that takes advantage of gRPC's capabilities Explore best practices for building a high-performance web application with Blazor and C# Book Description Building Blazor WebAssembly Applications with gRPC will take you to the next level in your web development career. After working through all the essentials of gRPC, Blazor, and source generators, you will be far from a beginner C# developer and would qualify as a developer with intermediate knowledge of the Blazor ecosystem. After a quick primer on the basics of Blazor technology, REST, gRPC, and source generators, you'll dive straight into building Blazor WASM applications. You'll learn about everything from two-way bindings and Razor syntax to project setup. The practical emphasis continues throughout the book as you steam through creating data repositories, working with REST, and building and registering gRPC services. The chapters also cover how to manage source generators, C# and debugging best practices, and more. There is no shorter path than this book to solidify your gRPC-enabled web development knowledge. By the end of this book, your knowledge of building Blazor applications with one of the most modern and powerful frameworks around will equip you with a highly sought-after skill set that you can leverage in the best way possible. What you will learn Master routing and test your learning with demo applications Create service and controller classes for your API endpoints Use gRPC with Blazor instead of REST and revamp your applications Study partial classes, attributes, and more in source generators Write reusable Razor components and debug your code effectively Understand the semantic model of C# code Discover how to read and navigate through syntax trees Build dynamic websites without using JavaScript Who this book is for This book is for beginner C# developers who want to learn how to create more performant web apps with less code using Blazor, the gRPC protocol, and source generators. The book assumes a basic understanding of C#, HTML, and web development concepts.

*Web Development with Blazor* Jimmy Engström Engström, 2021-06-18 Develop modern web UIs quickly with server-side Blazor and Blazor WebAssembly Key Features Create and deploy a production-ready Blazor application from start to finish Learn Blazor fundamentals, gain actionable insights, and discover best practices Find out how, when, and why to use server-side Blazor and Blazor WebAssembly Book Description Blazor is an essential tool if you want to build interactive web apps without JS, but it comes with its own learning curve. Web Development with Blazor will help you overcome most common challenges developers face when getting started with Blazor and teach you the best coding practices. You'll start by learning how to leverage the power of Blazor and explore the full capabilities of both Blazor Server and Blazor WebAssembly. Then

you'll move on to the practical part, which is centred around a sample project – a blog engine. This is where you'll apply all your newfound knowledge about creating Blazor Server and Blazor WebAssembly projects, the inner working of Razor syntax, and validating forms, as well as creating your own components. You'll learn all the key concepts involved in web development with Blazor, which you'll also be able to put into practice straight away. By showing you how all the components work together practically, this book will help you avoid some of the common roadblocks that novice Blazor developers face and inspire you to start experimenting with Blazor on your other projects. When you reach the end of this Blazor book, you'll have gained the confidence you need to create and deploy production-ready Blazor applications.

What you will learn

- Understand the different technologies that can be used with Blazor, such as Blazor Server and Blazor WebAssembly
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- Explore the differences between Blazor Server and Blazor WebAssembly projects
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- Get up to speed with components and find out how to create basic and advanced components
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- Use techniques to debug your Blazor Server and Blazor WebAssembly applications
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Who this book is for

If you're a .NET web or software developer who wants to build web UIs using C#, then this book is for you. You'll need intermediate-level web-development skills and basic knowledge of C# before you get started; the book will guide you through the rest.

*WebAssembly: the Definitive Guide* Brian Sletten, 2022-01-18

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