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Build cross-platform desktop apps with JavaScript, HTML, and CSS | Electron

With the power of modern Chromium, Electron gives you an unopinionated blank slate to build your app. Choose to integrate your favourite libraries and frameworks from the front-end ecosystem, or carve your own path with bespoke HTML code.

Introduction | Electron

By embedding Chromium and Node.js into its binary, Electron allows you to maintain one JavaScript codebase and create cross-platform apps that work on Windows, macOS, and Linux — no native development experience required.

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Building your First App - Electron

This guide will step you through the process of creating a barebones Hello World app in Electron.

Electron

Unofficial JioSaavn desktop client, based on the official JioSaavn web app. Built with Electron.

Examples Overview - Electron

In this section, we have collected a set of guides for common features that you may want to implement in your Electron application. Each guide contains a practical example in a minimal, self-contained example app.

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If your mirror serves artifacts with different checksums to the official Electron release you may have to set `electron_use_remote_checksums=1` directly, or configure it in a `.npmrc` file, to force Electron to use the remote `SHASUMS256.txt` file to verify the checksum instead of the embedded checksums.

Prerequisites - Electron

Electron is a framework for building desktop applications using JavaScript, HTML, and CSS. By embedding Chromium and Node.js into a single binary file, Electron allows you to create cross-platform apps that work on Windows, macOS, and Linux with a single JavaScript codebase.

Why Electron

Electron is a framework enabling developers to build cross-platform desktop applications for macOS, Windows, and Linux by combining web technologies (HTML, JavaScript, CSS) with Node.js and native code. It is open-source, MIT-licensed, and free for both commercial and personal use.

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