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AMD (and me)

what is AMD?

- a loading pattern for external scripts
- included with both RequireJS and Dojo
- supported by jQuery

why do we use AMD?

- to avoid polluting the global namespace
- AMD allows multiple web requests for resources to be sent asynchronously, rather than relying on the previous to complete
- AMD provides a mechanism to package/share modular components

how does AMD work?

- Dojo itself provides the loader, along with configuration options
- until Dojo 2.0, both a legacy and AMD loader are supported side by side

what do you need to remember?

- the order you supply argument aliases must match order in which you load your AMD modules
- case matters

dojo.connect vs. 'on'

- not actually an AMD thing

- introduced more or less concurrently with AMD support

- dojo.connect will be deprecated when legacy loader is deprecated

- if you are upgrading code to AMD, its also the right time to migrate your event listeners

links

- slides
  - http://johngravois.com/presentations/AMDandMe.pdf
- blog
  - http://blogs.esri.com/esri/arcgis/2013/10/14/the-abcs-of-amd/
- AMDified samples
  - https://github.com/jgravois/esri-jsapi-samples
- external articles on AMD
  - http://requirejs.org/docs/whyamd.html
- preferred argument aliases
  - https://developers.arcgis.com/javascript/jsapi/argument_aliases.html
- more info
  - http://www.oreillynet.com/pub/a/javascript/excerpts/javascript-good-parts/awful-parts.html
  - https://gist.github.com/hallettj/64478