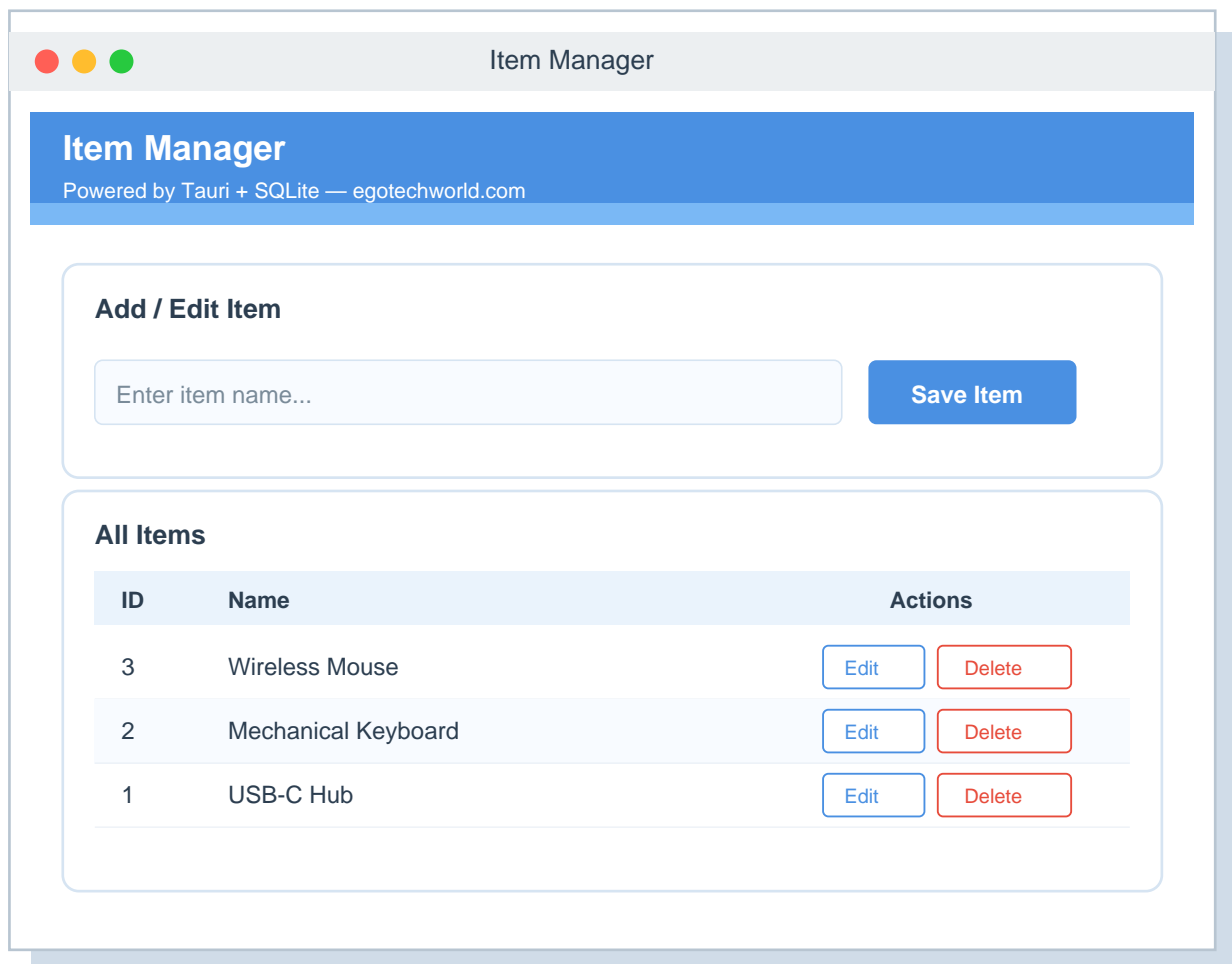


Build a Windows Desktop CRUD App with Tauri

A Beginner's Step-by-Step Guide

Vanilla JS • Bootstrap 5 • SQLite



Preview: the finished Item Manager app

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1. Introduction — Why Tauri?

Tauri is a modern framework for building **tiny, fast, secure desktop applications** using web technologies for the UI and Rust for the backend. Unlike Electron, which bundles a full Chromium browser (resulting in 100+ MB installers), Tauri uses the operating system's native webview. On Windows that means WebView2 — already installed on Windows 10/11.

Why this stack is great for beginners:

- **Tiny installers** — typically 3 to 10 MB, not 100+ MB.
- **Native performance** — Rust backend is fast and memory-safe.
- **Familiar frontend** — plain HTML, CSS, and JavaScript.
- **Built-in SQLite** — through the official `tauri-plugin-sql`.
- **Secure by default** — explicit permissions for filesystem and database access.

Setup Pipeline

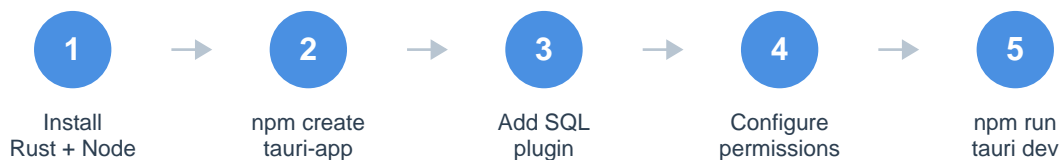


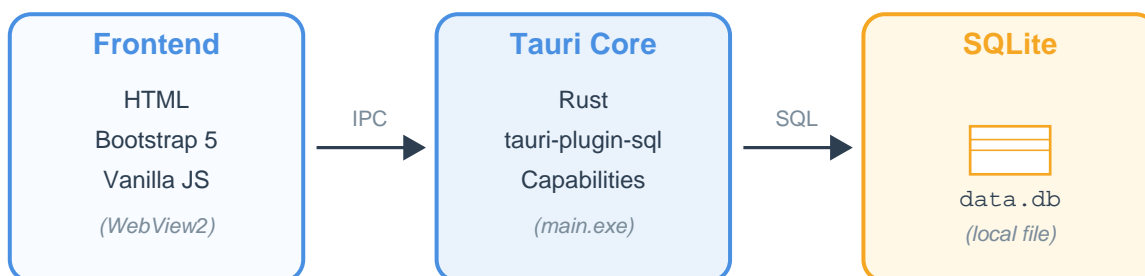
Figure 1.1 — The 5 high-level steps you'll follow

GOOD TO KNOW: Tauri 2.x is the current major version. This tutorial uses Tauri 2 syntax. If you find Tauri 1 examples online, the plugin setup looks slightly different.

2. Architecture Overview

Before writing any code, it helps to picture how the pieces talk to each other. Your app has three layers, all packaged inside a single Windows .exe:

How the App Works



All three layers run inside one .exe — no servers, no internet needed.

Figure 2.1 — Frontend ↔ Tauri Core ↔ SQLite database

The **Frontend** is everything you'd write for a normal web page — HTML, Bootstrap CSS, and Vanilla JavaScript. Inside Tauri it runs in `WebView2`, the OS-provided browser engine.

The **Tauri Core** is a small Rust program that hosts the `WebView` and exposes plugins. We register `tauri-plugin-sql` so the JavaScript side can run database queries safely.

SQLite is a single-file database. Tauri stores it in the user's `AppData` folder so it survives between launches.

CRUD Operations Flow



User clicks button → `main.js` → `db.execute()` / `db.select()` → `data.db`

Then `loadItems()` refreshes the table — UI updates without reload.

Figure 2.2 — The four CRUD operations and their SQL

3. Prerequisites

Before we start, you need to install three things on your Windows machine. Each is a one-time setup.

3.1 — Microsoft C++ Build Tools

Tauri compiles Rust code, which needs the Microsoft C++ Build Tools. Download **Visual Studio Build Tools** from Microsoft and install the '**Desktop development with C++**' workload.

3.2 — Rust

Install Rust from **rustup.rs**. Run the installer, accept defaults, then verify in a new terminal:

```
rustc --version
cargo --version
```

3.3 — Node.js (LTS)

Install **Node.js LTS** from nodejs.org. We need npm to scaffold the Tauri project. Verify with:

```
node --version
npm --version
```

WINDOWS NOTE: WebView2 Runtime is already installed on Windows 10 and Windows 11. If you are on an older system, download it free from Microsoft.

4. Setup Commands — Create the Project

Open **Command Prompt** or **PowerShell**, navigate to the folder where you want your project, and run these commands one by one.

Step 1 — Scaffold a Tauri Vanilla JS project:

```
npm create tauri-app@latest
```

When the wizard prompts you, answer like this:

Question	Answer
Project name	item-manager
Identifier	com.egotechworld.itemmanager
Choose which language for your frontend	JavaScript
Choose your package manager	npm
Choose your UI template	Vanilla
Choose your UI flavor	JavaScript

Step 2 — Enter the folder and install dependencies:

```
cd item-manager  
npm install
```

Step 3 — Add the SQL plugin (Rust + JS):

We add the plugin to **both** the Rust backend and the JS frontend.

```
# 1. Add Rust crate (run inside src-tauri folder)
cd src-tauri
cargo add tauri-plugin-sql --features sqlite
cd ..

# 2. Add the JS package (run from project root)
npm install @tauri-apps/plugin-sql
```

What you should see:

After Step 1, your folder will contain the basic Tauri scaffolding. Step 3 adds two new dependencies — one to Rust's `Cargo.toml` and one to `package.json`.

TIP: If `cargo add` says it's not a recognized command, your Rust install is too old. Run `rustup update` and try again.

5. Backend Configuration

Three files need updating to enable the SQLite plugin: `Cargo.toml`, `capabilities/default.json`, and `src-tauri/src/lib.rs`.

5.1 — `src-tauri/Cargo.toml`

If you ran `cargo add` in Step 3, the dependency is already added. Open `src-tauri/Cargo.toml` and verify the `[dependencies]` section contains:

```
[dependencies]
tauri = { version = "2", features = [] }
tauri-plugin-sql = { version = "2", features = ["sqlite"] }
serde = { version = "1", features = ["derive"] }
serde_json = "1"
```

TIP: Exact version numbers may differ — that's fine. What matters is that `tauri-plugin-sql` is present with the `sqlite` feature enabled.

5.2 — Permissions (Capabilities)

Tauri 2 uses a **capabilities** system. We need to grant the frontend permission to use the SQL plugin. Open the file:

```
src-tauri/capabilities/default.json
```

Replace the file contents with:

```
{
  "$schema": "../gen/schemas/desktop-schema.json",
  "identifier": "default",
  "description": "Capabilities for the main window",
  "windows": ["main"],
  "permissions": [
    "core:default",
    "sql:default",
    "sql:allow-execute",
    "sql:allow-select",
    "sql:allow-load",
    "sql:allow-close"
  ]
}
```

Optional — preload the database via tauri.conf.json

You can pre-load the database on startup by adding a `plugins.sql` section at the top level of `src-tauri/tauri.conf.json`:

```
{
  "plugins": {
    "sql": {
      "preload": ["sqlite:data.db"]
    }
  }
}
```

TIP: Add this **plugins** block at the top level, next to `build` and `app`. Don't paste it inside another section.

5.3 — src-tauri/src/lib.rs

In Tauri 2, the project usually has a **lib.rs** file holding the `run()` function called from **main.rs**. Register the SQL plugin there:

```
// src-tauri/src/lib.rs
// Register the SQL plugin so the JS frontend can call Database.load()

#[cfg_attr(mobile, tauri::mobile_entry_point)]
pub fn run() {
    tauri::Builder::default()
        // Register the SQL plugin (sqlite feature enabled in Cargo.toml)
        .plugin(tauri_plugin_sql::Builder::default().build())
        .invoke_handler(tauri::generate_handler![])
        .run(tauri::generate_context!())
        .expect("error while running tauri application");
}
```

And **src-tauri/src/main.rs** stays a tiny launcher:

```
// src-tauri/src/main.rs
// Hide the console window on Windows in release builds.
#![cfg_attr(not(debug_assertions), windows_subsystem = "windows")]

fn main() {
    item_manager_lib::run();
}
```

IMPORTANT: Replace `item_manager_lib` with whatever your library name is — check the `[lib]` section of `Cargo.toml`. It's usually `app_lib` or your project name with `_lib` appended.

6. Frontend UI — index.html

Here's the UI we're aiming for, before we look at the code:

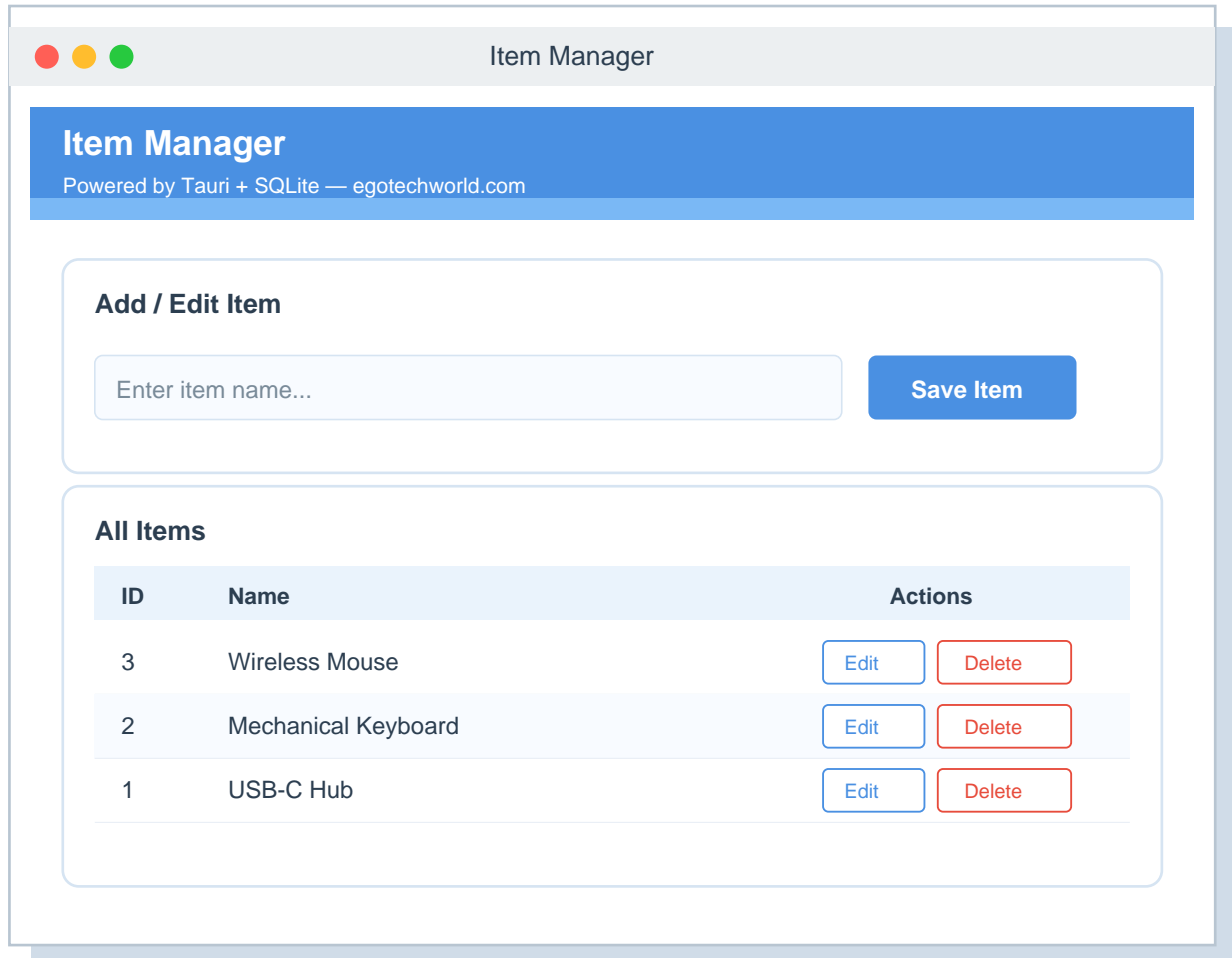


Figure 6.1 — Final UI: header, form card, items table

Open **index.html** in the project root and replace its contents with the following. We use Bootstrap 5 from a CDN — no build step.

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8" />
  <meta name="viewport" content="width=device-width, initial-scale=1.0" />
  <title>Item Manager &mdash; egotechworld.com</title>

  <!-- Bootstrap 5 CSS via CDN -->
  <link
    href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/css/bootstrap.min.css"
    rel="stylesheet" />

  <style>
    body {
      background: #F8FBFF;
      color: #2C3E50;
      font-family: -apple-system, BlinkMacSystemFont, "Segoe UI", sans-serif;
    }
  </style>
</head>
<body>
  <div style="background-color: #2980B9; color: white; padding: 10px; text-align: center;">
    <h3 style="margin: 0;>Item Manager
    <p style="margin: 0; font-size: small;>Powered by Tauri + SQLite — egotechworld.com
  </div>

  <div style="border: 1px solid #ADD8E6; border-radius: 10px; padding: 15px; margin-top: 10px;">
    <h4 style="margin: 0;>Add / Edit Item
    <input style="width: 80%; margin-top: 5px;" type="text" value="Enter item name..."/>
    <button style="background-color: #2980B9; color: white; padding: 5px 15px; margin-top: 5px; float: right;">Save Item
  </div>

  <div style="border: 1px solid #ADD8E6; border-radius: 10px; padding: 15px; margin-top: 10px;">
    <h4 style="margin: 0;>All Items
    <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 5px;">
      <thead>
        <tr style="background-color: #ADD8E6; color: #2980B9;">
          <th style="width: 10%;>ID
          <th style="width: 60%;>Name
          <th style="width: 30%;>Actions
        </tr>
      </thead>
      <tbody>
        <tr>
          <td style="text-align: center;>3
          <td>Wireless Mouse
          <td style="text-align: center;>
            <button style="background-color: #ADD8E6; padding: 2px 5px; margin-right: 5px;">Edit
            <button style="border: 1px solid #E91E63; padding: 2px 5px; margin-right: 5px; color: #E91E63;">Delete
          </td>
        </tr>
        <tr>
          <td style="text-align: center;>2
          <td>Mechanical Keyboard
          <td style="text-align: center;>
            <button style="background-color: #ADD8E6; padding: 2px 5px; margin-right: 5px;">Edit
            <button style="border: 1px solid #E91E63; padding: 2px 5px; margin-right: 5px; color: #E91E63;">Delete
          </td>
        </tr>
        <tr>
          <td style="text-align: center;>1
          <td>USB-C Hub
          <td style="text-align: center;>
            <button style="background-color: #ADD8E6; padding: 2px 5px; margin-right: 5px;">Edit
            <button style="border: 1px solid #E91E63; padding: 2px 5px; margin-right: 5px; color: #E91E63;">Delete
          </td>
        </tr>
      </tbody>
    </table>
  </div>
</body>
</html>
```

```
.app-header {
  background: linear-gradient(90deg, #4A90E2, #7AB8F5);
  color: white;
  padding: 18px 24px;
  border-radius: 0 0 12px 12px;
  margin-bottom: 24px;
  box-shadow: 0 2px 8px rgba(74,144,226,0.15);
}
.card {
  border: 1px solid #D6E4F2;
  border-radius: 10px;
}
.table thead {
  background: #EAF3FC;
  color: #2C3E50;
}
.btn-primary {
  background: #4A90E2;
  border-color: #4A90E2;
}
.btn-primary:hover {
  background: #357ABD;
  border-color: #357ABD;
}
footer {
  color: #7A8B99;
  font-size: 0.85rem;
  text-align: center;
  margin-top: 32px;
  padding: 12px;
}
</style>
</head>
<body>

<!-- Header -->
<div class="app-header">
  <h3 class="m-0">Item Manager</h3>
  <small>Powered by Tauri + SQLite &mdash; egotechworld.com</small>
</div>

<div class="container">
  <!-- Input Form Card -->
  <div class="card mb-4 shadow-sm">
    <div class="card-body">
      <h5 class="card-title">Add / Edit Item</h5>
      <input type="hidden" id="item-id" value="" />

      <div class="row g-2">
        <div class="col-md-9">
          <input type="text" id="item-name" class="form-control"
            placeholder="Enter item name..." autocomplete="off" />
        </div>
        <div class="col-md-3 d-grid">
          <button id="save-btn" class="btn btn-primary">Save Item</button>
        </div>
      </div>
      <div id="form-msg" class="form-text mt-2"></div>
    </div>
  </div>
</div>
```

```
    </div>
</div>

<!-- Items Table Card -->
<div class="card shadow-sm">
  <div class="card-body">
    <h5 class="card-title">All Items</h5>
    <div class="table-responsive">
      <table class="table table-hover align-middle">
        <thead>
          <tr>
            <th style="width: 80px;">ID</th>
            <th>Name</th>
            <th style="width: 180px;" class="text-end">Actions</th>
          </tr>
        </thead>
        <tbody id="items-body"></tbody>
      </table>
    </div>
    <div id="empty-msg" class="text-muted text-center py-3 d-none">
      No items yet. Add your first one above!
    </div>
  </div>
</div>

<footer>
  &copy; egotechworld.com &mdash; Tauri Desktop Tutorial
</footer>
</div>

<script type="module" src="/main.js"></script>
</body>
</html>
```

7. Frontend Logic — main.js

This is the heart of the app. Open **main.js** in the project root and replace everything with the code below. Each function is short and focused.

CRUD Operations Flow



User clicks button → main.js → db.execute() / db.select() → data.db

Then loadItems() refreshes the table — UI updates without reload.

Figure 7.1 — How each button maps to a SQL operation

```
// main.js
// Item Manager - CRUD logic using tauri-plugin-sql
// egotechworld.com

import Database from "@tauri-apps/plugin-sql";

// ---- Globals ----
let db = null; // SQLite connection
let editingId = null; // null = creating, number = updating

// ---- DOM references ----
const itemIdInput = document.getElementById("item-id");
const itemNameInput = document.getElementById("item-name");
const saveBtn = document.getElementById("save-btn");
const tbody = document.getElementById("items-body");
const emptyMsg = document.getElementById("empty-msg");
const formMsg = document.getElementById("form-msg");

// -----
// 1) INITIALISE: open DB, create table, then load items
// -----
async function initApp() {
  try {
    db = await Database.load("sqlite:data.db");

    await db.execute(
      `CREATE TABLE IF NOT EXISTS items (
        id INTEGER PRIMARY KEY AUTOINCREMENT,
        name TEXT NOT NULL
      );`
    );
  }
}
```

```
);

await loadItems();
} catch (err) {
  console.error("DB init failed:", err);
  showMsg("Database error: " + err, true);
}
}

// -----
// 2) READ: fetch all items and render them in the table
// -----
async function loadItems() {
  const rows = await db.select(
    "SELECT id, name FROM items ORDER BY id DESC;"
  );
  renderRows(rows);
}

function renderRows(rows) {
  tbody.innerHTML = "";

  if (!rows.length) {
    emptyMsg.classList.remove("d-none");
    return;
  }
  emptyMsg.classList.add("d-none");

  for (const row of rows) {
    const tr = document.createElement("tr");
    tr.innerHTML = `
      <td>${row.id}</td>
      <td>${escapeHtml(row.name)}</td>
      <td class="text-end">
        <button class="btn btn-sm btn-outline-primary me-1"
          data-action="edit" data-id="${row.id}">Edit</button>
        <button class="btn btn-sm btn-outline-danger"
          data-action="delete" data-id="${row.id}">Delete</button>
      </td>
    `;
    tbody.appendChild(tr);
  }
}
```

```
// -----  
// 3) CREATE / UPDATE: triggered by the Save button  
// -----  
async function saveItem() {  
  const name = itemNameInput.value.trim();  
  if (!name) {  
    showMsg("Please enter an item name.", true);  
    return;  
  }  
  
  try {  
    if (editingId === null) {  
      // CREATE  
      await db.execute(  
        "INSERT INTO items (name) VALUES ($1);",  
        [name]  
      );  
      showMsg("Item added.", false);  
    } else {  
      // UPDATE  
      await db.execute(  
        "UPDATE items SET name = $1 WHERE id = $2;",  
        [name, editingId]  
      );  
      showMsg("Item updated.", false);  
    }  
  
    resetForm();  
    await loadItems();  
  } catch (err) {  
    showMsg("Save failed: " + err, true);  
  }  
}  
  
// -----  
// 4) DELETE  
// -----  
async function deleteItem(id) {  
  if (!confirm("Delete this item?")) return;  
  try {  
    await db.execute("DELETE FROM items WHERE id = $1;", [id]);  
    showMsg("Item deleted.", false);  
    if (editingId === id) resetForm();  
    await loadItems();  
  } catch (err) {  
    showMsg("Delete failed: " + err, true);  
  }  
}  
  
// -----  
// 5) Switch the form into "edit" mode  
// -----  
async function startEdit(id) {  
  const rows = await db.select(  
    "SELECT id, name FROM items WHERE id = $1;",  
    [id]  
  );  
  if (!rows.length) return;
```

```
    editingId = rows[0].id;
    itemIdInput.value = rows[0].id;
    itemNameInput.value = rows[0].name;
    itemNameInput.focus();
    saveBtn.textContent = "Update Item";
}

function resetForm() {
    editingId = null;
    itemIdInput.value = "";
    itemNameInput.value = "";
    saveBtn.textContent = "Save Item";
}
```

```
// -----  
// 6) Helpers  
// -----  
function showMsg(text, isError) {  
  formMsg.textContent = text;  
  formMsg.style.color = isError ? "#C0392B" : "#1F8A3B";  
  setTimeout(() => (formMsg.textContent = ""), 3000);  
}  
  
function escapeHtml(s) {  
  return String(s)  
    .replace(/&/g, "&amp;").replace(/</g, "&lt;");  
    .replace(/>/g, "&gt;").replace(/"/g, "&quot;");  
}  
  
// -----  
// 7) Event wiring  
// -----  
saveBtn.addEventListener("click", saveItem);  
  
itemNameInput.addEventListener("keydown", (e) => {  
  if (e.key === "Enter") saveItem();  
});  
  
// Event delegation for Edit / Delete buttons in the table  
tbody.addEventListener("click", (e) => {  
  const btn = e.target.closest("button[data-action]");  
  if (!btn) return;  
  const id = Number(btn.dataset.id);  
  if (btn.dataset.action === "edit") startEdit(id);  
  if (btn.dataset.action === "delete") deleteItem(id);  
});  
  
// Start the app when the DOM is ready  
window.addEventListener("DOMContentLoaded", initApp);
```

SECURITY: Notice we use parameterised queries with \$1, \$2 instead of string concatenation. This protects against SQL injection — always do this, even in a desktop app.

8. Run the App in Development

From the project root, run:

```
npm run tauri dev
```

The first run takes longer because Cargo compiles all Rust dependencies. After that, the desktop window opens with your Item Manager. Try adding a few items, edit one, then close and reopen the app — your data is saved in the local SQLite file.

Where is data.db stored?

Tauri stores it in the OS app-data folder, not next to the .exe. On Windows the default path looks like this:

```
C:\\Users\\<YourName>\\AppData\\Roaming\\com.egotechworld.itemmanager\\data.db
```

TIP: If you want to inspect the database, install **DB Browser for SQLite** (free) and open the file from that path.

Common errors and fixes

Error message	Fix
sql:default not allowed	Add the sql:* permissions to capabilities/default.json
unresolved import @tauri-apps/plugin-sql	Run: npm install @tauri-apps/plugin-sql
the trait bound ... is not satisfied (Rust)	Check Cargo.toml has features = ["sqlite"]
link.exe not found	Install Visual Studio Build Tools with C++ workload

9. Build the Windows .exe

When you're happy with the app, compile it into a real Windows installer:

```
npm run tauri build
```

Tauri produces several artefacts in **src-tauri/target/release/**:

- **item-manager.exe** — a portable, single executable.
- **bundle/msi/item-manager_x.x.x_x64_en-US.msi** — Windows MSI installer.
- **bundle/nsis/item-manager_x.x.x_x64-setup.exe** — NSIS setup .exe.

SIZE COMPARISON: The bundle output is typically **3 to 10 MB**. Compare that with a similar Electron app at 100+ MB. Share the .msi or setup.exe with friends or upload it to your website.

Customising the build

Open **src-tauri/tauri.conf.json** to change product name, version, icons, and the window title. Replace icons in **src-tauri/icons/** with your own. The Tauri CLI command `npm run tauri icon path/to/icon.png` will generate every required size automatically from one source image.

10. Final Project Structure

Your finished folder layout looks like this:

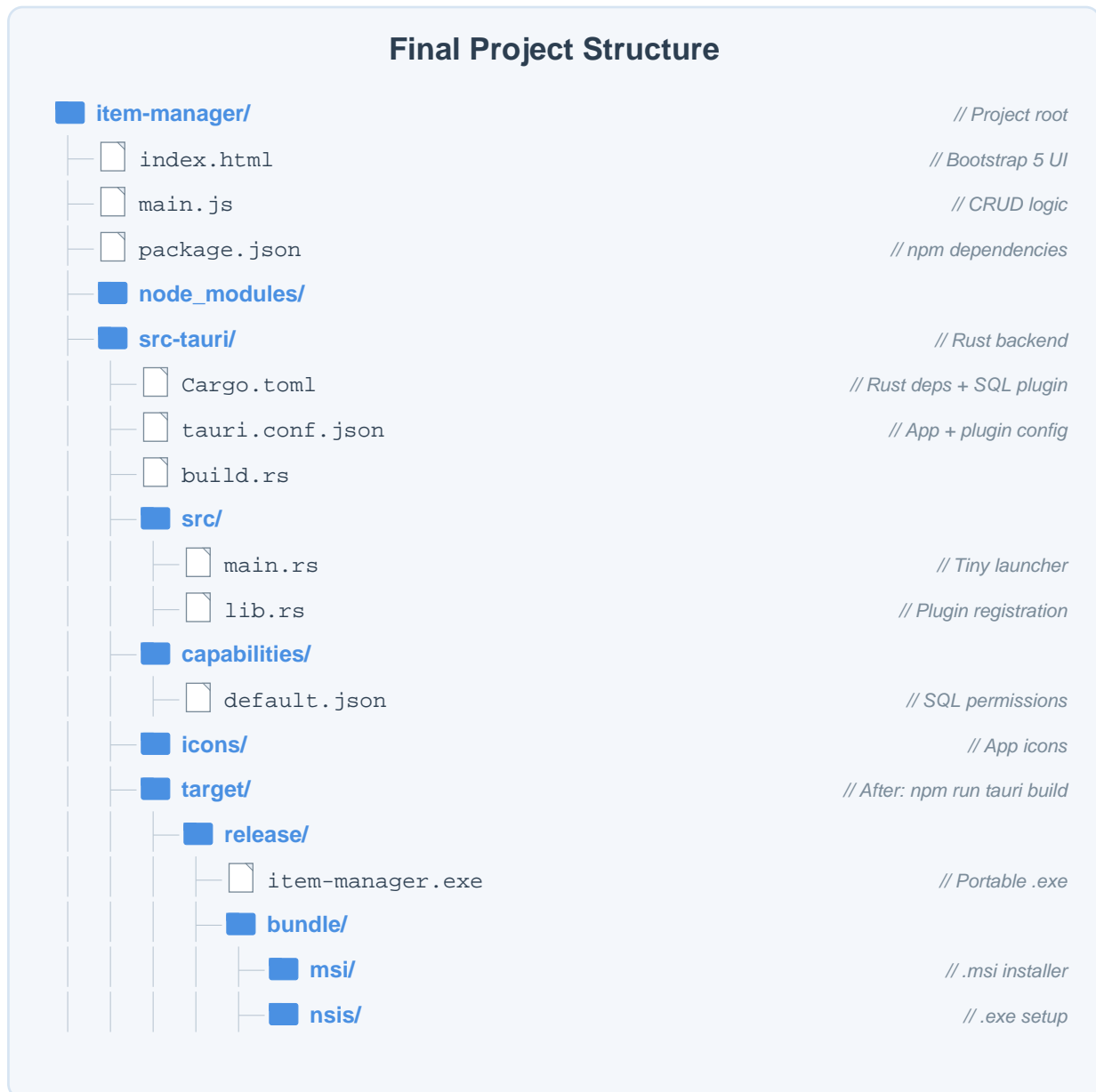


Figure 10.1 — The complete project tree after building

Quick checklist before you ship:

- Replace the default icon with your own brand icon.
- Update `productName` and `version` in `tauri.conf.json`.
- Test on a clean Windows machine without Rust or Node installed.
- Consider code-signing the `.exe` for public distribution.

11. What's Next?

You now have a working desktop CRUD app. Some natural next steps:

- **Add more columns** — extend the items table with description, price, or category.
- **Search and filter** — add an input that runs `SELECT ... WHERE name LIKE ?`.
- **CSV export** — let users export the table to a .csv file using Tauri's filesystem APIs.
- **Dark mode** — toggle Bootstrap's `data-bs-theme` attribute.
- **Auto-update** — wire up `tauri-plugin-updater` for automatic version updates.
- **Migrations** — use the SQL plugin's migration support for schema changes.

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