

Day 1

Technical Training

Odoo JavaScript Framework

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RD Framework Team

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Introduction

Rule #1 of customizing Odoo
with Javascript:

"do it in python (or xml)"

Rule #2 of customizing Odoo
with Javascript:

*"do it in a different way,
so you can avoid JS"*

Goals

- develop an understanding on how the Odoo Javascript Framework works in general
- practical knowledge on how to solve problems in Javascript

Requirements

- intermediate knowledge of Javascript (in general)
- intermediate knowledge of Odoo
- a laptop with internet access
- basic knowledge of git (not really required, but useful)



Practical Informations

Practical Informations

- Duration: 2 days
- Time: From 9:00 am to 5:00 pm
- Lunch and drinks included

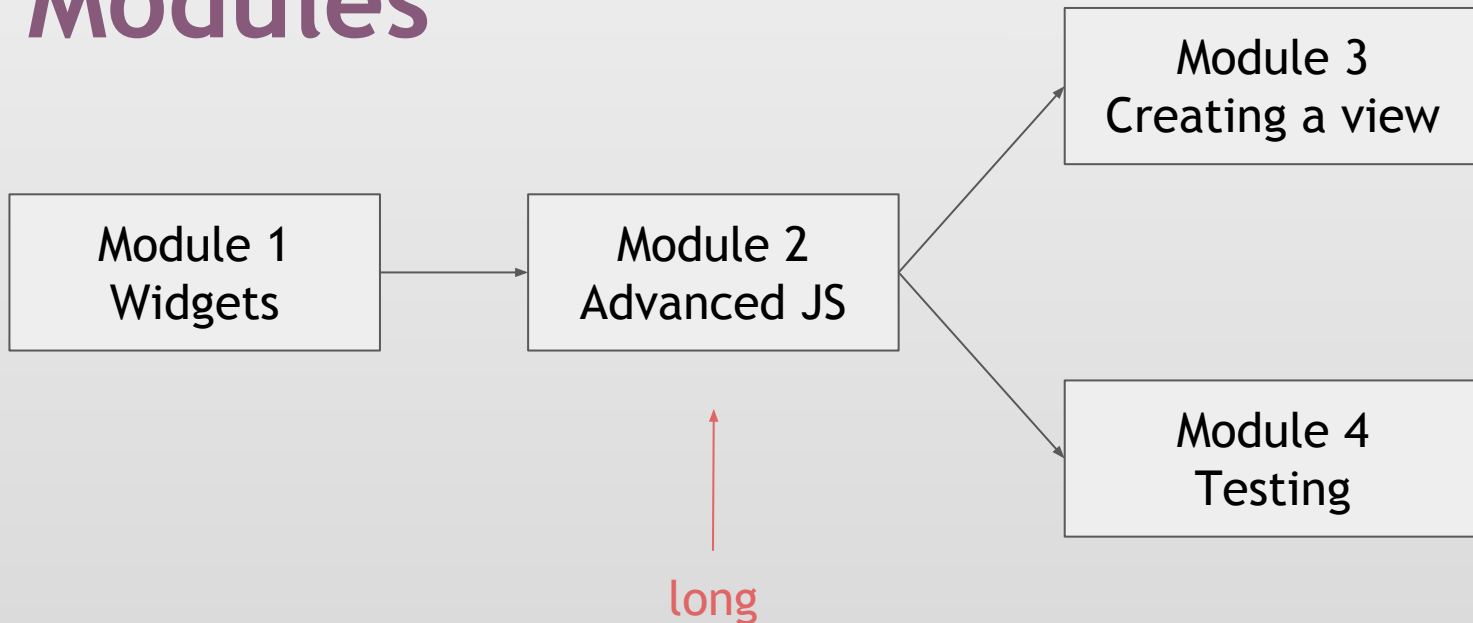
Instructors

- Aaron B. (aab)
- Géry D. (ged)
- Vincent S. (vsc)

Organization

- Odoo.sh as our tool (code editing/running odoo/testing/...)
- work in group of 2/3
- training is organized in 4 modules, each with a set of tasks

Modules





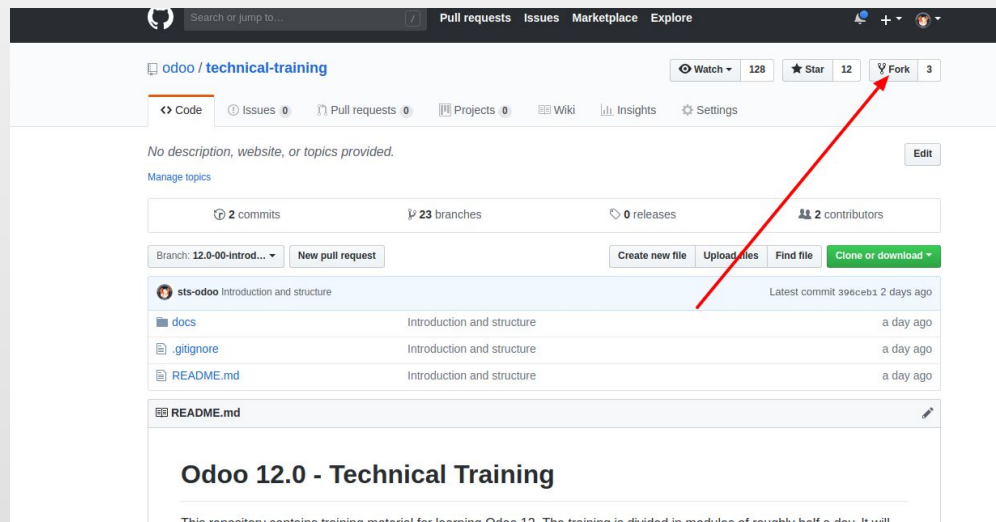
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Odoo.sh as a
development tool

Github account

Your odoo.sh is based on your github account, all the development will be hosted on github. A specific github repository will be linked to a specific project on Odoo.sh.

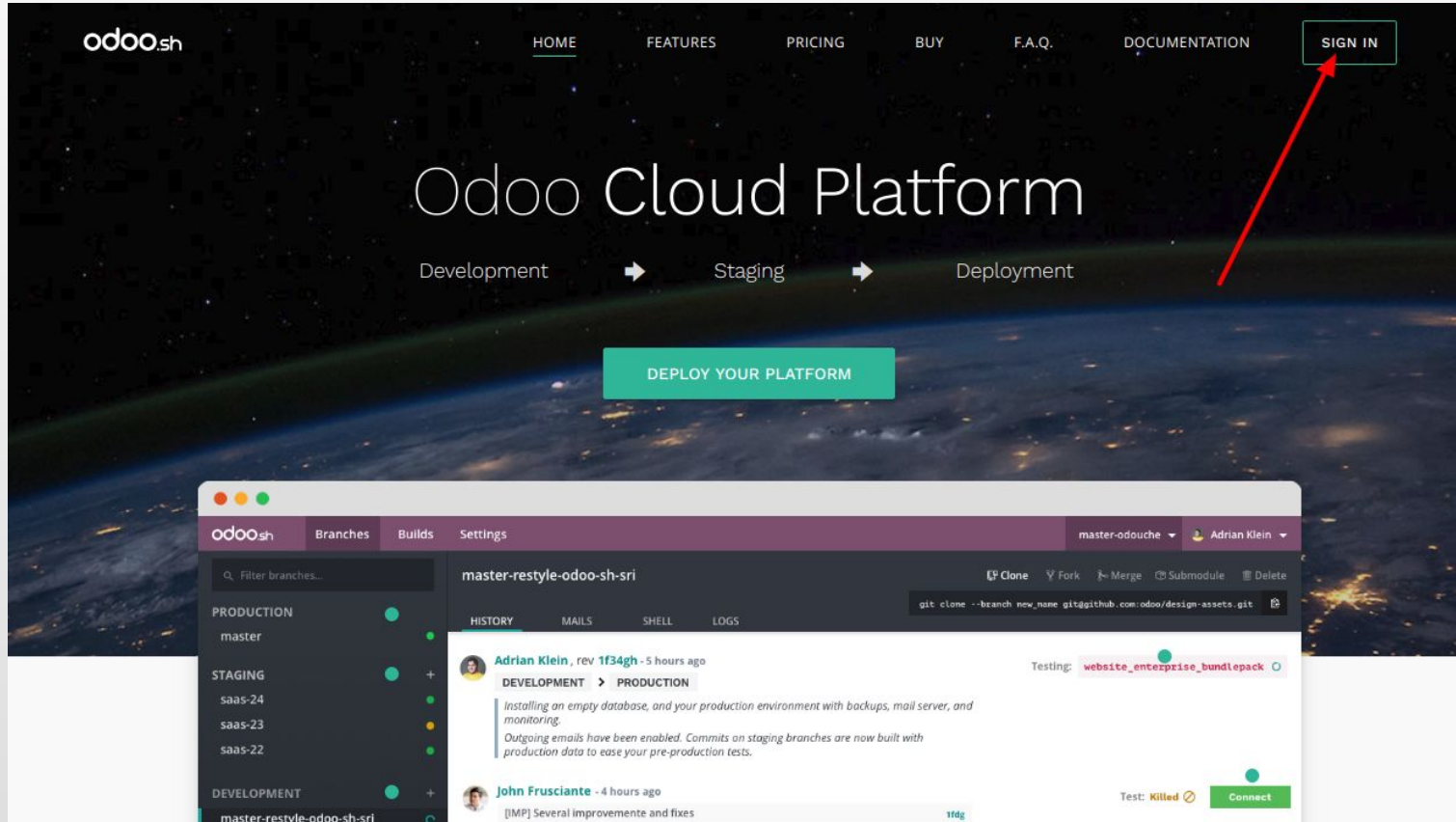
1. Create a github account if you don't have one yet
2. Fork <https://github.com/odoo/technical-training>



3. A copy of the technical training will be on:
<https://github.com/YOURGITHUBUSER/technical-training>

Sign in

Sign in on odoo.sh with your github credentials



Create a project

- Create a project on Odoo.sh based on your own technical-training repository
- Version 12
- Subscription Code:

SH3141592654

Temporary access
for this training


Deploy Your Platform


Github Repository: ☐ New repository ☒ Existing repository with Odoo modules
sts-odoo/technical-training
[Can't see your organization or repository ?](#)


Odoo Version:

Subscription Code: [Don't have a subscription code ?](#)

Hosting location:


Americas


Europe ✓

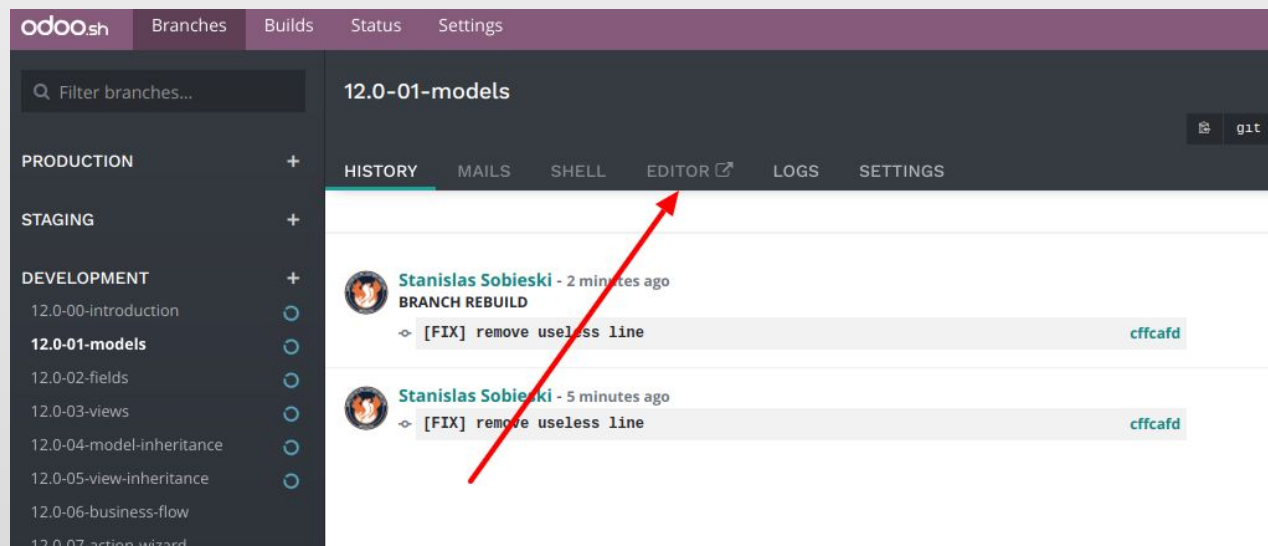

Asia

[Deploy](#)

By clicking on Deploy you accept our [Subscription Agreement](#) and [Privacy Policy](#)

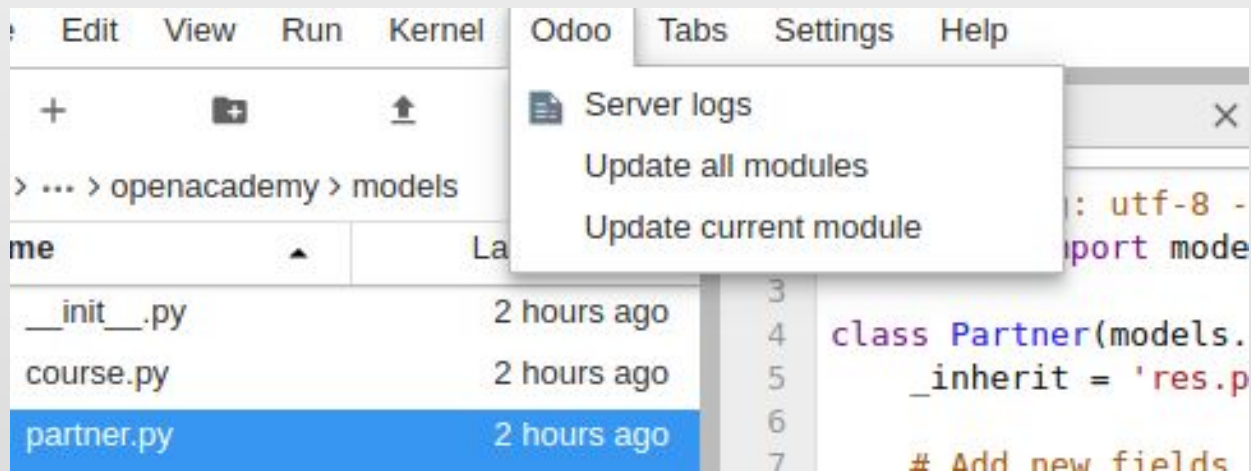
Unmute your branches

- On the project page, go on Builds, unmute and rebuild the branch **12.0-20-javascript-training**
- wait for a while (5 mins?)
- Go on Branches and select **12.0-20-javascript-training** and launch the editor (Jupyterlab) and let's get to work



Code Editor

- On development branches, the build is launched with the `--dev=reload` parameter, that means any python code changes will trigger a reload
- If changes are made to the data structure: fields and models or on actual data (records), an update of the module is required and is possible with the menu `Odoo > Update current module` within the editor



Save your changes on your own repository

- Open a shell
- Go on src/user and use regular git command to commit your changes
- Use `"git push https HEAD:12.0-20-javascript-training"` to push your changes on your own repository. It will ask for your github credentials before actually pushing.
- Note that your new commit will trigger a new build on the same branch on odoo.sh

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A Primer on Odoo Javascript

<https://www.odoo.com/documentation/12.0/>

(section on Javascript Reference)

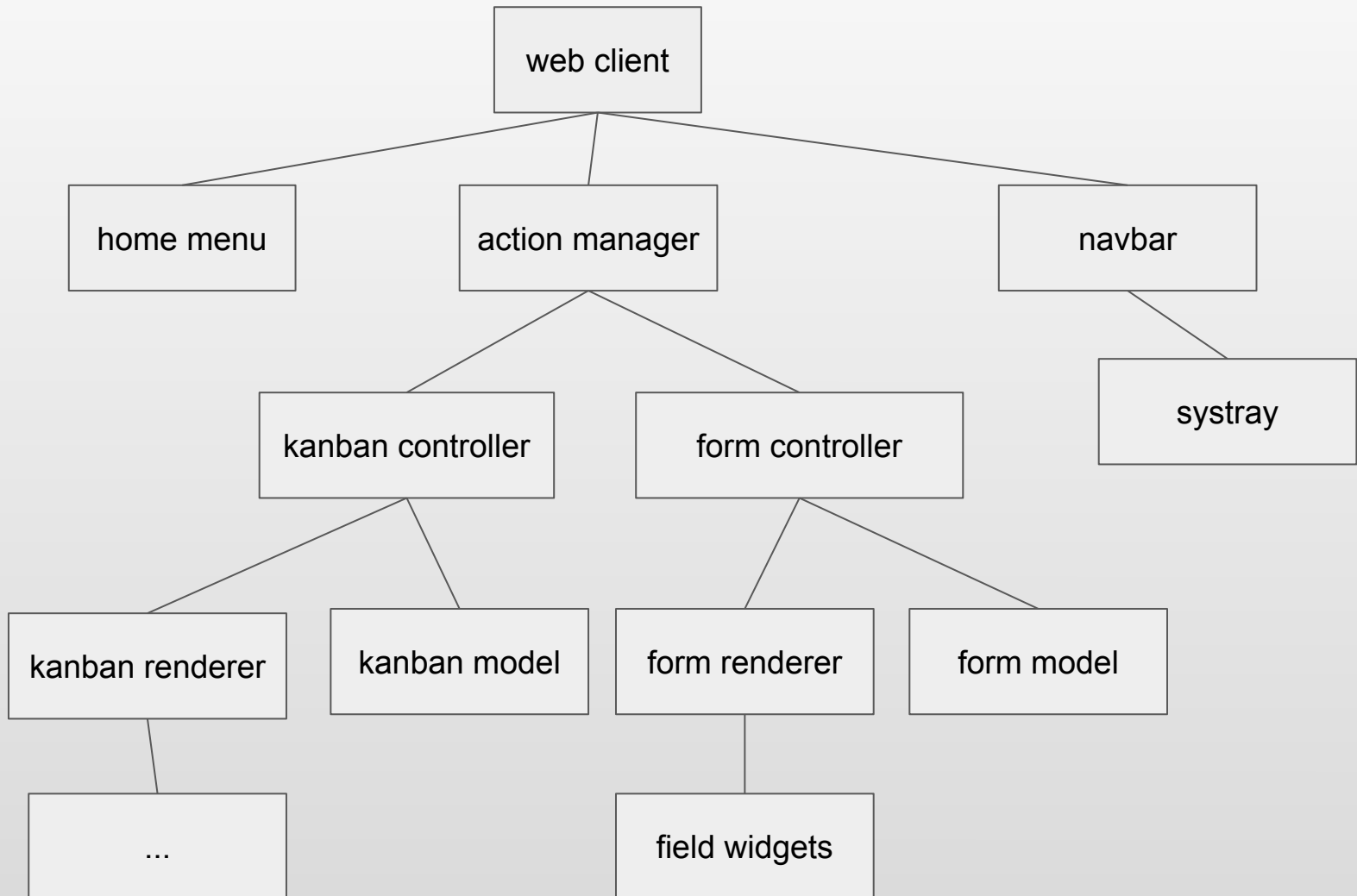
Web Client

- a SPA (single page application)
- made with our custom framework
- use QWeb as template engine
- extensible
- 35k/45k lines of JS code/tests

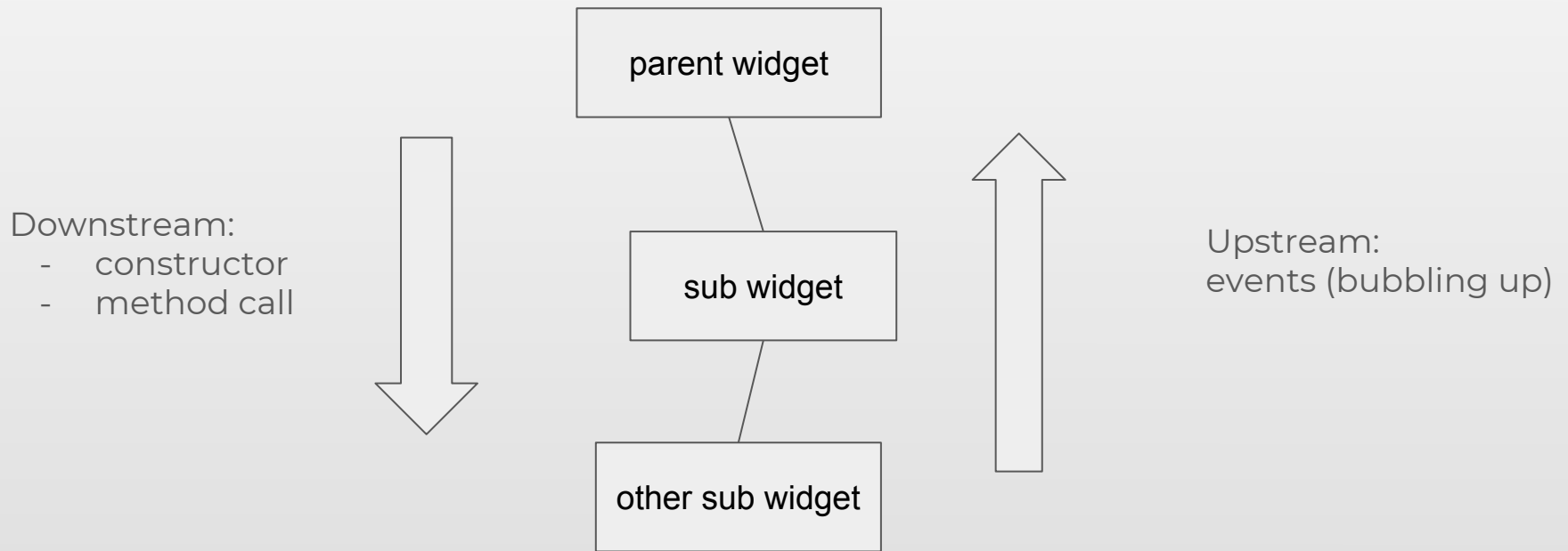
URL: /web/

Code: addons/web/static/src

Web Client Component Tree (partial)



Communication between components



Last resort: events on a bus (to avoid if possible)

Assets Management

Asset bundles (css/js)

- assets_backend: web client
- assets_frontend: website
- assets_common: both

Adding a file to a bundle

- add a *assets.xml* file at the root of your module
- add the string *assets.xml* in the 'data' key in the manifest file
- create an inherited view of the desired bundle, and add the file(s) with an xpath expression

```
<template id="assets_backend" name="helpdesk assets" inherit_id="web.assets_backend">
  <xpath expr="//script[last()]" position="after">
    <link rel="stylesheet" type="text/scss" href="/helpdesk/static/src/....scss"/>
    <script type="text/javascript" src="/helpdesk/static/src/js/....js"></script>
  </xpath>
</template>
```

Odoo Javascript Modules

JS module resolution: at runtime

```
// in file a.js
odoo.define('module.A', function (require) {
    "use strict";

    var A = ...;

    return A;
});

// in file b.js
odoo.define('module.B', function (require) {
    "use strict";

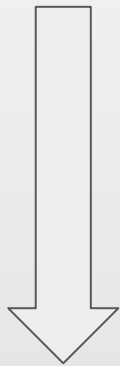
    var A = require('module.A');

    var B = ...; // something that involves A

    return B;
});
```

Widget: the building block for UI

Widget lifecycle



- **init** (constructor)
- **willStart**: (async), before dom is ready
- [template rendering]
- **start**: widget dom is ready
- **destroy**: destructor

4 simple rules for your components

- Do not depend on your parent...
- Separate public/private/handlers
- Document your code
- Test your component

Example (except doc)

```
var MyCounter = Widget.extend({
  events: {
    click: '_onClick'
  },
  init: function (parent, value) {
    this._super(parent);
    this.value = value;
  },
  start: function () {
    this._render();
  },
  //-----
  // Public
  //-----
  increment: function () {
    this.value++;
    this._render();
  },

```

```

  //-----
  // Private
  //-----
  _render: function () {
    this.$el.html(
      $('<span>').text(this.value)
    );
  },
  //-----
  // Handlers
  //-----
  _onClick: function () {
    this.increment();
  },
});
```

Let's get to work.