

Yves Goeleven



Solution Architect & Azure MVP

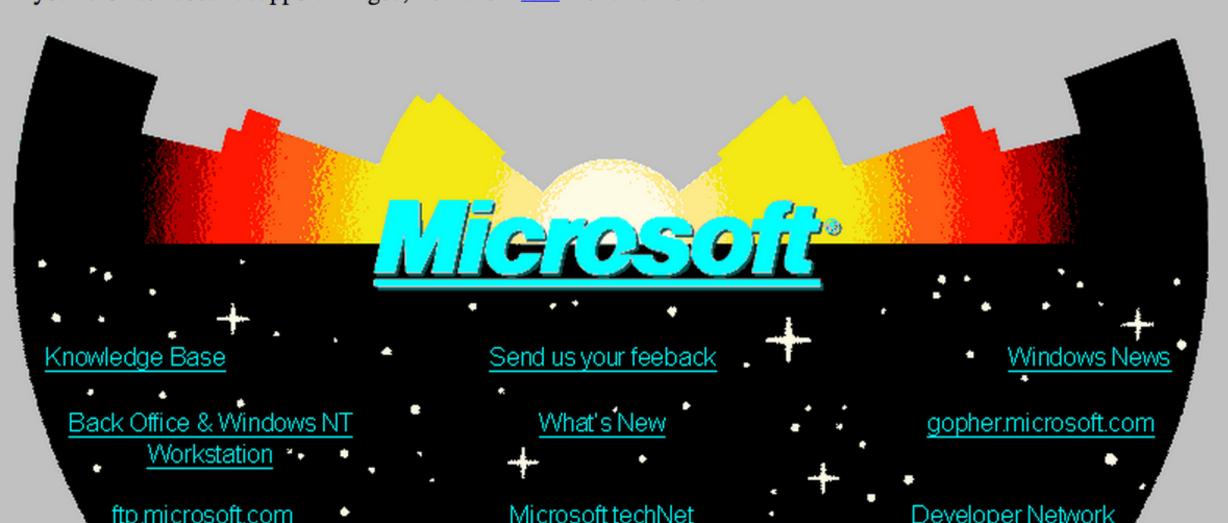
This means I'm old & develop software

- Particular Software / NServiceBus
- Side projects
 - MessageHandler: Event stream processing & event sourcing framework
 - Dish: Static site generator
 - ClubManagement.io: Progressive Web Apps for managing sports clubs
- Azure MVP since 2010
- Co-founder & board member @ AZUG.be
- Board member @ Basket Lummen

Welcome to Microsoft's World Wide Web Server!

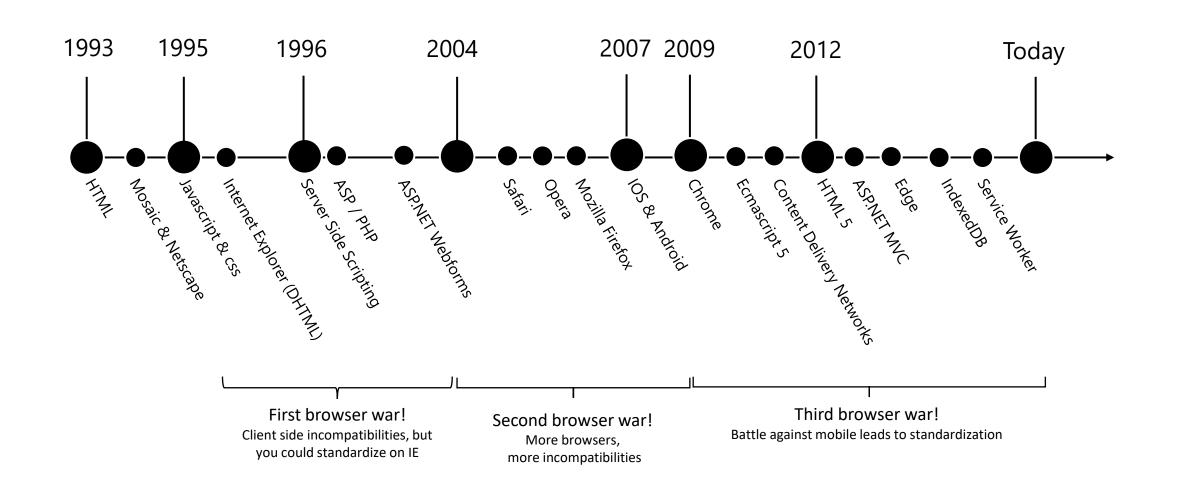
Where do you want to go today?

If your browser doesn't support images, we have a text menu as well.



Web development

A brief history with major milestones



Revenge of the static website

Why?

3 reasons

- It's cheap!
- It's simple!
- Single codebase for any app (PWA)
 - Web, desktop & mobile apps!
 - Offline







zondag 22 oktober

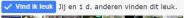
De Kalen Dries te Meldert van 11 u. tot 14 u. en van 17 u. tot 20 u.

Klik hier om uw bestelling door te geven

Peanutstornooi

zaterdag 11 november

Klik hier om in te schrijven

















Home

Clubinfo Hot News

Ploegen

Fotoalbum

Activiteiten

Verjaardagen

























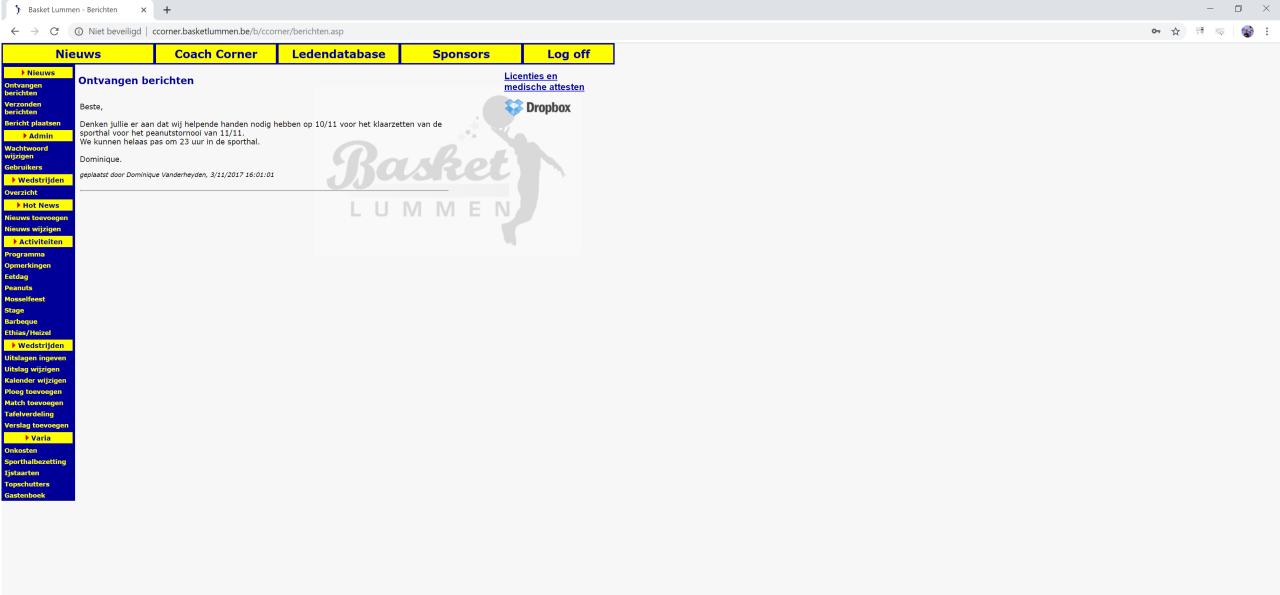








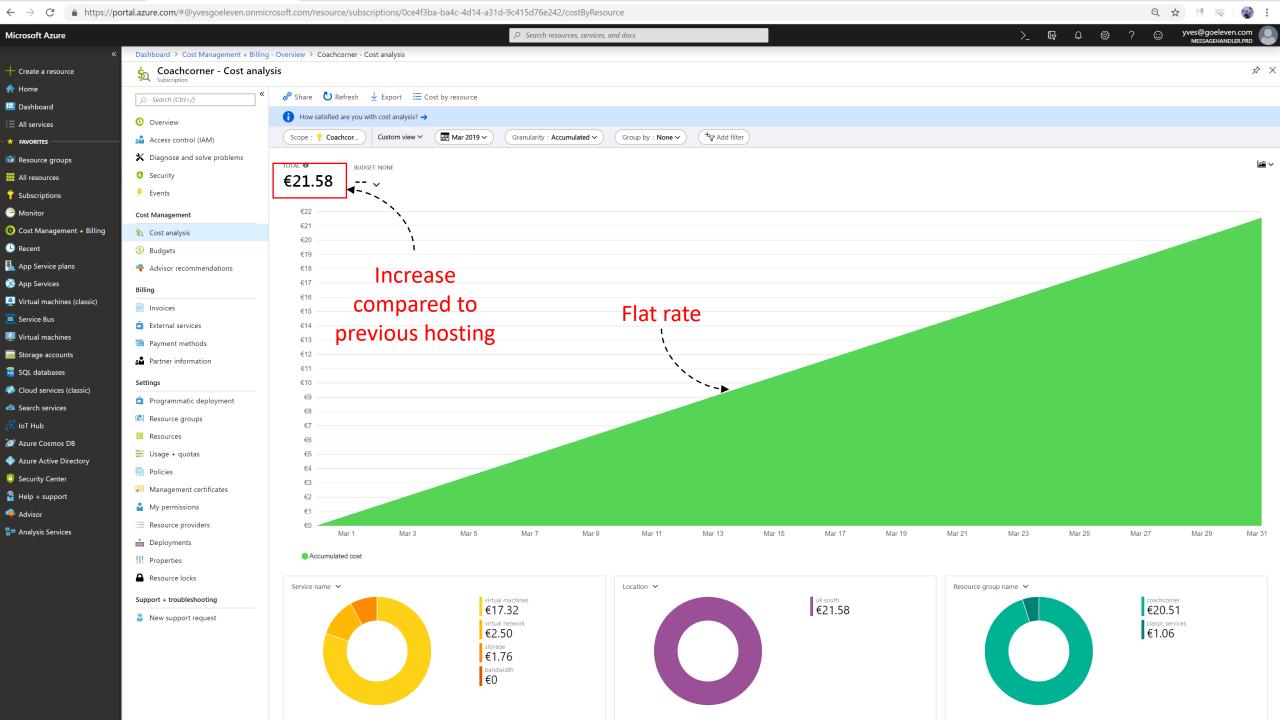
dinsdag 28 mei Jean-Pierre De Roo 51 jaar

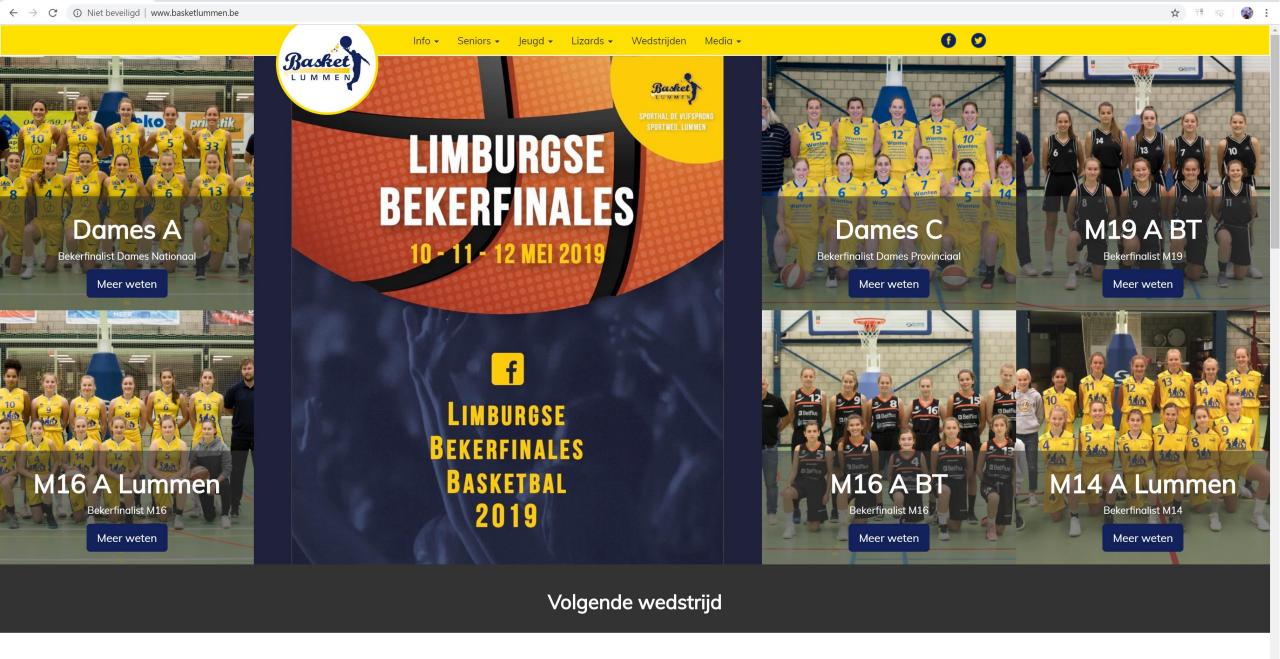


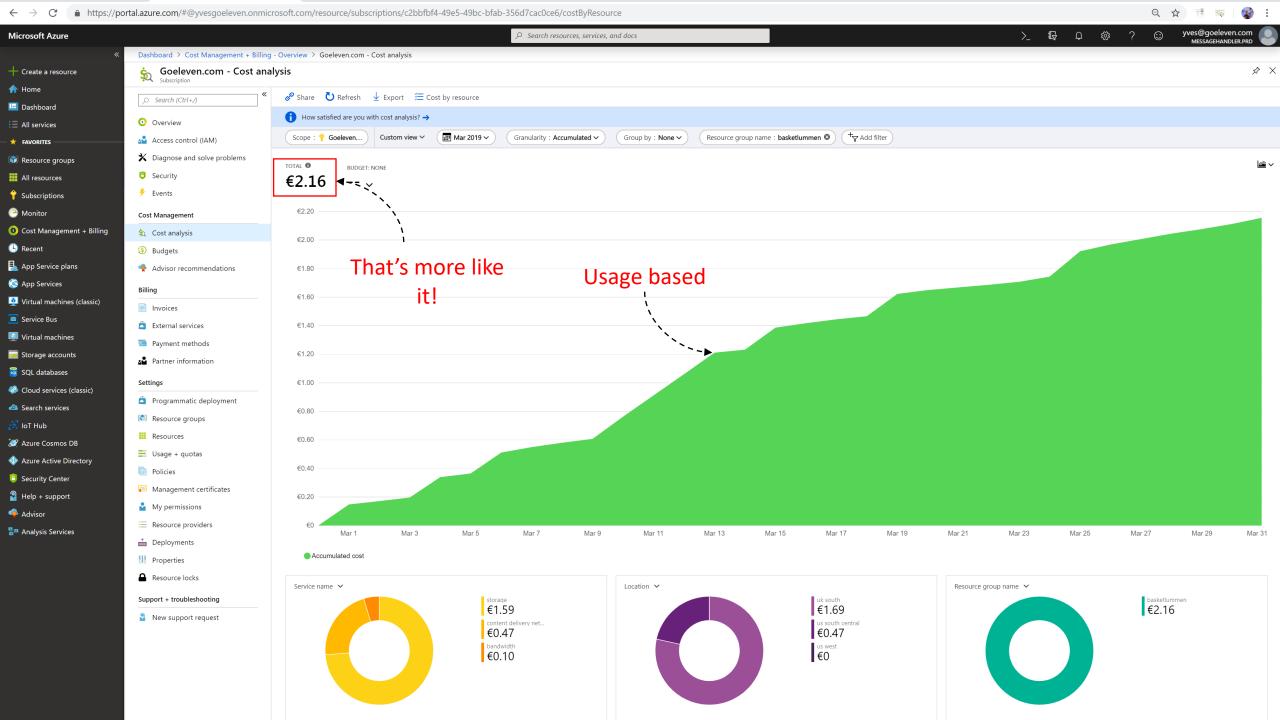


Cost Model Simple Architecture

Offline App







More value for less money

New site is a lot bigger than the old one



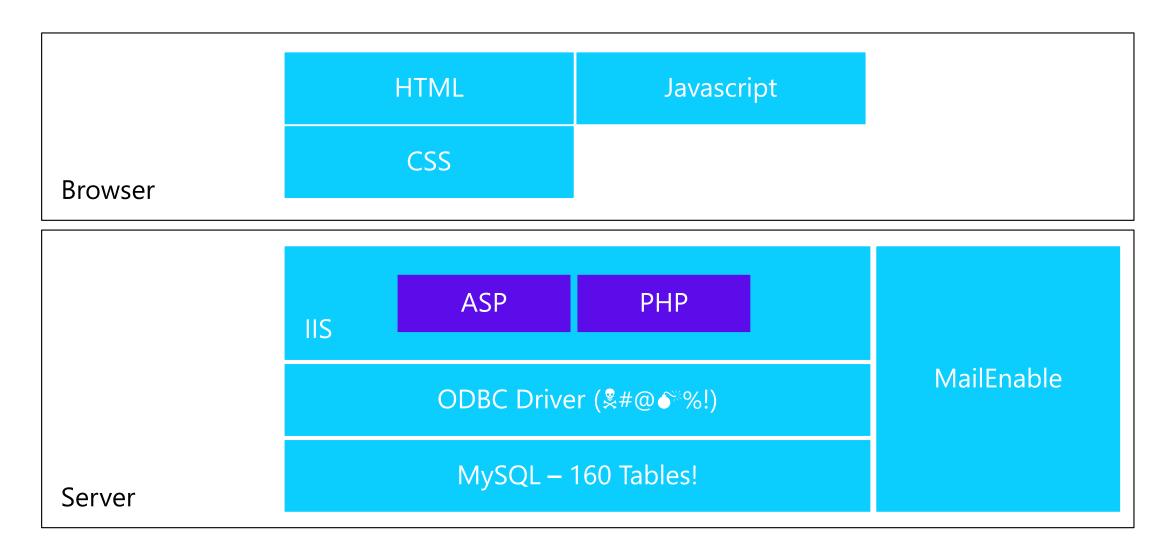


Cost Model Simple Architecture

Offline App

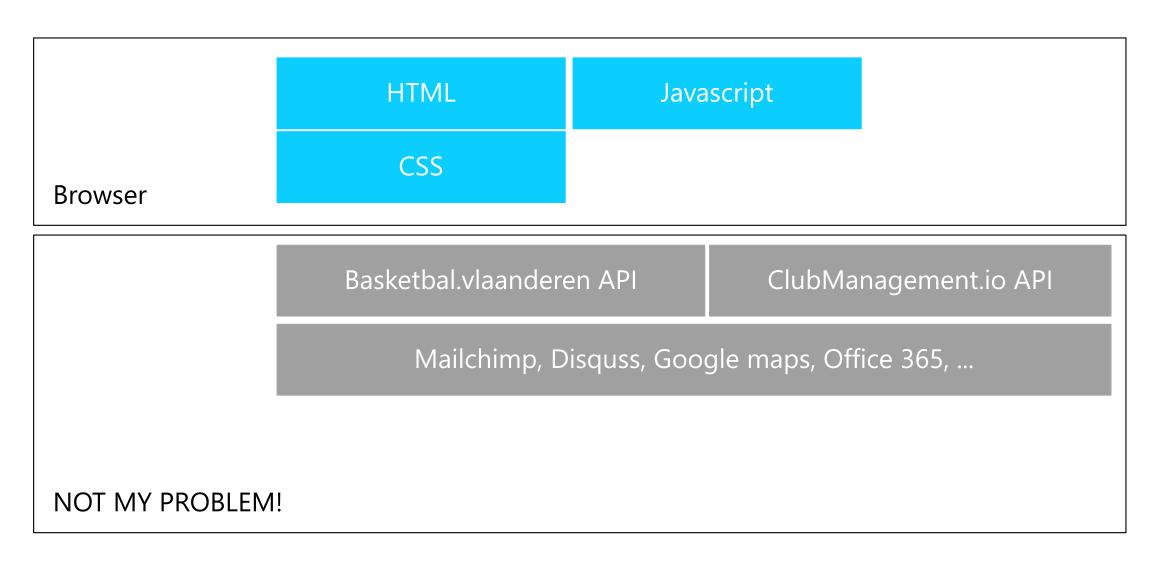
Old site

Architecture



New site

JAM Stack

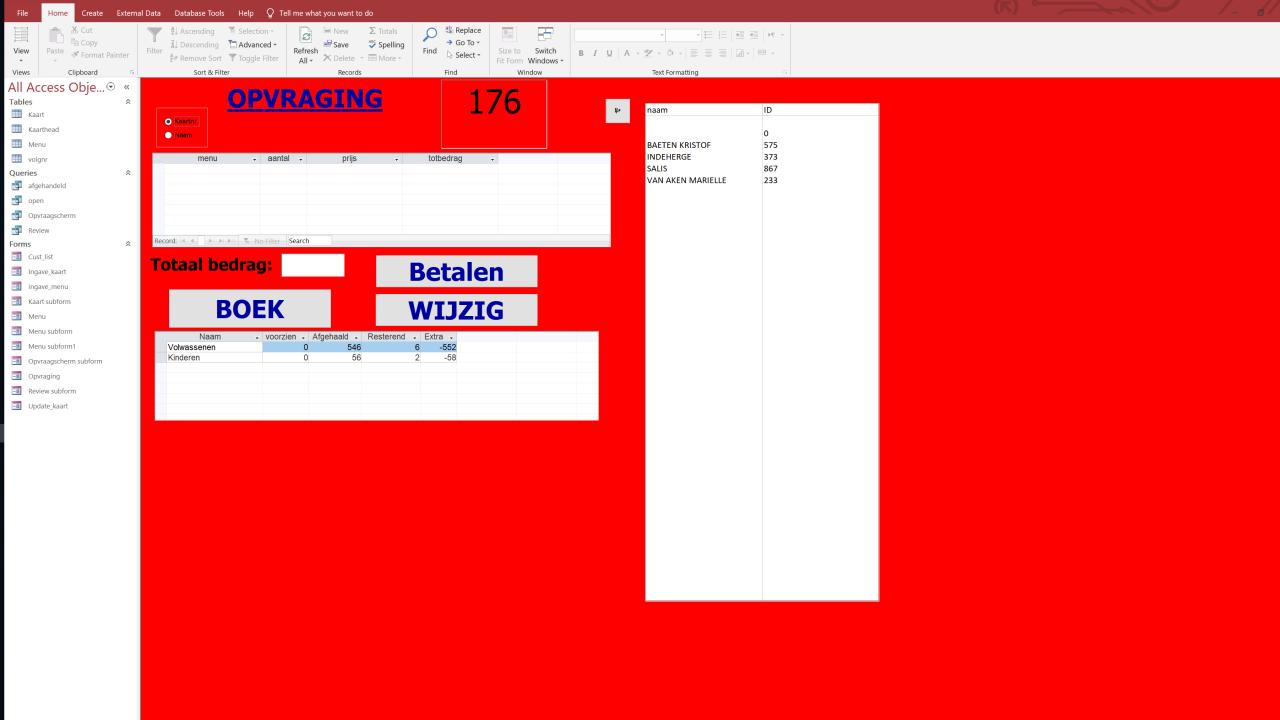


Cost Model Simple Architecture

Offline App

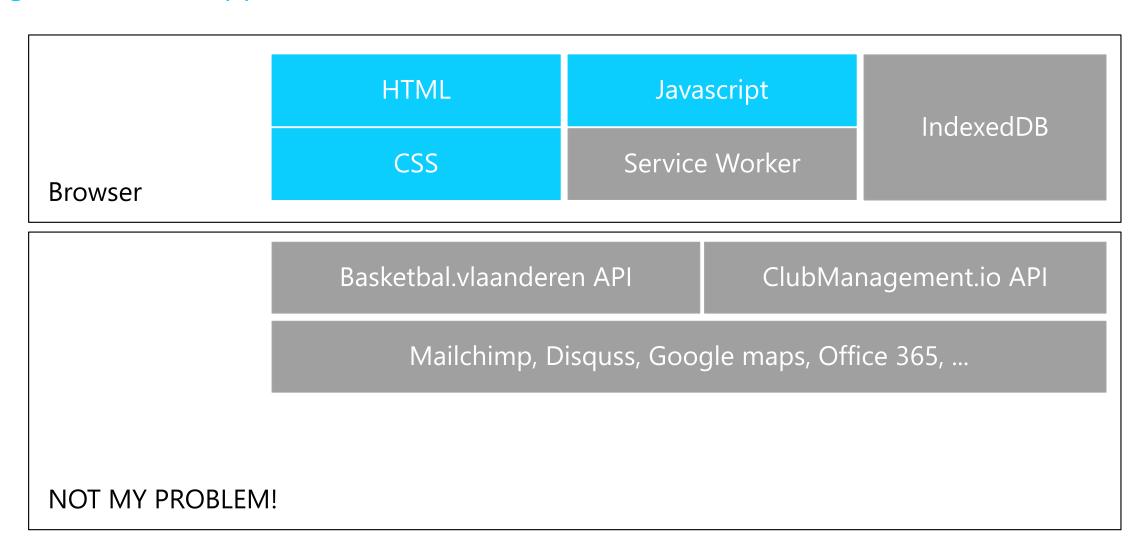






New fundraising app

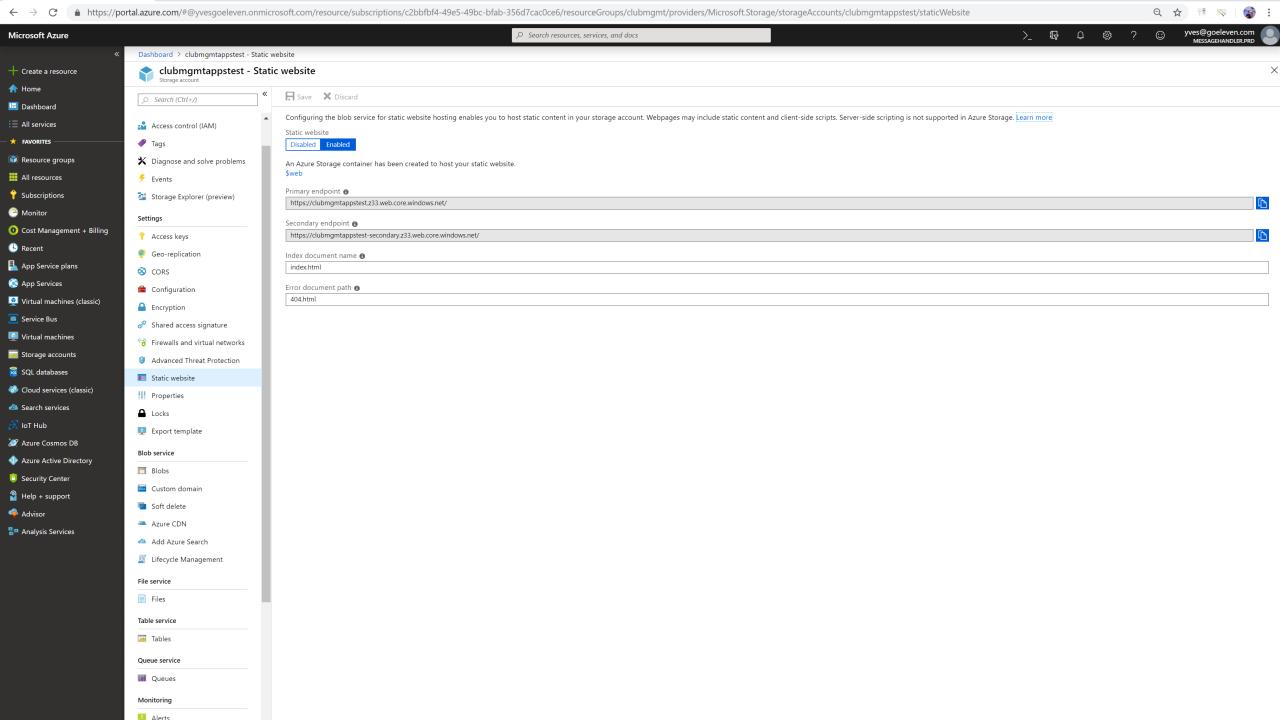
Progressive Web App

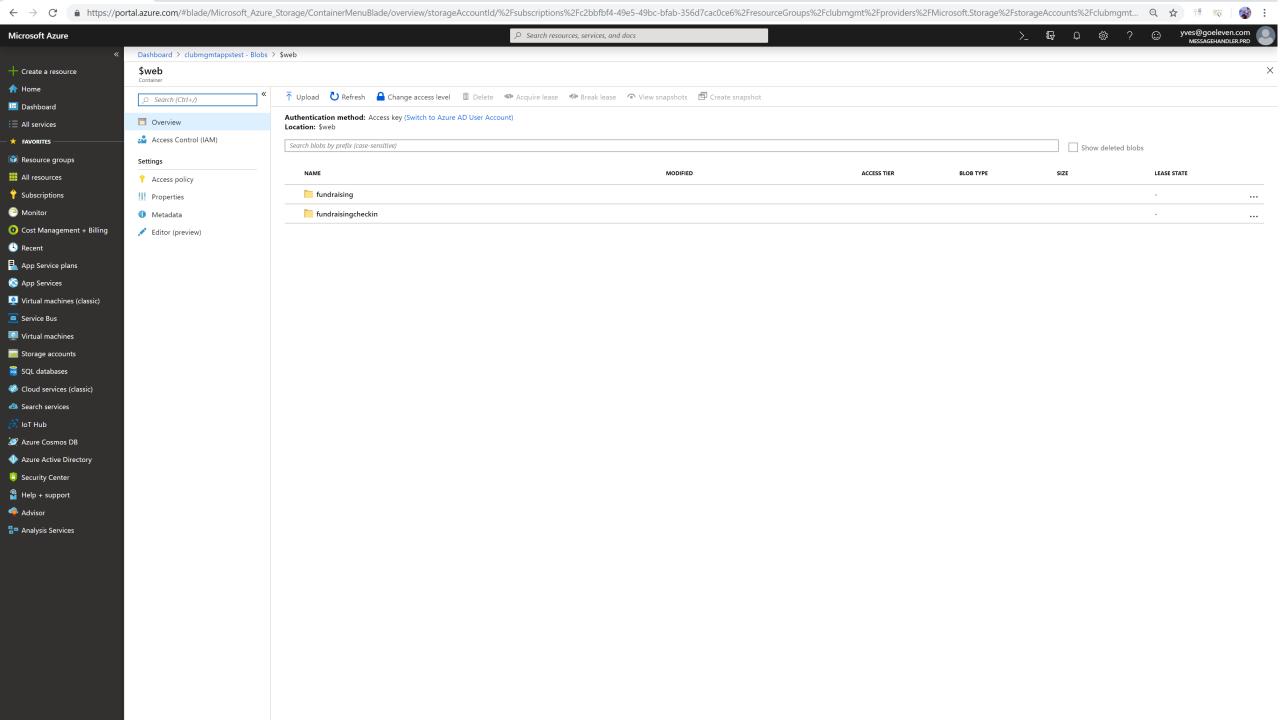


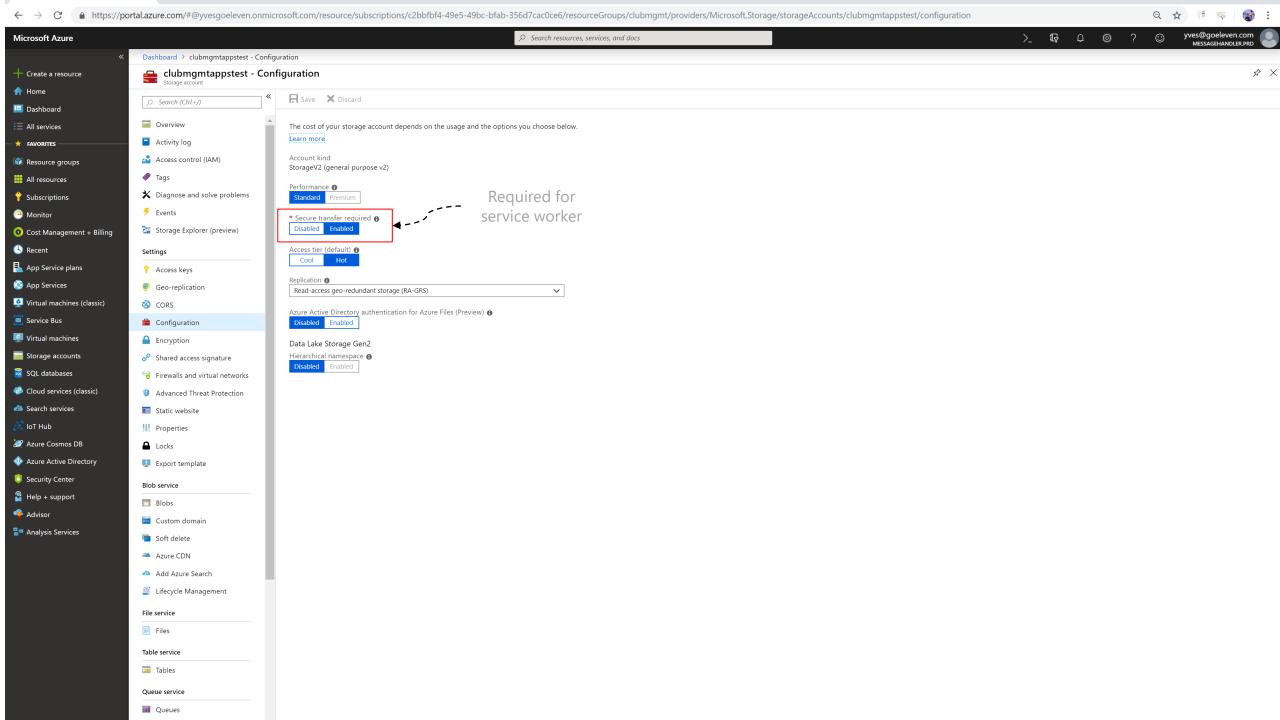
Setting up cheap hosting

Azure Storage Azure CDN

DNS







Setting up cheap hosting

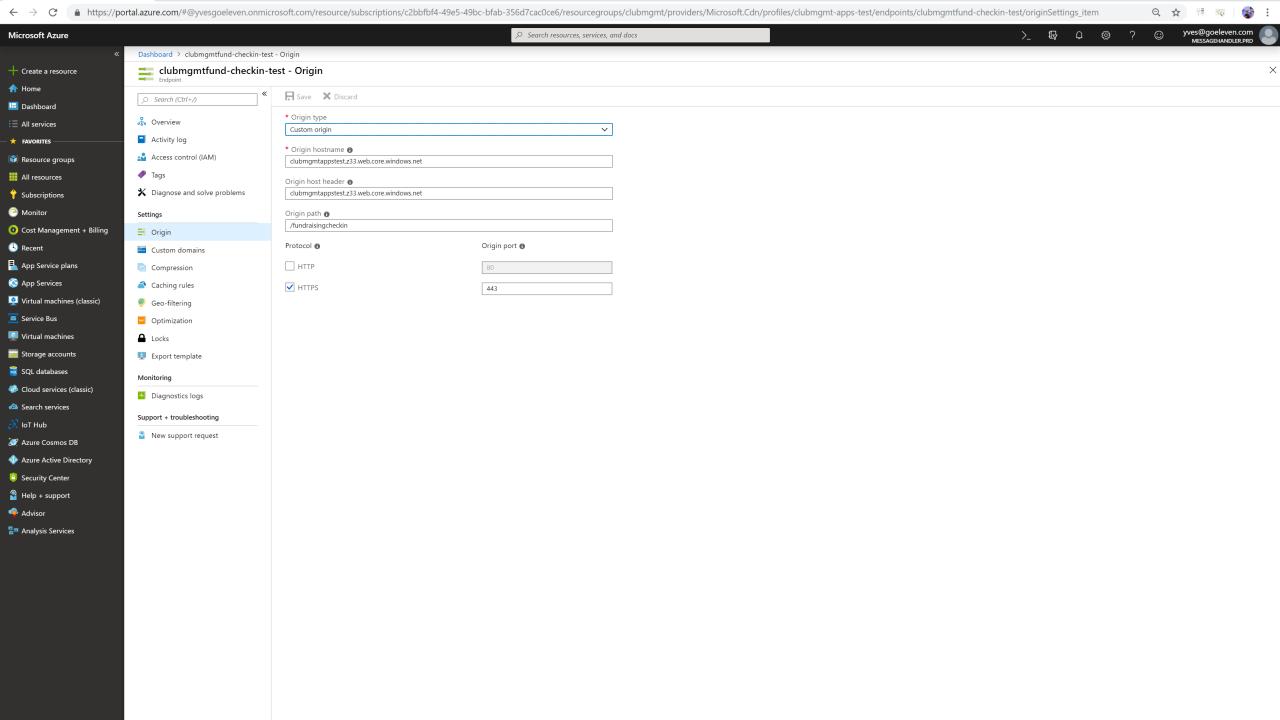
Azure Storage Azure CDN

DNS

Why CDN?

2 reasons

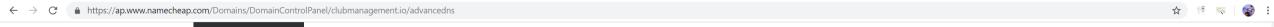
- FREE SSL for custom domain names!
- Reduce storage transaction costs
 - Ensure cache control headers are set on blobs!

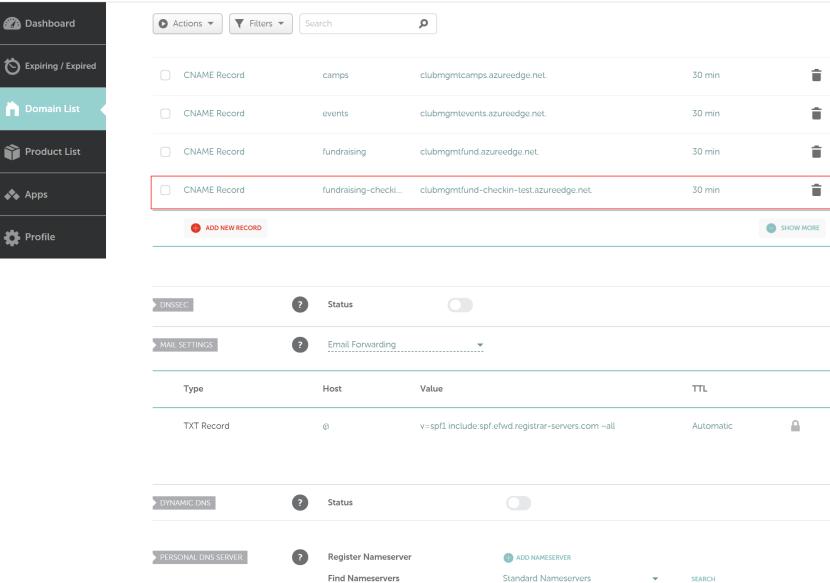


Setting up cheap hosting

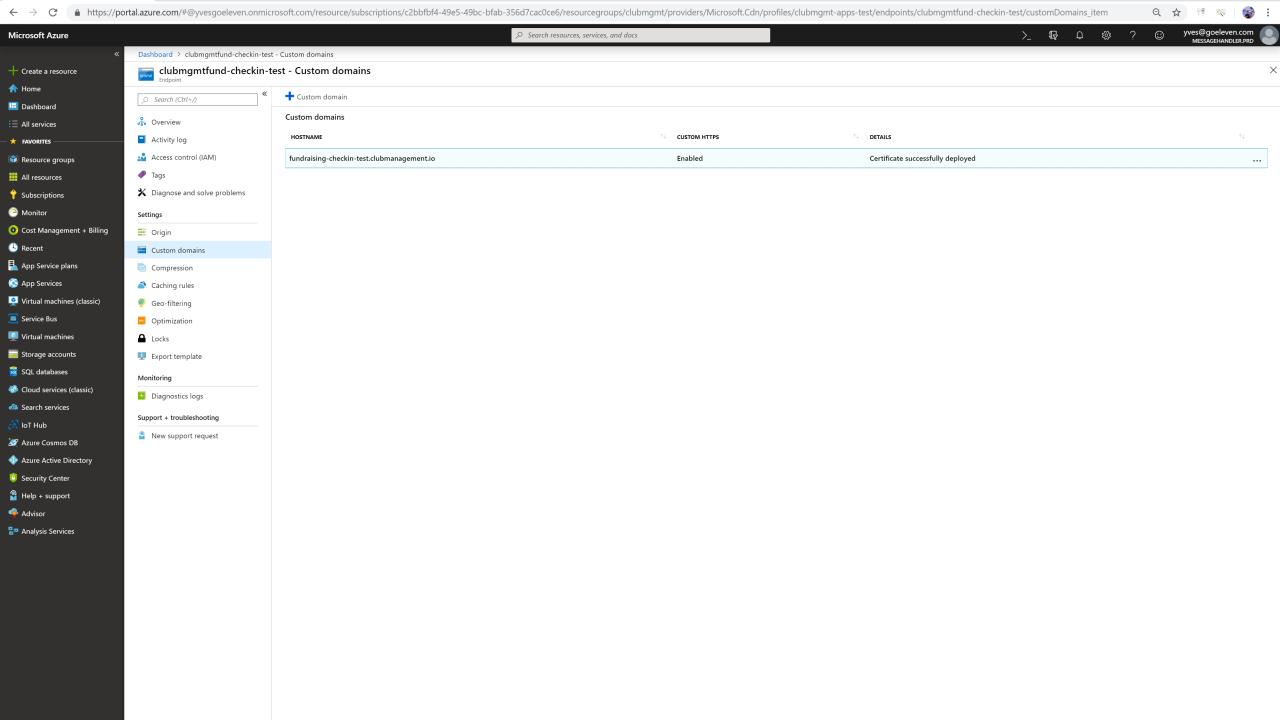
Azure Storage Azure CDN

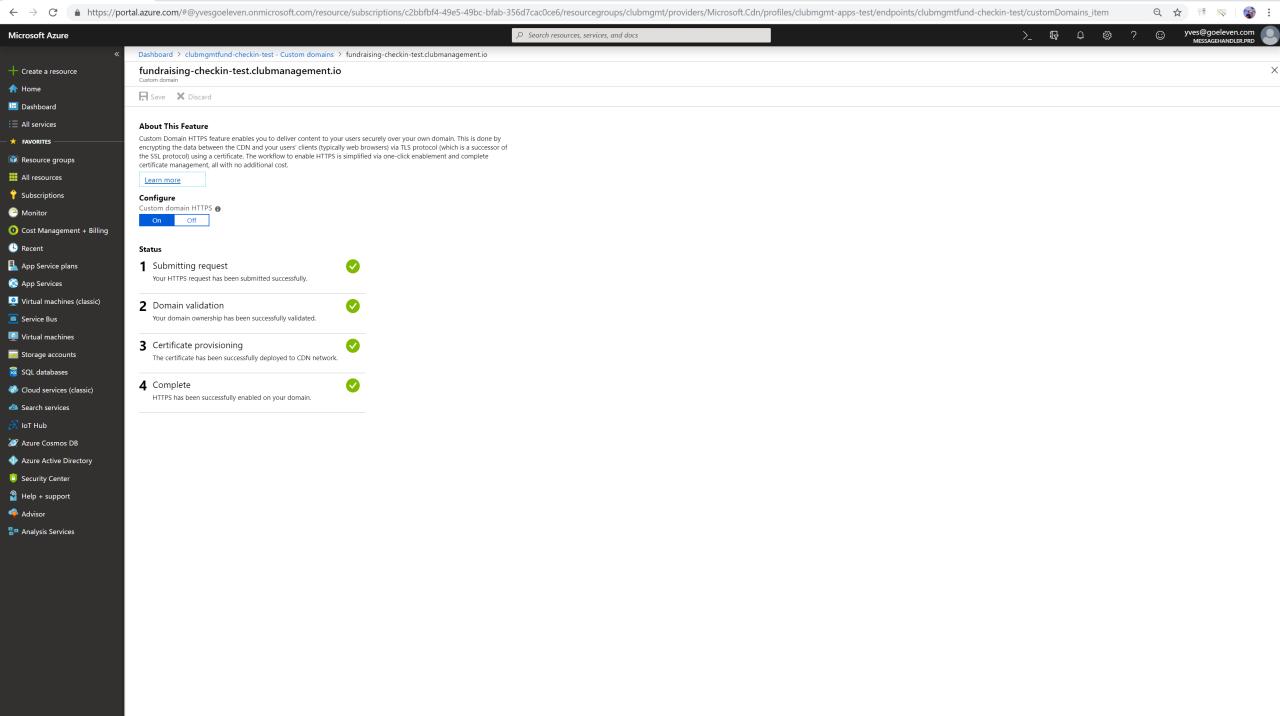
DNS





Q&A





Managing the site content

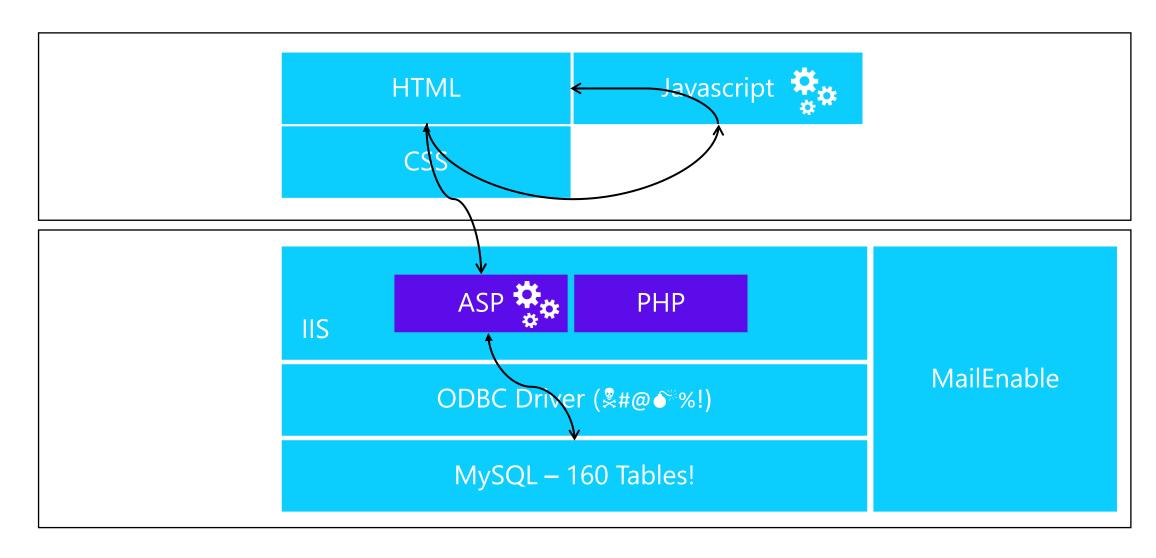
Dynamic content

Static Site Generation Local Experience

Publishing Process

Dynamic content

The traditional way: render on every request



Dynamic content

Not all content is equal

Change rate vs user expectations	Real Time	Delay	Stale
No changes	Manual publishing	Manual publishing	Manual publishing
Occasional	On every request	Automated publishing	Manual publishing
Frequent	On every request	Automated publishing	Manual publishing

In a static site context

- On every request: API call with client side rendering
- Manual publishing: Update the site and publish
- **Automated publishing**: Plug the publishing process into your business processes

Managing the site content

Dynamic content

Static Site Generation

Local Experience

Publishing Process

Static site generator

An essential tool in the publishing process

- Renders a website from content files
- Content files in appropriate format
 - Text: markdown
 - Config: Yaml
 - Templates: Handlebars
- A multistep build pipeline (chain of responsibility)
 - Read files
 - Preprocessing steps
 - Rendering
 - Postprocessing steps
- Most popular ones: Jekyll, Hexo, Hugo, ...

Introducing DISH

Why I built my own static site generator

- A library
- Plug into my business logic
- .Net core
- Full control of the pipeline
 - E.g. publish to azure storage static websites

Managing the site content

Dynamic content

Static Site Generation

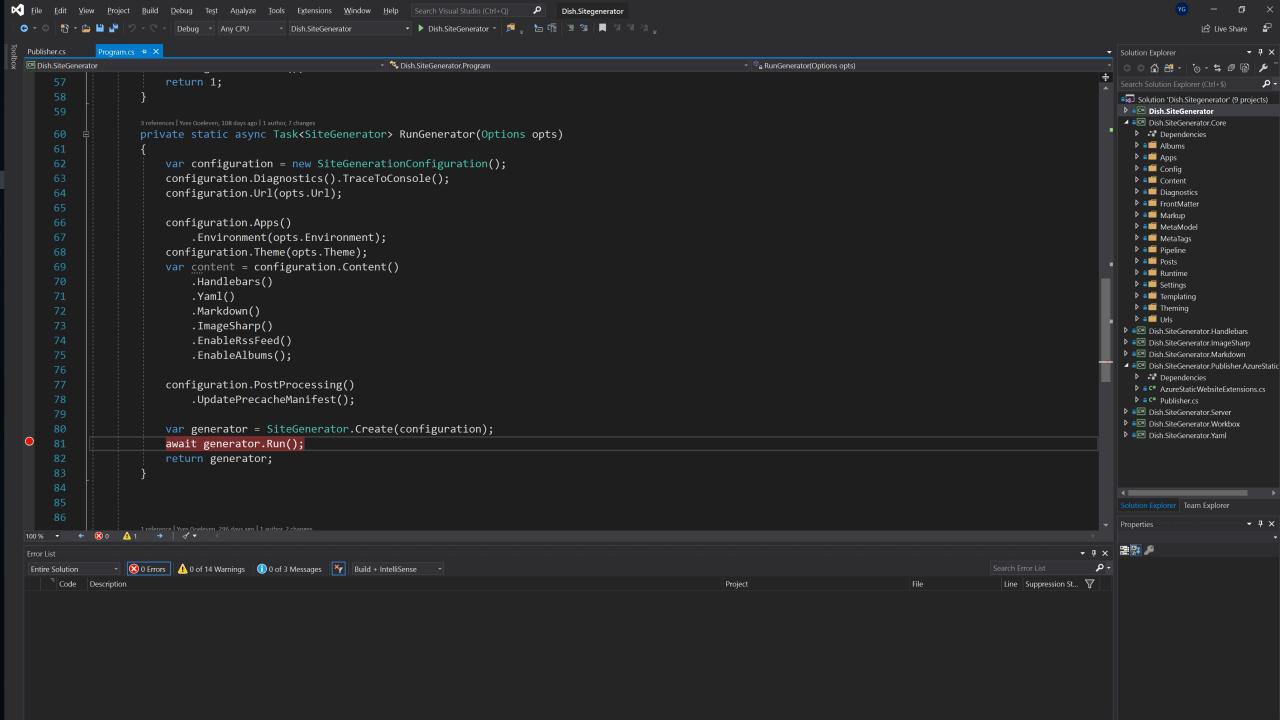
Local Experience

Publishing Process

Local Experience

Requires a command line tool

- Write a console app using the library
- Main generation methods
 - Run: executes the pipeline
 - **Serve**: hosts the site locally in Kestrel
 - **Publish**: uploads the site to azure storage static websites



Managing the site content

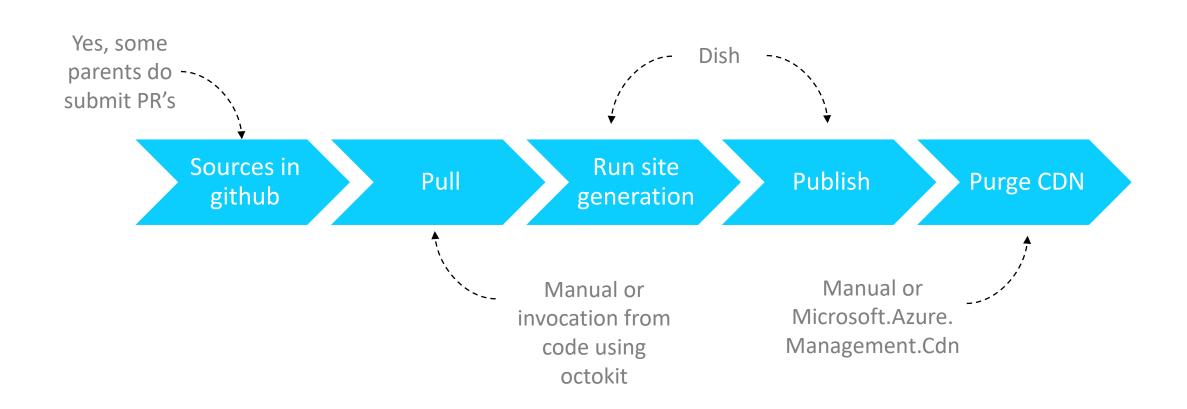
Dynamic content

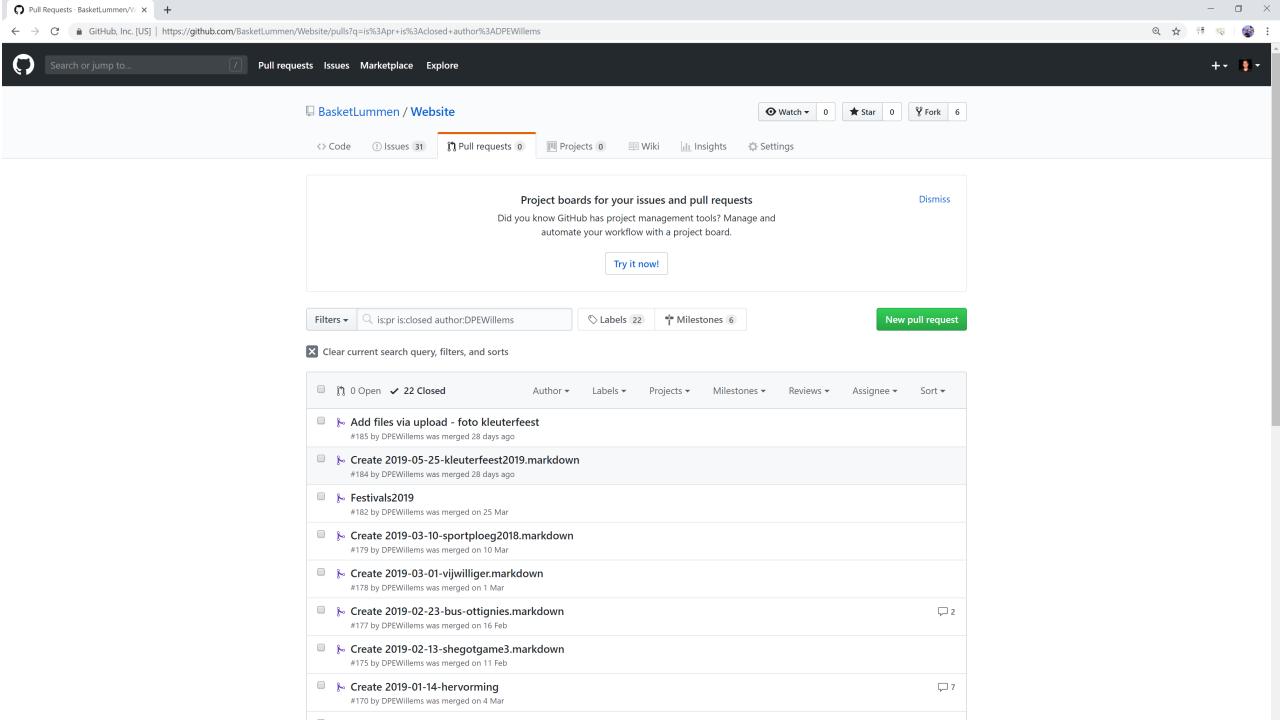
Static Site Generation Local Experience

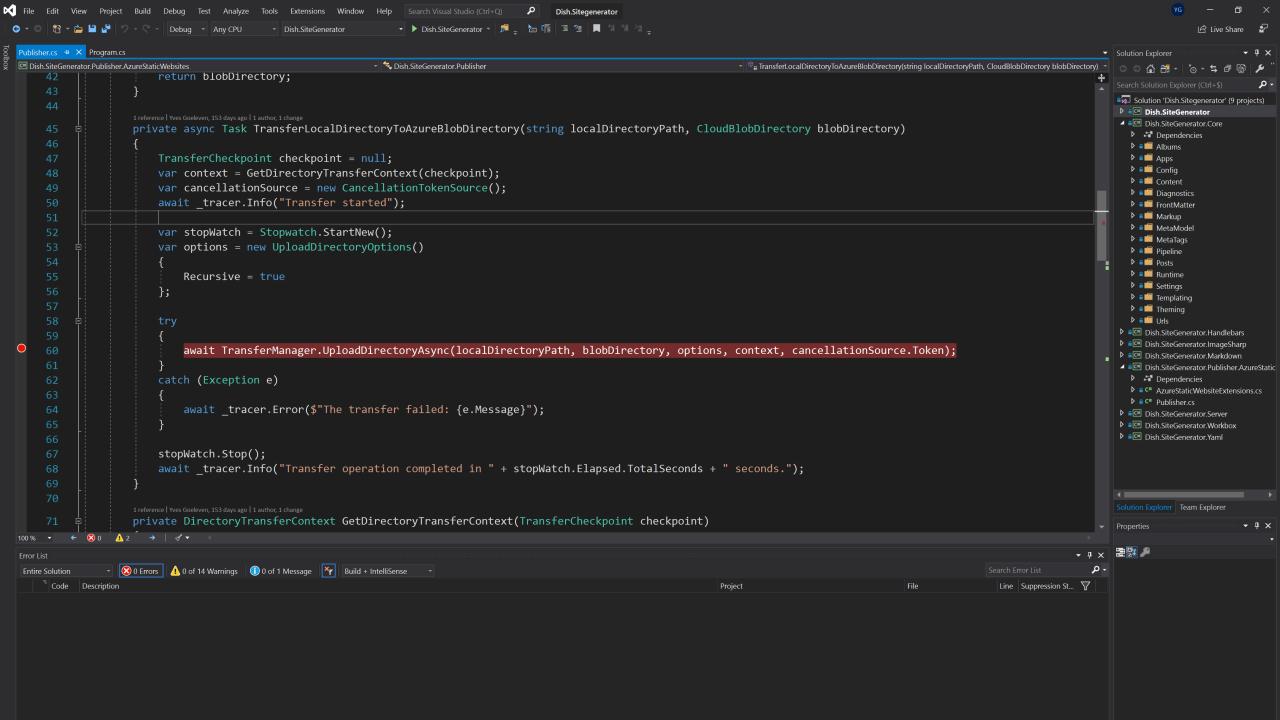
Publishing Process

Publishing process

End to end process







Building offline apps

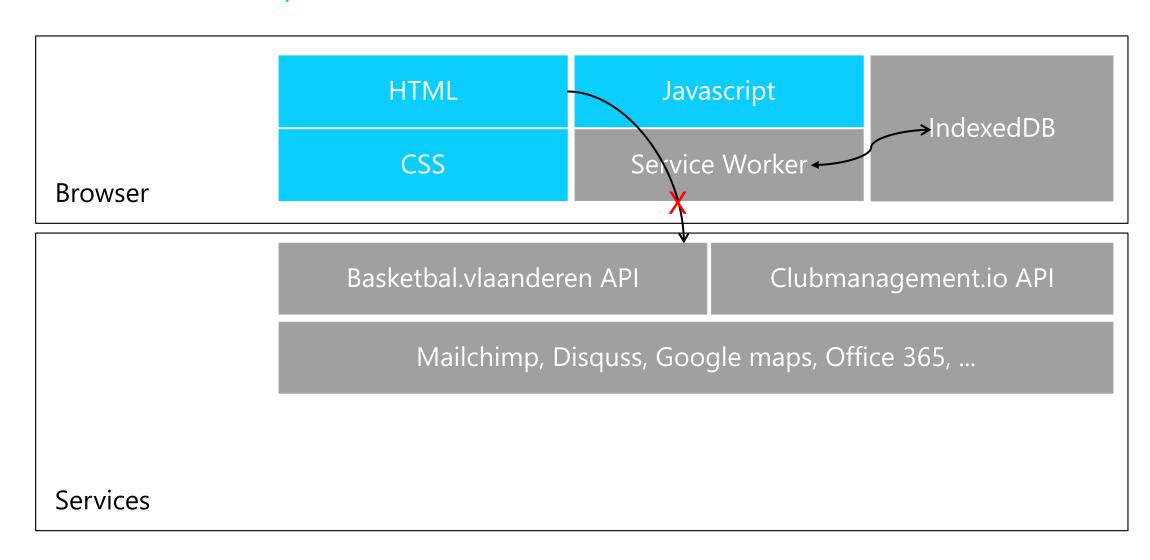
Google workbox

App Shell pattern

Command Queue Pattern Install on desktop

How it works when offline

Service Worker intercepts and serves from IndexedDB



Service Worker

Background worker for a web pages

- Also runs when browser is closed!
- Available events
 - **Install**: Fired whenever the worker gets installed (happens only once)
 - **Activate**: Fired whenever a loaded page connects to the worker
 - **Fetch**: Fired every time a connected client performs a request
 - Message: Communication between frontend thread and background worker
 - **Sync**: Fired after device comes online
 - **Push**: Fired when device receives a push notification
- But you need to write code to handle all those events

```
self.addEventListener('install', function(event){
  // your code here
});
```

Google workbox

A set of common patterns for Service Worker

- A javascript library on top of indexed DB & cache storage responding to service worker events
- Available modules
 - **Precaching**: preload files on install
 - Routing: configure how to handle specific web requests
 - **Strategies:** caching strategies
 - **Expiration**: remove cached entries
 - BackgroundSync: resubmit commands after coming online
 - ...

```
importScripts('https://storage.googleapis.com/workbox-cdn/releases/3.6.1/workbox-sw.js');
workbox.core.setCacheNameDetails({
         prefix: 'clubmgmt-fundraising-checkin-cache',
         suffix: '1.0.0.0'
});
```

Building offline apps

Google workbox

App Shell pattern

Command Queue Pattern Install on desktop

App Shell pattern

'Installation' of all files of the web app

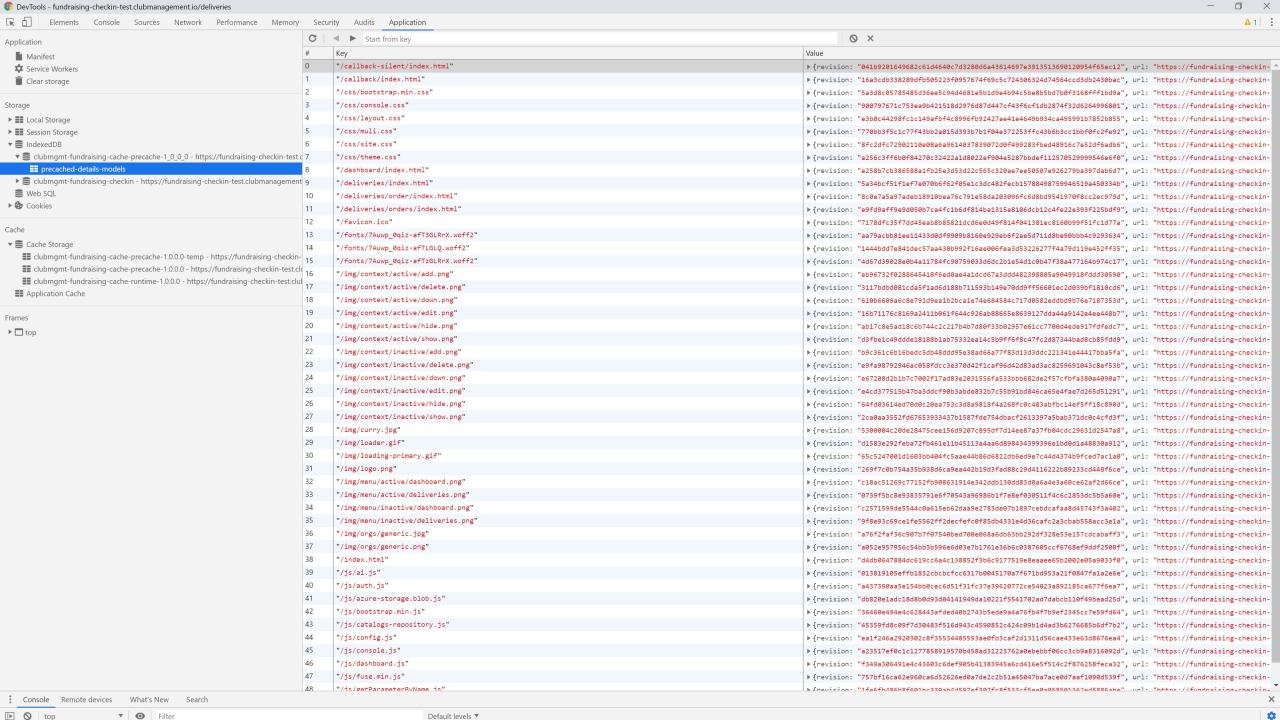
- Service worker 'Install' event
 - All essential files for the app will be downloaded and cached
 - Route with a 'Cache-first' policy: Cache Falling Back to Network

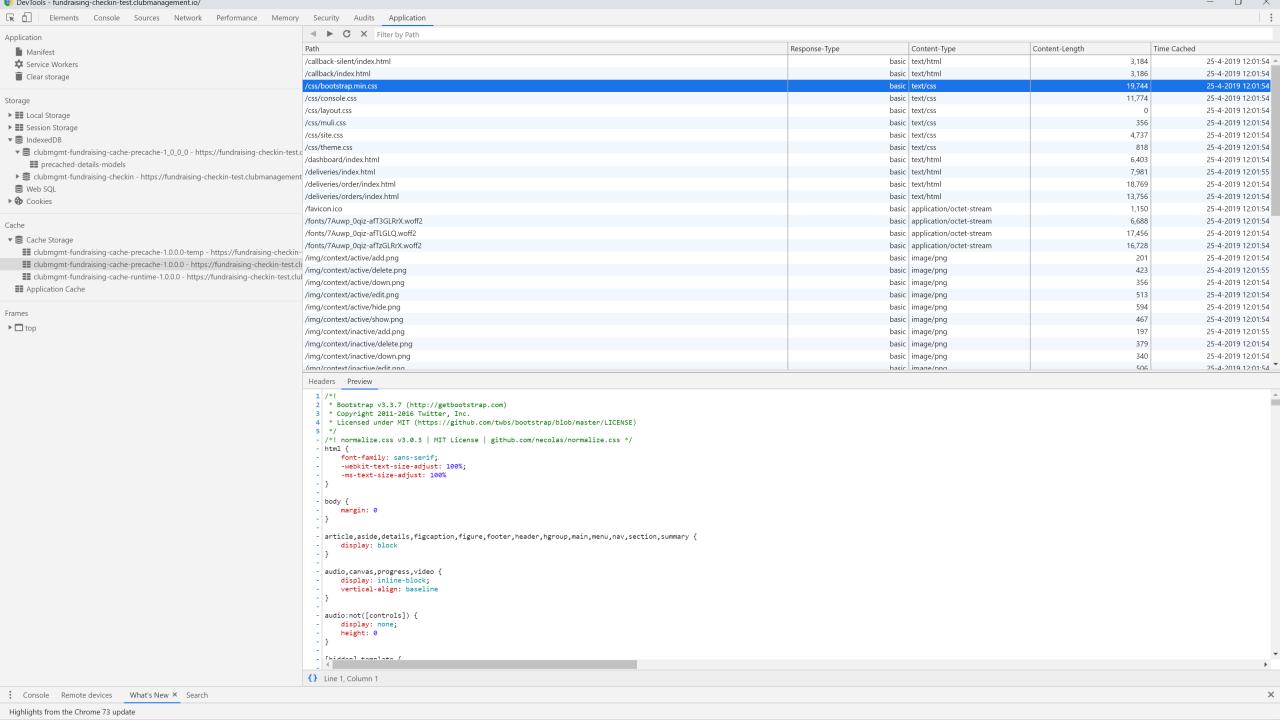
workbox.precaching.precacheAndRoute(self.__precacheManifest || []);

- Files must be versioned
 - Revision hashes generated by Dish postprocessing step
 - Embed hashes, service worker file must change for changes to take effect

```
self.__precacheManifest = [
    { url:'/index.html', revision: '16a3cdb338289d....74564ccd3db2430bac' },
    { url:'/css/bootstrap.min.css', revision: '5a3d8c05785485d3....8b5bd7b0f3168fff1bd9a' },
    { url:'/css/console.css', revision: '900797671c753ea9b421....f1db2874f32d6264996801' },
    ....
]
```

Your app shell can run offline now, future pages served from cache





Building offline apps

Google workbox

App Shell pattern

Command
Queue Pattern

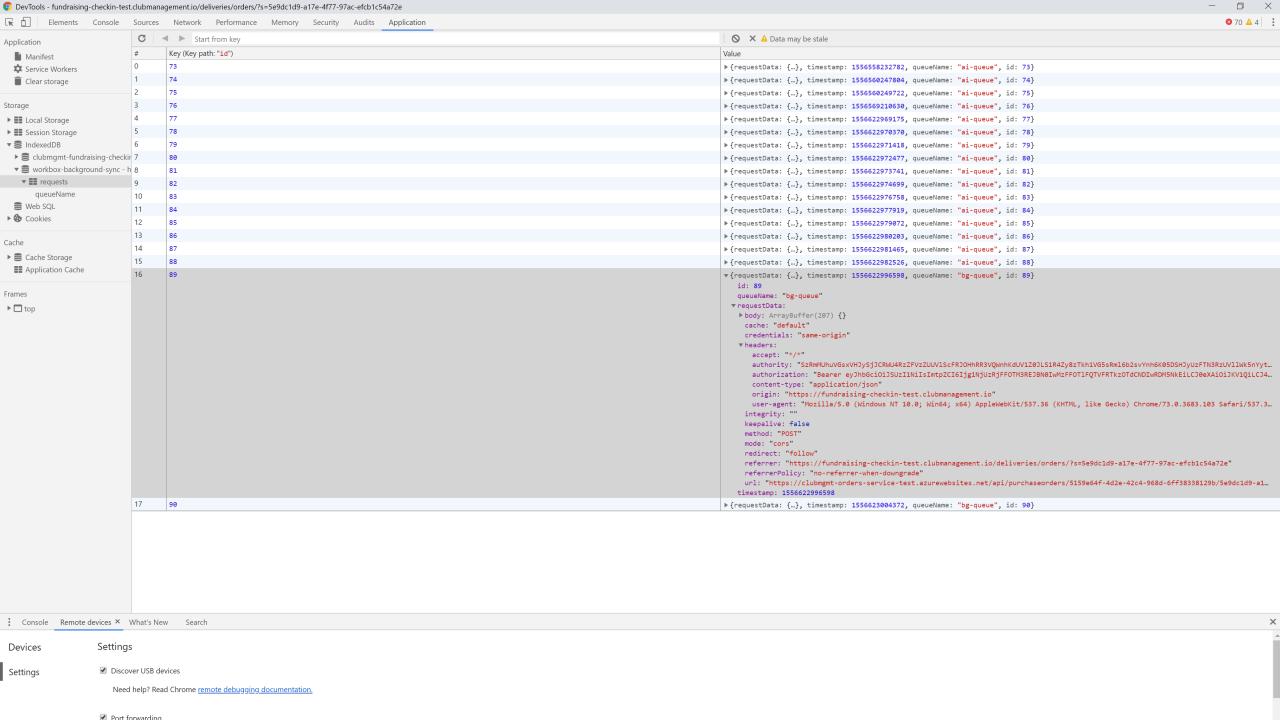
Install on desktop

Command Queue pattern

'Store and forward' command requests when offline

Store 'POST', 'PUT' & 'DELETE' requests on failure to send

```
const queue = new workbox.backgroundSync.Queue('bg-queue', {
       onSync: replayRequests,
       maxRetentionTime: 7 * 24 * 60 // Retry for max a week
   });
   const bgSync = {
   fetchDidFail: async ({ request }) => {
       await queue.pushRequest({ request });
workbox.routing.registerRoute(
   /.+\/api\/.+/,
   new workbox.strategies.NetworkOnly({
       plugins: [bgSync]
   }),
    'POST'
```



Command Queue pattern

'Replay' when back online

```
async function replayRequests(o){
          if(unableToSend()) return;
          while (entry = await o.queue.shiftRequest()) {
         try {
              if(unableToSend()){ // prevents infinite loop if connectivity drops while replaying
                    await o.queue.unshiftRequest(entry); return;
              var req = entry.request.clone();
              // fix headers with latest tokens
              req.headers.set('Authorization', "Bearer " + self.__authContext.accessToken);
              req.headers.set('Authority', self. authContext.authorityToken);
              await fetch(req);
         } catch (error) {
              await o.queue.unshiftRequest(entry);
         }}
```

Building offline apps

Google workbox

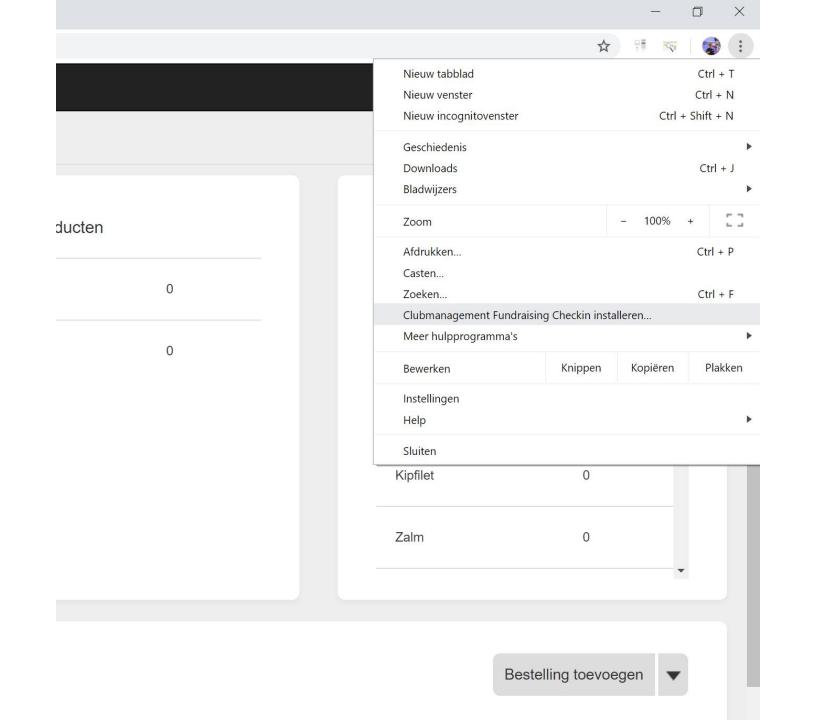
App Shell pattern

Command Queue Pattern Install on desktop

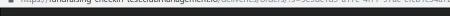
Install on desktop

Progressive Web App behaves like a mobile or desktop app

- Install experience
 - Desktop
 - Mobile
- Home screen / desktop icon
- Minimal requirements
 - Manifest.json file
 - HTTPS
 - Service Worker



Yves Goeleven ▼





* clubmanagement.io

Basket Lummen ▼

Dashboard

Leveringen

Bestellingen

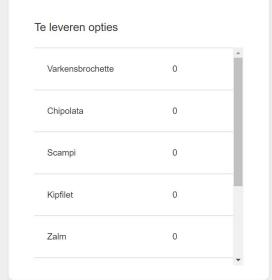
Reeds geleverde bestellingen

24

Te leveren bestellingen

O





Te leveren			Bestelling toevoegen	•

Web App Manifest

Manifest.json

```
"short name": "Clubmanagement Checkin",
"name": "Clubmanagement Fundraising Checkin",
"description": "An offline tool for handling check-ins at fundraising events",
"lang": "nl-BE",
"icons": [{ "src": "/img/logo 256.png", "type": "image/png", "sizes": "256x256"},
        { "src": "/img/logo 192.png", "type": "image/png", "sizes": "192x192"},
        { "src": "/img/logo_512.png", "type": "image/png", "sizes": "512x512"}],
"start url": "/dashboard/",
"background_color": "#EEEEEE",
"theme color": "#00A5D5",
"display": "standalone",
"related applications": [{
    "platform": "web",
    "url": "https://fundraising-checkin.clubmanagement.io"
    }]
```

Ready for revenge 7 of the static website

Conclusion

Static websites provide a great client development platform

- It's cheap!
- It's simple!
- Single codebase for any app (PWA)
 - Web, desktop & mobile apps!
 - Offline

Q&A



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