

SWE 363: Web Engineering & Development

## Module 11

# **Progressive Web App**

# References

---

- ❑ <https://medium.com/james-johnson/a-simple-progressive-web-app-tutorial-f9708e5f2605>
- ❑ <https://www.youtube.com/watch?v=z2JgN6Ae-Bo>

# The Setup

- ❑ Create a directory for the app and add *js*, *css*, and *images* subdirectories.

```
/Hello-PWA    # Project Folder
  /css        # Stylesheets
  /js         # Javascript
  /images     # Image files.
```

# Writing the App Interface

- ❑ When writing the markup for a Progressive Web App there are **two** requirements to keep in mind:
  - The app should **display some content** even if JavaScript is disabled. This prevents users from seeing a blank page if their internet connection is bad or if they are using an older browser.
  - It should be **responsive** and display properly on a variety of devices. In other words, it needs to be **mobile friendly**.

➤ By *viewport* tag

# Writing the App Interface...

- ❑ Create a file named *index.html* in your project root folder and add the following markup:

```
1  <!doctype html>
2  <html lang="en">
3  <head>
4    <meta charset="utf-8">
5    <title>Hello World</title>
6    <link rel="stylesheet" href="css/style.css">
7    <meta name="viewport" content="width=device-width, initial-scale=1.0">
8  <body class="fullscreen">
9    <div class="container">
10     <h1 class="title">Hello World!</h1>
11   </div>
12 </body>
13 </html>
```

# Style.css

- ❑ Next, create a file named *style.css* in the *css* folder and add this code:

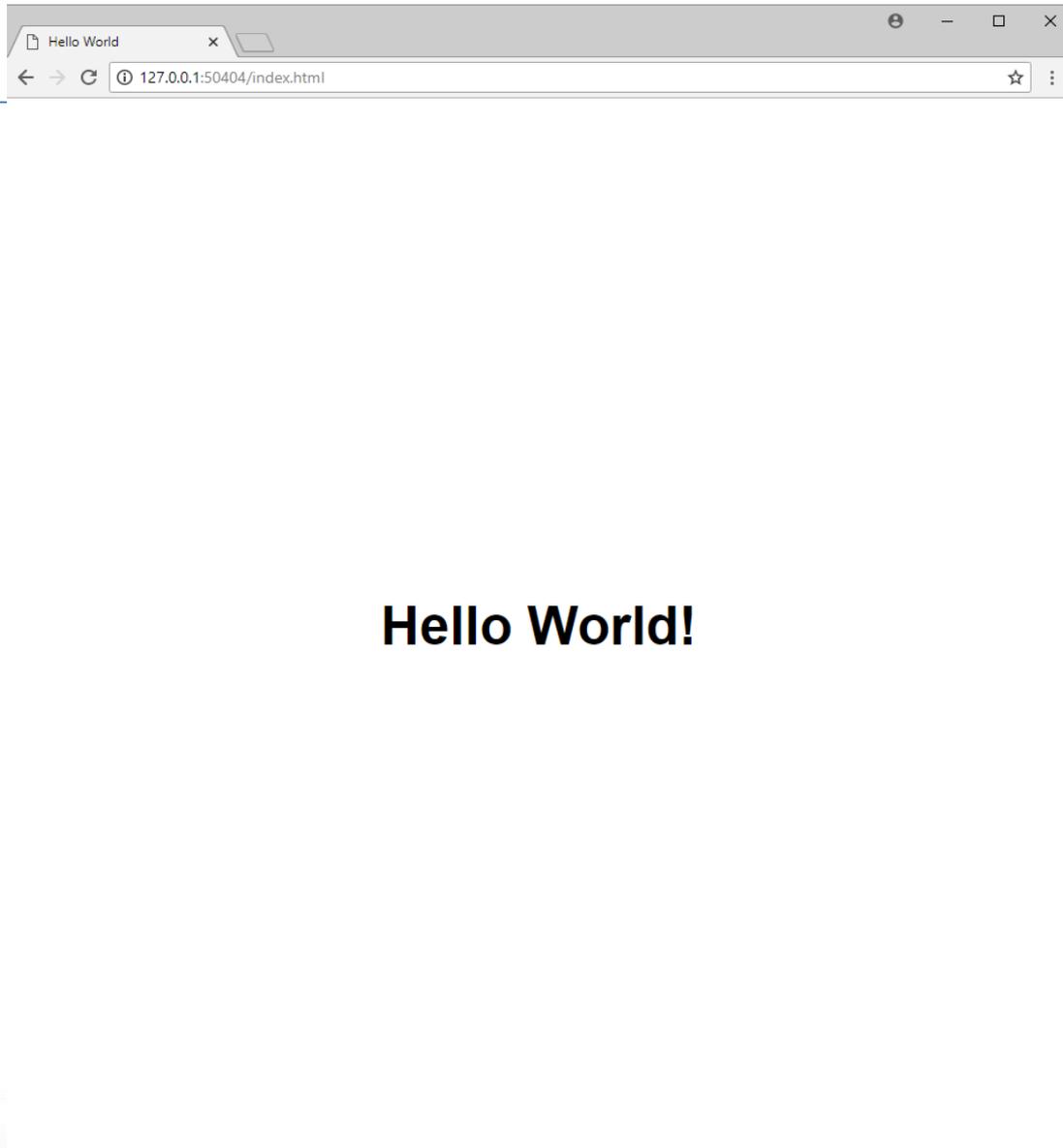
```
body {
  font-family: sans-serif;
}

/* Make content area fill the entire browser window */
html,
.fullscreen {
  display: flex;
  height: 100%;
  margin: 0;
  padding: 0;
  width: 100%;
}

/* Center the content in the browser window */
.container {
  margin: auto;
  text-align: center;
}

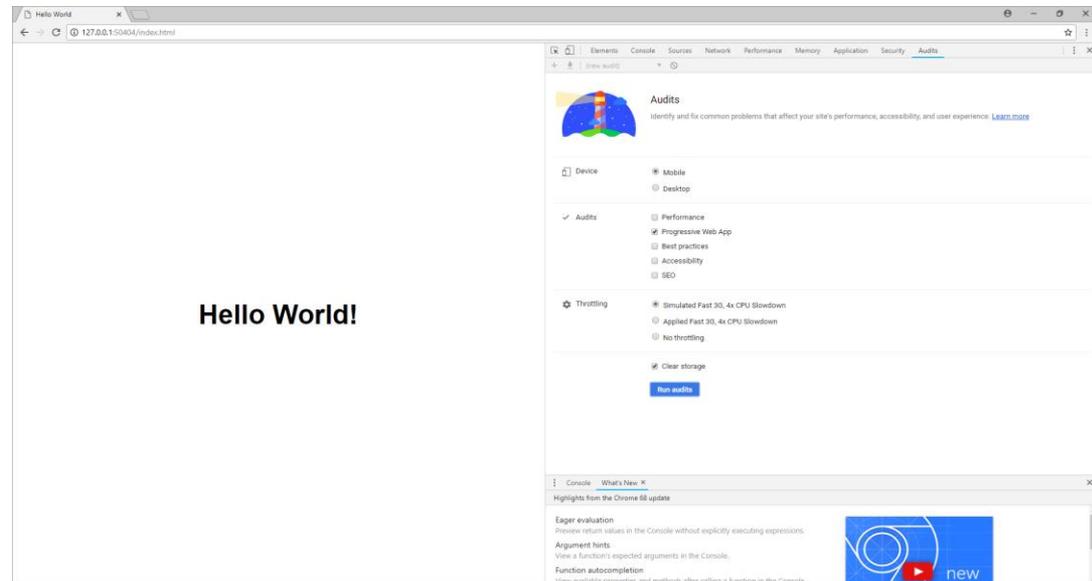
.title {
  font-size: 3rem;
}
```

# Home page



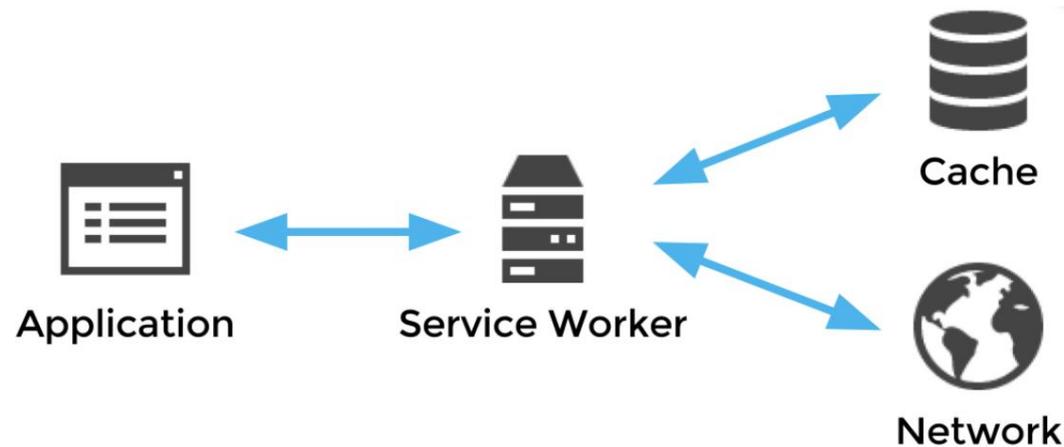
# Testing the App

- ❑ We'll use [Google's Lighthouse](#) to test the app and see how well it conforms to PWA standards
  - ❑ Press **F12** to open the developer panel in Chrome and click on the audits tab to open Lighthouse
- Make sure the “Progressive Web App” option is checked
  - Then click on the “run tests” button



# Add a Service Worker

- ❑ **Service workers** are essentially scripts that run in the **background** to perform tasks that don't require user interaction.
- ❑ For our app we'll use one to **download** and **cache** our content and then serve it back up from the cache when the user is **offline**.



# Add a Service Worker...

- ❑ Create a file named *sw.js* in your root folder and enter the contents of the script below.

```
var cacheName = 'hello-pwa';
var filesToCache = [
  '/',
  '/index.html',
  '/css/style.css',
  '/js/main.js'
];

/* Start the service worker and cache all of the app's content */
self.addEventListener('install', function(e) {
  e.waitUntil(
    caches.open(cacheName).then(function(cache) {
      return cache.addAll(filesToCache);
    })
  );
});

/* Serve cached content when offline */
self.addEventListener('fetch', function(e) {
  e.respondWith(
    caches.match(e.request).then(function(response) {
      return response || fetch(e.request);
    })
  );
});
```

# Add a Service Worker...

create an **offline** cache in the browser and give us access to it from Javascript.

**filesToCache** is an array containing a list of all of the files that need to be cached.

```
var cacheName = 'hello-pwa';  
var filesToCache = [  
  '/',  
  '/index.html',  
  '/css/style.css',  
  '/js/main.js'  
];
```

```
/* Start the service worker and cache all of the app's content */  
self.addEventListener('install', function(e) {  
  e.waitUntil(  
    caches.open(cacheName).then(function(cache) {  
      return cache.addAll(filesToCache);  
    })  
  );  
});  
  
/* Serve cached content when offline */  
self.addEventListener('fetch', function(e) {  
  e.respondWith(  
    caches.match(e.request).then(function(response) {  
      return response || fetch(e.request);  
    })  
  );  
});
```

# Add a Service Worker...

Function to **install** the service worker and **create** the browser cache using *cacheName*.

```
var cacheName = 'hello-pwa';
var filesToCache = [
  '/',
  '/index.html',
  '/css/style.css',
  '/js/main.js'
];
```

```
/* Start the service worker and cache all of the app's content */
self.addEventListener('install', function(e) {
  e.waitUntil(
    caches.open(cacheName).then(function(cache) {
      return cache.addAll(filesToCache);
    })
  );
});
```

```
/* Serve cached content when offline */
self.addEventListener('fetch', function(e) {
  e.respondWith(
    caches.match(e.request).then(function(response) {
      return response || fetch(e.request);
    })
  );
});
```

# Add a Service Worker...

```
var cacheName = 'hello-pwa';
var filesToCache = [
  '/',
  '/index.html',
  '/css/style.css',
  '/js/main.js'
];

/* Start the service worker and cache all of the app's content */
self.addEventListener('install', function(e) {
  e.waitUntil(
    caches.open(cacheName).then(function(cache) {
      return cache.addAll(filesToCache);
    })
  );
});
```

```
/* Serve cached content when offline */
self.addEventListener('fetch', function(e) {
  e.respondWith(
    caches.match(e.request).then(function(response) {
      return response || fetch(e.request);
    })
  );
});
```

Function to **load** in the cached files when the browser is **offline**

# Register Service worker

- ❑ Now after the service worker script is created, we need to **register** it with our app.
- ❑ Create a file named *main.js* in the *js* folder and enter the following code:

- ❑ This code simply **loads** up the service worker script and gets it **started**.

```
window.onload = () => {  
    'use strict';  
  
    if ('serviceWorker' in navigator) {  
        navigator.serviceWorker  
            .register('./sw.js');  
    }  
}
```

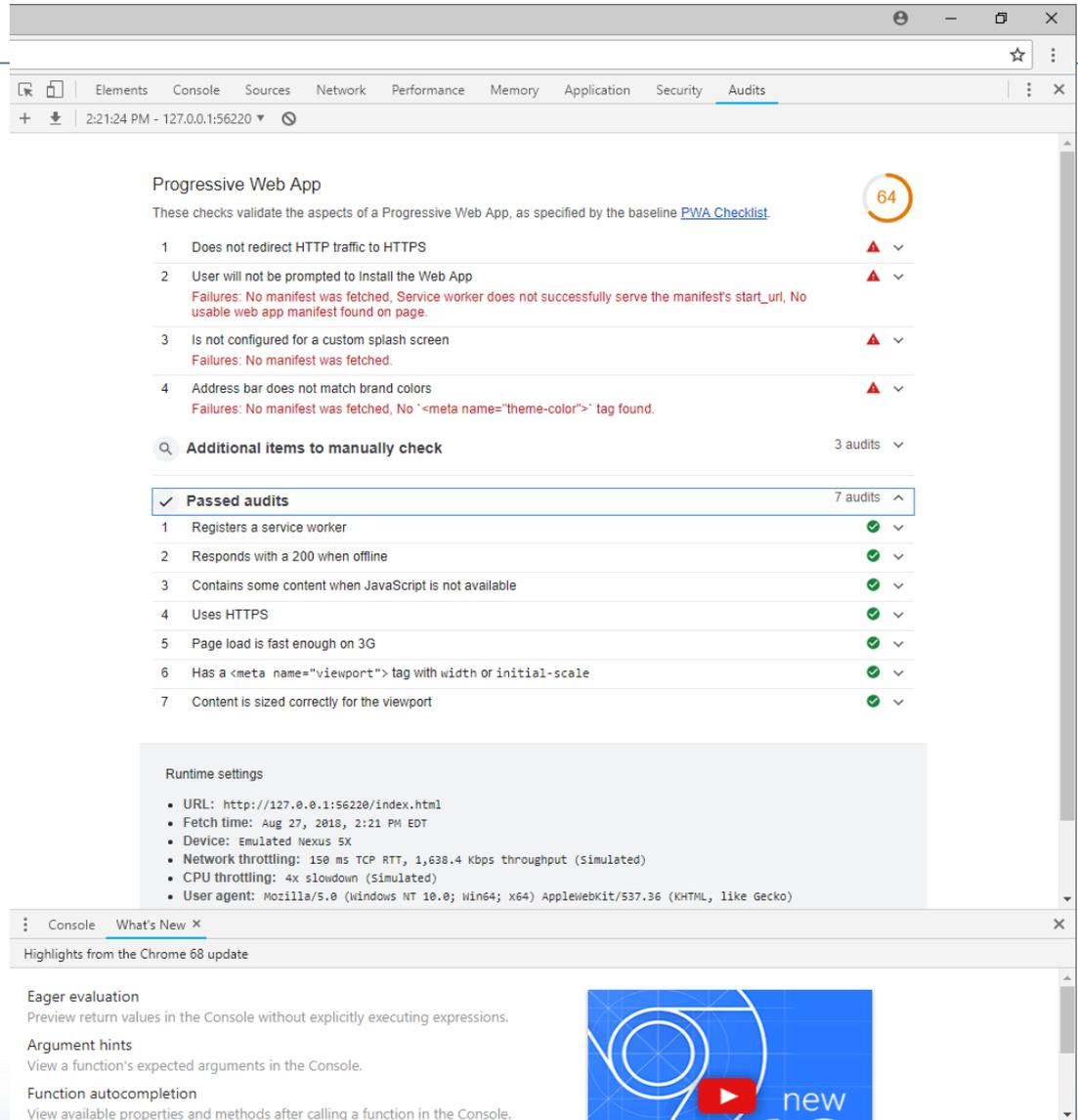
# Register Service worker

- ❑ Add the code to your app by including the script just before the closing `</body>` tag in `index.html`

```
<script src="js/main.js"></script>  
</body>
```

# Checking Lighthouse audits

- ❑ If you run the Lighthouse audits now your score should go up to **64** and the service worker requirement will **pass**.



The screenshot shows the Chrome DevTools Lighthouse interface. The top navigation bar includes tabs for Elements, Console, Sources, Network, Performance, Memory, Application, Security, and Audits. The Audits tab is active, displaying a score of 64 in a circular gauge. Below the score, the 'Progressive Web App' section lists four failed audits with red triangle icons and expandable details. The 'Additional items to manually check' section shows three audits. The 'Passed audits' section shows seven audits with green checkmark icons. At the bottom, the 'Runtime settings' section lists various configuration details. A 'What's New' panel is visible at the bottom of the browser window, showing highlights from the Chrome 68 update.

Progressive Web App 64

These checks validate the aspects of a Progressive Web App, as specified by the baseline [PWA Checklist](#).

- 1 Does not redirect HTTP traffic to HTTPS ▲ ▼
- 2 User will not be prompted to Install the Web App ▲ ▼  
Failures: No manifest was fetched, Service worker does not successfully serve the manifest's start\_url, No usable web app manifest found on page.
- 3 Is not configured for a custom splash screen ▲ ▼  
Failures: No manifest was fetched.
- 4 Address bar does not match brand colors ▲ ▼  
Failures: No manifest was fetched, No `<meta name="theme-color">` tag found.

🔍 Additional items to manually check 3 audits ▼

✓ Passed audits 7 audits ▲

- 1 Registers a service worker ✓ ▼
- 2 Responds with a 200 when offline ✓ ▼
- 3 Contains some content when JavaScript is not available ✓ ▼
- 4 Uses HTTPS ✓ ▼
- 5 Page load is fast enough on 3G ✓ ▼
- 6 Has a <meta name="viewport"> tag with width of initial-scale ✓ ▼
- 7 Content is sized correctly for the viewport ✓ ▼

Runtime settings

- URL: http://127.0.0.1:56220/index.html
- Fetch time: Aug 27, 2018, 2:21 PM EDT
- Device: Emulated Nexus 5X
- Network throttling: 150 ms TCP RTT, 1,638.4 Kbps throughput (Simulated)
- CPU throttling: 4x slowdown (Simulated)
- User agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko)

Console What's New x

Highlights from the Chrome 68 update

Eager evaluation  
Preview return values in the Console without explicitly executing expressions.

Argument hints  
View a function's expected arguments in the Console.

Function autocompletion  
View available properties and methods after calling a function in the Console.

# Add a Manifest

- ❑ The final requirement for a PWA is to have a **manifest file**.
- ❑ The **manifest** is a *json* file that is used to specify how the app will **look** and **behave** on devices.
  - For example, you can set the app's orientation and theme color
- ❑ Save a file named ***manifest.json*** in your root folder and add the following content:

```
{  
  "name": "Hello World",  
  "short_name": "Hello",  
  "lang": "en-US",  
  "start_url": "/index.html",  
  "display": "standalone",  
  "background_color": "white",  
  "theme_color": "white"  
}
```

# Add a Manifest...

The **title** of the app. This is used when prompting the user to install the app. It should be the full title of the app.

```
{  
  "name": "Hello World",  
  "short_name": "Hello",  
  "lang": "en-US",  
  "start_url": "/index.html",  
  "display": "standalone",  
  "background_color": "white",  
  "theme_color": "white"  
}
```

# Add a Manifest...

Is the **name** off the app as it will appear on the app **icon**. This should be short and to the point.

```
{  
  "name": "Hello World",  
  "short_name": "Hello",  
  "lang": "en-US",  
  "start_url": "/index.html",  
  "display": "standalone",  
  "background_color": "white",  
  "theme_color": "white"  
}
```

# Add a Manifest...

Tells the browser which page to **load up** when the app is **launched**.

```
{  
  "name": "Hello World",  
  "short_name": "Hello",  
  "lang": "en-US",  
  "start_url": "/index.html",  
  "display": "standalone",  
  "background_color": "white",  
  "theme_color": "white"  
}
```

# Add a Manifest...

The type of shell the app should appear in. For our app, we are using *standalone* to make it look and feel like a **standard native app**.

```
{  
  "name": "Hello World",  
  "short_name": "Hello",  
  "lang": "en-US",  
  "start_url": "/index.html",  
  "display": "standalone",  
  "background_color": "white",  
  "theme_color": "white"  
}
```

# Add a Manifest...

The color of the **splash screen** that opens when the app **launches**.

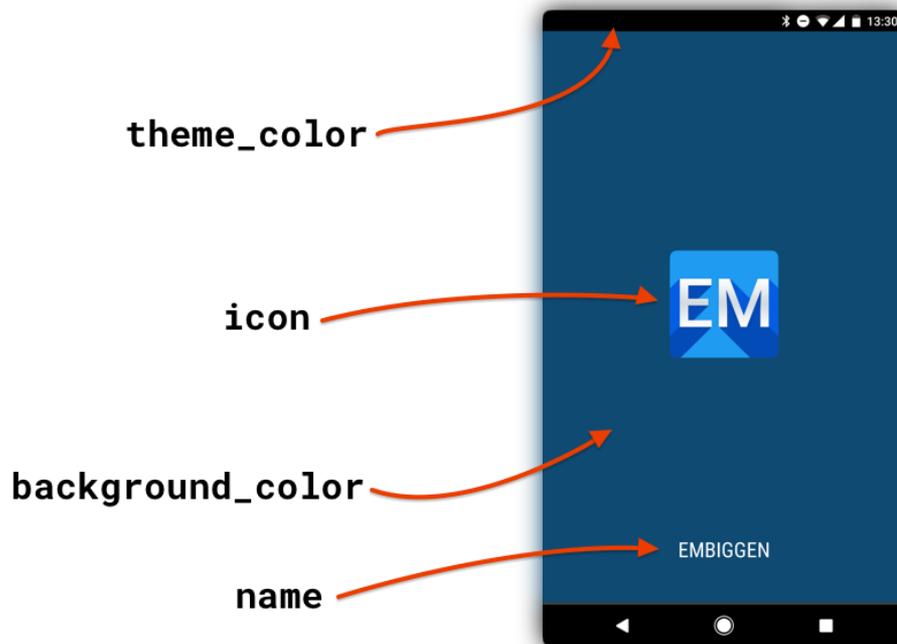
```
{
  "name": "Hello World",
  "short_name": "Hello",
  "lang": "en-US",
  "start_url": "/index.html",
  "display": "standalone",
  "background_color": "white",
  "theme_color": "white"
}
```

# Add a Manifest...

Sets the **color** of the **tool bar** and in the task switcher.

```
{  
  "name": "Hello World",  
  "short_name": "Hello",  
  "lang": "en-US",  
  "start_url": "/index.html",  
  "display": "standalone",  
  "background_color": "white",  
  "theme_color": "white"  
}
```

# Add a Manifest...



```
{  
  "name": "Hello World",  
  "short_name": "Hello",  
  "lang": "en-US",  
  "start_url": "/index.html",  
  "display": "standalone",  
  "background_color": "white",  
  "theme_color": "white"  
}
```

# Add a Manifest...

- To add the manifest to your app, link to it inside the *index.html* head tag like this:

```
<head>
...
<link rel="manifest" href="/manifest.json">
...
</head>
```

- You should also declare the **theme color** to match the one set in your manifest by adding a meta tag inside the head:

```
<meta name="theme-color" content="white"/>
```

# App Icons

```
{
  "name": "Hello World",
  "short_name": "Hello",
  "icons": [{
    "src": "images/hello-icon-128.png",
    "sizes": "128x128",
    "type": "image/png"
  }, {
    "src": "images/hello-icon-144.png",
    "sizes": "144x144",
    "type": "image/png"
  }, {
    "src": "images/hello-icon-152.png",
    "sizes": "152x152",
    "type": "image/png"
  }, {
    "src": "images/hello-icon-192.png",
    "sizes": "192x192",
    "type": "image/png"
  }, {
    "src": "images/hello-icon-256.png",
    "sizes": "256x256",
    "type": "image/png"
  }, {
    "src": "images/hello-icon-512.png",
    "sizes": "512x512",
    "type": "image/png"
  }
],
  "lang": "en-US",
  "start_url": "/index.html",
  "display": "standalone",
  "background_color": "white",
  "theme_color": "white"
}
```

- ❑ To add an icon for the app, you'll need an app icon that's been **sized** for the browser, Windows, Mac/iPhone and Android.
- ❑ That's a minimum of **7 different sizes**: 128x128 px, 144x144 px, 152x152 px, 192x192 px, 256x256 px, 512x512px and a 16x16px favicon.
- ❑ Create icons and store them in *images* folder and place *favicon.ico* in the project root folder

# Finishing Up

- ❑ Finally, add them to `index.html` in the head tag:

```
<head>
...
<link rel="icon" href="favicon.ico" type="image/x-icon" />
<link rel="apple-touch-icon" href="images/hello-icon-152.png">
<meta name="theme-color" content="white"/>
<meta name="apple-mobile-web-app-capable" content="yes">
<meta name="apple-mobile-web-app-status-bar-style" content="black">
<meta name="apple-mobile-web-app-title" content="Hello World">
<meta name="msapplication-TileImage" content="images/hello-icon-
144.png">
<meta name="msapplication-TileColor" content="#FFFFFF">
...
</head>
```

- ❑ The final requirement for a Progressive Web App is that it must be served via *https*.

- 
- ❑ You can also get the full source code to this example on Github:
  - ❑ <https://github.com/jamesjohnson280/hello-pwa>

