

Pub/ Sub

Aaron Powell

<http://readify.net> | <http://www.aaron-powell.com>



Introduction

- **Lots of browser-level JavaScript relies on events**
 - Clicks, change, blur, etc
 - **What about JavaScript *logic*?**
 - Pub/ Sub bridges this gap
 - **A piece of code will raise an event**
 - **N number of pieces will react to it**
 - **Allows for disconnected communication between functions**
-

Traditional communication



Demo

Traditional communication

Introducing Pub/ Sub

- **To introduce Pub/ Sub we need to:**
 - Refactor each logical part out
 - Identify overlapping functionality
 - Use messages to connect the components
-

Demo

Implementing Pub/ Sub

Evolving Pub/ Sub

- **What if script order isn't known?**
 - **Pub/ Sub can be used as a message bus**
 - A late-bound subscriber will receive all previously published messages
 - **Useful for lazy-loading page components**
 - **Improving performance**
 - Combine with the Asynchronous Execution Pattern
-

Demo

Extending Pub/ Sub

Recap

- **Complex files can be hard to maintain so break them down**
 - **Page components can act independently**
 - Missing component shouldn't break a page
 - **Use events to perform communication between components**
-