

JavaScript Bonanza

The modern developer story

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Diversify

[Javascriptpatterns.org](http://javascriptpatterns.org)



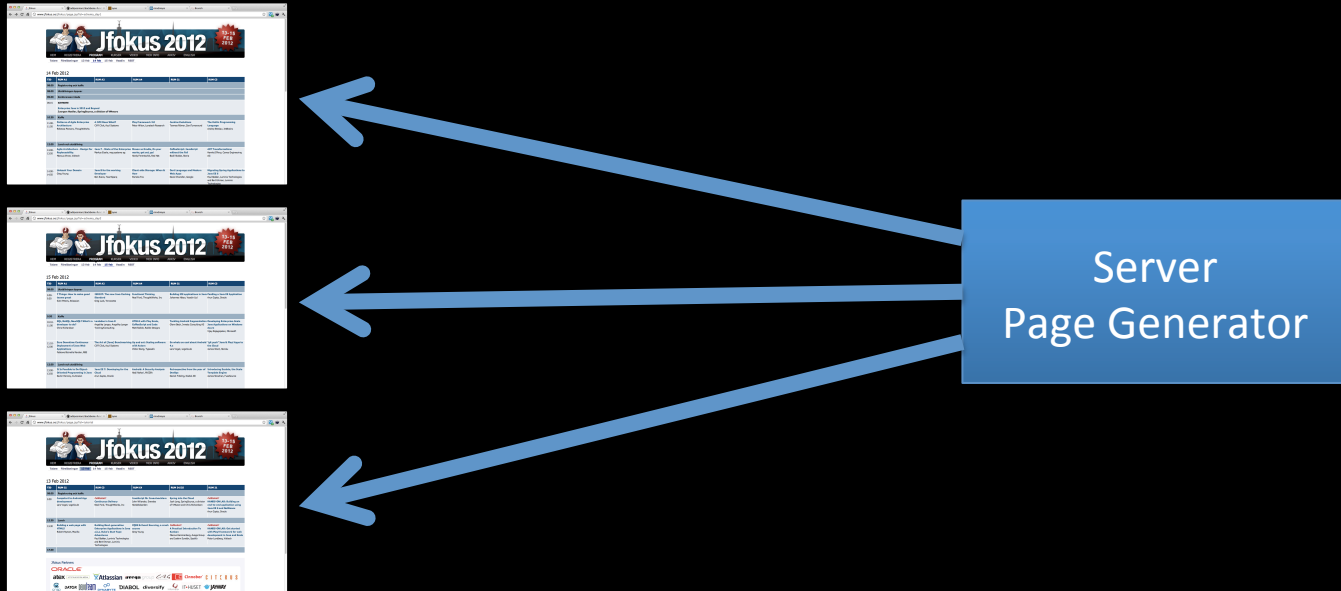
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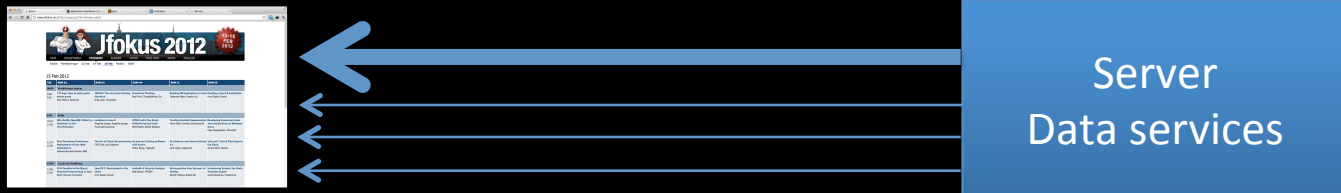




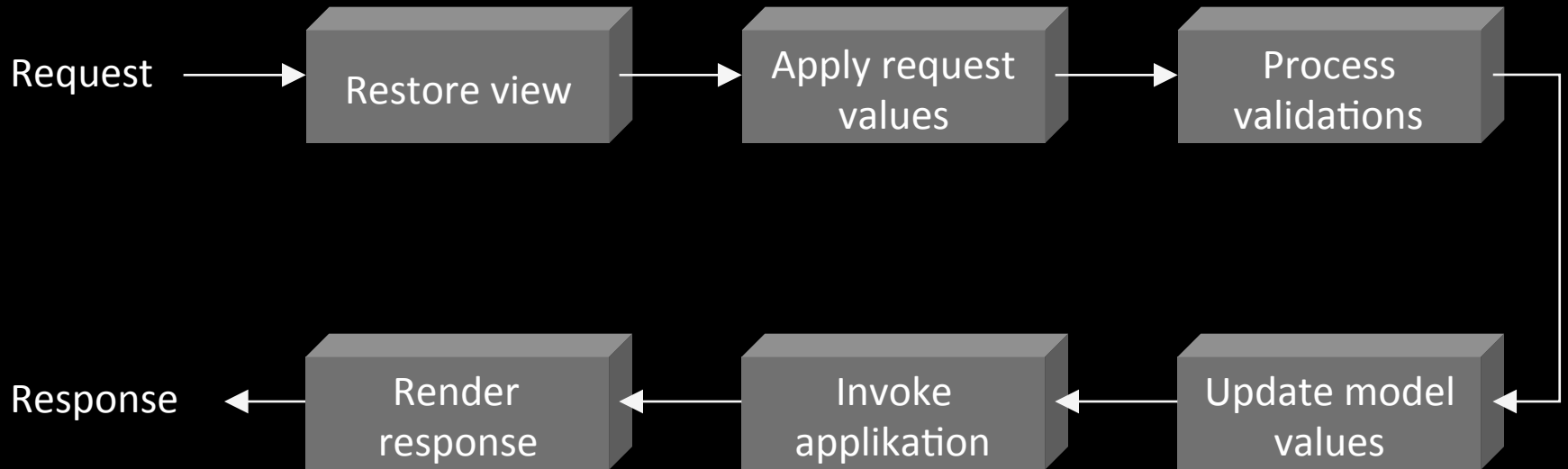
Server generated content



Application generated content



JSF Request Lifecycle



History



Company Press Relations

NETSCAPE AND SUN ANNOUNCE JAVASCRIPT, THE OPEN, CROSS-PLATFORM OBJECT SCRIPTING LANGUAGE FOR ENTERPRISE NETWORKS AND THE INTERNET

28 INDUSTRY-LEADING COMPANIES TO ENDORSE JAVASCRIPT AS A COMPLEMENT TO JAVA FOR EASY ONLINE APPLICATION DEVELOPMENT

MOUNTAIN VIEW, Calif. (December 4, 1995) -- Netscape Communications Corporation (NASDAQ: NSCP) and Sun Microsystems, Inc. (NASDAQ:SUNW), today announced JavaScript, an open, cross-platform object scripting language for the creation and customization of applications on enterprise networks and the Internet. The JavaScript language complements Java, Sun's industry-leading object-oriented, cross-platform programming language. The initial version of JavaScript is available now as part of the beta version of Netscape Navigator 2.0, which is currently available for downloading from Netscape's web site.

In addition, 28 industry-leading companies, including America Online, Inc., Apple Computer, Inc., Architext Software, Attachmate Corporation, AT&T, Borland International, Brio Technology, Inc., Computer Associates, Inc., Digital Equipment Corporation, Hewlett-Packard Company, Iconovex Corporation, Illustra Information Technologies, Inc., Informix Software, Inc., Intuit, Inc., Macromedia, Metrowerks, Inc., Novell, Inc., Oracle Corporation, Paper Software, Inc., Precept Software, Inc., RAD Technologies, Inc., The Santa Cruz Operation, Inc., Silicon Graphics, Inc., Spider Technologies, Sybase, Inc., Toshiba Corporation, Verity, Inc., and Vermeer Technologies, Inc., have endorsed JavaScript as an open standard object scripting language and intend to provide it in future products. The draft specification of JavaScript, as well as the final draft specification of Java, is planned for publishing and submission to appropriate standards bodies for industry review and comment this month.

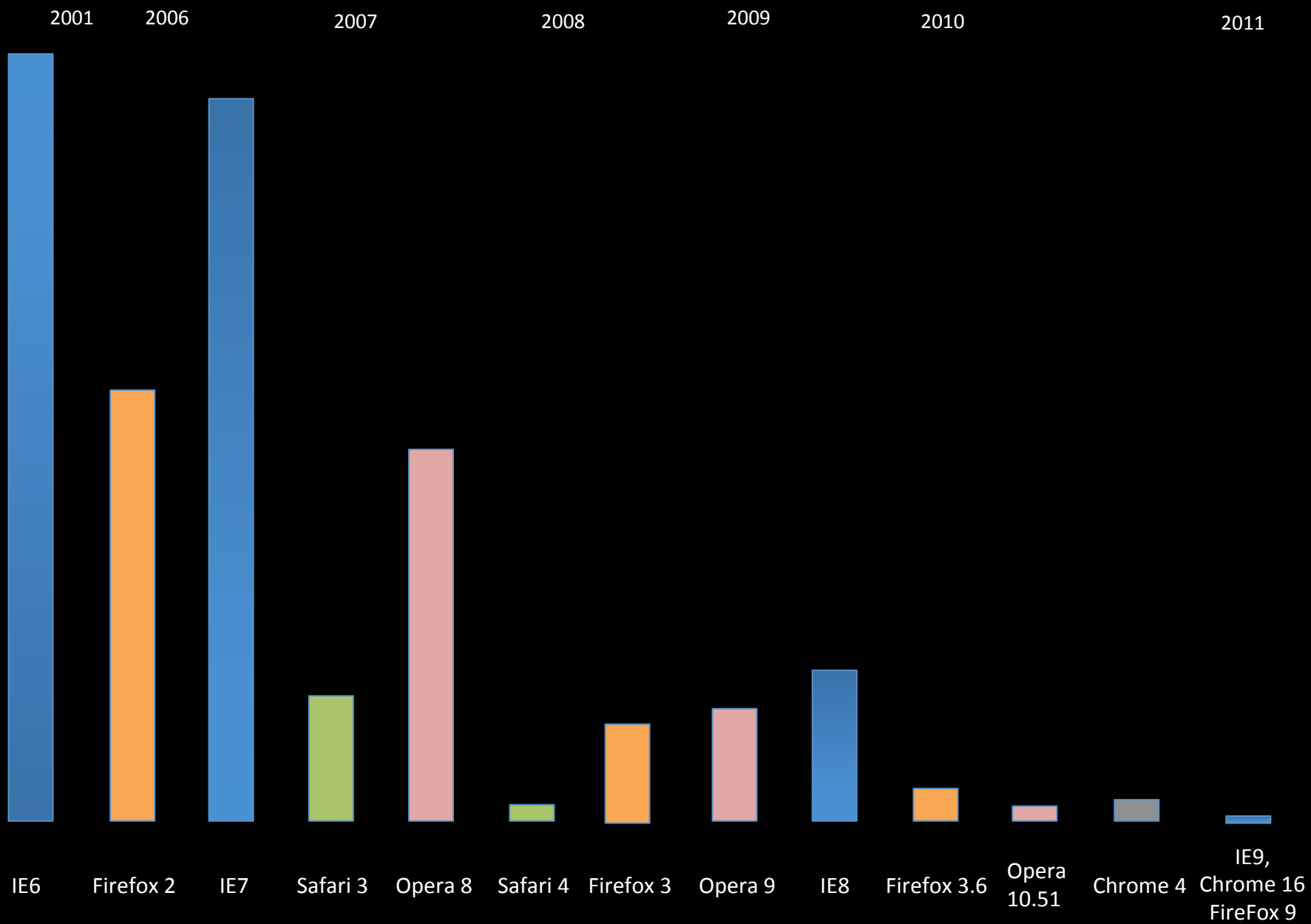
JavaScript is an easy-to-use object scripting language designed for creating live online applications that link together objects and resources on both clients and servers. While Java is used by programmers to create new objects and applets, JavaScript is designed for use by HTML page authors and enterprise application developers to dynamically script the behavior of objects running on either the client or the server. JavaScript is analogous to Visual Basic in that it can be used by people with little or no programming experience to quickly construct complex applications. JavaScript's design represents the next generation of software designed specifically for the Internet and is:

- designed for creating network-centric applications
- complementary to and integrated with Java
- complementary to and integrated with HTML
- open and cross-platform.

Java, developed by Sun, is an object-oriented programming language that operates independent of any operating system or microprocessor. Java programs called applets can be transmitted over a network and run on any client, providing the multimedia richness of a CD-ROM over corporate networks and the Internet. Java has been widely hailed by programmers because it eliminates the need to port applications, and by managers of information systems for its potential to lower the costs of distributing and maintaining applications across the network.

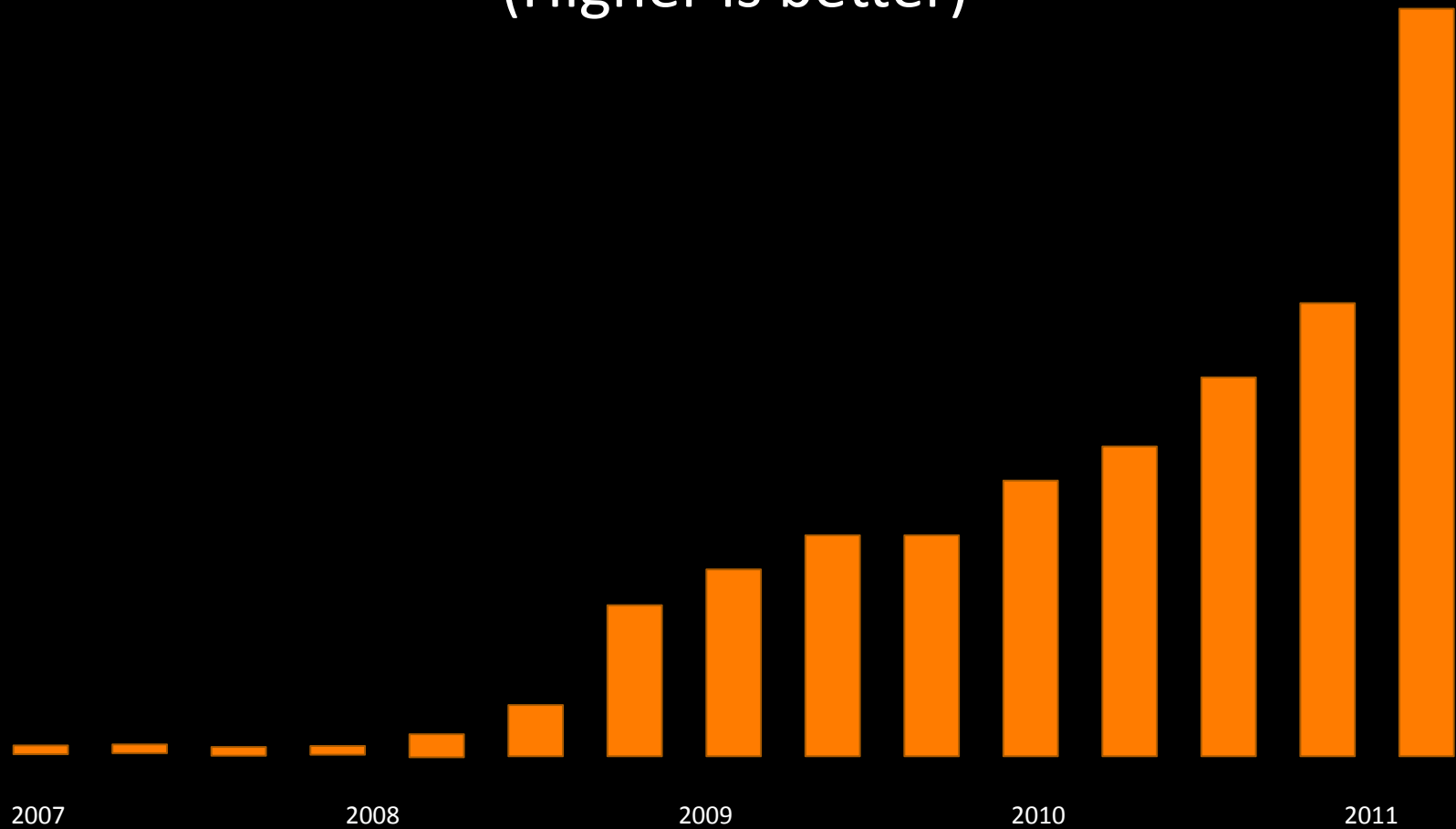
With JavaScript, an HTML page might contain an intelligent form that performs loan payment or currency exchange calculations right on the client in response to user input. A multimedia weather forecast applet written in Java can be scripted by JavaScript to display appropriate images and sounds based on the current weather readings in a region. A server-side JavaScript script might pull data out of a relational database and format it in HTML on the fly. A page might contain JavaScript scripts that run on both the client and the server. On the server, the scripts might dynamically compose and format HTML content based on user preferences stored in a relational database, and on the client, the scripts would glue together an assortment of Java applets and HTML form elements into a live interactive user interface for specifying a net-wide search for information.

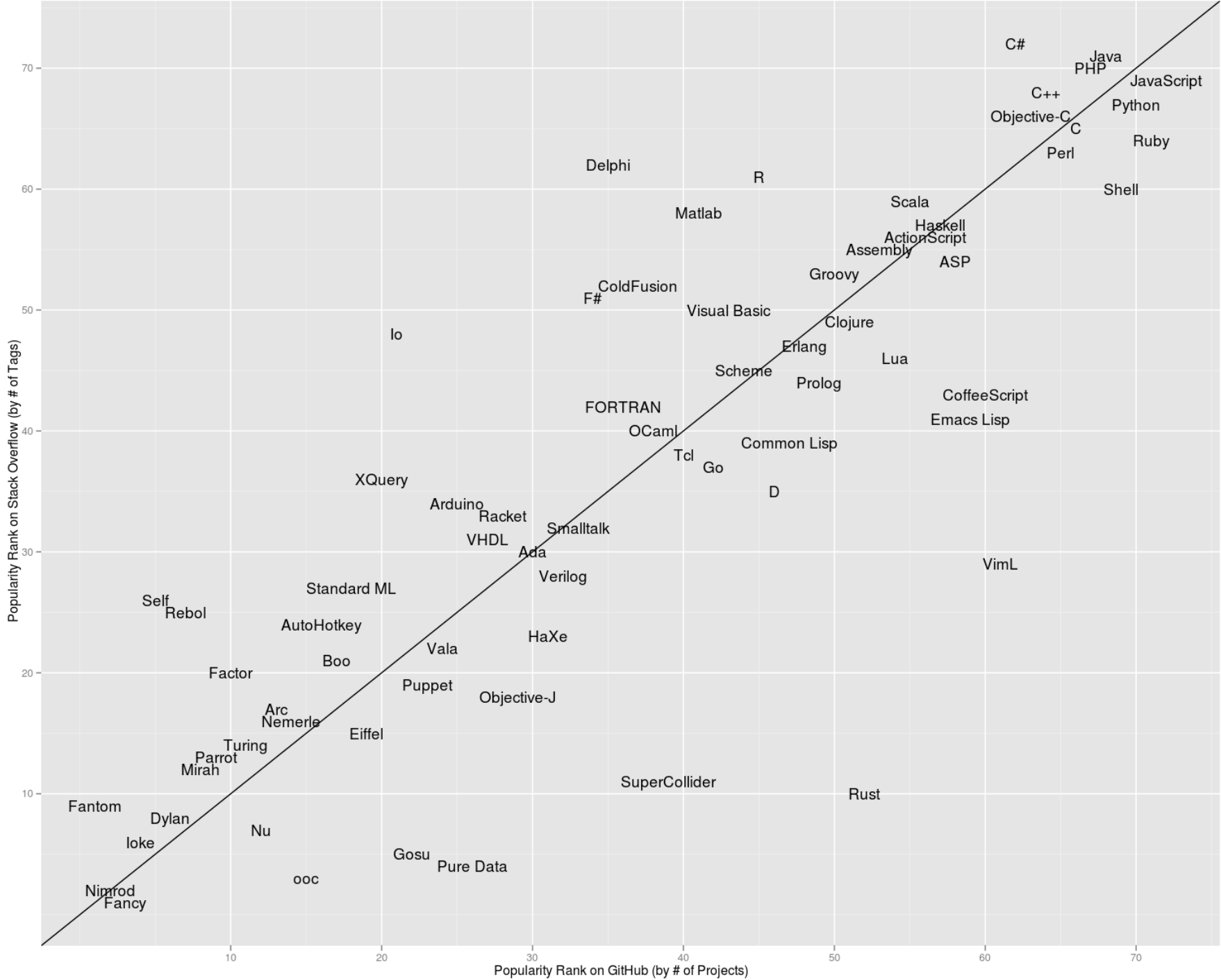
Java programs and JavaScript scripts are designed to run on both clients and servers, with JavaScript scripts used to modify the properties and behavior of Java objects, so the range of live online applications that dynamically present information to and interact with users over enterprise networks or the Internet is virtually unlimited. Netscape will support Java and JavaScript in client and server products as well as programming tools and applications.



JavaScript Performance over time

(Higher is better)





Architecture



The first rule of building large applications:
Do not build large applications

The second rule of building large applications:
Do not build large applications

Architecture cont...

- Basic framework for working with the DOM
- Patterns
- MVC
- Module communication
- Templating
- Dependency management
- Test
- Building

DOM Frameworks

- jQuery
- Dojo
- Prototype
- YUI
- MooTools
- ExtJS
- Cappuccino
- QooxDoo
- FuseJS

Patterns

- MVC
- Observer (pubsub)
- Module
- Façade
- Mediator

MVC

- Backbone.js
- JavaScriptMVC
- Spine.js
- EmberJS
- Serenade
- KnockoutJS (MVVM)
- Sammy.js

Backbone

```
var Photo = Backbone.Model.extend({

  // Default attributes for the photo
  defaults: {
    src: "placeholder.jpg",
    caption: "A default image",
    viewed: false
  },

  // Ensure that each photo created has an `src`.
  initialize: function() {
    this.set({"src": this.defaults.src});
  }
});
```

Module Communication

- jsSignals
- PubSubJS
- Ben Almans pub/sub
- Peter Higgins pub/sub
- Custom Events

jsSignals

```
//store local reference for brevity
var Signal = signals.Signal;

//custom object that dispatch signals
var myObject = {
    started : new Signal(),
    stopped : new Signal()
};

function onStarted(param1, param2) {
    alert(param1 + param2);
}

myObject.started.add(onStarted); //add listener
myObject.started.dispatch('foo', 'bar'); //dispatch
```

Templating

- Underscore
- jQuery templating
- Mustache
- Handlebars
- Dust.js
- ICanHaz.js
- PURE
- MicroTemplates
- Closure Templates
- jQuery.view

Dependency Management

- AMD – Asynchronous Module Definition
- RequireJS
- curl.js
- StealJS
- JSL Script Loader
- Bootstrap

AMD

```
define(  
    'pnyxtr', _____ id  
    [foo, bar], _____ dependencies  
    function(foo, bar) { _____ factory  
        var module = {};  
        module.doFoo = foo.doFooStuff();  
        module.doBar = bar.doBarStuff();  
        return module;  
    }  
);
```

RequireJS

```
require(["pnyxtr", "logger"], function($) {  
    //the pnyxtr and logger plugins  
    //have been loaded.  
    $(function() {  
        logger.log(pnyxtr.doFoo());  
    });  
});
```


Test

- Qunit
- Jasmine
- FireUnit
- Crosscheck
- JSSpec
- jsTestDriver
- WebDriver
- FuncUnit
- YUI Test
- Selenium
- Google JS Test
- Mocha

Jasmine

```
function helloWorld() {  
    return "Hello JFokus!";  
}
```

```
describe("Hello world", function() {  
    it("says hello", function() {  
        expect(helloWorld()).toEqual("Hello world!");  
    });  
});
```

The screenshot shows the Jasmine test runner interface. At the top, it displays 'Jasmine 1.1.0 revision 1308150691' and 'Show passed skipped'. Below this, a summary bar indicates '1 spec, 1 failure in 0.025s' and 'Finished at Fri Feb 03 2012 17:15:41 GMT+0100 (CET)'. The main content area shows a tree view with 'Hello world' expanded to 'says hello', which is highlighted in red to indicate a failure. The failure message is 'Expected 'Hello JFokus!' to equal 'Hello world!'.', followed by a stack trace: 'Error: Expected 'Hello JFokus!' to equal 'Hello world!'.', 'at new <anonymous> (file:///Users/bjorn/Development/jasmine-standalone-1.1.0/lib/jasmine-1.1.0/jasmine.js:102:32)', 'at [object Object].toEqual (file:///Users/bjorn/Development/jasmine-standalone-1.1.0/lib/jasmine-1.1.0/jasmine.js:1166:29)', 'at [object Object].<anonymous> (file:///Users/bjorn/Development/jasmine-standalone-1.1.0/spec/HelloWorldSpec.js:3:24)', and 'at [object Object].execute (file:///Users/bjorn/Development/jasmine-standalone-1.1.0/lib/jasmine-1.1.0/jasmine.js:996:15)'. The interface also includes 'run' buttons for each level of the tree.

Building

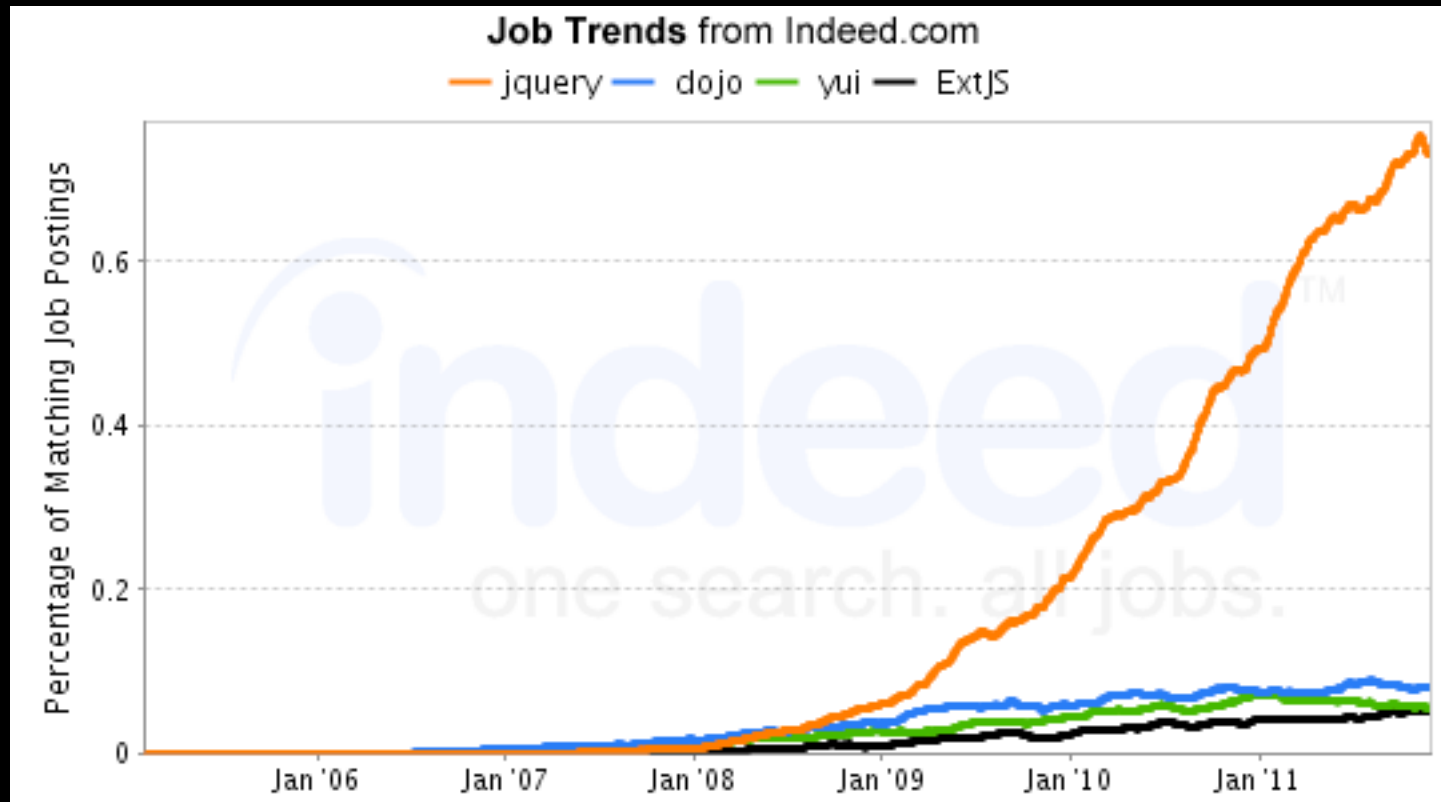
- Jake
- Smasher
- YUI Compressor
- Sprockets
- Closure Compiler
- UglifyJS
- ShrinkSafe
- JSMIn
- Grunt.js

Other

- Feature detection
 - Modernizr
 - Has.js
- LocalStorage
 - Store.js
 - Persist.JS
- CSS
 - Less
 - Sass

What to choose?

What to choose?



What to choose?



What to choose?

- Complete packages
 - Brunch
 - Wakanda
- TodoMVC

Tools

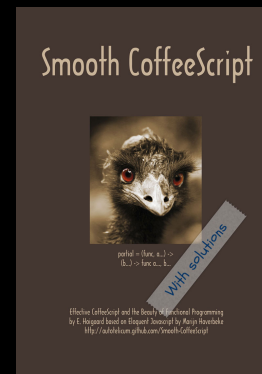
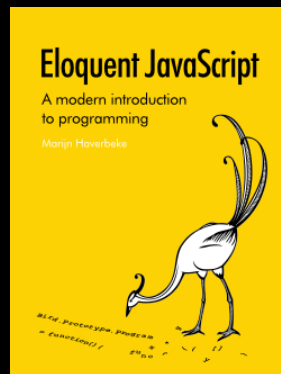
- IDEs
 - Eclipse
 - Netbeans
 - Webstorm
 - Cloud9
 - Textmate
 - Visual Studio
- Browser tools
 - Firebug
 - Chrome developer tools
 - Yslow
- Code analysis
 - JSLint
 - CSSLint
 - CoffeeLint

“To err is human, but to really foul things up you need a computer.”

(Paul Ehrlich)

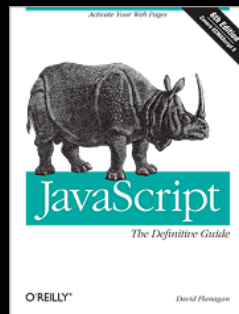
Advice on learning JavaScript Level 1

- Get an understanding of
 - Functions
 - Scope
 - 'this'
 - Falsy and truthy values
 - Indexing of arrays vs object attributes
- Get an IDE that support you
- Read



Advice on learning JavaScript Level 2

- Get an understanding of
 - Asynchronous function execution
 - JSON notation
 - Closures
 - Basic patterns
 - AJAX
- Learn a DOM framework
 - jQuery, Dojo, ExtJS, YUI, Mootools ...
- Read



Advice on learning JavaScript Level 3

- Get an understanding of
 - Prototypical inheritance/prototype chain
 - Partially applied functions
 - Function arguments variable
 - Knowing what tools to use to build robust cross browser code
- Learn a unit test framework
 - Qunit, Jasmine, JSTestDriver, Mocha
- Read



Advice on learning JavaScript Level 4

- Structure code to build large applications
- Learn an MVC framework
 - Backbone, JavaScriptMVC, EmberJS, KnockoutJS

- Read



[Javascriptpatterns.org/ladder.html](https://javascriptpatterns.org/ladder.html)

Summary

- Separation of concerns
- Better user experience
- Easier do debug
- Get to know the language

Questions

Cool stuff

- [Mindmaps](#)
- [JSLinux](#)
- [JSNes](#)
- [Mugeda](#)
- [Mr doob](#)
- [Languages that compile to JS](#)
- [Ro.me](#)
- [Impress.js](#)