



A world outside Polymer

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Spaniard lost in Brittany,
developer, dreamer and
all-around geek

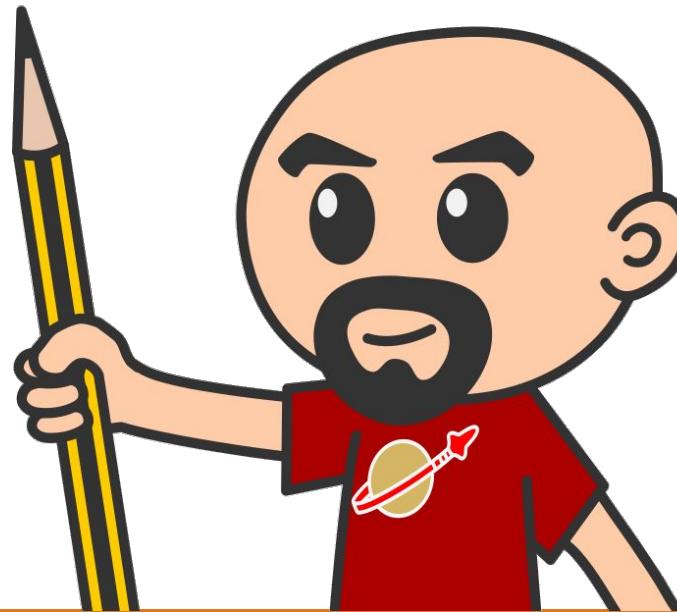


<http://cityzendata.com>



#aWorldOutsidePolymer

@pariswebComps



@LostInBrittany



We want the code!



Screenshot of a GitHub repository page for 'LostInBrittany / a-world-outside-polymer'. The repository is private and contains 3 commits, 1 branch, 0 releases, and 1 contributor (LostInBrittany). The commits show the addition of 'Slim.js' and 'README.md' files. The repository description is: 'The git repository to support my "A world outside Polymer" talk'.

The git repository to support my 'A world outside Polymer' talk

3 commits 1 branch 0 releases 1 contributor

Branch: master New pull request Create new file Upload files Find file Clone or download

Author	Commit Message	Time Ago
LostInBrittany	Added Slim.js	Latest commit 7e4458a 8 hours ago
	step-01	Initial commit 11 hours ago
	step-02	Initial commit 11 hours ago
	step-03	Initial commit 11 hours ago
	step-04	Added Slim.js 8 hours ago
	step-05	Added Slim.js 8 hours ago
	README.md	first commit 11 hours ago

README.md

a-world-outside-polymer

<https://github.com/LostInBrittany/a-world-outside-polymer>





Web Components





A very basic web component

```
class MyElement extends HTMLElement {  
  
    // This gets called when the HTML parser sees your tag  
    constructor() {  
        super(); // always call super() first in the ctor.  
        this.msg = 'Hello, RennesJS!';  
    }  
  
    // Called when your element is inserted in the DOM or  
    // immediately after the constructor if it's already in the DOM  
    connectedCallback() {  
        this.innerHTML = `<p>${this.msg}</p>`;  
    }  
  
}  
  
customElements.define('my-element', MyElement);
```





Custom Elements:

- Let you define your own HTML tag with bundled JS behavior
- Trigger lifecycle callbacks
- Automatically “upgrade” your tag when inserted in the document





Custom Elements don't:

- Scope CSS styles
 - Shadow DOM
- Scope JavaScript
 - ES2015
- “Reproject” children into <slot> elements
 - Shadow DOM





Adding ShadowDOM

```
class MyElementWithShadowDom extends HTMLElement {  
  
    // This gets called when the HTML parser sees your tag  
    constructor() {  
        super(); // always call super() first in the ctor.  
        this.msg = 'Hello, RennesJS!';  
        this.attachShadow({ mode: 'open' });  
    }  
    // Called when your element is inserted in the DOM or  
    // immediately after the constructor if it's already in the DOM  
    connectedCallback() {  
        this.shadowRoot.innerHTML = `<p>${this.msg}</p>`;  
    }  
}  
  
customElements.define('my-element-with-shadowdom', MyElementWithShadowDom);
```





Adding ShadowDOM

localhost:8000/step-01/

Hello, RennesJS!

Hello, RennesJS!

Elements Console Sources » × 2 :: X

```
<!DOCTYPE html>
<html lang="en">
  <head>...</head>
  <body> == $0
    <my-element>
      <p>Hello, RennesJS!</p>
    </my-element>
    <my-element-with-shadowdom>
      #shadow-root (open)
        <p>Hello, RennesJS!</p>
      </my-element-with-shadowdom>
      <script src="my-element.js"></script>
      <script src="my-element-with-shadowdom.js"></script>
    </body>
</html>
```

html body





Lifecycle callbacks

```
class MyElementLifecycle extends HTMLElement {  
  constructor() {  
    // Called when an instance of the element is created or upgraded  
    super(); // always call super() first in the ctor.  
  }  
  // Tells the element which attributes to observe for changes  
  // This is a feature added by Custom Elements  
  static get observedAttributes() {  
    return [];  
  }  
  connectedCallback() {  
    // Called every time the element is inserted into the DOM  
  }  
  disconnectedCallback() {  
    // Called every time the element is removed from the DOM.  
  }  
  attributeChangedCallback(attrName, oldVal, newVal) {  
    // Called when an attribute was added, removed, or updated  
  }  
  adoptedCallback() {  
    // Called if the element has been moved into a new document  
  }  
}
```





my-counter custom element

```
class MyCounter extends HTMLElement {  
  
  constructor() {  
    super();  
    this._counter = 0;  
    this.attachShadow({ mode: 'open' });  
  }  
  
  connectedCallback() {  
    this.render();  
    this.display();  
  }  
  
  static get observedAttributes() { return [ 'counter' ] }  
  
  attributeChangedCallback(attr, oldVal, newVal) {  
    if (oldVal !== newVal) {  
      this[attr] = newVal;  
    }  
  }  
}
```





my-counter custom element

```
get counter() {  
    return this._counter;  
}  
  
set counter(value) {  
    if (value != this._counter) {  
        this._counter = Number.parseInt(value);  
        this.setAttribute('counter', value);  
        this.display();  
    }  
}  
  
increment() {  
    this.counter = this.counter + 1;  
}
```





my-counter custom element

```
render() {
  let button = document.createElement('button');
  button.innerHTML = '+';
  button.addEventListener('click', this.increment.bind(this));
  this.shadowRoot.appendChild(button);

  this.output = document.createElement('span');
  this.shadowRoot.appendChild(this.output);

  this.style.display = 'block';
  this.style.fontSize = '5rem';
  button.style.fontSize = '5rem';
  button.style.borderRadius = '1rem';
  button.style.padding = '0.5rem 2rem';
  this.output.style.marginLeft = '2rem';
}

display() {
  this.output.innerHTML = `${this.counter}`;
}
```





my-counter custom element

+ 42





Polymer

Adding syntactic sugar to the standard



Everything is better with sugar



```
<link rel="import" href="./bower_components/polymer/polymer.html">

<dom-module id="my-polymer-counter">
  <template>
    <style>
      :host {
        font-size: 5rem;
      }
      button {
        font-size: 5rem;
        border-radius: 1rem;
        padding: 0.5rem 2rem;
      }
    </style>
    <button on-click="increment">+</button>
    <span>[[counter]]</span>
  </template>
```



Everything is better with sugar

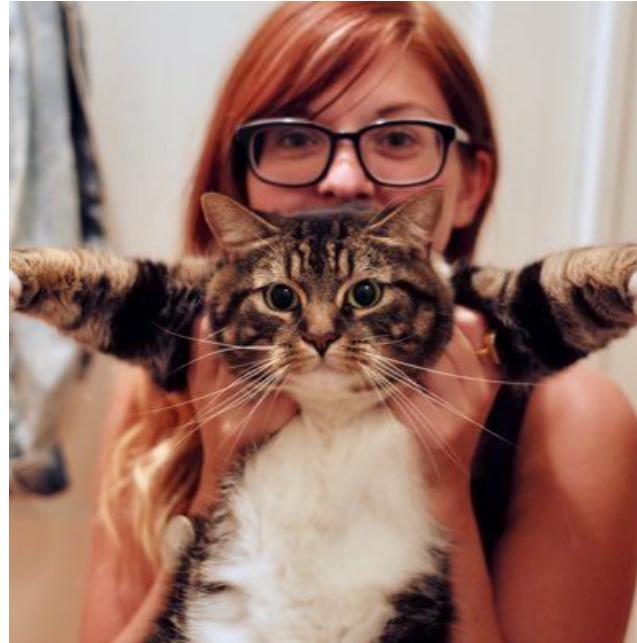


```
<script>
  class MyPolymerCounter extends Polymer.Element {
    static get is() { return 'my-polymer-counter'; }
    static get properties() {
      return {
        counter: { type: Number, reflectToAttribute:true, value: 0 }
      }
    }
    increment() {
      this.counter = Number.parseInt(this.counter) + 1;
    }
  }

  customElements.define('my-polymer-counter', MyPolymerCounter);
</script>
</dom-module>
```



Everything is better with sugar



Polymer is like jQuery for Web components

@notwaldorf





But they are still custom elements

+ 5

+ 5

Shared value: 5

100% interoperables





Interoperation pattern

```
<div class="container">
  <my-polymer-counter
    counter="[[value]]"
    on-counter-changed="_onCounterChanged"></my-polymer-counter>
  <my-counter
    counter="[[value]]"
    on-counter-changed="_onCounterChanged"></my-counter>
</div>
```

Attributes for data in
Events for data out



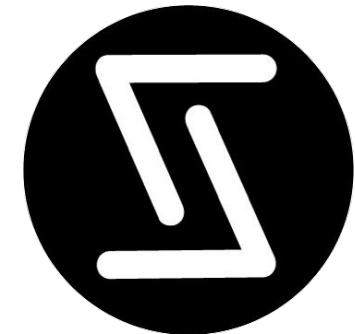


To infinity and beyond!

There is a world outside Polymer



Lots of web components libraries

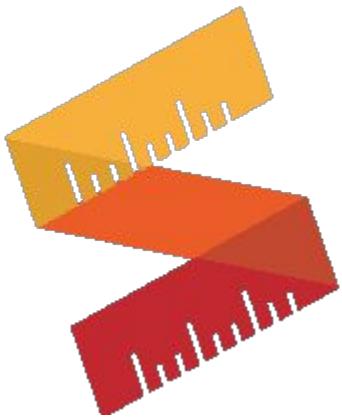


For different need and sensibilities





Slim.js





Slim.js

Fork me on GitHub



Rapid web components development!

[Getting started](#)

[Project on Github](#)

[Chat on gitter.im](#)

Introduction

What is slim.js?

Slim.js is a lightweight web component library that provides extended capabilities for components, such as data binding, using es6 native class inheritance. This library is focused for providing the developer the ability to write robust and native web components without the hassle of dependencies and an overhead of a framework.





Slim.js

- Lightweight web component library
- Extended capabilities for components
 - data binding
- Using es6 native class inheritance
- Without Shadow DOM

Like a lighter and lesser-featured Polymer





Slim.js

```
Slim.tag('my-slim-counter', `

<style> [...] </style>

<div class="container">
  <div class="button" slim-id="button">  </div>
  <div class="value" bind> [[counter]] </div>
</div>`,

class extends Slim {
  onCreated() {
    if (this.counter == undefined) {
      this.counter = Number.parseInt(this.getAttribute('counter'))||0;
    }
    this.button.onclick = () => {
      this.counter++;
      this.dispatchEvent(new CustomEvent('counter-changed', {detail: {counter: this.counter}}));
    }
  }
});
```





Bram.js



Bram.js



Bram

A simple 3kB web components library

Home

API

Guides

GitHub

Install the latest:

```
npm install bram --save
```

Or download a [release](#).

Examples

Todo app

HTML JavaScript

```
<template id="todo-template">
  <form on-submit="addTodo">
    <input type="text" name="todo"
      placeholder="What to do?">
    <button type="submit">Add</button>
  </form>

  <ul>
    <template each="{{todos}}">
      <li>{{item}}</li>
    </template>
  </ul>
</template>

<todo-list></todo-list>
```

What to do? Add



Bram.js



- Lightweight web component library
- Extended capabilities for components
 - data binding
- Using es6 native class inheritance
- With Shadow DOM (optional)

Like a lighter and lesser-featured Polymer, with
Shadow DOM



Bram.js



```
let template=`
<style> [...] </style>
<div class="container">
  <div class="button" on-click="increase">  </div>
  <div class="value" > {{counter}} </div>
</div>`;

class MyBramCounter extends Bram(HTMLElement) {
  static get template() {
    let t = document.createElement('template');
    t.innerHTML = template;
    return t;
  }
  static get events() { return ['counter-changed']; }
  constructor() {
    super();
    this.model.counter = this.getAttribute('counter') || 0;
  }
  static get observedProperties() { return [ 'counter' ] } //Non documented
  increase() {
    this.model.counter++;
    this.dispatchEvent(new CustomEvent('counter-changed', {detail: {counter: this.model.counter}}));
  }
}
```





Skatejs





Skatejs

📄 README.md

Skate

commitizen friendly semantic-release 🎉

Skate is a library built on top of the [W3C web component specs](#) that enables you to write functional and performant web components with a very small footprint.

- Functional rendering pipeline backed by Google's [Incremental DOM](#).
- Inherently cross-framework compatible. For example, it works seamlessly with - and complements - React and other frameworks.
- It's very fast.
- It works with multiple versions of itself on the page.

HTML

```
<x-hello name="Bob"></x-hello>
```

Issue Oriented





Skatejs

- Lightweight web component library
- Functional rendering pipeline
 - backed by Google's Incremental DOM
- Very very fast
- With a React/Preact flavour

Nice if you dislike declarative syntax and DOM...





Skatejs

```
class MySkateCounter extends skate.Component {
  static get props () {
    return {
      counter: skate.prop.number({ attribute: true })
    };
  }
  renderCallback () {
    console.log("render", skate.h('div',{},'hello'));
    return [
      skate.h('style', {}, '.container { [...] }'),
      skate.h('style', '.button { [...] }'),
      skate.h('style', {}, '.value { margin: 0.5rem; color: #eee; }'),
      skate.h('div', { 'class': 'container'},
        skate.h('div', {
          'class': 'button' ,
          'onClick': () => {
            this.counter++;
            skate.emit(this, 'counter-changed', { detail: { counter: this.counter } });
          },
          skate.h('img', { 'src' : './img/skate.png' })),
          skate.h('div', { 'class': 'value'}, this.counter))
        ],
      ]
    }
}
```

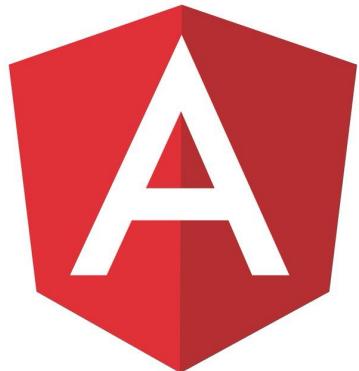




A new breed of Web Components



Next generation Ionic



Ionic 4 will be fully based on web components
using a new toolkit: Stencil



New kid on the block



Max Lynch
Co-founder and CEO of Ionic
@maxlynch

Using Web Components in Ionic (Polymer Summit 2017)
15,345 views

Google Chrome Developers Published on Aug 23, 2017

Developers and businesses are struggling to build fast mobile web apps to reach the next billion users. This talk explores the challenges faced and lessons learned as the Ionic Framework team ported over their collection of mobile-first UI components from a traditional frontend framework to SHOW MORE

AUTOPLAY

Stencil | Getting Started
Academind 6.8K views

Intro to Web Components with StencilJS
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What You See is What You Deserve: Simple Visual Tools
Google Chrome Developers 12K views

Polymer Summit 2017
Google Chrome Developers

Practical lessons from a year of building web components -
Google Chrome Developers 47K views

ES6 Modules in the Real World (Polymer Summit 2017)
Google Chrome Developers 8.4K views

Announced during Polymer Summit

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Not another library



The magical, reusable web component compiler



Simple

With intentionally small tooling, a tiny API, zero configuration, and TypeScript support, you're set.



Performant

6kb min+gzip runtime, server side rendering, and the raw power of native Web Components.



Future proof

Build versatile apps and components based 100% on web standards. Break free of Framework Churn.

A Web Component compiler



A build time tool



To generate standard web components





Fully featured

- Virtual DOM
- Async rendering
- Reactive data-binding
- TypeScript
- JSX





And the cherry on the cake

SSR

Server-Side Rendering





Hands on Stencil

Clone the starter project

```
git clone https://github.com/ionic-team/stencil-app-starter my-app  
cd my-app  
git remote rm origin  
npm install
```

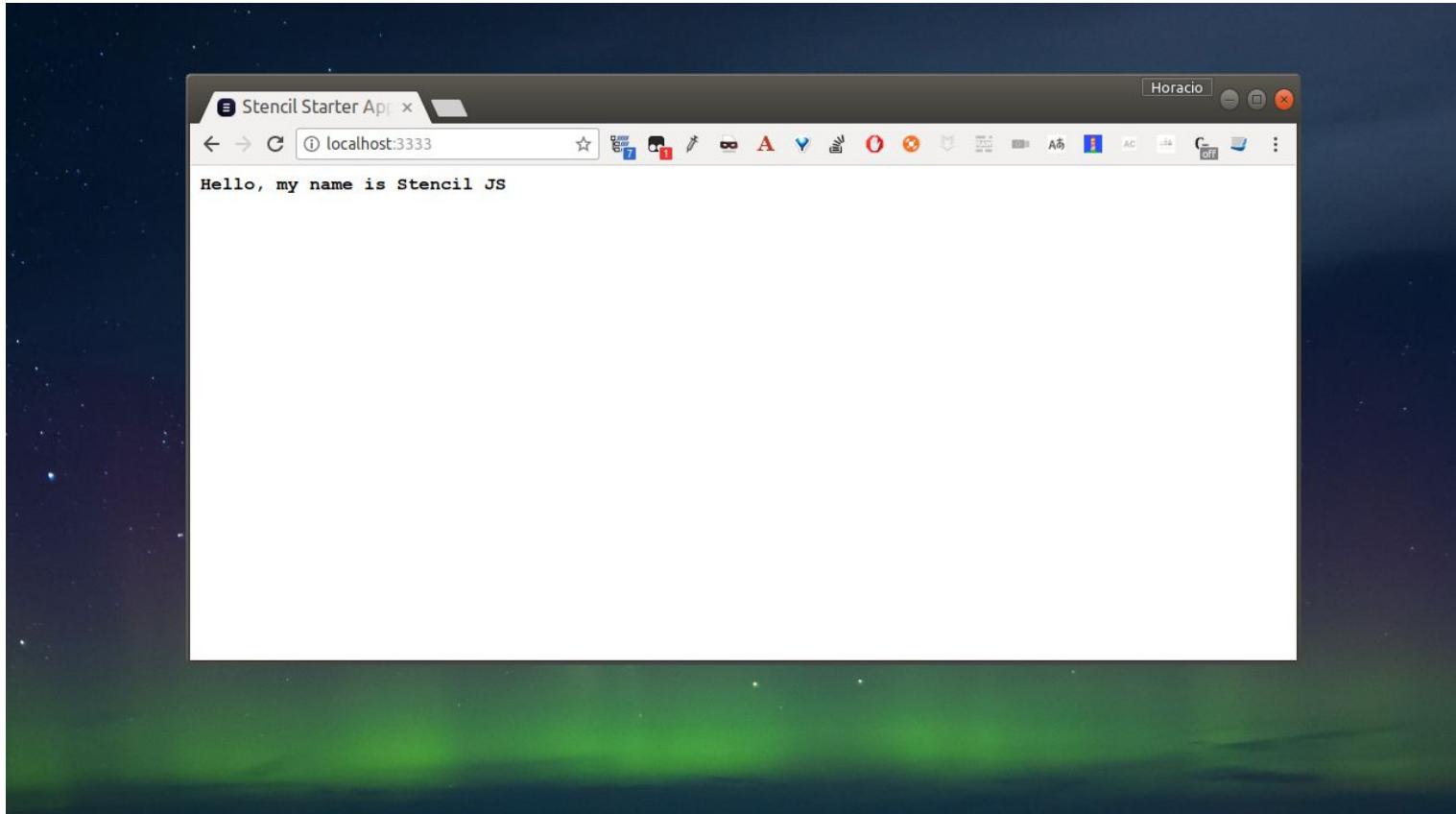
Start a live-reload server

```
npm start
```





Hands on Stencil





Hands on Stencil

The screenshot shows a Visual Studio Code interface with the following details:

- File Explorer:** Shows the project structure under "stencil-app-starter". Key files include `my-name.tsx`, `my-name.spec.ts`, `components.d.ts`, `index.html`, `manifest.json`, and `stencil.config.js`.
- Code Editor:** The file `my-name.tsx` is open, displaying the following TypeScript code:

```
1 import { Component, Prop } from '@stencil/core';
2
3
4 @Component({
5   tag: 'my-name',
6   styleUrl: 'my-name.scss'
7 })
8 export class MyName {
9
10   @Prop() first: string;
11
12   @Prop() last: string;
13
14   render() {
15     return (
16       <div>
17         | Hello, my name is {this.first} {this.last}
18       </div>
19     );
20   }
21 }
22 }
```

The code defines a Stencil component named `MyName` that takes `first` and `last` properties and renders them inside a `<div>` element.





Some concepts

```
render() {  
  return (  
    <div>Hello {this.name}</div>  
  )  
}
```

```
render() {  
  return (  
    <div>{this.name ? <p>Hello {this.name}</p> : <p>Hello World</p>}</div>  
  );  
}
```

JSX declarative template syntax





Some concepts

```
import { Component } from '@stencil/core';

@Component({
  tag: 'todo-list',
  styleUrl: 'todo-list.scss'
})
export class TodoList {
  @Prop() color: string;
  @Prop() favoriteNumber: number;
  @Prop() isSelected: boolean;
  @Prop() myHttpService: MyHttpService;
}
```

Decorators





Some concepts

```
import { Event, EventEmitter } from '@stencil/core';

...
export class TodoList {

  @Event() todoCompleted: EventEmitter;

  someAction(todo: Todo) {
    this.todoCompleted.emit(todo);
  }

  @Listen('todoCompleted')
  todoCompletedHandler(event: CustomEvent) {
    console.log('Received the custom todoCompleted event: ', event.detail);
  }
}
```

Events





Some concepts

```
@Component({  
  tag: 'shadow-component',  
  styleUrls: 'shadow-component.scss',  
  shadow: true  
})  
export class ShadowComponent {  
  
}
```

Optional Shadow DOM





Some concepts

stencil.config.js

```
exports.config = {  
  namespace: 'myname',  
  generateDistribution: true,  
  generateWWW: false,  
  ...  
};
```

Generate distribution





Conclusion

That's all folks!



Thank you!



A large, colorful word cloud centered around the words "thank you". The word "thank" is in red, "you" is in yellow, and "you" is in green. The word cloud contains numerous words from different languages, each with its phonetic transcription below it. The colors of the words correspond to the colors of the letters in the surrounding text.

