



Electron

tutorialspoint

SIMPLY EASY LEARNING

www.tutorialspoint.com



<https://www.facebook.com/tutorialspointindia>



<https://twitter.com/tutorialspoint>

About the Tutorial

Electron is an open source library developed by GitHub for building cross-platform desktop applications with HTML, CSS, and JavaScript. Electron accomplishes this by combining Chromium and Node.js into a single runtime and apps can be packaged for Mac, Windows, and Linux.

Audience

This tutorial is designed for those learners who aspire to build cross-platform Desktop apps for Linux, Windows and MacOS.

Prerequisites

Before proceeding with this tutorial, you should have a basic understanding of Javascript(ES6) and HTML. You also need to know about a few native Node.js APIs such as *file handling, processes, etc.*

Copyright & Disclaimer

© Copyright 2017 by Tutorials Point (I) Pvt. Ltd.

All the content and graphics published in this e-book are the property of Tutorials Point (I) Pvt. Ltd. The user of this e-book is prohibited to reuse, retain, copy, distribute or republish any contents or a part of contents of this e-book in any manner without written consent of the publisher.

We strive to update the contents of our website and tutorials as timely and as precisely as possible, however, the contents may contain inaccuracies or errors. Tutorials Point (I) Pvt. Ltd. provides no guarantee regarding the accuracy, timeliness or completeness of our website or its contents including this tutorial. If you discover any errors on our website or in this tutorial, please notify us at contact@tutorialspoint.com

Table of Contents

About the Tutorial.....	i
Audience	i
Prerequisites	i
Copyright & Disclaimer.....	i
Table of Contents	ii
 1. ELECTRON – OVERVIEW	1
2. ELECTRON – INSTALLATION.....	2
3. ELECTRON – HOW ELECTRON WORKS.....	4
4. ELECTRON – HELLO WORLD	5
5. ELECTRON – BUILDING UIS.....	7
6. ELECTRON – FILE HANDLING	10
7. ELECTRON – NATIVE NODE LIBRARIES	14
OS Module	14
Net Module	15
8. ELECTRON – INTERPROCESS COMMUNICATION.....	18
9. ELECTRON – SYSTEM DIALOGS	21
10. ELECTRON – MENUS.....	26
11. ELECTRON – SYSTEM TRAY	31
12. ELECTRON – NOTIFICATIONS.....	34
13. ELECTRON – WEBVIEW.....	37

14. ELECTRON – AUDIO AND VIDEO CAPTURING.....	40
15. ELECTRON – DEFINING SHORTCUTS	46
16. ELECTRON – ENVIRONMENT VARIABLES	49
Production Variables.....	49
Development Variables	49
17. ELECTRON – DEBUGGING.....	51
Debugging the Main Process	51
18. ELECTRON – PACKAGING APPS.....	55
Supported Platforms	55
Installation	55
Packaging Apps	55
19. ELECTRON – RESOURCES.....	57

1. ELECTRON – OVERVIEW

Why Electron?

Electron enables you to create desktop applications with pure JavaScript by providing a runtime with rich native (operating system) APIs.

This does not mean Electron is a JavaScript binding to graphical user interface (GUI) libraries. Instead, Electron uses web pages as its GUI, so you can also see it as a minimal Chromium browser, controlled by JavaScript. So all the electron apps are technically web pages running in a browser that can leverage your OS APIs.

Who Uses Electron?

Github developed Electron for creating the text editor Atom. They were both open sourced in 2014. Electron is used by many companies like Microsoft, Github, Slack, etc.

Electron has been used to create a number of apps. Following are a few notable apps:

- Slack desktop
- Wordpress desktop app
- Visual Studio Code
- Caret Markdown Editor
- Nylas Email App
- GitKraken git client

2. ELECTRON – INSTALLATION

To get started with developing using the Electron, you need to have Node and npm(node package manager) installed. If you do not already have these, head over to [Node setup](#) to install node on your local system. Confirm that node and npm are installed by running the following commands in your terminal.

```
node --version  
npm --version
```

The above command will generate the following output:

```
v6.9.1  
3.10.8
```

Whenever we create a project using npm, we need to provide a **package.json** file, which has all the details about our project. npm makes it easy for us to set up this file. Let us set up our development project.

- Fire up your terminal/cmd, create a new folder named hello-world and open that folder using the cd command.
- Now to create the package.json file using npm, use the following command.

```
npm init
```

- It will ask you for the following information:

```

Press ^C at any time to quit.
name: (hello-world)
version: (1.0.0)
description:
entry point: (index.js)
test command:
git repository:
keywords:
author: Ayush Gupta
license: (ISC)
About to write to /home/ayushgp/hello-world/package.json:

{
  "name": "hello-world",
  "version": "1.0.0",
  "description": "",
  "main": "index.js",
  "scripts": {
    "test": "echo \\\"Error: no test specified\\\" && exit 1"
  },
  "author": "Ayush Gupta",
  "license": "ISC"
}

Is this ok? (yes) yes
ayushgp@dell:~/hello-world$ |

```

Just keep pressing Enter, and enter your name at the “author name” field.

Create a new folder and open it using the cd command. Now run the following command to install Electron globally.

```
$ npm install -g electron-prebuilt
```

Once it executes, you can check if Electron is installed the right way by running the following command:

```
$ electron --version
```

You should get the output:

```
v1.4.13
```

Now that we have set up Electron, let us move on to creating our first app using it.

End of ebook preview
If you liked what you saw...
Buy it from our store @ <https://store.tutorialspoint>