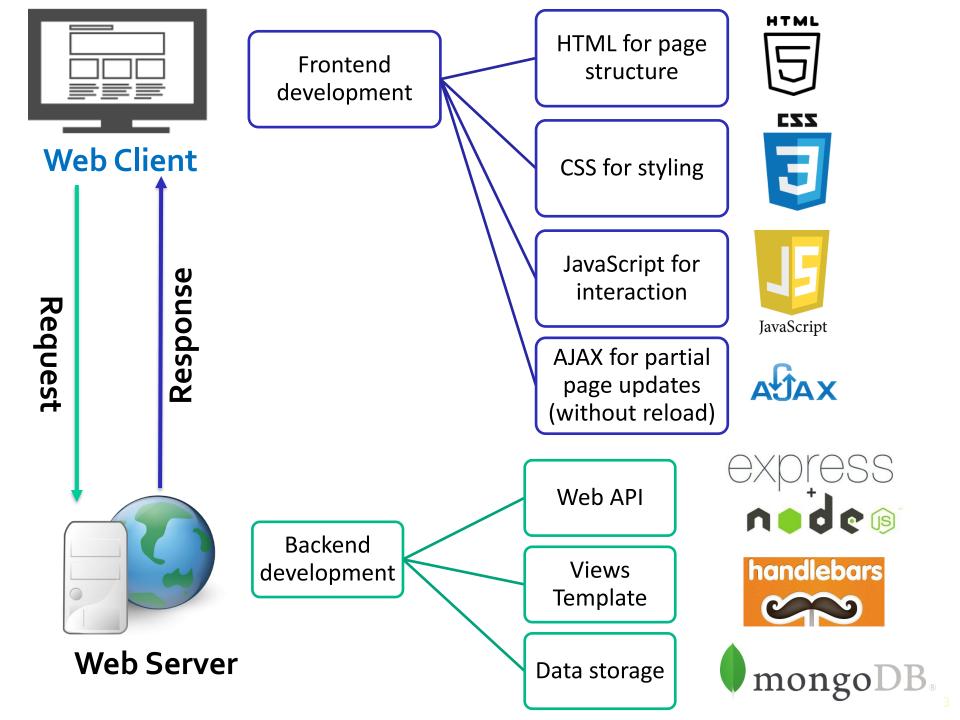
MVC-based Web App

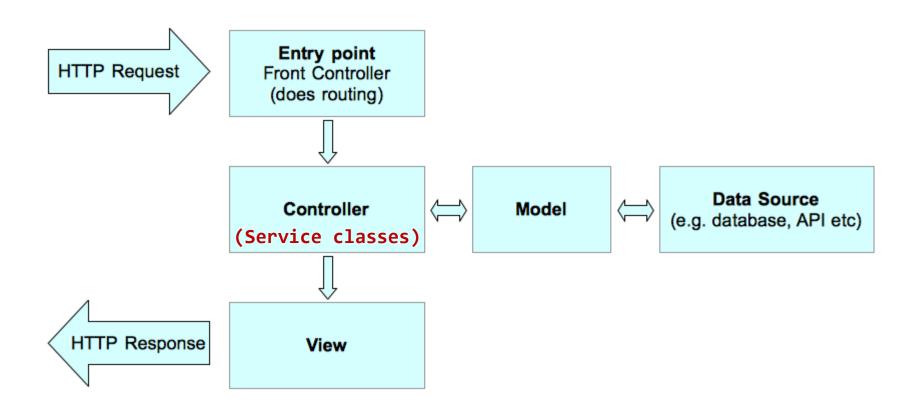
Outline

- 1. MVC-based Web App
- 2. View Template using Handlebars
- 3. Server-side Rendering of Views



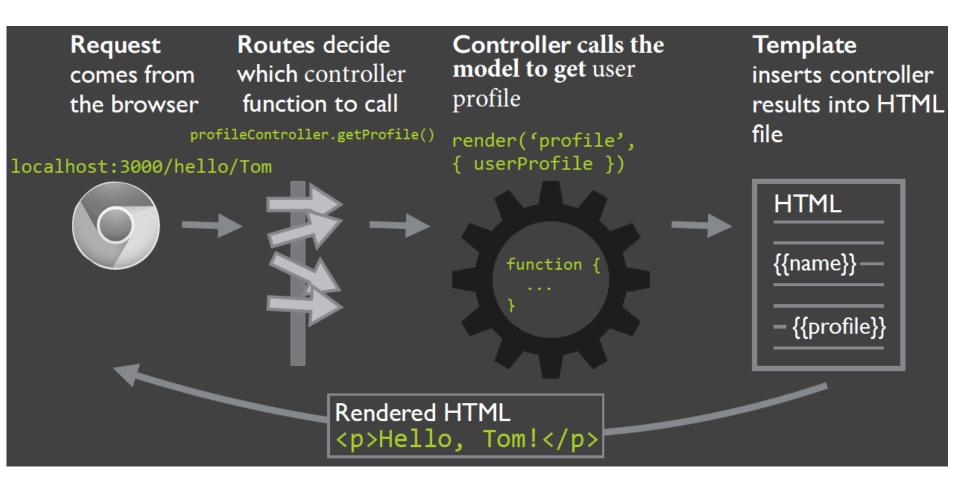


MVC-based Web App





Interaction between App Modules



MVC-based Web application

Controller

 accepts incoming requests and user input and coordinates request handling



- instructs the model to perform actions based on that input
 - e.g. add an item to the user's shopping cart
- decides what view to display for output

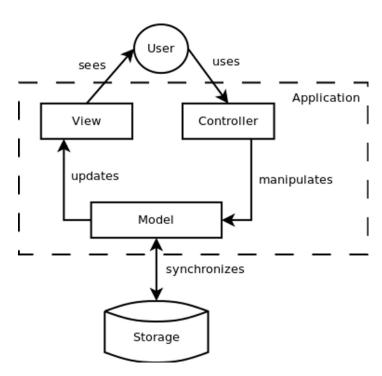
Model: implements business logic

and computation, and manages application's data

View: responsible for



- collecting input from the user
- displaying output to the user



Advantages of MVC

Separation of concerns

- Views, controller, and model are separate components. This allows modification and change in each component without significantly disturbing the others.
 - Computation is not intermixed with Presentation. Consequently, code is cleaner and easier to understand and change.

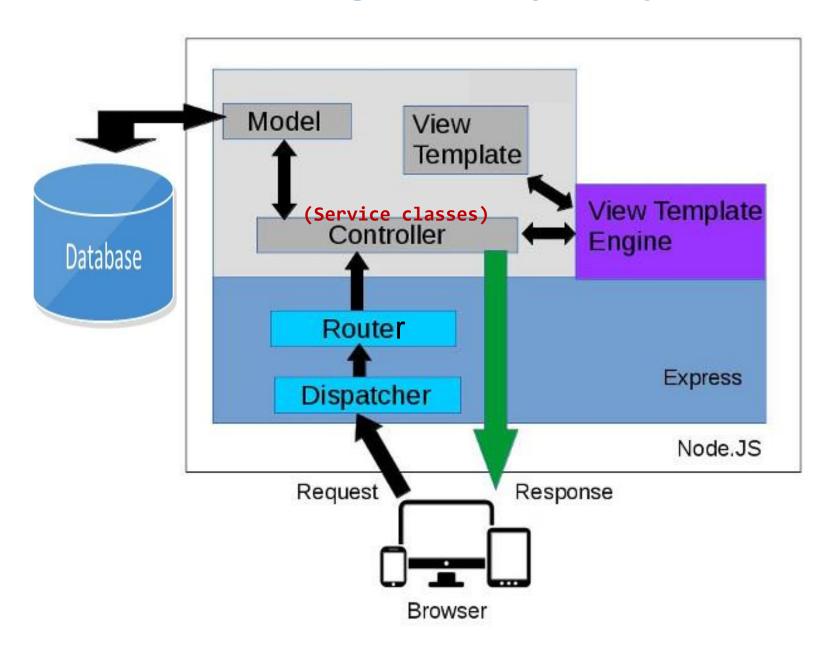
Flexibility

- The view component, which often needs changes and updates to keep the users continued interests, is separate
 - The UI can be completely changed without touching the model in any way

Reusability

- The same model can used by different views (e.g., Web view and Mobile view)
- Allows for parallel teamwork, e.g., a UI designer can work on the View while a software engineer works on the Controller and Model

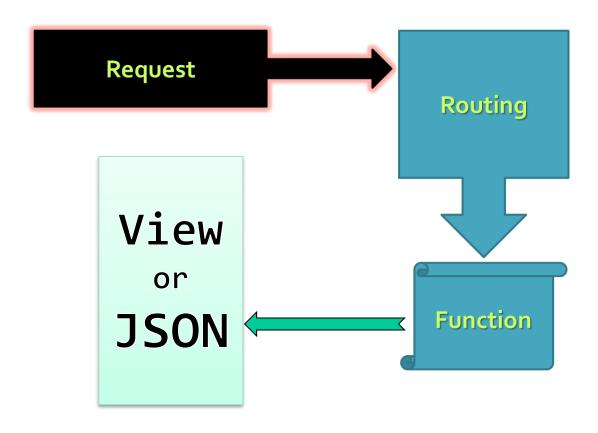
MVC using Node.js Express





Views Template using Handlebars







View Template

- View template used to dynamically generate HTML pages on-demand based on user input
- View engine (template engine) is a library that generates HTML page based on a template and a given JavaScript object
 - Provide cleaner solution by separating the view
- There are lots of JavaScript view engines such as Handlebars.js, KendoUI, Jade, Angular, etc.
- Handlebars.js is simple library for creating clientside or server-side UI templates http://handlebarsjs.com/

Usage

Add Handlebars script

```
<script src="path/to/handlebars.js"></script>
```

Create a template

Render the template

```
const student = {id: '...', firstname: '...', lastname: '...'}
const htmlTemplate = Handlebars.compile(studentTemplate)
studentDetails.innerHTML = htmlTemplate(student)
```

Creating HTML Templates

- HTML template has placeholders that will be replaced by data passed to the template
- Handlebars.js marks placeholders with double curly brackets {{variable}}
 - When rendered, the placeholders between the curly brackets are replaced with the corresponding value

Iterating over a list of elements

- {{#each list}} {{/each}} block expression is used to iterate over a list of objects
- Everything in between will be evaluated for each object in the list

```
<select id="studentsDD">
    <option value=""></option>
    {{#each students}}
         <option value="{{studentId}}">
                {{studentId}} - {{firstname}} {{lastname}}
         </option>
      {{/each}}
                                                const students = [{
</select>
                                                    "studentId": 2015001,
                                                    "firstname": "Fn1",
                                                    "lastname": "Ln1"
                                                  },
                                                    "studentId": 2015002,
                                                    "firstname": "Fn2",
                                                    "lastname": "Ln2"
                                                  }]
```

Conditional Expressions

- Render fragment only if a property is true
 - o Using {{#if property}} {{/if}}
 or {{unless property}} {{/unless}}

```
<div class="entry">
   {#if author}}
     <h1>{{firstName}} {{lastName}}</h1>
     {{else}}
     <h1>Unknown Author</h1>
     {{/if}}
</div>
```

```
<div class="entry">
   {{#unless license}}
   <h3 class="warning">WARNING: This entry does not have a license!</h3>
   {{/unless}}
</div>
```

The with Block Helper

- {{#with obj}} {{/with}}
 - Used to minify the path
 - Write {{prop}} Instead of {{obj.prop}}

```
<div class="entry">
  <h1>{{title}}</h1>
  {{#with author}}
  <h2>By {{firstName}} {{lastName}}</h2>
  {{with}}
</div>
```

```
{
  title: "My first post!",
  author: {
    firstName: "Abbas",
    lastName: "Ibn Farnas"
  }
}
```

Server-side Rendering of Views





Client-side vs. Server-side Rendering of Views

- Client-side Views Rendering frees the server from this burden and enhances scalability
 - But one of the main disadvantages is slower initial loading speed as the client receive a lot of JavaScript files to handle views rendering
- Views could be generated on the server side to reduce the amount of client-side JavaScript and speed-up initial page loads particularly for slow clients, but this puts the rending burden on the server
 - Web servers may render the page faster than a client side rendering. As a result, the initial loading is quicker.

Configure Handlebars View Engine

```
from 'express-handlebars';
import handlebars
const app
                    = express();
/* Configure handlebars:
 set extension to .hbs so handlebars knows what to look for
 set the defaultLayout to 'main'
 the main.hbs defines define page elements such as the menu
 and imports all the common css and javascript files
app.engine('hbs', handlebars({ defaultLayout: 'main',
  extname: '.hbs'}));
// Register handlebars as our view engine as the view engine
app.set('view engine', 'hbs');
//Set the location of the view templates
app.set('views', `${currentPath}/views`);
```

res.render

 Call res.render method to perform server-side rendering and return the generated html to the client

```
res.render('shopCart', { shoppingCart })
```

The above example passes the shopping cart to the 'shopCart' template to generate the html to be returned to the browser

Resources

Handlebars guide
 https://handlebarsjs.com/guide/

Learn Handlebars in 10 Minutes
 http://tutorialzine.com/2015/01/learn-handlebars-in-10-minutes/