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Introduction to Aurelia

MODERN WEB APPLICATION DEVELOPMENT



Steve Hartzog

Chief Scientist



- ▶ Me? Dark matter developer
 - ► ~25 years of systems & dev experience
 - Node, AngularJS, Aurelia
 - ► Classic ASP, ASP.NET, C#, VB

► FedID? Cyber Security Startup

Modern Web Development

Cliff notes... for HTML

- ► HTML 4.01 (December 1999)
 - <button>, not <input type="button"></input>
- ▶ HTML 5 (October 2014)
 - New Semantic Elements
 - <nav>, <article>, <aside>, <section>,
 <header>, <footer>...
 - ► Global Attributes, ex: data-custom
 - ▶ NOT case sensitive
 - Do NOT use special characters (like parens or *)
 - ▶ If a period is used, the left portion is still parsed
 - ▶ ex. value.bind
- ▶ **Web Components** (Working Draft, Feb 2017)
 - Shadow Dom v1 (encapsulation)
 - HTML Imports, />
 - HTML Templates, <template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></template></te

Modern Web Development

Cliff notes... for JavaScript

ES2015 (June 2015)

- Template Literals: `Welcome, \${name}`
- ► Classes: class Epic {}
 - ► function keyword not needed inside class
- ▶ New Variable declarations: let, const
- ▶ import so far, only implemented by node
- ES2016 (June 2016)
 - ▶ Decorators: @inject
- ES2017 (Working Draft, Jan/Feb 2017)
 - await, async



High Level Points

- ▶ Blue Spire owns Aurelia
 - ► Enterprise Support Available
- Aurelia is open source (MIT)
- Founded and Managed by Rob Eisenberg
- Mature Framework (2 years!)
- Current Release: Aurelia 1.1.1
- Written using modern JavaScript
- Apps Use JavaScript or TypeScript



Why good for modern apps?

- ▶ Native, standards based HTML & JS
- ► Convention over configuration
- Framework simply gets out of the way
- Designed for developers, not tooling
- CLI available and evolving
- TypeScript support
- ► Small, but growing community



- ▶ Modular Architecture
- Dependency Injection
- ► Two-Way Data Binding
- Binding Behaviors
- ▶ Value Converters
- ▶ UI Composition (templates)
- Routing / Navigation
- ▶ Task Queues
- Pub-Sub Messaging
- ▶ HTML Templating
- Custom Elements
- Logging



Show me the money!



7

EVERYONE TIRED OF SLIDES

Bootstrapping

index + main class

index.html

main class

```
import { Aurelia } from 'aurelia-framework';

export async function configure(aurelia: Aurelia) {
   aurelia.use
    .standardConfiguration();

await aurelia.start().then(a => a.setRoot());
}
```

Bootstrapping & Routing

app class

```
import { Router, RouterConfiguration } from 'aurelia-router';
export class App {
  router: Router;
  configureRouter(config: RouterConfiguration, router : Router): void {
    config.options.pushState = true;
    config.map([
      { route: 'welcome', name: 'welcome', moduleId: 'welcome' }
    ]);
```

Bootstrapping

app template with <router-view> container

```
<template>
  <nav>...</nav>
  <div>
    <router-view></router-view>
  </div>
</template>
```

Components, aka "Custom Elements"

Our Hello Page

Class

```
export class Welcome {
  name: string = 'Aurelia';
  hobbies: string[] = [
    'Travel', 'Fine Dining', 'Aurelia'
];

greet(): void {
    alert(`Welcome to ${this.name}`);
  }
}
```

HTML

Binding A Closer Look

Simple, One-Way and Two-Way

```
<!-- Simple Binding -->
${name}

<!-- One-way, Reference it -->
<input id="name" type="text" ref="name" />

<!-- Two-way -->
<input id="name" type="text" value.bind="name" />
```

Looping, events, conditionals

```
<!-- Looping -->
repeat.for='hobby of hobbies'>${hobby}
<!-- Trigger events -->
<button click.delegate='greet'>OK</button>
<button click.trigger='greet'>OK</button>
<!-- Conditionals -->
<div if.bind='name.length > 0'>${name}</div>
<div show.bind='isWelcomed'>${name}</div>
```

Component Usage

Local & Global Requires

Local Component

```
<!-- Component with class -->
<require from="./resources/elements/hello">
</require>
<grid>...</grid>
<!-- Component with HTML only -->
<require from="./hello.html"></require>
<panda />
```

Global Component

```
// Add ref in main
aurelia.use.feature('resources');
// Uncomment line #4 in resources/index.ts
config.globalResources([ <component list> ]);
<!- Then use *anywhere* without require -->
<grid />
```

Services Simple JavaScript Class

Reusable by default (aka Singleton)

```
import { autoinject } from 'aurelia-framework';
import { HttpClient }
  from 'aurelia-fetch-client';

@autoinject
export class Data {

  constructor(private http: HttpClient) {
  }
}
```

New Instance Per Request

```
import { transient }
  from 'aurelia-framework';
@transient()
export class UserModel {
  public name: string;
  constructor(data) {
    this.name = data.name;
```



Scaffolding, Building, Debugging

- ▶ Like most CLIs, it's installed globally
- ▶ VS Code Plugin
- ▶ Flexible build supports multiple tools:
 - ▶ LESS, SASS, WebPack, TypeScript, BABEL
- Generator for common items
- Scaffolded app uses Gulp 4.0 under the hood



LET'S BUILD AN APP!

Documentation and Samples

- ► Aurelia Doc Hub
 - http://aurelia.io/hub
- ▶ Introduction to Aurelia
 - https://github.com/SteveHartzog/CC-Spring-2017
- ▶ Other good samples
 - https://github.com/aurelia/skeleton-navigation



Aurelia Fundamentals

Brian Noyes, @BrianNoyes (Alexandria)

https://www.pluralsight.com/courses/aurelia-fundamentals

Building Applications with Aurelia

Scott Allen, @OdeToCode (Maryland)

https://www.pluralsight.com/courses/building-applications-aurelia

Aurelia Blog

http://blog.aurelia.io/

Blue Spire Enterprise Support

http://aurelia.io/support.html, support@bluespire.com

AngularJS DC Meetup: Aurelia vs Angular (May)

https://www.meetup.com/AngularJS-DC/events/238468336/

Thank you.





#dctech / @SteveHartzog



https://github.com/SteveHartzog



VS Code Plugin – Team Essentials

https://marketplace.visualstudio.com/items?itemName=SteveHartzog.team-essentials

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