



# Optimizing Your JavaScript App for Performance

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# Agenda

- **Introductions**
- **Application considerations**
- **ArcGIS API for JavaScript Web Optimizer**
- **Sneak peek**
- **Summary**

**Your app loads  
too fast**



# Application considerations

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# Who are the users of this application

- Purpose
- Data Visualization
- Data
- Web services

# Web server architecture considerations

- HTTP
- Compression
- Manifest
- Payload
- Assets

# Web service architecture considerations

- **Data**
- **Editing**
- **Generalization**
- **Rendering**

# FeatureLayer considerations

- **Data**
- **Editing**
- **Generalization**
- **Rendering**





# ArcGIS API for JavaScript Web Optimizer

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Demonstration

# Web Optimizer

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## Workflows: Higher level story

- **CDN**
- **Web Optimizer**
  - **CDN**
- **Custom modules**
- **Continuous Integration**
  - **Dojo (dojo build system)**
  - **RequireJS (r.js)**

# Recap

- **Application considerations**
- **How to Get the API**
- **Build options**
- **Benefits**

# Resources

- [jso.arcgis.com](http://jso.arcgis.com)
- [web-optimizer-js repo](#)
- [About the API -> Get the API](#)
- [References -> Using the Web Optimizer](#)

## What if I have issues?

- **Missing modules**
- **Feedback**
- **Esri Technical Support**
- **Forums**

# Bower

Be calm, bower on





- Coming soon, I promise.
- It's easy...

```
bower install arcgis-js-api
```

- *I told you it was easy*

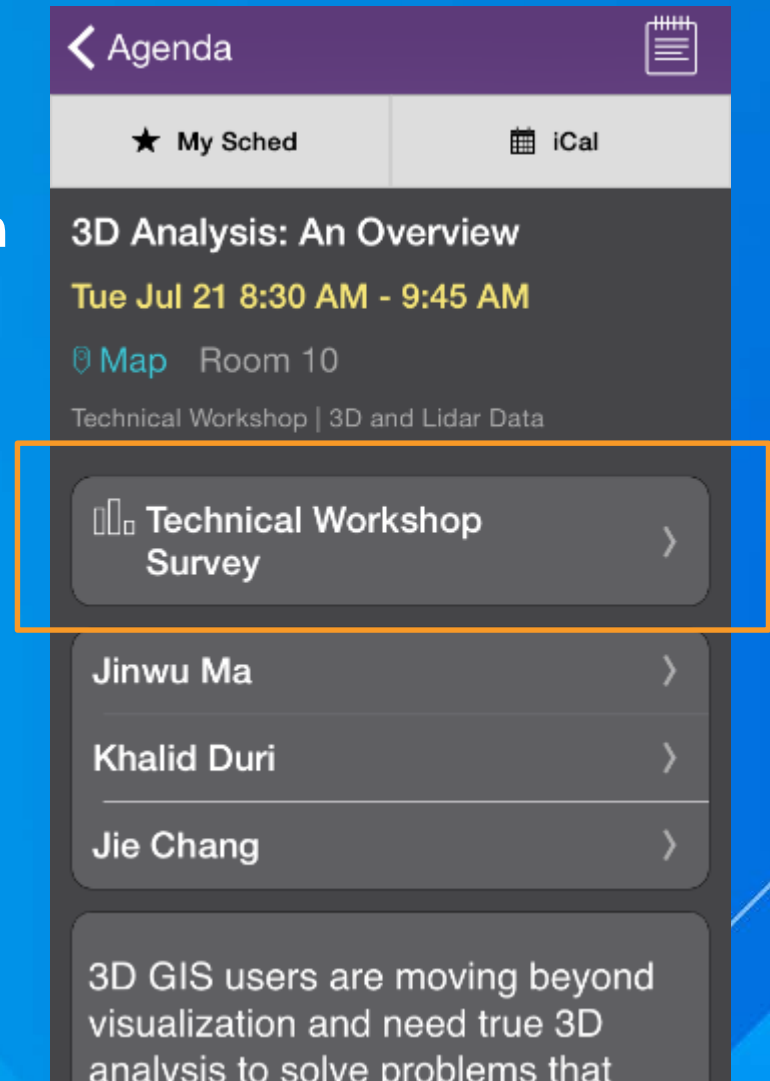


- Already minified, not built
- Roll your own
- We'll provide recommended build profiles
- Dojo *OR* RequireJS builds
- RequireJS has some limitations, but still works well



# Thank you...

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Understanding our world.