

Meteor.js

Quick doesn't have to be dirty

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Likes: Haskell, Clojure, Surfing

What is Meteor?

JS full-stack
framework

+

Two-way
data binding

+

Reactive
front-end
framework

= Elegantly simple

More specifically:

Simple client-side
templating framework

MongoDB everywhere

DDP protocol: two way
databinding

Node.js and Fibers

Client-Side Templating

- Handlebars compatible (nesting, control flow)
- JavaScript hooks for:
 - helpers
 - `Template.name.helpers({x: function(){ ... }});`
 - lifecycle events
 - `Template.name.onRendered(function(){ ... });`
 - page events
 - `Template.name.events({'click #foo': function(){ ... }});`

```

<body>
  <h1>Surf Travel: Can I use American
Dollars?</h1>
  <main>
    {{> surfDestinations }}
  </main>
</body>

<template name="surfDestinations">
  <ul>
    {{#each countries}}
    <li>
      {{location}} -
      {{#if payInDollars}}
        Yes
      {{else}}
        No
      {{/if}}
    </li>
    {{/each}}
  </ul>
</template>

```

```

if(Meteor.isClient){
  Template.surfDestinations.countries = [
    {location: "Hawaii", payInDollars: true},
    {location: "Puerto Rico", payInDollars: true},
    {location: "Indonesia", payInDollars: false},
    // just 'cause you can doesn't mean you should...
    {location: "Costa Rica", payInDollars: true},
    {location: "France", payInDollars: false},
    {location: "South Africa", payInDollars: false},
  ];

  Template.surfDestinations.events({
    'click li': function(e){
      e.target.style.backgroundColor = 'blue';
    }
  });
}

```

MongoDB & Client-side Emulation

- Mongo - the Meteor of datastores
 - No schema
- Database Everywhere: collections can live on client, server or both
- Simple API: find, findOne, insert, update

```

<main>
  {{> surfDestinations }}
  {{> destinationForm }}
</main>
</body>

<template name="destinationForm">
  <form>
    <label for="location">Country:
  </label>
    <input type="text" name="
location">
    <label for="payInDollars">Pay in
Dollars?</label>
    <input type="radio" name="
payInDollars" value="Yes"> Yes
    <input type="radio" name="
payInDollars" value="No"> No
    <button>Add Destination</button>
  </form>
</template>

```

```

Destinations = new Meteor.Collection("destinations");

if(Meteor.isClient){
  Template.surfDestinations.countries = [ ... ];
  Template.surfDestinations.helpers({
    countries: function(){
      return Destinations.find();
    }
  });
  Template.surfDestinations.events({ ...,
    'submit form': function(e){
      e.preventDefault();
      var useDollars = e.target.payInDollars.value ==
"Yes";
      Destinations.insert({
        location: e.target.location.value,
        payInDollars: useDollars
      });
      e.target.reset();
      return false;
    }
  });
}

```


Two-Way Data Binding

- Distributed Data Protocol
- Sort of like a specialized AMPQ
 - Publish/Subscribe
 - Plus simple RPC
- JSON based
- Transport is WebSockets or SockJS
- Security: insecure and autopublish

```
$ meteor remove autopublish
$ meteor remove insecure
```

```
if(Meteor.isServer){
  Meteor.publish("countries",
function(){
  return Destinations.find();
});
}

Meteor.methods({
  addDestination: function(country,
useDollars){
  Destinations.insert({
    location: country,
    payInDollars: useDollars
  });
}
});
```

```
Destinations = new Meteor.Collection("destinations");
if(Meteor.isClient){
  Meteor.subscribe("countries");
  Template.surfDestinations.helpers({
    countries: function(){
      return Destinations.find();
    }
  });
  Template.surfDestinations.events({ ...,
    'submit form': function(e){
      e.preventDefault();
      var useDollars = e.target.payInDollars.value ==
"yes";
      Meteor.call("addDestination", e.target.location.
value, useDollars);
      Destinations.insert({
        location: e.target.location.value,
        payInDollars: useDollars
      });
      e.target.reset();
      return false;
    }
  });
}
```

...and then

- Meteorpad
- Ecosystem: atmosphere
- Synchronous programming - Fibers
- Scalability
 - Mongo oplog
 - Avoid publications tied to users
- Mobile / Cordova