

AngularJS Patterns: Clean Code

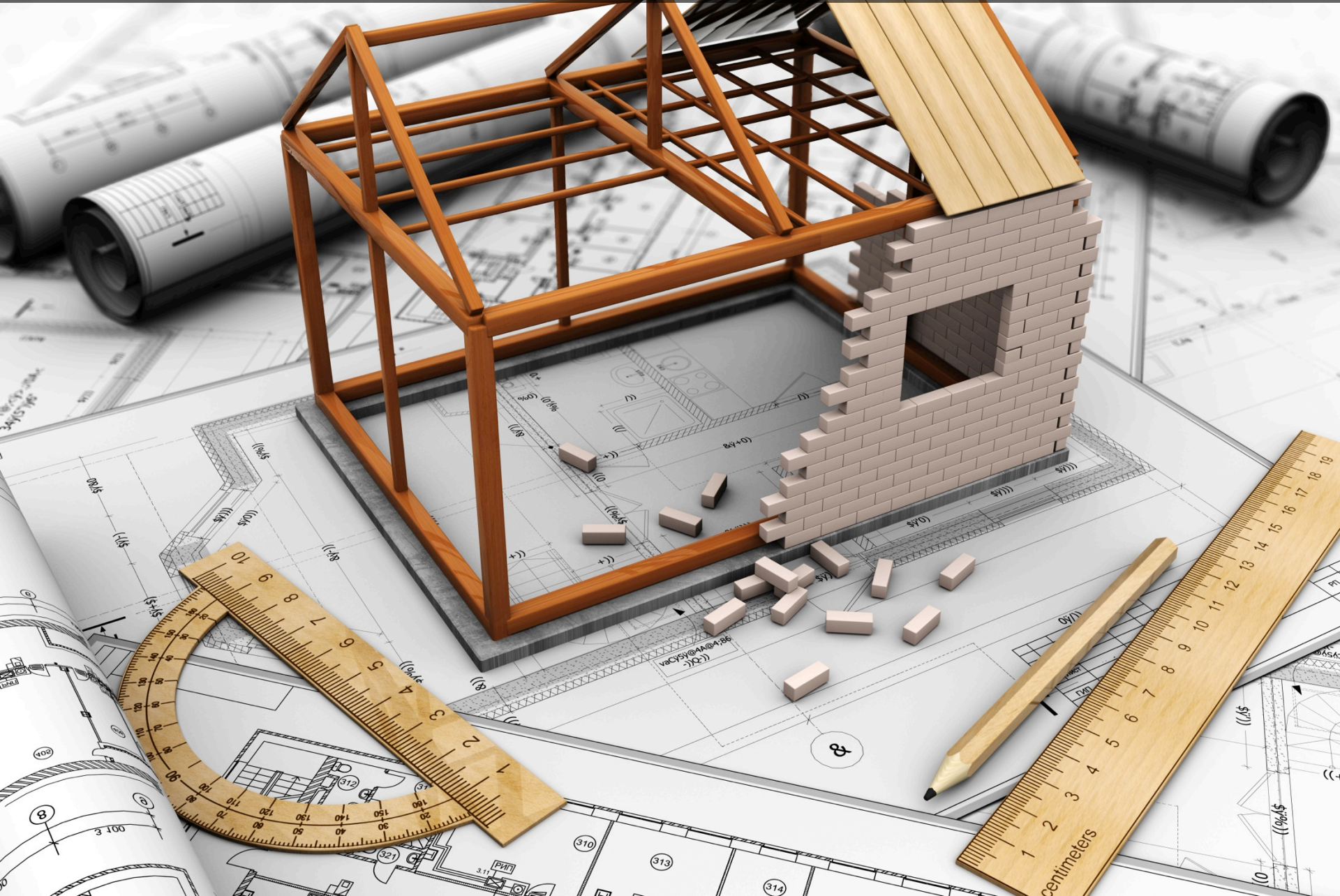
Course Introduction

John Papa
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Designing Your App Structure





Not Spaghetti Code

```
184 function getPartials(forceRemote) {
185     var entityName = 'Session';
186     var orderBy = 'timeSlot.start, speaker.firstName, title';
187     var sessions;
188     var sessionsQuery = breeze.EntityQuery.from('Sessions');
189     var manager = new Manager();
190
191     if (base.zStorage.areItemsLoaded('sessions') && !forceRemote) {
192         sessions = base.getAllLocal(entityName, orderBy);
193         return base.$q.when(sessions);
194     }
195
196     return sessionsQuery
197         .select('id, title, code, speakerId, trackId, timeSlotId, roomId, le
198         .orderBy(orderBy)
199         .toType(entityName)
200         .using(manager).execute()
201         .then(success).catch(base.queryFailed);
202
203     function success(response) {
204         sessions = base.setIsPartialTrue(response.results);
205         mongoSessionSort(sessions);
206         base.zStorage.areItemsLoaded('sessions', true);
207         base.logger.info('Retrieved [Session Partials] from remote data sour
208         base.zStorage.save();
```


Ravioli Code

```
function avengers(avengersData) {  
  var vm = this;  
  vm.avengers = [];  
  
  function getAvengers() {  
    avengersData.getAvengers().then(function (data) {  
      vm.avengers = data;  
      return vm.avengers;  
    });  
  }  
}
```



Readable Code

```
4  function SpeakerDetail($location, $scope, $routeParams, $window,
5      common, config, datacontext, model) {
6      /*jshint validthis: true */
7      var vm = this;
8      var entityName = model.entityNames.speaker;
9      var logger = common.logger;
10     var $q = common.$q;
11     var wipEntityKey;
12
13     vm.cancel = cancel;
14     vm.goBack = goBack;
15     vm.hasChanges = false;
16     vm.isSaving = false;
17     vm.save = save;
18     vm.speaker = null;
19     vm.speakers = [];
20
21     Object.defineProperty(vm, 'canSave', { get: canSave });
22
23     activate();
24
25     function activate() {
26         onDestroy();
27         onHasChanges();
28         datacontext.ready([getRequestedSpeaker()]).then(onEveryChange);
29     }
```

Modularity

Main App Module

```
angular.module('app', [  
  'app.core',  
  'app.widgets',  
  
  /*  
   * Feature areas  
   */  
  'app.avengers',  
  'app.dashboard',  
  'app.layout'  
]);
```

App Feature Modules

```
angular.module('app.avengers', []);
```

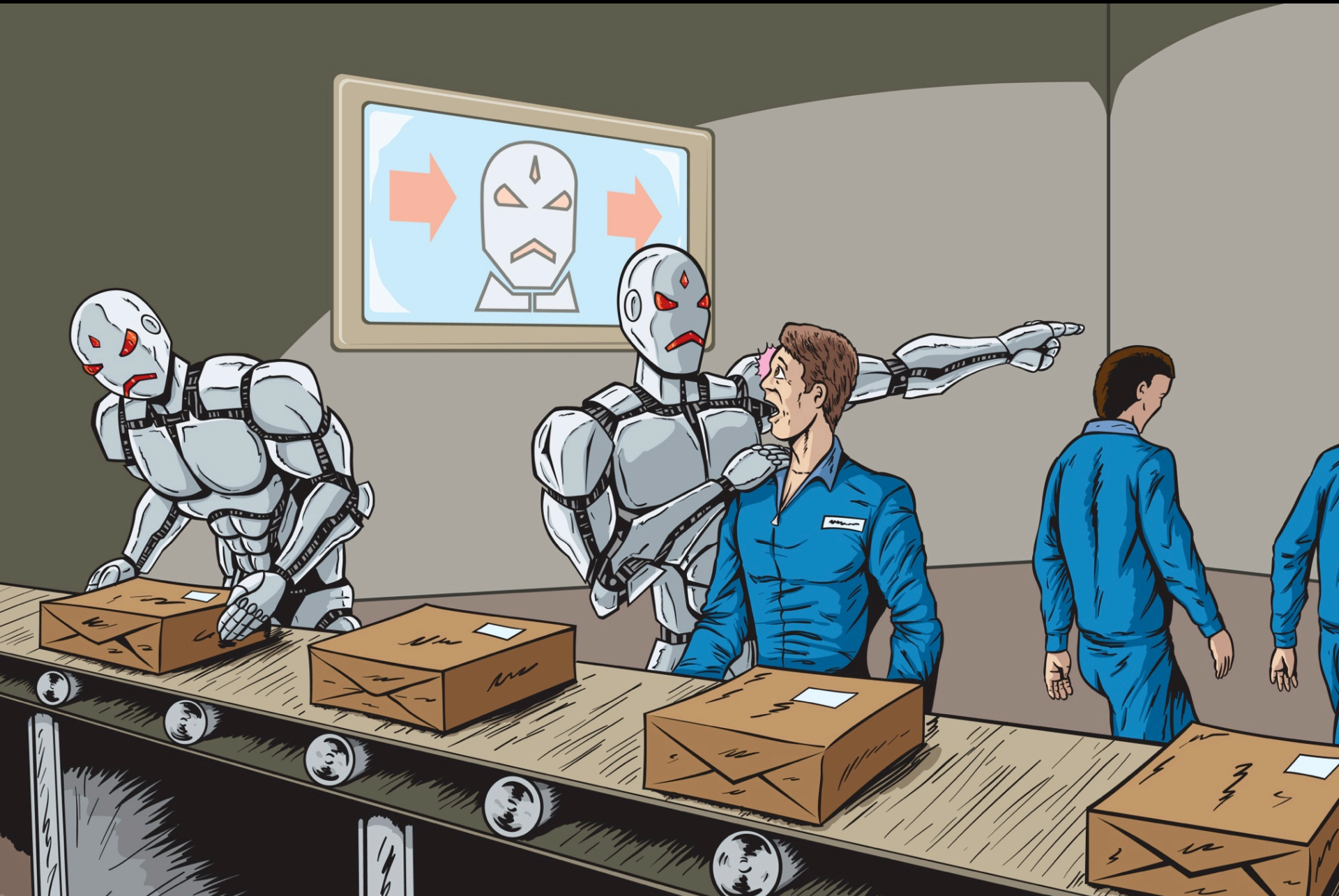
Cross App Modules

```
angular.module('app.core', [  
  /*  
   * Angular modules  
   */  
  'ngAnimate',  
  'ngRoute',  
  'ngSanitize',  
  /*  
   * Reusable cross app code modules  
   */  
  'blocks.exception',  
  'blocks.logger',  
  'blocks.router',  
  /*  
   * 3rd Party modules  
   */  
  'ngplus'  
]);
```

Simple and Scalable Patterns

```
// "Controller As" syntax
function Avenger() {
  var vm = this;
  vm.name = 'Captain America';
  vm.prop = 'shield';
}
```

Task Automation





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Quick Overview

Getting
Started

Organizing

Separation
of
Concerns

Modules

Readability

Controller
Patterns

Dependency
Management

Exception
Handling

Conventions

Development Tools

WebStorm

<http://www.jetbrains.com/webstorm/>

Sublime

Brackets

Visual Studio

Atom



<http://nodejs.org/>

Mac

Windows

Samples

ng-demos repository

<https://github.com/johnpapa/ng-demos>

modular

Primary app for the course

cc-bmean

Install Mongo First

Windows

- <http://jpapa.me/mongowin>

Mac

- <http://jpapa.me/mongoosx>

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