

# JavaScript Modules and Patterns

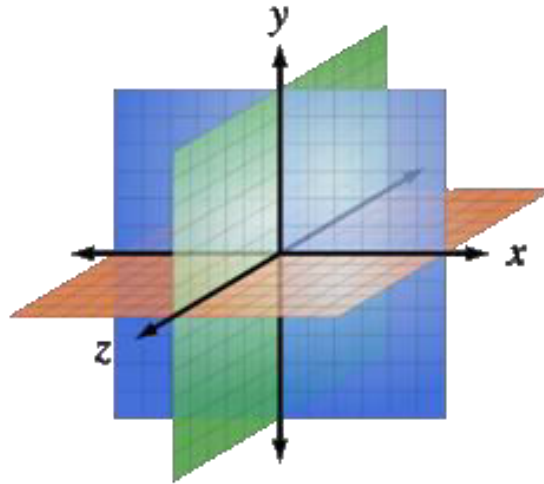
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# Public/Private fields

## Using the function scope



# Public/Private Fields

- Each variable is defined:
  - In the **global** scope (**Public**)
  - In a **function** scope (**Private**)

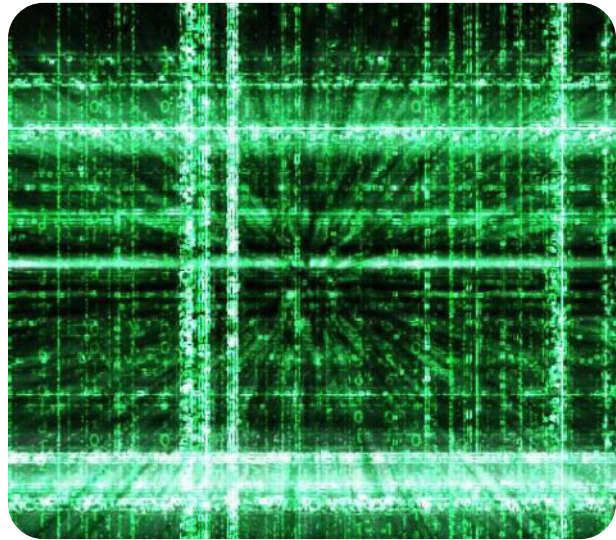
```
var global = 5;

function myFunction() {
  var private = global;

  function innerFunction(){
    var innerPrivate = private;
  }
}
```

# Public/Private fields

**Live Demo**



# The Module Pattern

## Hide members



# Pros and Cons

- Pros:
  - “Modularize” code into re-useable objects
  - Variables/functions not in global namespace
  - Expose only public members
- Cons:
  - Not easy to extend
  - Some complain about debugging

# Module Pattern: Structure

```
var module = (function() {  
    //private variables  
    //private functions  
  
    return {  
        //public members  
        someFunc: function() {...},  
        anotherFunc: function() {...}  
    };  
})();
```



# Module Pattern: Summary

- Module pattern provides **encapsulation** of variables and functions
- Provides a way to add **visibility** (public versus private) to members
- Each object instance creates new copies of functions in memory

# Module Pattern

## Live Demo



# The Revealing Module Pattern

**Reveal the most interesting  
members**

# Revealing Module Pattern: Pros and Cons

- Pros:
  - “Modularize” code into re-useable objects
  - Variables/functions taken out of global namespace
  - Expose only visible members
  - "Cleaner" way to expose members
  - Easy to change members privacy
- Cons:
  - Not easy to extend
  - Some complain about debugging
  - Hard to mock hidden objects for testing

# Revealing Module Pattern: Structure

```
var module = (function() {  
    //hidden variables  
    //hidden functions  
  
    return {  
        //visible members  
        someFunc: referenceToFunction  
        anotherFunc: referenceToOtherFunction  
    };  
})();
```

# Revealing Module Pattern: Summary

- Module pattern provides **encapsulation** of variables and functions
- Provides a way to add **visibility** (public versus private) to members
- Extending objects can be difficult since no prototyping is used

# Revealing Module Pattern

## Live Demo

# The Revealing Prototype Pattern

**Reveal the most interesting members (again)**



# Revealing Prototype Pattern: Pros and Cons

- Pros:
  - “Modularize” code into re-useable objects
  - Variables/functions taken out of global namespace
  - Expose only public members
  - Functions are loaded into memory once
  - Extensible
- Cons:
  - "this" can be tricky
  - Constructor is separated from prototype

# Revealing Prototype Pattern: Structure

```
var Constructor = function () {  
    //constructor defined here  
}  
  
Constructor.prototype = (function() {  
    //hidden variables  
    //hidden functions  
  
    return {  
        //exposed members  
        someFunc: pointerToSomeFunc  
        anotherFunc: pointerToAnotherFunc  
    };  
})();
```

# Revealing Prototype Pattern: Summary

- Module pattern provides **encapsulation** of variables and functions
- Provides a way to add **visibility** (exposed versus hidden) to members
- Provides extension capabilities

# Revealing Prototype Pattern

## Live Demo

# Singleton Pattern

**One object to rule them all!**



# Singleton Pattern: Structure

```
var module = function() {  
  var instance, getInstance;  
  
  return {  
    getInstance: function(){  
      if(!instance){  
        instance = new Instance();  
      }  
      return instance;  
    }  
  };  
}();
```

# Singleton Pattern

## Live Demo

# Augmenting Modules

## Live Demo





# JavaScript Modules and Patterns

Questions?

