What tools are available to mini apps?

Interactive mini apps · https://cogniti.ai/docs/what-tools-are-available-to-mini-apps/

Mini apps have a number of allow-listed tools available to them, which the AI assistant can use to build your mini app. We provide the AI assistant with access to these specific tools for increased security and control.

The AI assistant will normally know to use the right tool for the right purpose and you usually don't need to mention these specifically. We have provided a list here to give you an indication of the range of tooling available.

- Data visualisation
  - D3.js for charts, graphs, interactive diagrams, etc
  - Chart.js for simpler charts
- 2D and 3D graphics
  - Three.js for 3D scenes, models, animations
  - Phaser for 2D games
  - Matter.js for rigid body physics like gravity, collisions, etc
- Animation and interaction
  - Anime.js for timeline-based animations
  - Framer Motion for animations
  - SortableJS for reorderable lists and elements
- Audio and other media
  - Tone.js for web audio synthesis, music creation, and sequencing
  - MathJax for LaTeX rendering
  - SheetJS for Excel and CSV file manipulation
- Storage
  - Cookies for persistent state storage to students can save and resume progress

In addition to these third party tools, Cogniti makes first party tools available to mini apps. These include:

- Telemetry to track and understand student interactions
- Resources to provide the mini app with uploaded files (images, audio, documents)
- AI functions to allow the mini app to make simple requests to an AI engine
- Chat to integrate Cogniti agents into a mini app

Because mini apps run in a protected environment within the browser, many browser-native tools are also available, including:

- HTML5 audio and video
- Browser-based speech synthesis
- Keyboard and touch events