

CDNS

A content delivery network (CDN) is like a team of servers that work together to make sure that when someone looks at your website, the website loads quickly. When someone wants to see your website, instead of their request having to go all the way to your website's server (which might be far away from them), the request goes to a server that's closer to them. This way, the website loads faster because it's coming from a server that's closer to the person looking at it.

List of CDN sites

Google Hosted Libraries (<https://developers.google.com/speed/libraries/>)

jsDelivr (<https://www.jsdelivr.com/>)

CDNJS (<https://cdnjs.com/>)

UNPKG (<https://unpkg.com/>)

Largest javascript registry - NPM (<https://npmjs.com/>)

Some interesting CDNS

- Three.js: A JavaScript library used to create and display animated 3D computer graphics. <https://cdnjs.cloudflare.com/ajax/libs/three.js/0.150.1/three.min.js>
- D3.js: A JavaScript library used for data visualization and creating interactive graphics in web browsers. <https://cdnjs.cloudflare.com/ajax/libs/d3/7.8.2/d3.min.js>
- p5.js: A JavaScript library used for creative coding and creating interactive graphics, animations, and sound. <https://cdnjs.cloudflare.com/ajax/libs/p5.js/1.6.0/p5.min.js>
- Tone.js: A JavaScript library used for creating interactive music and audio in web browsers. <https://cdnjs.cloudflare.com/ajax/libs/tone/14.8.49/Tone.js>
- Pixi.js: A 2D rendering engine used for creating fast, lightweight, and interactive graphics and animations. <https://cdnjs.cloudflare.com/ajax/libs/pixi.js/7.1.4/pixi.min.js>
- Matter.js: A 2D physics engine used for creating realistic physical simulations in web browsers. <https://cdnjs.cloudflare.com/ajax/libs/matter-js/0.19.0/matter.min.js>
- Paper.js: A vector graphics library used for creating and manipulating vector graphics and illustrations in web browsers. <https://cdnjs.cloudflare.com/ajax/libs/paper.js/0.12.17/paper-full.min.js>

Resources

<https://www.cloudflare.com/learning/cdn/what-is-a-cdn/>

Demo

- Setting up a project with Tone JS