

# Get Started



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ember new my-app-name  
cd my-app-name  
ember server
```

For free, full-length, official tutorials, visit:

[guides.emberjs.com](https://guides.emberjs.com)

Made with ♥ by the Ember.js Learning Team.  
The Tomster mascot is a trademark of Tilde.  
All other illustrations are by Braden Lawrence.

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## The Shortest

# ember

## Book

Everything you need  
to get started with a  
front-end framework  
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# What is Ember.js?

Ember.js is a front-end JavaScript framework that provides shared solutions to tough problems, where development is guided by the community rather than any one company.

To build for production, you'll need a whole lot more than view layer tools! Ember takes care of the hard parts so you can ship new features quickly:

- zero config package management
- deployment pipelines
- testing framework
- data fetching, serialization, and local storage
- command line tools for building and deploying



Users get to concentrate on the fun part of building web apps - the code, user interface, and interactions.

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# Community

Since so many developers use the same tools to handle the infrastructure of their apps, it's easy to get help and advice.

## Ember Community

[emberjs.com/community](https://emberjs.com/community)

Ask questions and chat with community members in real-time.

## Meetups

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Join other devs in major cities throughout the world

## Discussion Forum

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# Dependencies

There are thousands of libraries that are designed especially for Ember. We call them addons. Many of your favorite JavaScript libraries are available inside addons that bring you some Ember conveniences:

- D3
- Bootstrap
- moment

Some other libraries are unique to Ember:

- ember-concurrency
- ember-power-select
- liquid-fire

You can also use regular npm packages, though addons are often more convenient.

To see what's available, rankings, and reviews, visit:

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# Components

Components are reusable pieces of JavaScript code and markup that form the user interface. Here are some examples of features that a developer might create a component for:



Components in Ember render lightning-fast as data in your app changes. There are straightforward ways to organize components and connect them together, so that they can be independently changed and rearranged when project requirements shift.

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# Routing

Have you ever used an app or site where a refresh makes you lose your place? URLs are important! Ember comes with some routing tools out of the box. You can create content that users can easily bookmark, share, and come back to later.

Routing consists of three parts:

## Router

listing the urls that should be available

## Template

what the user sees when they visit a route, which often includes Components

## Route JavaScript

functions to load data from APIs



For example, one route might be a full list of blog articles, and each article might have its own route. New routes can be created straight from the data. It's easy to automatically load the correct article based on the url.

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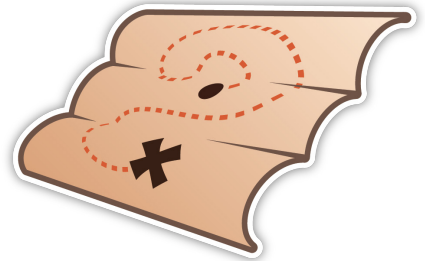


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# Development Roadmap

Ember's direction and development are guided by the developers who use it. Whether you're a consultant, a startup dev, or you work for a Fortune 500 company, you have a say.

Major decisions are made through an RFC (Request for Comments) process, where community feedback determines which features get built or change.



The project follows strict semver, strives for easy updates, maintains LTS (Long Term Support) versions, and provides codemod tooling to automate version upgrades.

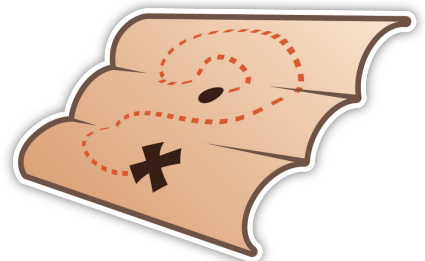
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# Deployment

Yay, deploying to the cloud is sunshine and rainbows! Right?

Whether it's your first deployment ever or you deploy every day, Ember has tools to help you out.

There are many community plugins for deploying to different platforms, including:

- Heroku
- AWS S3 or Cloudfront
- Redis
- GitHub pages
- and more.

It can be as simple as filling in some credentials and typing “ember deploy”

Continuous Integration/Continuous Deployment (aka CI/CD) is a common strategy some teams use to deploy code automatically when it is merged into their main branch. When you combine a solid testing suite with the CLI, you get a clear path to CI/CD too.

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# Data

Ember works with data sources of all different kinds:

REST APIs

GraphQL/Apollo

Websockets

JSONAPI

...and more!



Developers have the option of using Ember Data to make API requests. Ember Data is an official library that includes a local data store, serializers that turn data into searchable objects, async relationship loading tools, and some helpful wrappers for making requests.

Ember is also an ideal candidate for building Progressive Web Apps (PWAs), which are web apps that look and feel like native mobile apps. They often allow for use online, offline, and over shaky internet connections.

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# Command Line Tools

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- Create your app
- Generate new files including boilerplate
- Install dependencies
- Serve the app locally
- Build for production and deploy
- Run tests
- Update app versions and syntax

All this functionality comes ready to go with zero configuration (but if you like configuring things by hand, you still can :P)

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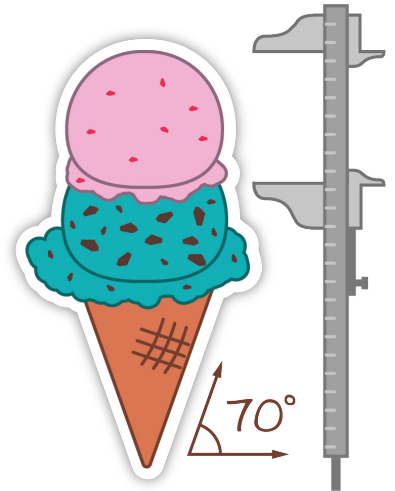
# Testing

A maintainable app needs tests, so Ember makes testing as easy as possible.

``ember test`` builds the app and runs tests in the browsers of your choice. For example, you can watch the tests running right in the browser and pause them to inspect the DOM. You could also run them in headless browsers for maximum speed.

Tests come in three flavors! You can test user interactions, individual functions, and everything in between using built-in helpers.

By default, Ember uses QUnit, and has full official support for Mocha. You can use your own testing tools if you'd like.



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