

serious **#js**
to **infinity** and beyond!



Backbone.js gives structure to web applications by providing models with key-value binding and custom events, collections with a rich API of enumerable functions, views with declarative event handling, and connects it all to your existing API over a RESTful JSON interface.

To wrap it up: backbone provides a rich framework which you can implement to build a professional javascript based application

Backbone views are almost more convention than they are code — they don't determine anything about your HTML or CSS for you, and can be used with any JavaScript templating library

```
<!DOCTYPE html>
<html>
<head>
  <title>Backbone Views</title>
  <link rel="stylesheet" type="text/css" href="css/style.css"/>
</head>
<body>
<a href="#" id="clicker">KLIK</a>

<div id="box"></div>
<script type="text/javascript" src="//ajax.googleapis.com/ajax/libs/
jquery/2.1.0/jquery.min.js"></script>
<script type="text/javascript" src="//cdnjs.cloudflare.com/ajax/libs/
underscore.js/1.6.0/underscore-min.js"></script>
<script type="text/javascript" src="//cdnjs.cloudflare.com/ajax/libs/
backbone.js/1.1.2/backbone-min.js"></script>
<script type="text/javascript" src="js/init.js"></script>
<script type="text/javascript" src="js/views/ClickA.js"></script>
<script type="text/javascript" src="js/views/BoxBlock.js"></script>
<script type="text/javascript" src="js/main.js"></script>
</body>
</html>
```

```
//init.js
(function () {
  window.site = {};
  site.$document = $(document);
  site.views = {};
  site.events = _.clone(Backbone.Events); //For global events
})();
```



```
//main.js
(function () {
  site.init = function () {
    new site.views.ClickA({el: "#clicker"});
    new site.views.BoxBlock({el: "#box"});
  };

  site.$document.on('ready', site.init);
})();
```

assignment

Bekijk hoe **views** werken in Backbone op de website:
<http://backbonejs.org/#View>

Zorg ervoor dat je de **BoxBlock** & **ClickA** van de vorige keer ombouwd naar een Backbone View. Let hierbij ook goed op het gebruik van je **events property** én je global **site.events** object.

```
site.views.ClickA = Backbone.View.extend({
  events: {
    'click': 'clickHandler'
  },

  initialize: function () {
    //Automaticly called after initialisation of object
  },

  clickHandler: function (e) {
    e.preventDefault();
    site.events.trigger("boxChange");
  }
});
```

```
site.views.BoxBlock = Backbone.View.extend({
  initialize: function () {
    site.events.on("boxChange", this.changeColor, this);
  },

  changeColor: function () {
    this.$el.toggleClass("blue"); //this.$el has been created for you
  }
});
```


Models are the heart of any JavaScript application, containing the interactive data as well as a large part of the logic surrounding it: conversions, validations, computed properties, and access control.

```
<script type="text/javascript" src="js/init.js"></script>  
<script type="text/javascript" src="js/models/Settings.js"></script>  
<script type="text/javascript" src="js/views/ClickA.js"></script>
```

```
(function () {  
  window.site = {};  
  site.$document = $(document);  
  site.views = {};  
  site.models = {}; //Place to store our models  
  site.events = _.clone(Backbone.Events);  
})();
```



```
(function () {  
  site.init = function () {  
    //Create a Model and pass it to our views  
    var settings = new site.models.Settings();  
    new site.views.ClickA({el: "#clicker", model: settings});  
    new site.views.BoxBlock({el: "#box", model: settings});  
  };  
  
  site.$document.on('ready', site.init);  
})();
```

assignment

Bekijk hoe **models** werken in Backbone op de website:
<http://backbonejs.org/#Model>

Zorg ervoor dat je de **2 views** beide gebruik laat maken van het meegeven model. ClickA **past een property aan**, en BoxBlock **luistert** naar een aanpassing van deze property.

Noem de property '**clickToggle**' en zorg dat hij per click verandert in **true/false** en de kleur van de box daarmee om en om aanpast (rood/blauw bijvoorbeeld)

```
site.models.Settings = Backbone.Model.extend({  
  //Default there is no need for any property  
});
```

```
site.views.ClickA = Backbone.View.extend({
  clickToggle: false, //State variable

  events: {
    'click': 'clickHandler'
  },

  initialize: function () {

  },

  /**
   * @param e
   * @see site.views.ClickA.events
   */
  clickHandler: function (e) {
    e.preventDefault();

    this.clickToggle = !this.clickToggle; //Change the state
    this.model.set({clickToggle: this.clickToggle}); //Change property
  }
});
```

```
site.views.BoxBlock = Backbone.View.extend({
  initialize: function () {
    //Listen to a change of a property
    this.model.on("change:clickToggle", this.changeColor, this);
  },

  /**
   * @see site.views.BoxBlock.initialize
   */
  changeColor: function (model, clickToggle) {
    //Properties are passed automatically, use property for magic
    if (clickToggle) {
      this.$el.addClass("blue");
    } else {
      this.$el.removeClass("blue");
    }
  }
});
```



```
site.models.Matches = Backbone.Model.extend({  
  url: 'http://docent.cmi.hr.nl/moora/imp03/api/wedstrijden'  
});
```

assignment

Verwijder eerst je vorige Model, en maak een nieuwe aan genaamd '**Matches.js**'. Geef deze mee aan BoxBlock binnen je main.js.

Probeer na een klik op ClickA, binnen BoxBlock data van je model in te laden via de **fetch** method. Geef ook data properties mee genaamd '**league**' en '**team**' om je set aan data te beperken.

console.log de output om te zien dat je de data succesvol hebt ingeladen.


```
site.views.ClickA = Backbone.View.extend({
  events: {
    'click': 'clickHandler'
  },

  initialize: function () {

  },

  /**
   * @param e
   * @see site.views.ClickA.events
   */
  clickHandler: function (e) {
    e.preventDefault();
    site.events.trigger("boxChange");
  }
});
```

```
site.views.BoxBlock = Backbone.View.extend({
  initialize: function () {
    site.events.on("boxChange", this.changeColor, this);
  },

  /**
   * @see site.views.BoxBlock.initialize
   */
  changeColor: function () {
    this.$el.addClass("blue");
    this.loadMatches();
  },

  /**
   * Wrapper function to load the matches through the model
   */
  loadMatches: function () {
    this.model.fetch({
      success: _.bind(this.loadMatchesSuccessHandler, this),
      error:   _.bind(this.loadMatchesErrorHandler, this),
      data: {
        league: 'PrimeraDivision',
        club: 'Getafe'
      }
    });
  },
});
```

```
/**
 * @param model
 * @param response
 * @param options
 */
loadMatchesSuccessHandler: function (model, response, options) {
    console.log("SUCCESS");
    console.dir(model);
    console.dir(response);
    console.dir(options);
},

/**
 * @param model
 * @param response
 * @param options
 */
loadMatchesErrorHandler: function (model, response, options) {
    console.log("ERROR");
    console.dir(model);
    console.dir(response);
    console.dir(options);
}
});
```

huiswerk

Zie github:

- Backbone.js website & voorbeelden (<http://backbonejs.org>)
- From jQuery to Backbone, beetje verouderd maar goed voor je inzicht! (<https://github.com/kjbekkelund/writings/blob/master/published/understanding-backbone.md>)
- Bouw je View code van je ToDo list om naar Backbone Views.
- Probeer eens een PHP Backend op te zetten die todo items in je database opslaat via Backbone Models