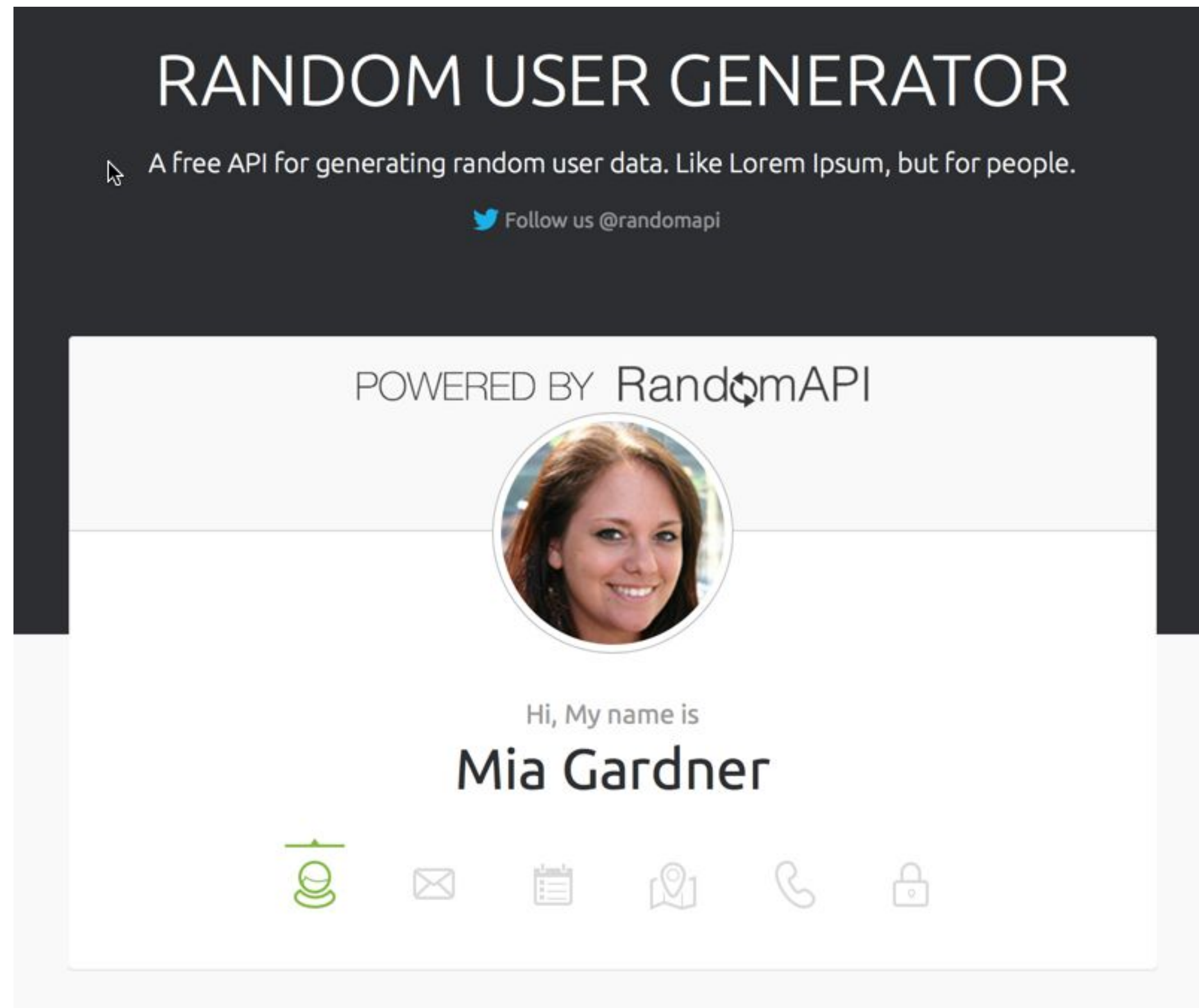


# Alloy Model Binding

A Random User Sample App

# Random User App



- App to demo Alloy Model Validation & Binding
- Using RandomUserMe API  
<http://randomuser.me>
- Login Form + Validation
- TableView Collection Binding
- ListView Collection Binding
- ScrollView Collection Binding
- Filter collection to single user with details view

# Why Alloy Model Data Binding?

- Consistent approach to data across projects
- Allows for Separation of Concerns
- Less code
- Light Controllers
- Light Views
- Keep styling in TSS stylesheets
- Easier for 'front-end' designers to collaborate with developers to build out UI

# Alloy Models use Backbone



config.json /app

```
1 {  
2   "global": {},  
3   "env:development": {},  
4   "env:test": {},  
5   "env:production": {},  
6   "os:android": {},  
7   "os:ios": {},  
8   "os:mobileweb": {},  
9   "os:windows": {},  
10  "dependencies": {  
11    "nl.fokkezb.pullToRefresh": "2.1.0"  
12  },  
13  "backbone": "1.1.2"  
14 }
```

- Alloy relies on the Backbone API to sync model data to persistent storage
- Alloy Models inherit from the Backbone.Model class

## Backbone gives:

- Structure to apps by providing **Models** with key-value binding and custom events
- **Collections** with a rich API of enumerable functions
- Connects it all to your existing API over a **RESTful JSON** interface.

## Alloy Backbone Support:

- Alloy been stuck on 0.9.2 for a LONG time which been an issue for some advanced scenarios when needed full Backbone API
- Alloy 1.6.0 (Ti SDK 4.0.0) will introduce support for Backbone 1.1.2
- However, due to breaking changes 0.9.2 is still default, need to change config.json to use [http://docs.appcelerator.com/platform/latest/#!/guide/Alloy\\_Backbone\\_Migration](http://docs.appcelerator.com/platform/latest/#!/guide/Alloy_Backbone_Migration)



# Models need a Sync Adapter

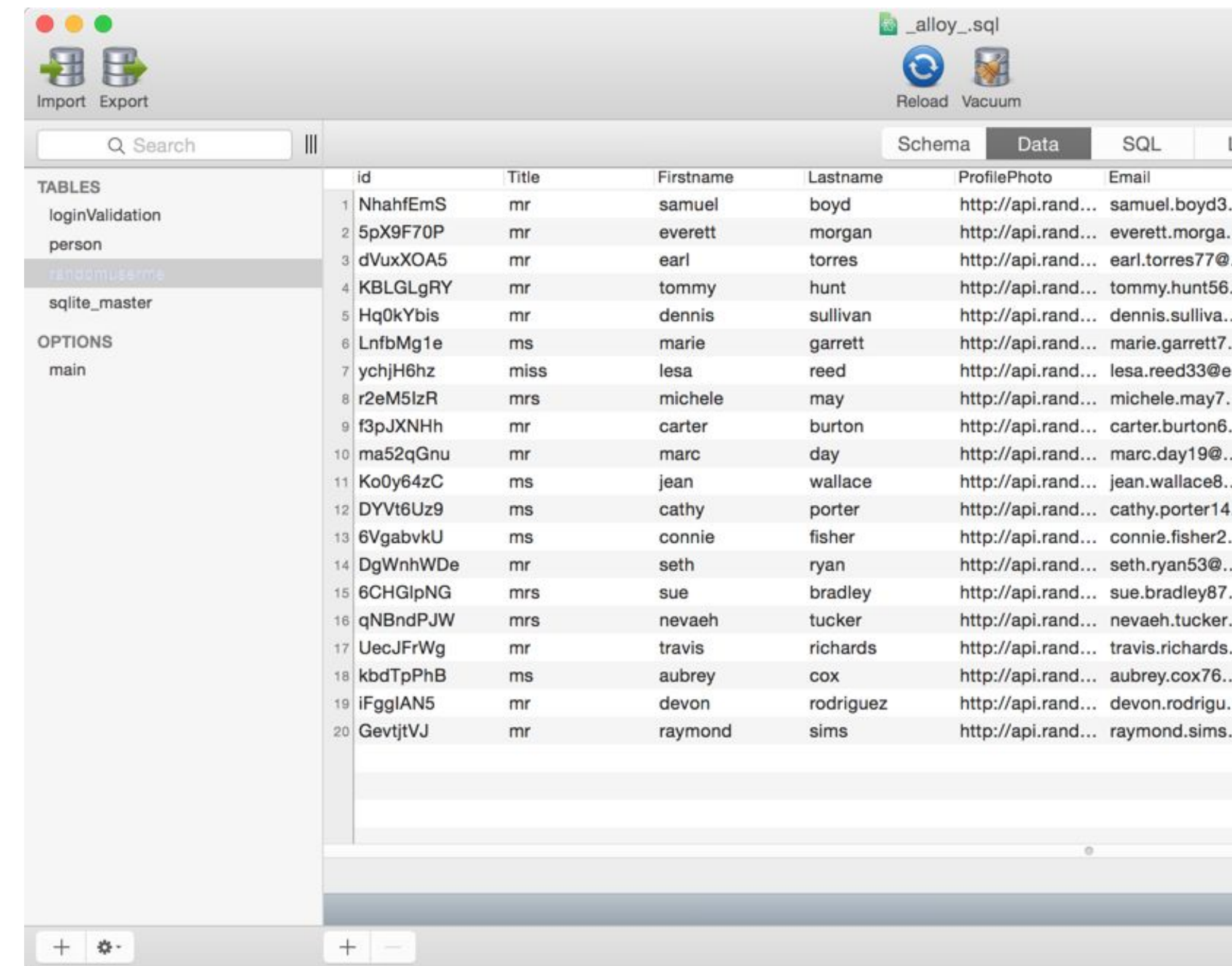
- A sync adapter allows you to store and load your models to a persistent storage device, such as an on-device database or remote server

## Alloy has two in-built adapters:

- *sql* for a SQLite database on the Android and iOS platform
- *properties* for storing data locally in the Titanium SDK context

## You can also write your own adapter:

- *Rest API Adapter* by Mads Møller - <https://github.com/viezel/napp.alloy.adapter.restapi>
- *Rest SQL Adapter* by Mads Møller - <https://github.com/viezel/napp.alloy.adapter.restsql>
  - Offline Cache version of API in SQLite Database
- *ACS Adapter* by Aaron Saunders - <https://github.com/aaronksaunders/Appcelerator-Cloud-Services-Sync-Adapter>
- Windmill Adapter?



# Model Definition File

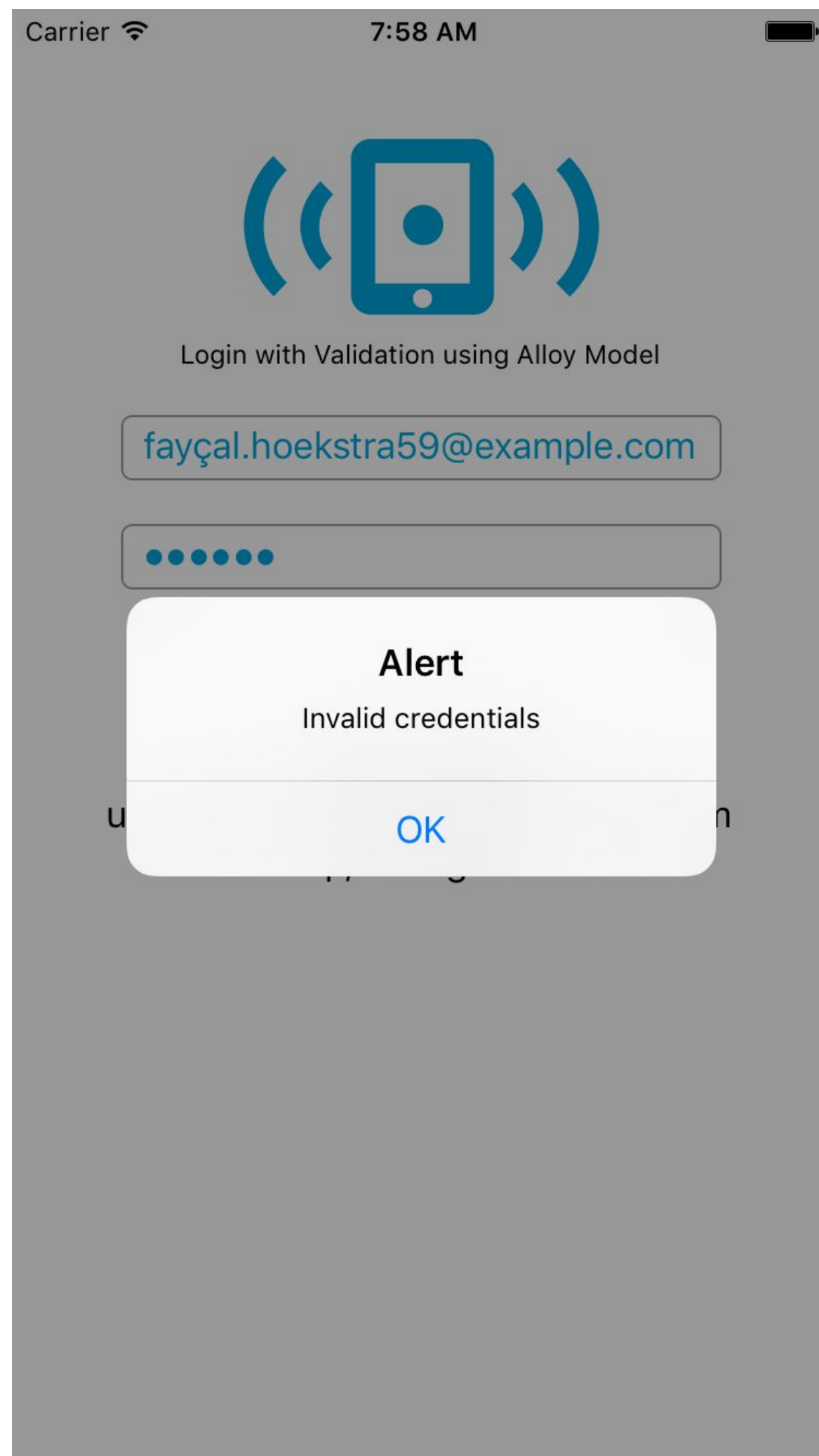
## Model File

```
exports.definition = {
  config: {
    // table schema and adapter information
  },
  extendModel: function (Model) {
    _.extend(Model.prototype, {
      // Extended, override or implement Backbone.Model
    });
    return Model;
  },
  extendCollection: function (Collection) {
    _.extend(Collection.prototype, {
      // Extended, override or implement Backbone.Collection
    });
    return Collection;
  }
};
```

Model file has three objects:

- Config - defines table schema and adapter info
  - e.g. database columns, API endpoint, set headers
- Two functions can extend / override
  - extendModel  
e.g. for local validation
  - extendCollection  
e.g. for sorting

# Using a Model for Local Validation



## loginValidation.js Model File (simplified)

```
exports.definition = {
  extendModel: function (Model) {
    _.extend(Model.prototype, {
      // extended functions and properties go here
      validate: function (attributes, options) {
        for (var key in attributes) {
          var value = attributes[key];
          if (key === "email") {
            if (value.length > 0) {
              if (!validateEmail(value)) {
                return "Invalid email";
              }
            } else {
              return "No email address entered";
            }
          }
        }
      }
    });
    return; // return nothing for success
  }
};

return Model;
```

## controller.js File

- Create model file for local validation
- When login button pressed use Backbone Events

```
var model = Alloy.createModel("loginValidation");

model.set({
  email : $.txtEmail.value,
  password : $.txtPassword.value
});

model.on("error", function(model, error) {
  alert(error);
});

model.on("change", function(model){
  loginUser();
});
```

# Using a Model Collection for Databinding

randomuserme.json

```
results:
[
  {
    user:
    {
      gender: "female",
      name:
      {
        title: "ms",
        first: "andrea",
        last: "moore"
      },
      location:
      {
        street: "2394 park lane",
        city: "coventry",
        state: "durham",
        postcode: "YQ2 5WY"
      },
      email: "andrea.moore21@example.com",
      username: "tinycat608",
      password: "nimbus",
      salt: "0Obk9i1e",
      md5: "3bcfe5d97cf834b0e8fd99bdea5070a1",
      sha1: "ab006d402cecc426015edc06547a51b6def14ba5",
      sha256: "73bbcc45cc71be415811f5a5ca41e7f2eaac51459d0507d802b38929f8d6c5d5",
      registered: "1276110521",
      dob: "481999452",
      phone: "013873 47234",
      cell: "0701-904-609",
      NINO: "SA 16 70 18 G",
      picture:
      {
        large: "http://api.randomuser.me/portraits/women/44.jpg",
        medium: "http://api.randomuser.me/portraits/med/women/44.jpg",
        thumbnail: "http://api.randomuser.me/portraits/thumb/women/44.jpg"
      },
      version: "0.6",
      nationality: "GB"
    },
    seed: "dogfish"
  }
]
```

randomuserme.js Model File (sqlrest adapter)

```
config : {
  "columns": {
    "id": "TEXT PRIMARY KEY",
    "Title": "text",
    "Firstname": "text",
    "Lastname": "text",
    "ProfilePhoto": "text",
    "Email": "text",
    "Password": "text"
  },
  "URL": "http://api.randomuser.me/?results=20",
  "adapter" : {
    "type" : "sqlrest",
    "collection_name" : "randomuserme",
    "idAttribute" : "id"
  }
}
```

randomuserme.js Model File (sqlrest adapter)

```
parentNode: function(data) {
  var persons = [];
  _each(data.results, function(_entry) {
    var entry = {};

    entry.id = _entry.user.registered;
    entry.Title = _entry.user.name.title;
    entry.Firstname = _entry.user.name.first;
    entry.Lastname = _entry.user.name.last;

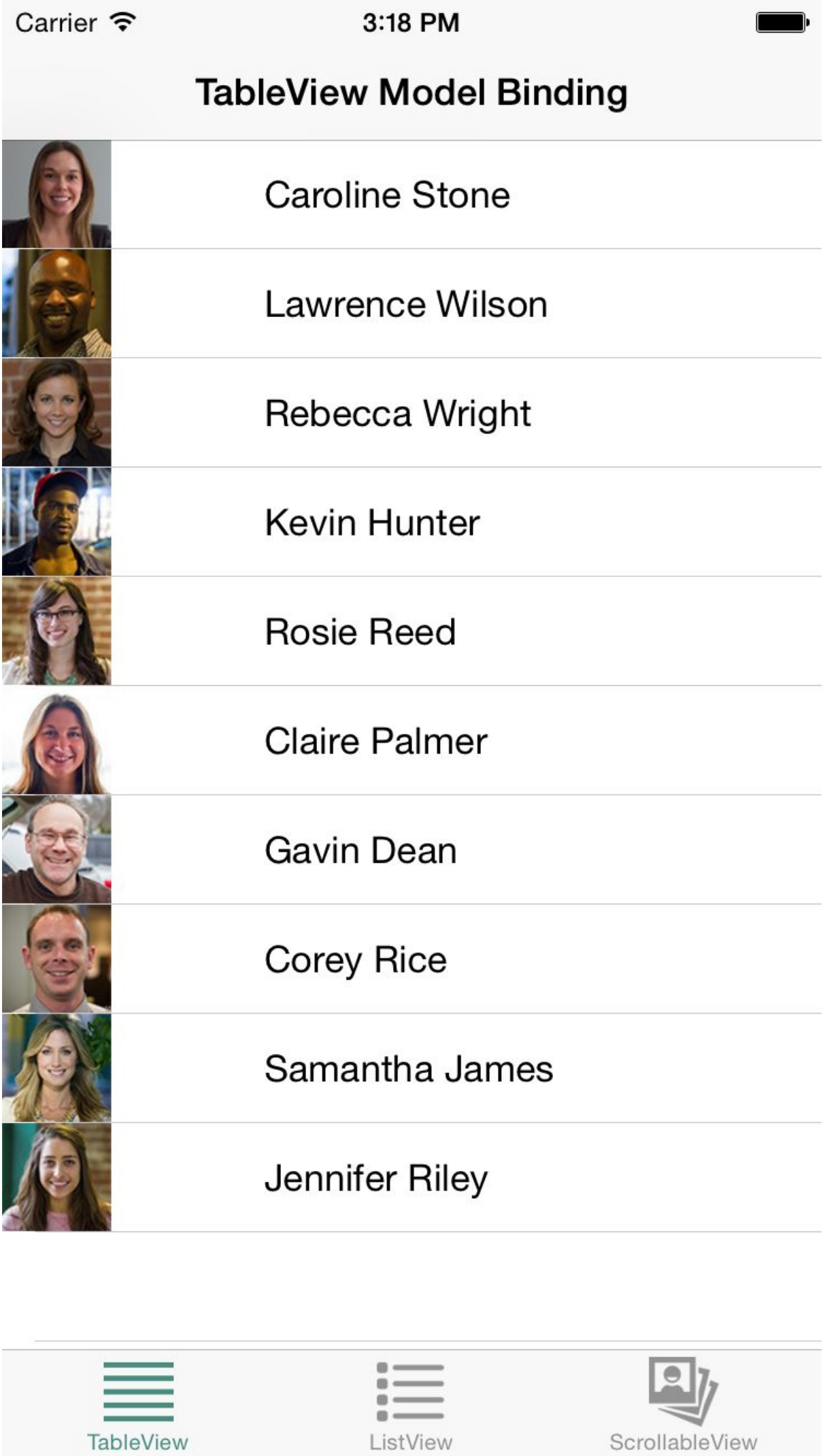
    entry.fullName = entry.Firstname + " " + entry.Lastname;

    entry.ProfilePhoto = _entry.user.picture.large;
    entry.Email = _entry.user.email;
    entry.Password = _entry.user.password;

    persons.push(entry);
  });
  return persons;
}
```



# Collection + Binding



## View

```
<Collection src="randomuserme" />

<TableView dataCollection="randomuserme">

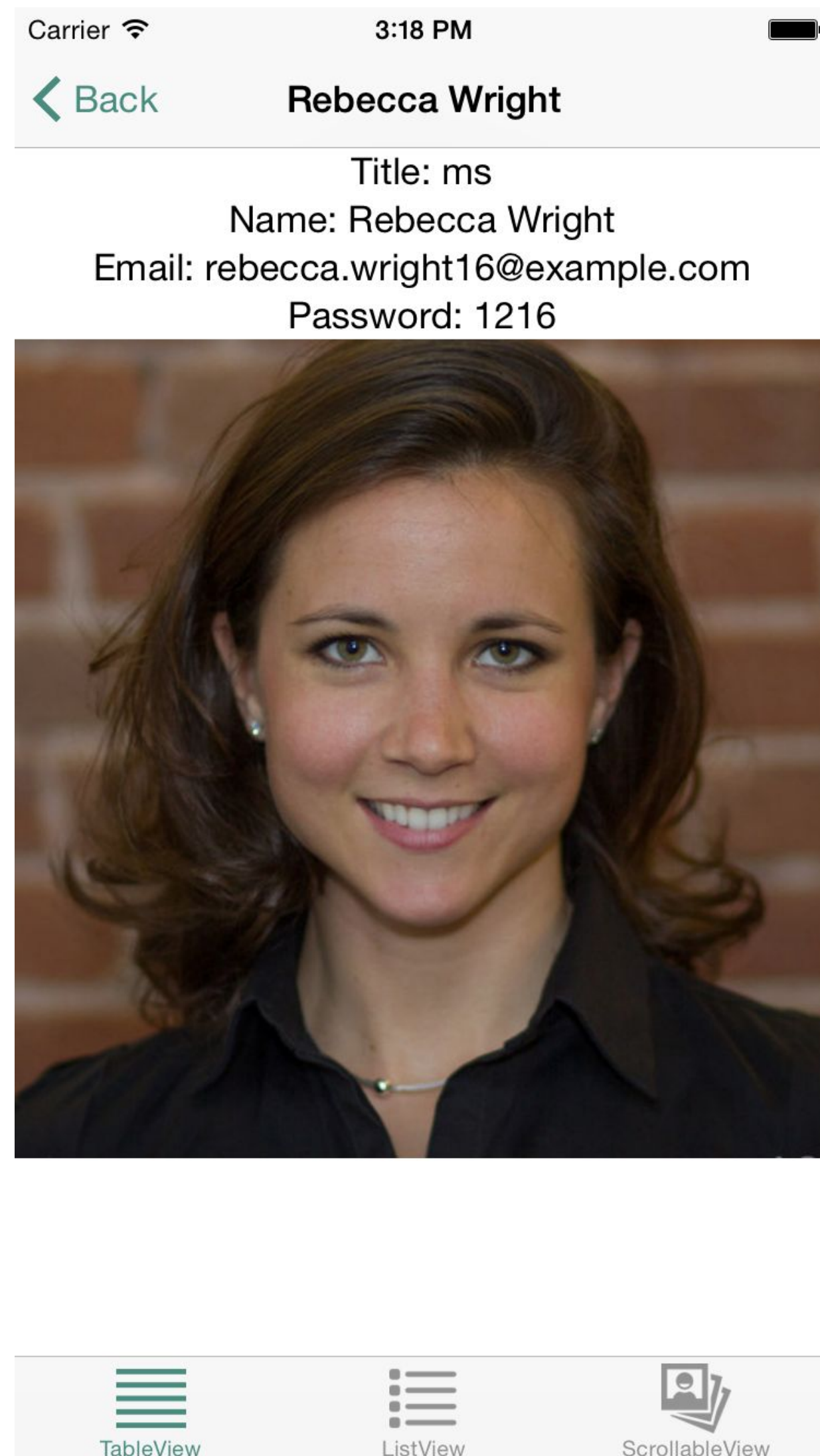
  <TableViewCell onClick="rowClicked" rowId="{id}">
    <View layout="horizontal">
      <ImageView image="{ProfilePhoto}" />
      <Label text="{Firstname} {Lastname}" />
    </View>
  </TableViewCell>

</TableView>
```

## Controller

```
// Backbone fetch on Model
Alloy.Collections.randomuserme.fetch();

// Clean up when window closes to avoid memory issues
function cleanup() {
  $.destroy();
}
```



# Filter a Collection

## TableView View XML

Add Id to row via binding

```
<TableRow onClick="rowClicked" rowId="{id}">
```

## TableView Controller

Pass Id to new Window

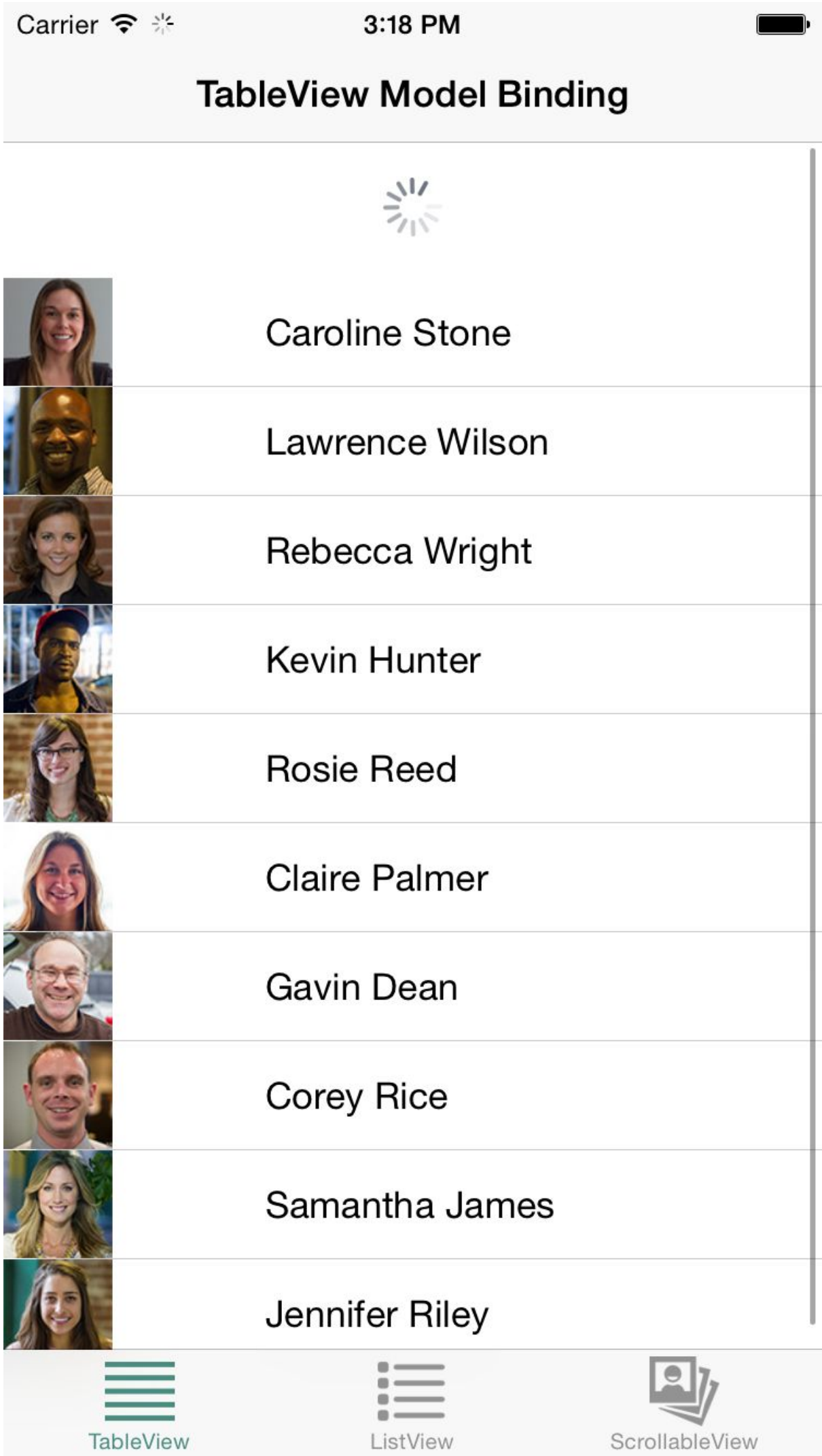
```
// get Id of row clicked, open a new window passing in Id
function rowClicked(e) {
    var id = e.rowData.rowId;
    var winPerson = Alloy.createController("person", {modelId: id}).getView();
    Alloy.Globals.tabTableView.open(winPerson);
}
```

## Person Controller

Filter collection by Id

```
// Filter collection by Id passed over using Backbone
var person = Alloy.Collections.randomuserme.where({
    id: args.modelId
});
```

# Bonus Feature - Pull to Refresh



## TableView View XML

Add Refresh Widget

```
<Widget id="ptr" src="n1.fokkezb.pullToRefresh" onRelease="myRefresher">
```

## TableView Controller

Make onRelease function do Backbone Fetch

```
// onRefresh make API call using Alloy Model via Backbone fetch
function myRefresher(e) {
  Alloy.Collections.randomuserme.fetch({
    success: e.hide,
    error: e.hide
  });
}
```

## TableView Controller

onOpen of Window refresh Widget to set intial set of data

```
// onOpen of Window get API data by calling refresh
function init() {
  $.ptr.refresh();
}
```

## Extra Stuff we didn't cover

### **Backbone Objects without Alloy**

- You can use plain Backbone Collection and Model objects in place of Alloy versions

### **Migrations**

- Migration is a description of incremental changes to a database, which takes your database from version 1 to version x.
- e.g. offline cache, do need to take this into account

### **Other UI Binding**

- ButtonBar
- CoverFlow
- Map Annotations
- Picker
- TabbedBar
- Toolbar
- View

### **DataTransform**

- Filter outside of model file

### **DataFunction**

- Manually update View

### **Prefix Naming for Multiple Models in a View**



# Resources

- <https://bitbucket.org/applification/alloymodelbinding>
- [http://docs.appcelerator.com/platform/latest/#!/guide/Alloy\\_Models](http://docs.appcelerator.com/platform/latest/#!/guide/Alloy_Models)
- <https://github.com/appcelerator/alloy/tree/master/test/apps/models>