

INFOSOFT IT SOLUTIONS

Training | Projects | Placements

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ELECTRON FRAME WORK

Introduction to Electron

- Overview of Electron
- Advantages and use cases
- Setting up the development environment
- Understanding the Electron architecture

Getting Started with Electron

- Creating your first Electron application
- Project structure and key files (main.js, package.json, etc.)
- Running and packaging the Electron app

Main and Renderer Processes

- Understanding the main process
- Understanding the renderer process
- Communication between main and renderer processes
- Using IPC (Inter-Process Communication)
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Building the User Interface

- Integrating HTML, CSS, and JavaScript with Electron
- Using modern JavaScript frameworks (React, Angular, Vue.js) with Electron
- Working with Electron's BrowserWindow module
- Managing multiple windows

Advanced Features and APIs

- Working with the Electron Menu and Tray
- Integrating Native Modules
- Using the File System API
- Implementing system notifications
- Managing application state with Electron Store

Security and Best Practices

- Security considerations in Electron applications
- Implementing secure coding practices
- Preventing common security issues
- Best practices for Electron development

Enhancing User Experience

- Adding keyboard shortcuts
- Implementing custom context menus
- Drag and drop functionality

Debugging and Testing

- Debugging Electron applications
- Using DevTools for debugging
- Writing and running unit tests
- End-to-end testing with Spectron

Packaging and Distribution

- Preparing your app for distribution
- Code signing and app notarization
- Packaging with Electron Packager and Electron Forge
- Creating installers for different platforms (Windows, macOS, Linux)

Advanced Topic

- Performance optimization techniques
- Integrating with third-party APIs and services
- Implementing auto-updates
- Working with Electron's native module