

### Scalable JavaScript Application Architecture



Nicholas C. Zakas | @slicknet

### Who's this guy?



Will hurt your feelings\*
(And help you code botter)

New CSS gave here. The main, the better Linding works best when we see the log planter, so give as everything powher gat.

\*\*Bullion of The Code of the Code



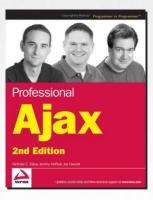
Ex-tech lead Yahoo!

Co-Creator csslint.net

Contributor, Creator of YUI Test



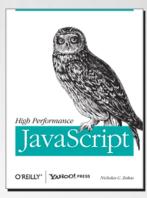
**Author** 



Lead Author



Contributor

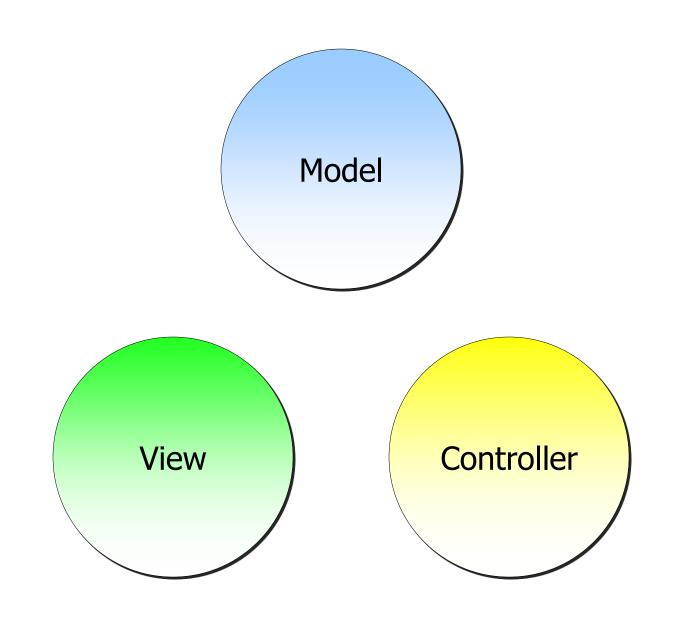


**Lead Author** 



@slicknet

## Single-page apps



## Single-page apps & Multi-page apps

## **Building an application framework**

## An application framework is like a playground for your code

Provides structure around otherwise unrelated activities



## Isn't that what JavaScript libraries do?



### A JavaScript library is like a toolbox

You can build any number of things using the tools

## **Application Core**

**Base Library** 

## **Module Theory**

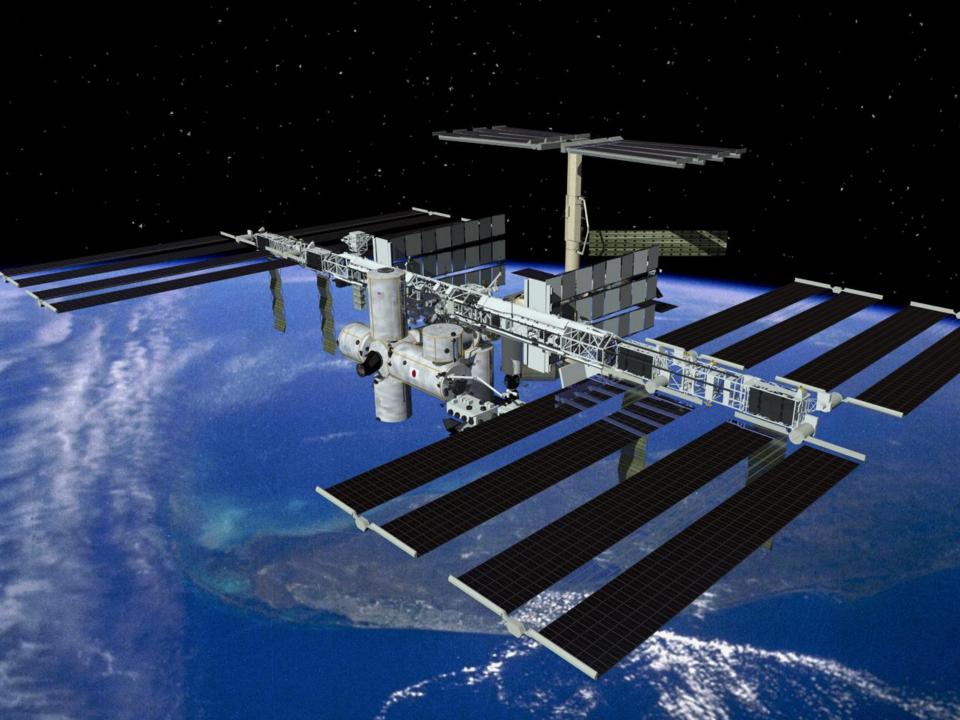
Everything is a module

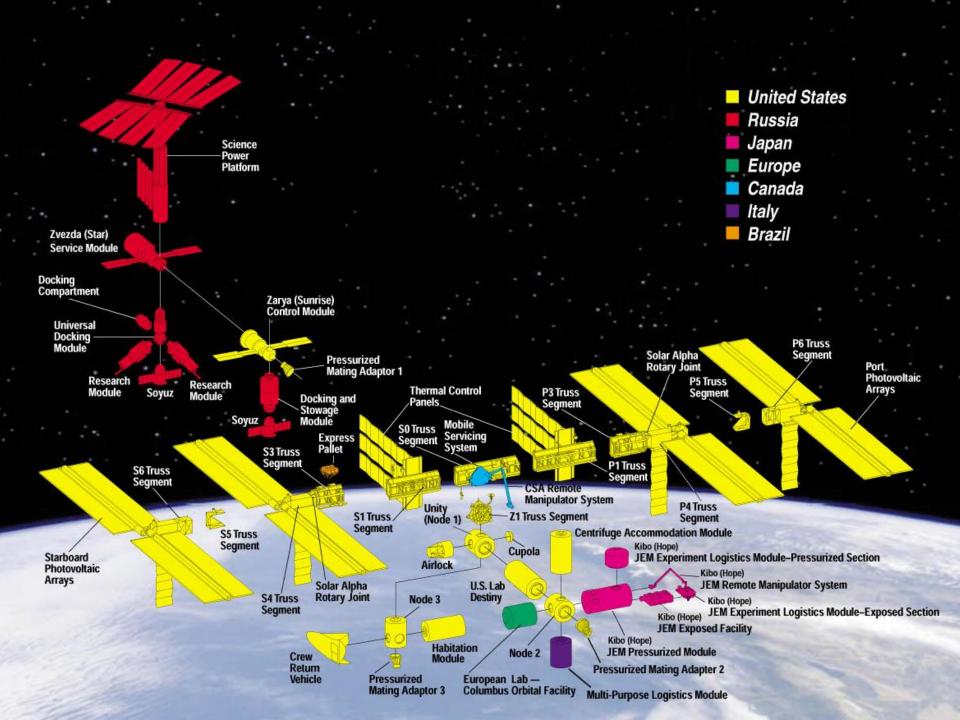
#### module(n)

- 1: a standard or unit of measurement
- 2: the size of some one part taken as a unit of measure by which the proportions of an architectural composition are regulated
- **3 a :** any in a series of standardized units for use together: as (1): a unit of furniture or architecture (2): an educational unit which covers a single subject or topic **b**: a usually packaged functional assembly of electronic components for use with other such assemblies
- **4:** an independently operable unit that is a part of the total structure of a space vehicle
- **5 a**: a subset of an additive group that is also a group under addition **b**: a mathematical set that is a commutative group under addition and that is closed under multiplication which is distributive from the left or right or both by elements of a ring and for which a(bx) = (ab)x or (xb)a = x(ba) or both where a and b are elements of the ring and x belongs to the set

#### **module** (n)

- 1: a standard or unit of measurement
- 2: the size of some one part taken as a unit of measure by which the proportions of an architectural composition are regulated
- **3 a :** any in a series of standardized units for use together: as (1): a unit of furniture or architecture (2): an educational unit which covers a single subject or topic **b**: a usually packaged functional assembly of electronic components for use with other such assemblies
- **4:** an independently operable unit that is a part of the total structure of a space vehicle
- **5 a**: a subset of an additive group that is also a group under addition **b**: a mathematical set that is a commutative group under addition and that is closed under multiplication which is distributive from the left or right or both by elements of a ring and for which a(bx) = (ab)x or (xb)a = x(ba) or both where a and b are elements of the ring and x belongs to the set



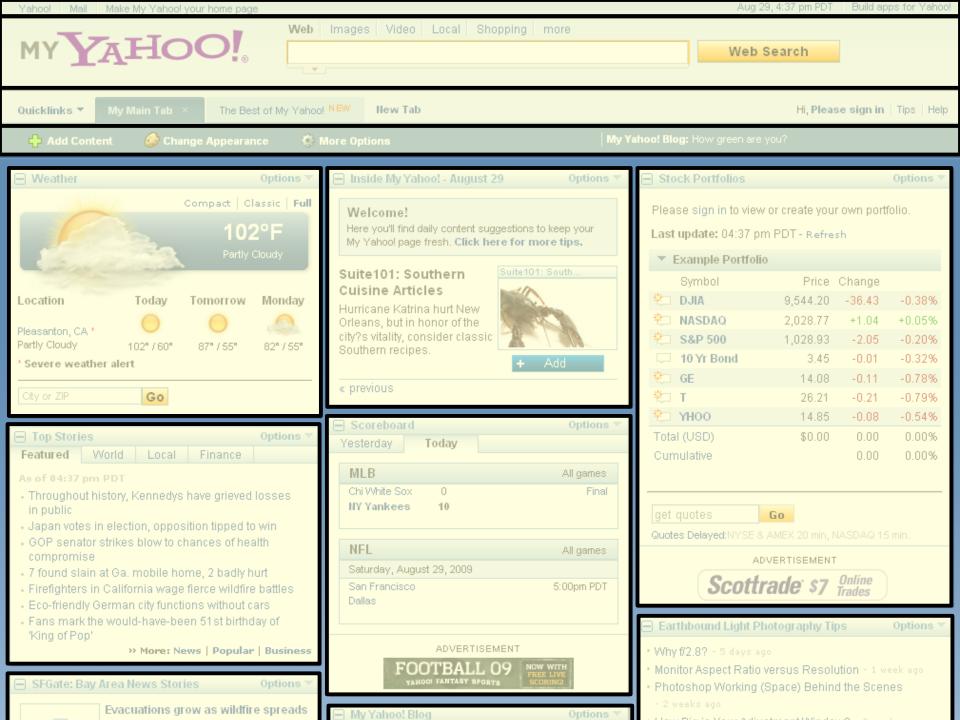


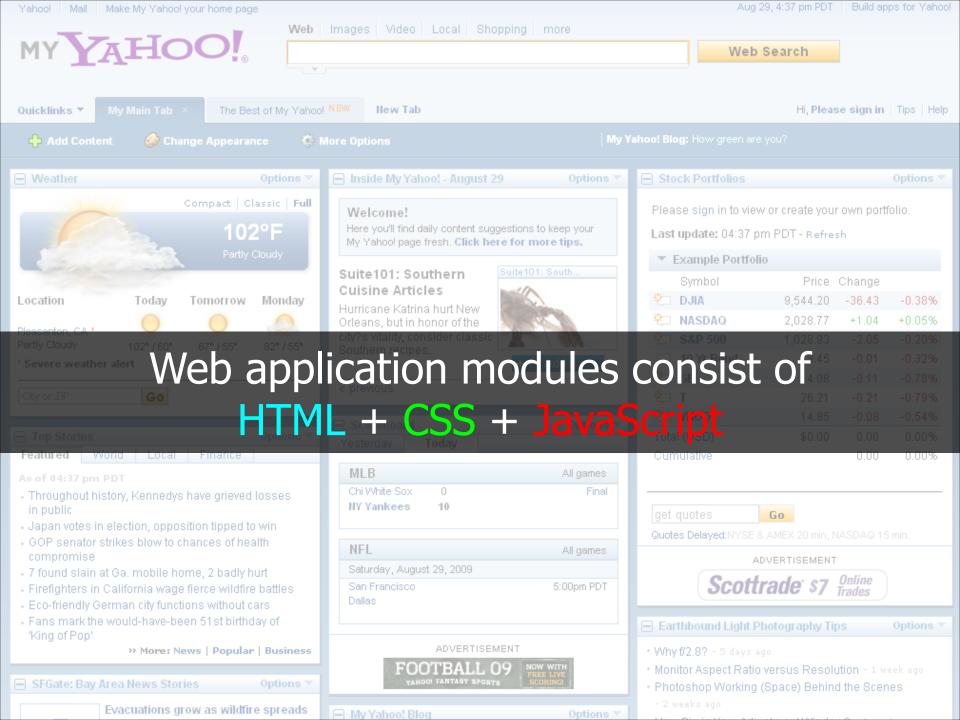
## How does this apply to web applications?

#### web application module (n)

1: an independent unit of functionality that is part of the total structure of a web application

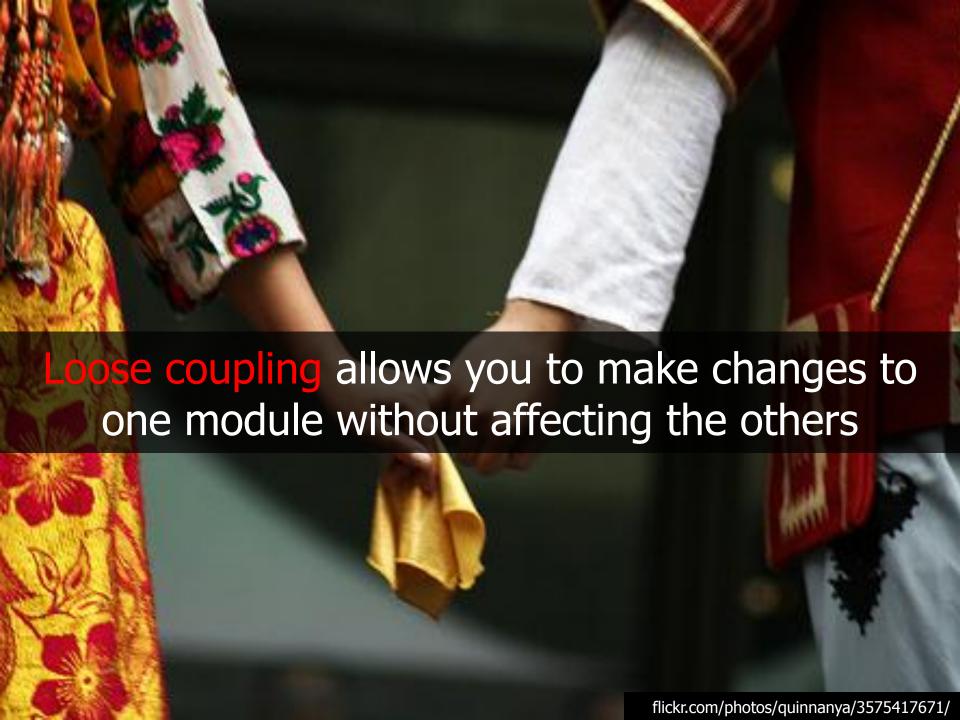
Source: Me







Any single module should be able to live on its own





Module

Module

**Module** 

**Module** 

**Sandbox** 

Module

**Application Core** 

**Base Library** 

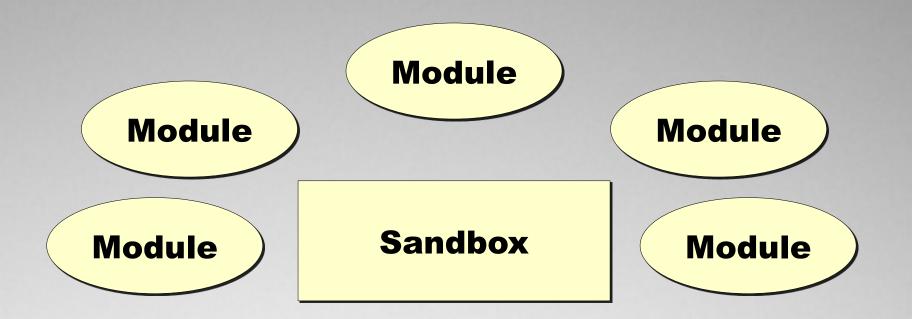
### **Application Architecture**

Modules

Sandbox

**Application Core** 

Base Library



#### Modules have limited knowledge

Each module knows about their sandbox and that's it

```
Core.register("module-name", function(sandbox){
    return {
        init: function(){
            //constructor
        },
        destroy: function(){
            //destructor
    };
});
```

## Which parts know about the web application being built?

### None of them



### What is a module's job?



Hello, I'm the weather module. It's my job to tell you the weather.



Hello, I'm the stocks module. It's my job to tell you about the stock market.

## Each module's job is to create a meaningful user experience



# This doesn't mean modules can do whatever they want to do their job



They need a strict set of rules so they don't get into trouble

### **Module Rules**

### Hands to yourself

- > Only call your own methods or those on the sandbox
- > Don't access DOM elements outside of your box
- Don't access non-native global objects

#### Ask, don't take

> Anything else you need, ask the sandbox

### Don't leave your toys around

Don't create global objects

### Don't talk to strangers

Don't directly reference other modules

### Modules must stay within their own sandboxes

No matter how restrictive or uncomfortable it may seem



# **Application Architecture**

Modules

Sandbox

**Application Core** 

Module

Module

**Module** 

**Module** 

**Sandbox** 

Module

**Application Core** 

Sandbox

### The sandbox ensures a consistent interface

Modules can rely on the methods to always be there

Module

Module

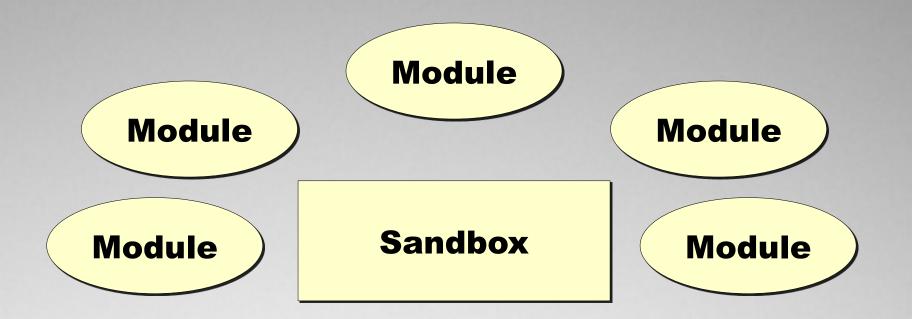
**Module** 

**Module** 

**Sandbox** 

Module

**Application Core** 



### Modules only know the sandbox

The rest of the architecture doesn't exist to them



```
Core.register("module-name", function(sandbox){
    return {
        init: function(){
           //not sure if I'm allowed...
           if (sandbox.iCanHazCheezburger()){
               alert("thx u");
        },
        destroy: function(){
            //destructor
    };
});
```

### **Sandbox Jobs**

- Consistency
- Security
- Communication

# Take the time to design the correct sandbox interface

It can't change later

# **Application Architecture**

Modules

Sandbox

**Application Core** 

**Module** 

**Module** 

Module

**Module** 

**Sandbox** 

**Module** 

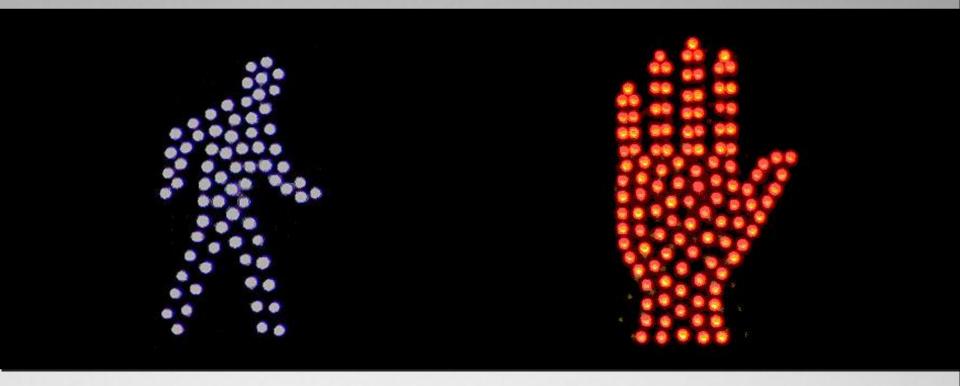
Application Core

**Application Core** 

# The application core manages modules That's it

Application Core

aka Application Controller



The application core tells a module when it should initialize and when it should shutdown

```
Core = function() {
  var moduleData = {};
  return {
      register: function(moduleId, creator) {
        moduleData[moduleId] = {
          creator: creator,
          instance: null
        };
      },
      start: function(moduleId) {
        moduleData[moduleId].instance =
            moduleData[moduleId].creator(new Sandbox(this));
        moduleData[moduleId].instance.init();
      },
      stop: function(moduleId) {
        var data = moduleData[moduleId];
        if (data.instance) {
            data.instance.destroy();
            data.instance = null;
```

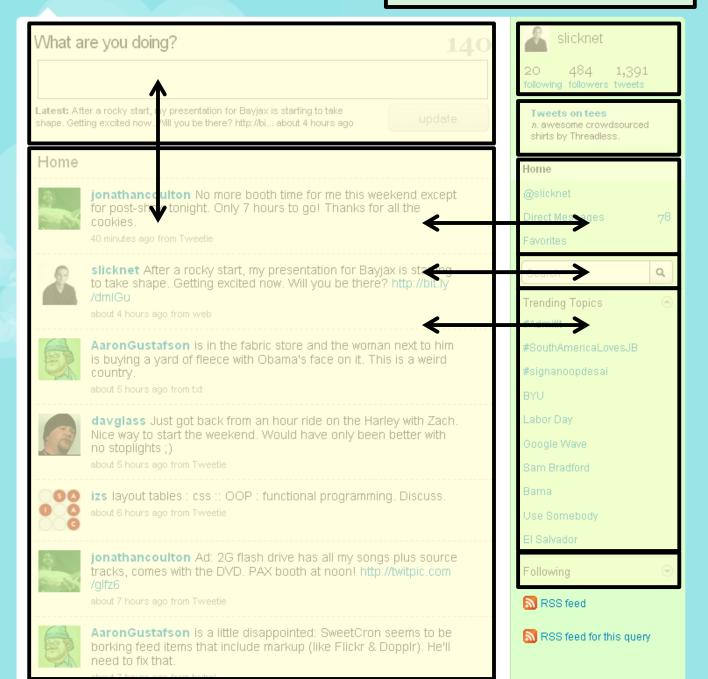
```
Core = function() {
  return {
    //more code here...
    startAll: function() {
      for (var moduleId in moduleData) {
        if (moduleData.hasOwnProperty(moduleId)) {
          this.start(moduleId);
    },
    stopAll: function(){
      for (var moduleId in moduleData) {
        if (moduleData.hasOwnProperty(moduleId)) {
          this.stop(moduleId);
    //more code here...
```

```
//register modules
Core.register("module1", function(sandbox){ /*...*/ });
Core.register("module2", function(sandbox){ /*...*/ });
Core.register("module3", function(sandbox){ /*...*/ });
Core.register("module4", function(sandbox){ /*...*/ });
//start the application by starting all modules
Core.startAll();
```



The application core manages communication between modules





```
TimelineFilter = {
    changeFilter: function(filter) {
        Timeline.applyFilter(filter);
                                              Tight
};
                                            Coupling
StatusPoster = {
    postStatus: function(status) {
        Timeline.post(status);
                                        Tight
};
                                      Coupling
Timeline = {
    applyFilter: function(filter) {
        //implementation
    },
    post: function(status) {
        //implementation
};
```

```
Core.register("timeline-filter", function(sandbox) {
    return {
        changeFilter: function(filter) {
            sandbox.notify({
                type: "timeline-filter-change",
                data: filter
            });
                                       Loose
                                     Coupling
    };
});
Core.register("status-poster", function(sandbox) {
    return {
        postStatus: function(statusText) {
            sandbox.notify({
                type: "new-status",
                data: statusText
                                           Loose
            });
                                          Coupling
    };
});
```

```
Core.register("timeline", function(sandbox) {
    return {
        init: function(){
            sandbox.listen([
                "timeline-filter-change",
                "post-status"
                                                    Loose
            ], this.handleNotification, this);
                                                  Coupling
        },
        handleNotification: function(note) {
            switch (note.type) {
                case "timeline-filter-change":
                     this.applyFilter(note.data);
                     return;
                case "post-status":
                     this.post(note.data);
                     return;
```



What are you doing? 140	& slicknet	
	20 484 1,391 following followers tweets	
Latest: After a rocky start, my presentation for Bayjax is starting to take shape. Getting excited now. VVIII you be there? http://bi about 4 hours ago	Tweets on tees  n. awesome crowdsourced shirts by Threadless.	
	Home	
	@slicknet	
	Direct Messages	78
	Favorites	
	Search	Q
	Trending Topics	
	#AdmitIt	
	#SouthAmericaLovesJB	
	#signanoopdesai	
	BYU	
	Labor Day	

# When modules are locally doubled, removing a module doesn't break the others

No direct access to another module = no breaking should the module disappear.



### The application core handles errors

Uses available information to determine best course of action



```
Core = function() {
  var moduleData = {}, debug = false;
  function createInstance(moduleId) {
    var instance =
      moduleData[moduleId].creator(new Sandbox(this)),
      name, method;
    if (!debug) {
      for (name in instance) {
        method = instance[name];
        if (typeof method == "function") {
          instance[name] = function(name, method) {
            return function(){
              try { return method.apply(this, arguments);}
              catch(ex) {log(1, name + "(): " + ex.message);}
            };
          } (name, method);
    return instance;
  //more code here
}();
```



#### Learn more

http://www.slideshare.net/nzakas/enterprise-javascript-error-handling-presentation

## **Application Core Jobs**

- Manage module lifecycle
- Enable inter-module communication
- General error handling
- Be extensible

Why not?







### Web applications change

Often in ways that you couldn't possibly anticipate

### Plan for extension



**Module** 

Module

Module

**Module** 

**Sandbox** 

**Module** 

**Extension** 

**Application Core** 

**Extension** 

### What Extensions?

- Error handling
- Ajax communication
- New module capabilities
- General utilities
- Anything!





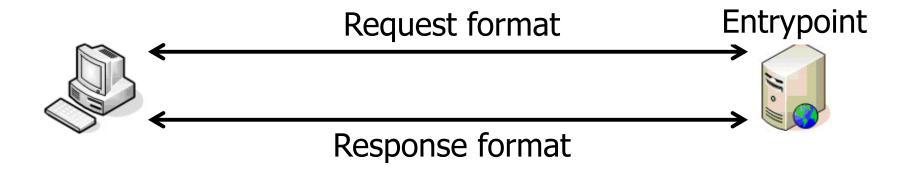






## Ajax communication comes in different forms

Tends to be tied to something available on the server



# Three parts must be in sync for Ajax to work Modules shouldn't know anything about any of this

**Module** 

Module

**Sandbox** 

**Module** 

**Module** 

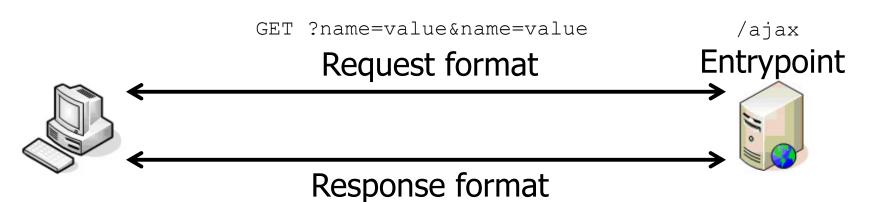
**Extension** 

**Module** 

**Application Core** 

Ajax/XML

**Base Library** 



```
Entrypoint
var xhr = new XMLHttpRegrest();
xhr.open("get", "/ajax?name=value",
                                              Request
                                               format
xhr.onreadystatechange = function() {
  if (xhr.readyState == 4) {
    if (xhr.status == 200 || xhr.status == 304) {
      var statusNode = xhr.responseXML.getElementsByTagName("status")[0],
          dataNode = xhr.responseXML.getElementsByTagName("data")[0];
      if (statusNode.firstChild.nodeValue == "ok") {
        handleSuccess (processData (dataNode));
                                                         Response
      } else {
                                                           format
        handleFailure();
    } else {
      handleFailure();
};
xhr.send(null);
```

# Basic implementation

Lowest-level Ajax with XMLHttpRequest

```
Library
                          Entrypoint
  reference
var id = Y.lo("/ajax?name=value"__
                                            Request
 method: "get",
                                             format
  on: {
    success: function(req){
      var statusNode = req.responseXML.getElementsByTagName("status")[0],
          dataNode = req.responseXML.getElementsByTagName("data")[0];
      if (statusNode.firstChild.nodeValue == "@k") {
        handleSuccess (processData (dataNode));
                                                       Response
      } else {
        handleFailure();
                                                         format
    failure: function (req) {
      handleFailure();
});
```

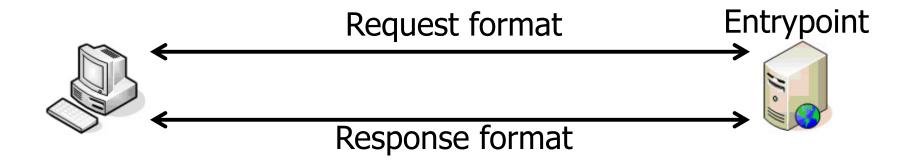
### Implementation using a library

Hides some of the ugliness but still tightly coupled to Ajax implementation

```
var id = sandbox.request({ name: "value" }, {
    success: function(response) {
        handleSuccess(response.data);
    },
    failure: function(response) {
        handleFailure();
    }
});
```

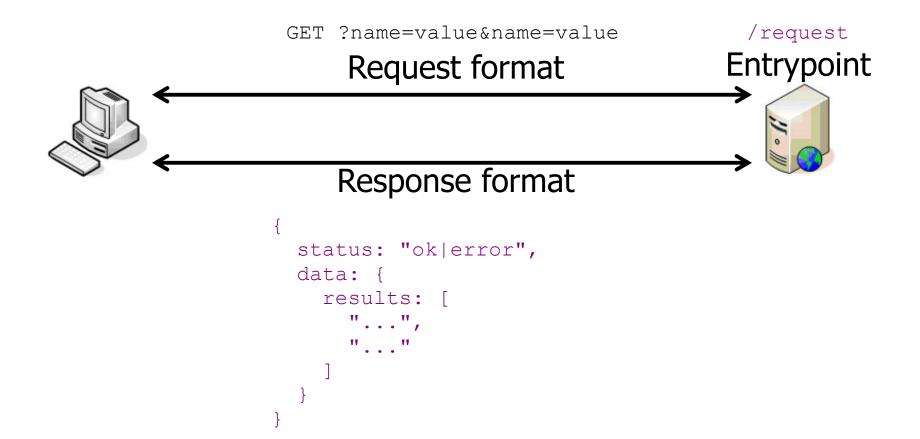
### Implementation using sandbox

Passes through to core - hides all Ajax communication details



## Ajax extension encapsulates all details

Any of these three can change without affecting modules



**Module** 

Module

Sandbox

**Module** 

**Module** 

**Extension** 

**Module** 

**Application Core** 

Ajax/JSON

**Base Library** 

## **Ajax Extension Jobs**

- Hide Ajax communication details
- Provide common request interface
- Provide common response interface
- Manage server failures

## **Application Architecture**

Modules

Sandbox

**Application Core** 

Base Library

**Module** 

Module

Sandbox

**Application Core** 

**Base Library** 

**Module** 

**Module** 

**Extension** 

**Extension** 

**Module** 

# The base library provides basic functionality Ironic, huh?

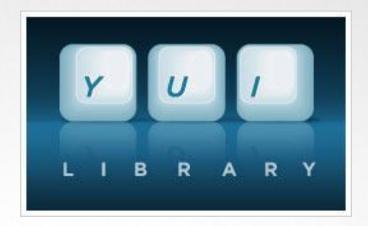
**Base Library** 













Be Lazy: Nothing is faster than doing nothing

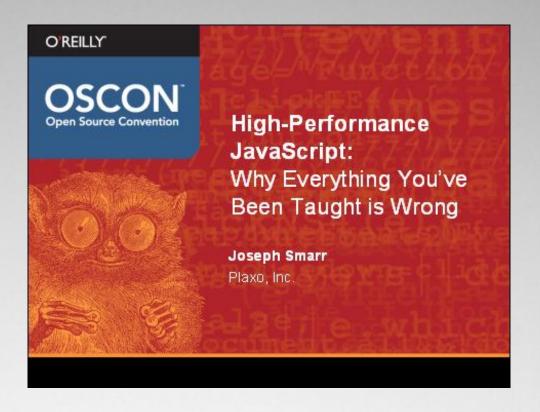
#### Write less code

- Minimize the JavaScript code you send down
  - Minify = good, obfuscate = not much better
  - Strip debug / logging lines (don't just set log-level = 0)
  - Remove unnecessary OOP boilerplate
    - Get/Set functions don't actually protect member vars! etc.
- Minimize dependency on third-party library code
  - Lots of extra code comes along that you don't need
  - Libraries solve more general problems → use like scaffolding

Joseph Smarr, Plaxo, Inc.

# High-Performance JavaScript, OSCON 2007

Joseph Smarr, Plaxo, Inc.



### Learn more

http://josephsmarr.com/2007/07/25/high-performance-javascript-oscon-2007/

# Ideally, only the application core has any idea what base library is being used

Module

Module

**Module** 

Module

**Sandbox** 

Module

Application Core

Dojo

Module Module **Sandbox** Module **Application** Core YUI

**Module** 

Module

## **Base Library Jobs**

- Browser normalization
- General-purpose utilities
  - > Parsers/serializers for XML, JSON, etc.
  - Object manipulation
  - DOM manipulation
  - > Ajax communication
- Provide low-level extensibility

**Module** 

Module

**Module** 

**Module** 

**Sandbox** 

Module

**Extension** 

**Application Core** 

**Extension** 

**Extension** 

**Base Library** 

**Extension** 

# **Architecture Knowledge**

**Module** 

Module

**Module** 

**Module** 

**Sandbox** 

Module

**Extension** 

**Application Core** 

**Extension** 

**Extension** 

**Base Library** 

**Extension** 

# Only the base library knows which browser is being used

No other part of the architecture should need to know

**Base Library** 

# Only the application core knows which base library is being used

No other part of the architecture should need to know

**Application Core** 

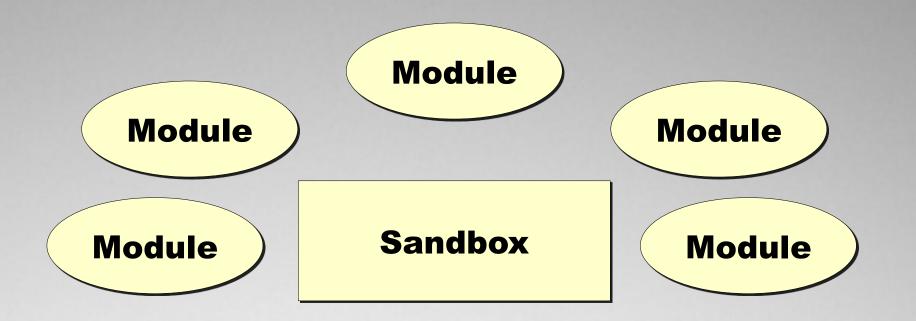
**Base Library** 

**Sandbox** 

Application Core

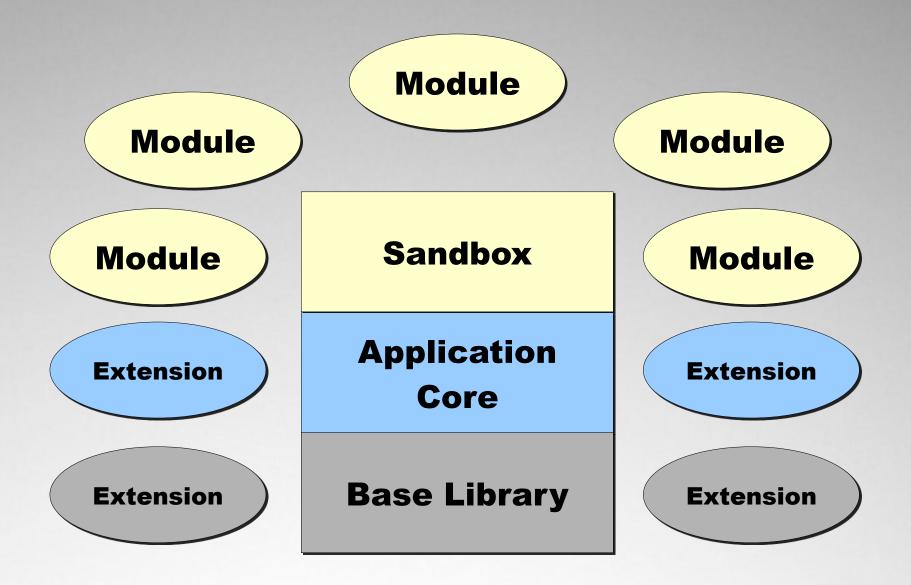
# Only the sandbox knows which application core is being used

No other part of the architecture should need to know



# The modules know nothing except that the sandbox exists

They have no knowledge of one another or the rest of the architecture



No part knows about the web application

# **Advantages**



with the same framework

Minimize ramp-up time by reusing existing components

## Each part can be tested separately

You just need to verify that each is doing it's unique job





A scalable JavaScript architecture allows you to replace any block without fear of toppling the tower

# The End

### **Etcetera**

•My blog: www.nczonline.net

•Twitter: @slicknet

These Slides: slideshare.net/nzakas



