

# Building RIA with Ext JS

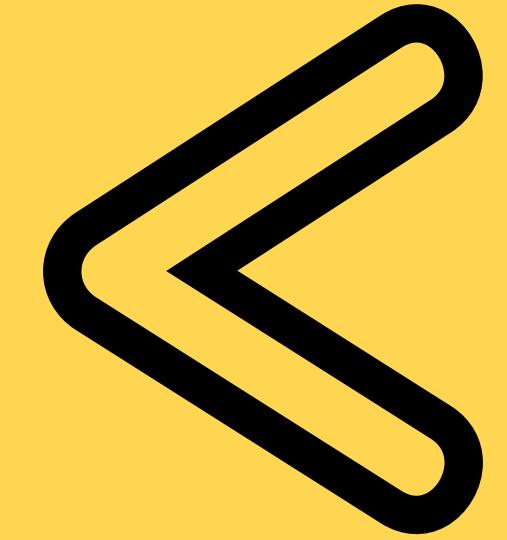
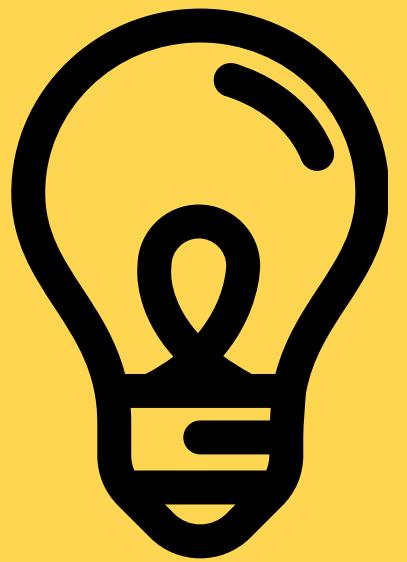
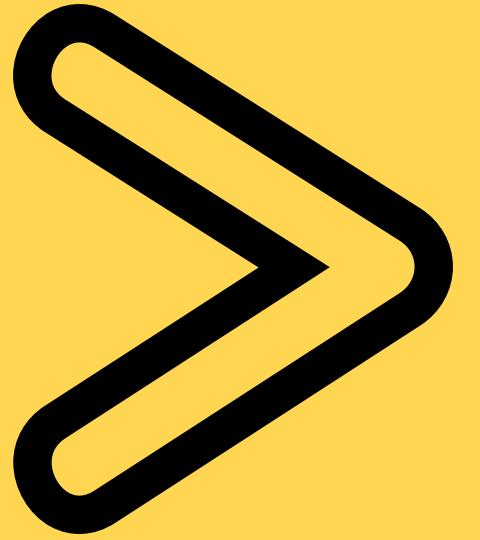
by Akash Saxena

# Who's your host anyway?



**Akash**

CTO, GetSetGo Fitness



**And what is a RIA?**

## RICH INTERNET APPLICATION

Let's look at an example ...

# Enterprise Application

Focus areas

**Complexity and scaling**

**Database connectivity**

**Security and reliability**

# BEFORE MOVING AHEAD ...

## **... let's discuss some core concepts**



This

Object literals

Javascript first class  
functions

Classes

# APPLICATION OUTLINE

**A standard layout that keeps the code clean**

Module locations

Naming conventions

Coding conventions and house styles

Remember - other developers too are working on your project

# SENCHA CMD

## A super-utility tool



Generator

Build service

Scaffolding tools

Rapid application  
development tools

# APPLICATION ARCHITECTURE

Unified folder structure

Namespace:  
<AppName>.<foldername>.  
<ClassAndFileName>

Check the error if the file is  
not found

Let's look at bootstrapping -  
index.html, app.js,  
application.js

Notice mainView

How does onAppUpdate  
work?

Let's look at Model/store and  
create user model/store

# DESIGNING FOR DIFFERENT SCREENS



## Classic

The classic toolkit provides traditional Ext JS 5 application support. This includes support for the desktop browsers, tablets, and touchscreen enabled laptops.

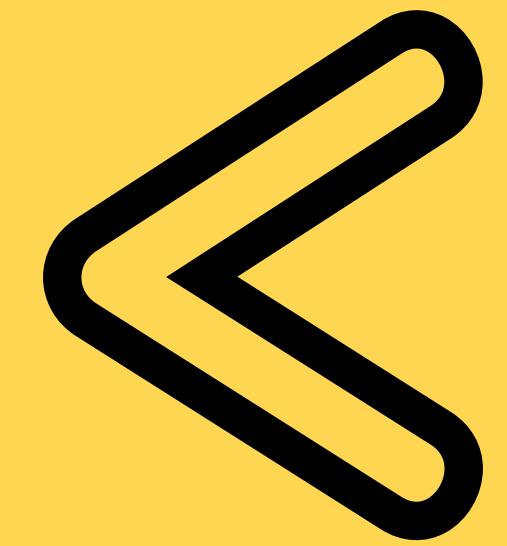
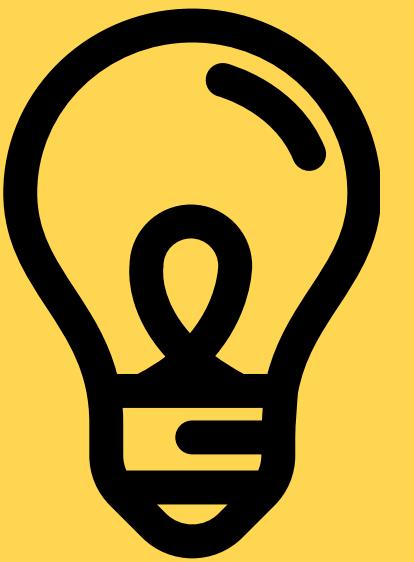
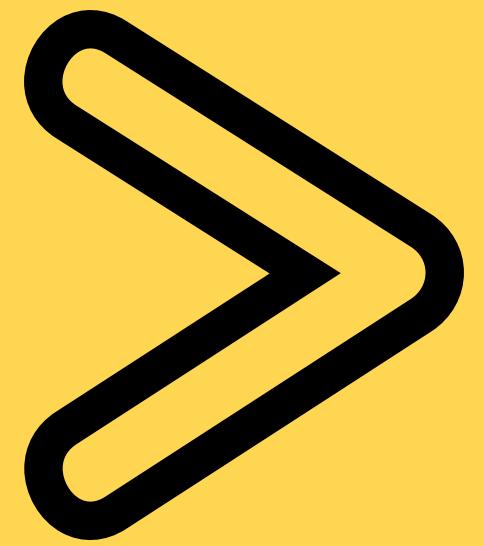
## Modern

The modern toolkit provides universal HTML5 application support all modern browsers (IE11+) from desktop to phone.

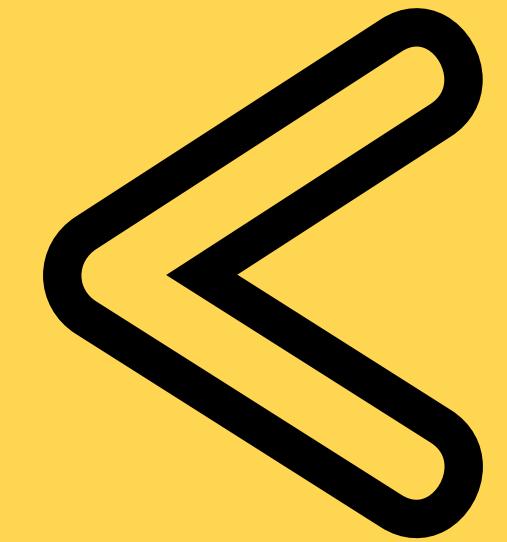
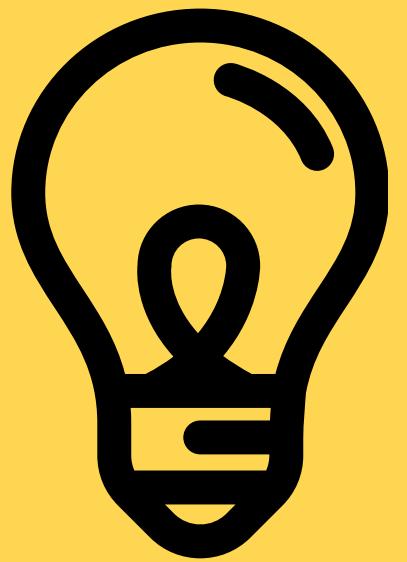
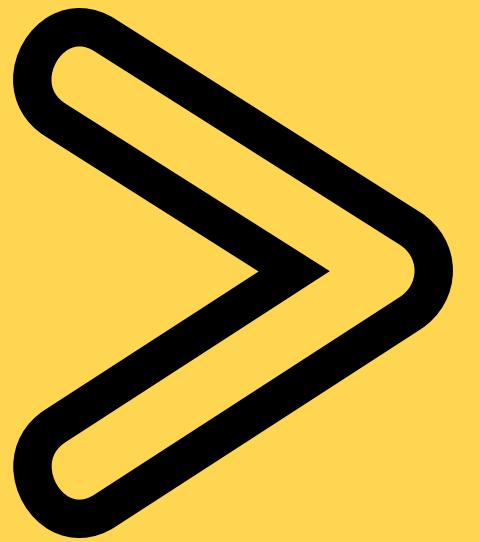
Let's look at app.json and build

Let's look at the folder structure and watch classic or modern





**The core concepts**



**Let's write ...**

**OUR FIRST EXTJS PROGRAM**

# THE CLASS SYSTEM

## Let's write our first class

Let's look at Ext.classManager,  
Ext.base

Ext.define:

This shorthand is used to create a new class, extend a class, or whenever we need to apply some override(s) in a class.

Ext.create:

This shorthand creates a new instance of a class, using either the fullname class, the alias class, or the alternate name class. Using any of these options, the class manager handles the correct mapping to create the class. We can also use this shorthand to create objects from an existing class.

Ext.widget:

This shorthand is used to create a widget using the xtype (alias) property or a configuration object.

# INHERITANCE

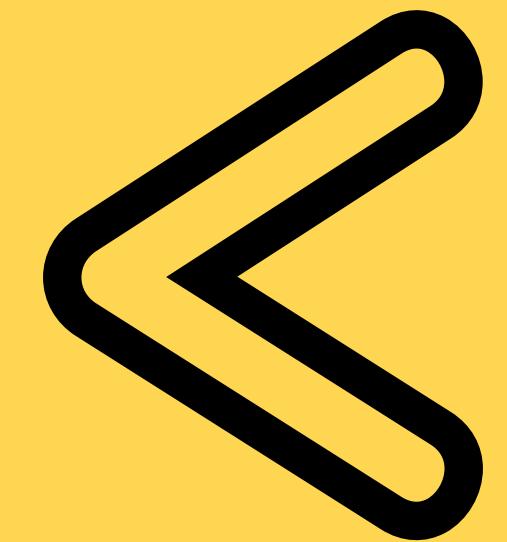
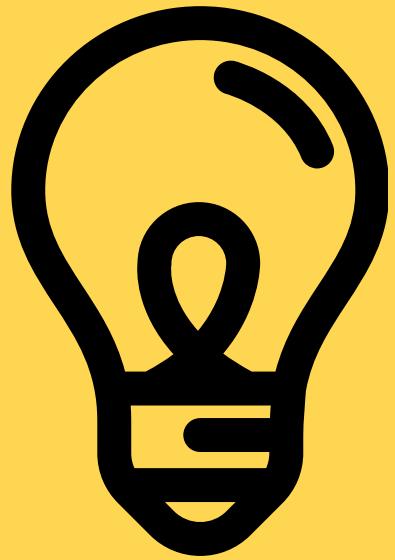
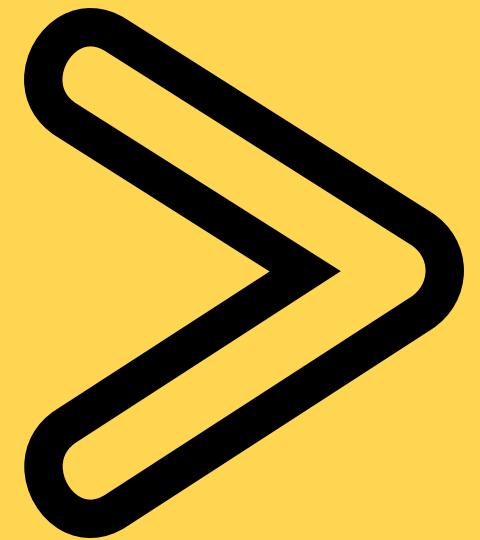
**Let's check a simple inheritance**

The supervisor class

Mixins - Mixing the classes

Let's look at the initConfig  
and setter and getter  
functions

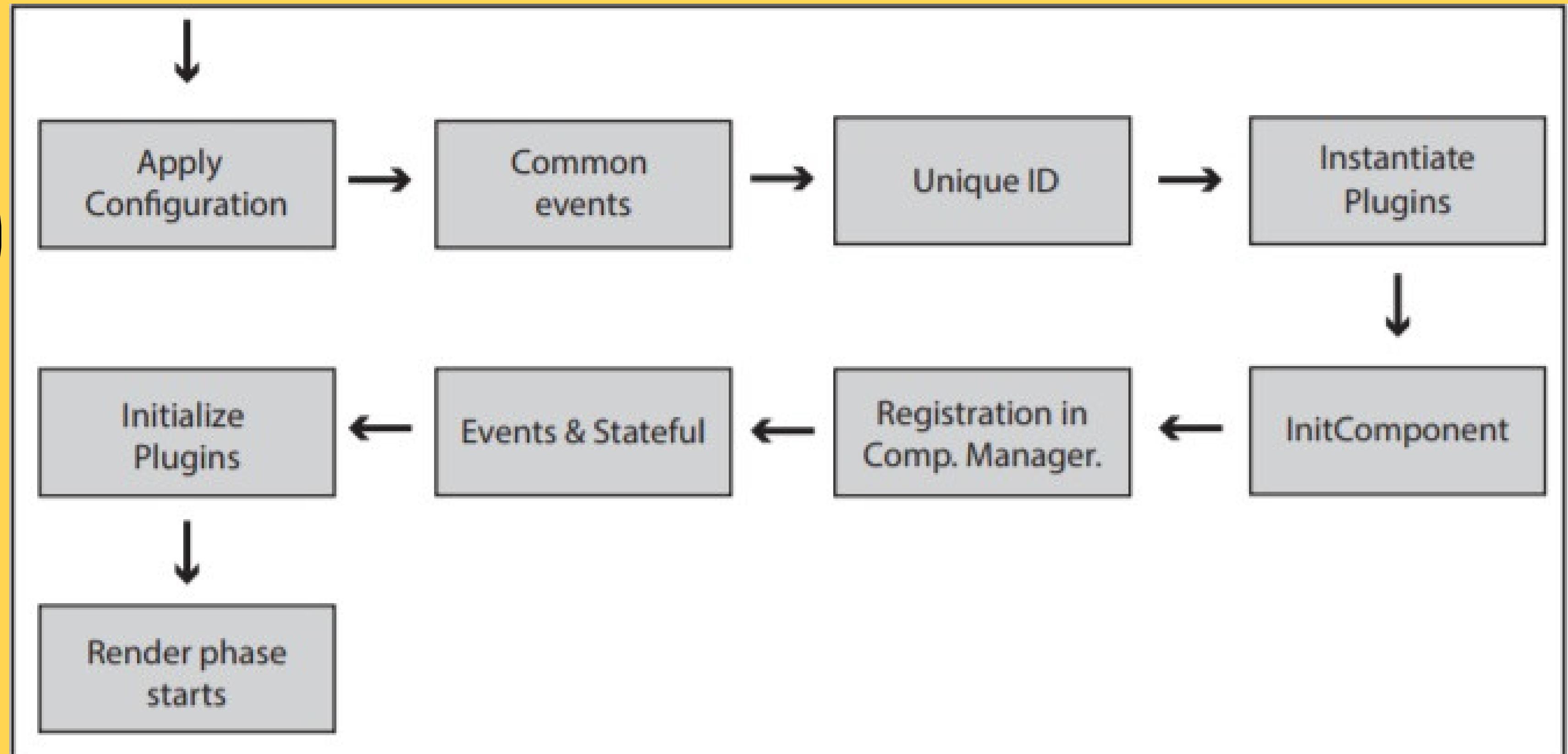
Let's look at alias



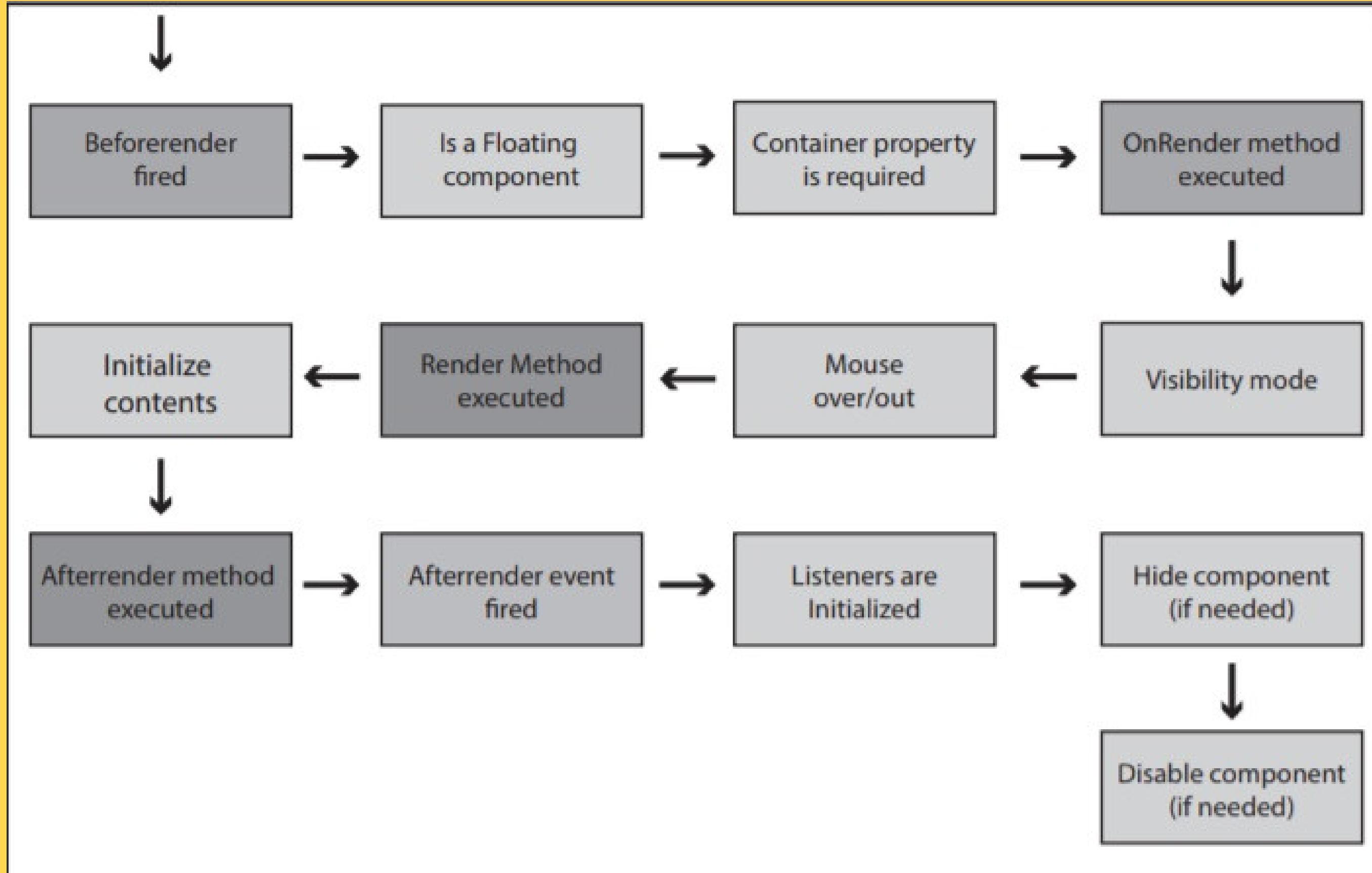
## **The component lifecycle**

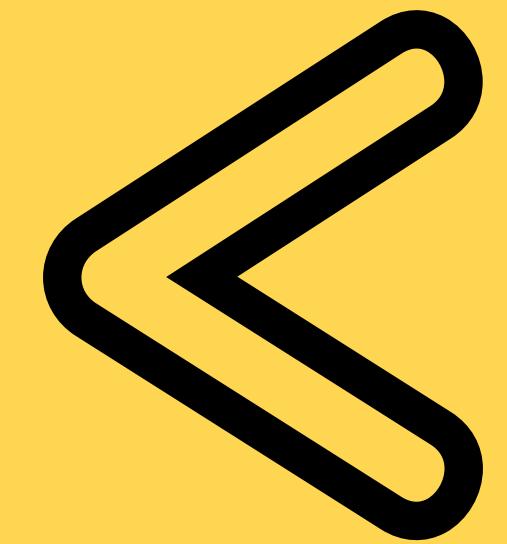
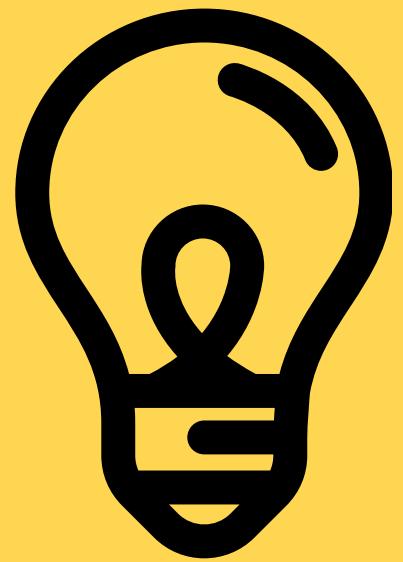
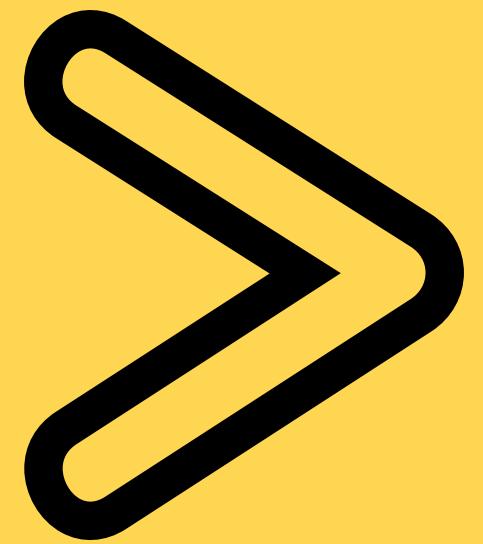
INITIALIZATION > RENDERING >  
DESTRUCTION

# INITIALIZATION



# RENDERING



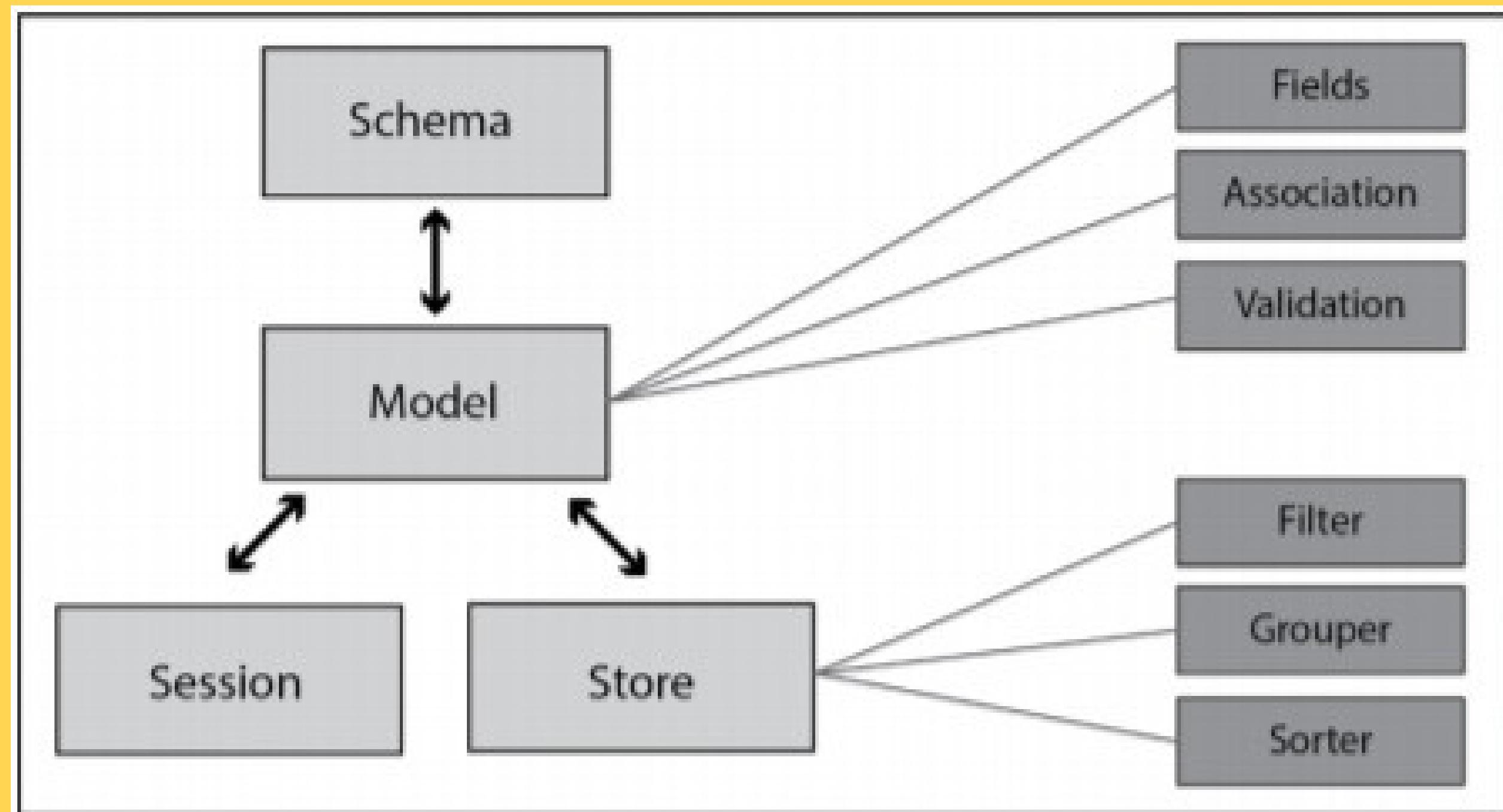


## **Containers**

LET'S WRITE A CONTAINER

Container	Description
Ext . panel . Panel	This component extends Ext . container . Container and is a container with specific functionality. It is also one of the most common containers used in Ext JS.
Ext . window Window	This component extends the Ext . panel . Panel class and is intended to be used as an application window. Windows are floating components and can be resized and dragged. Also, windows can be maximized to fill the viewport.
Ext . tab . Panel	This component also extends the Ext . panel . Panel class container and has the ability to contain other Ext . panel . Panel components, creating one tab per panel in its header section. Also, the tab panel uses the card layout to manage its child components.
Ext . form . Panel	The form panel extends the Ext . panel . Panel class and provides a standard container for forms. Essentially, it is a Panel container that creates a basic form for managing field components.
Ext . Viewport	This container represents the application area (browser viewport). It renders itself to the document body and resizes itself to the size of the browser viewport.

# DATA MODELS



# DATA MODELS

AJAX calls

Data model

Data model - setter and  
getter

One-to-one relationship

One-to-many relationship

# MVC & MVVM

## MVC

Model, View, Controller

## MVVM

View-Model - The ViewModel is a class that manages data specific to the View.

It allows interested components to bind to it and be updated whenever this data changes.



# VIEW-CONTROLLER



Listeners – Notice how the scope is resolved

Let's change the scope of the controller