





### STEPS TO DESIGN SAMPLE EMBER APPLICATION

# **Prerequisites:**

- NodeJs and NPM commands.
- > MVC Design Pattern.
- > JavaScript, CSS, HTML5 and JSON.
- > ES6 and ES5 JavaScript features.
- > Jquery basics

#### Install Ember

You can install Ember with a single command using npm, the Node.js package manager. Type this into your terminal:



npm install -g ember-cli@2.12

# Creating a New App

To create a new project using Ember CLI, use the new command. In preparation for the tutorial in the next section, you can make an app called super-rentals.

1 ember new super-rentals

A new project will be created inside your current directory. You can now go to your super-rentals project directory and start working on it.

1 cd super-rentals

# **Directory Structure**

The new command generates a project structure with the following files and directories:

```
1  |--app
2  |--config
3  |--node_modules
4  |--public
5  |--tests
6  |--vendor
7
8  <other files>
9
10 bower.json
11 ember-cli-build.js
12 package.json
13 README.md
14 testem.js
```

Let's take a look at the folders and files Ember CLI generates.

**app**: This is where folders and files for models, components, routes, templates and styles are stored. The majority of your coding on an Ember project happens in this folder.

**bower.json**: Bower is a dependency management tool. It can be used to manage front-end plugins and component dependencies (HTML, CSS, JavaScript, etc). All Bower components are installed in the bower\_components directory. If we add front-end dependencies, such as Bootstrap, we will see them listed here, and added to the bower\_components directory.

**config**: The config directory contains the environment.js where you can configure settings for your app.

**node\_modules / package.json**: This directory and file are from npm. npm is the package manager for Node.js.

Ember is built with Node and uses a variety of Node.js modules for operation.

The package.json file maintains the list of current npm dependencies for the app.

Any Ember CLI add-ons you install will also show up here. Packages listed in package.json are installed in the node\_modules directory.

public: This directory contains assets such as images and fonts.

**vendor**: This directory is where front-end dependencies (such as JavaScript or CSS) that are not managed by Bower go.

tests / testem.js: Automated tests for our app go in the tests folder, and Ember CLI's test runner testem is configured in testem.js.

ember-cli-build.js: This file describes how Ember CLI should build our app.

#### **ES6 Modules**

If you take a look at app/router.js, you'll notice some syntax that may be unfamiliar to you.

```
app/router.js

1  import Ember from 'ember';
2  import config from './config/environment';
3
4  const Router = Ember.Router.extend({
5   location: config.locationType,
6   rootURL: config.rootURL
7  });
8
9  Router.map(function() {
10  });
11
12  export default Router;
```

Ember CLI uses ECMAScript 2015 (ES2015 for short or previously known as ES6) modules to organize application code.

For example, the line import Ember from 'ember'; gives us access to the actual Ember.js library as the variable Ember. And the import config from './config/environment'; line gives us access to our app's configuration data as the variable config. const is a way to declare a read-only variable to make sure it is not

accidentally reassigned elsewhere. At the end of the file, export default Router; makes the Router variable defined in this file available to other parts of the app.

#### The Development Server

Once we have a new project in place, we can confirm everything is working by starting the Ember development server:

1 ember server

or, for short:

1 ember s

If we navigate to <a href="http://localhost:4200">http://localhost:4200</a>, we'll see the default welcome screen.

### **Building For Production**

Now that we've written our application and verified that it works in development, it's time to get it ready to deploy to our users. To do so, run the following command:

# 1 ember build --env production

The build command packages up all of the assets that make up your application—JavaScript, templates, CSS, web fonts, images, and more.

In this case, we told Ember to build for the production environment via the -env flag. This creates an optimized bundle that's ready to upload to your web host.
Once the build finishes, you'll find all of the concatenated and minified assets in your application's dist/directory.

