



Technische Universität München

# Object Oriented Javascript

Javascript Technology Seminar 2014

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# Why do we need OO Javascript?

- Encapsulation
- Abstraction
- Polymorphism
- Modularity
- Inheritance

# Is Javascript truly Object-Oriented?



Specification document for ECMAScript:

“an object-oriented programming language for performing computations and manipulating computational objects within a host environment.”

# Kinds of Object-Oriented Paradigms

- Classical (or class-based) object-oriented languages
- Prototypal (or prototype-based) object-oriented languages

Javascript is prototype-based

In Javascript an Object is an aggregate of **key-value pairs**

The property name is a string and the property value can be any data type (including functions and other objects)

# Declaring Objects

Using functions:

```
function Hostel(name) {  
  this.name = name;  
  this.rooms = [];  
  this.getTotalPrice = function() {  
    return this.rooms.length * 10;  
  };  
}
```



Every time a new Hostel Object is created, the method `getTotalPrice()` is recreated

# Solution: declaring a prototype

Every function owns a prototype object from which other objects inherit properties

```
function Hostel(name) {  
  this.name = name;  
  this.rooms = [];  
}
```

```
Hostel.prototype.getTotalPrice = function(){  
  return this.rooms.length * 10;  
};
```



# Declaring Objects: continued

Using object literals:

```
var Hostel = {  
  rooms : [],  
  getTotalPrice : function() {  
    return this.rooms.length * 10;  
  }  
}
```

Singleton using a Function:

```
var Hostel = new function() {  
  this.rooms = [];  
  this.getTotalPrice = function () {  
    return this.rooms.length * 10;  
  };  
}
```

# Inheritance: prototypical inheritance

We set the prototype object as the parent class, so that the parent method will be called if not overridden

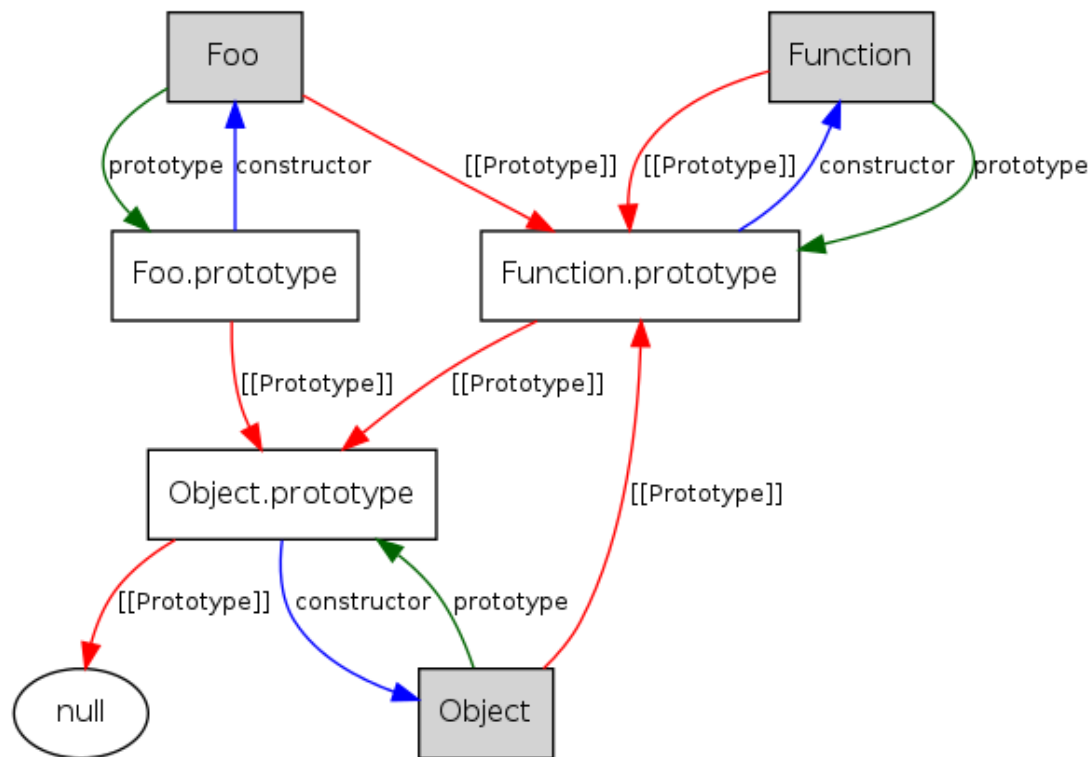
```
var room= { bed: true}
```

```
var luxury_room = { pool_access: true }
```

```
luxury_room.__proto__ = room
```

```
luxury_room.bed // true
```

# Prototypal inheritance chain



# Webapp - Hostel Manager

Reason: Manage occupancy of the rooms and assign client profiles to them



# Webapp - Hostel Manager

- Configurable and reusable
- Simple interface and fast by being a **single-page webapp**
- Handling of local reservations and availability

**FUTURE FEATURES:** Connecting to existing reservation webservices

# Frameworks considered



ease.js: “A classical Object-Oriented framework for JavaScript, intended to eliminate boilerplate code and “ease” the transition into JavaScript from other Object-Oriented languages”

# ease.js



Classic object oriented approach  
Interfaces  
Classic inheritance  
Abstract methods and classes  
Access modifiers



Unnecessary and redundant for the  
size of my project

```
1.  var Class = easejs.Class;
2.  var Stack = Class( 'Stack',
3.  {
4.    'private _stack': [],
5.
6.    'public push': function( value ) {
7.      this._stack.push( value );
8.    },
9.
10.   'public pop': function() {
11.     return this._stack.pop();
12.   },
13. } );
```

# Libraries used

- jQuery
- Bootstrap
- Gridster (Dynamic grid widget)
- Backbone.js (MVP Javascript lib)
- Underscore (Templating)
- Require.js (Module loader)
- toastr (Toast notifications)

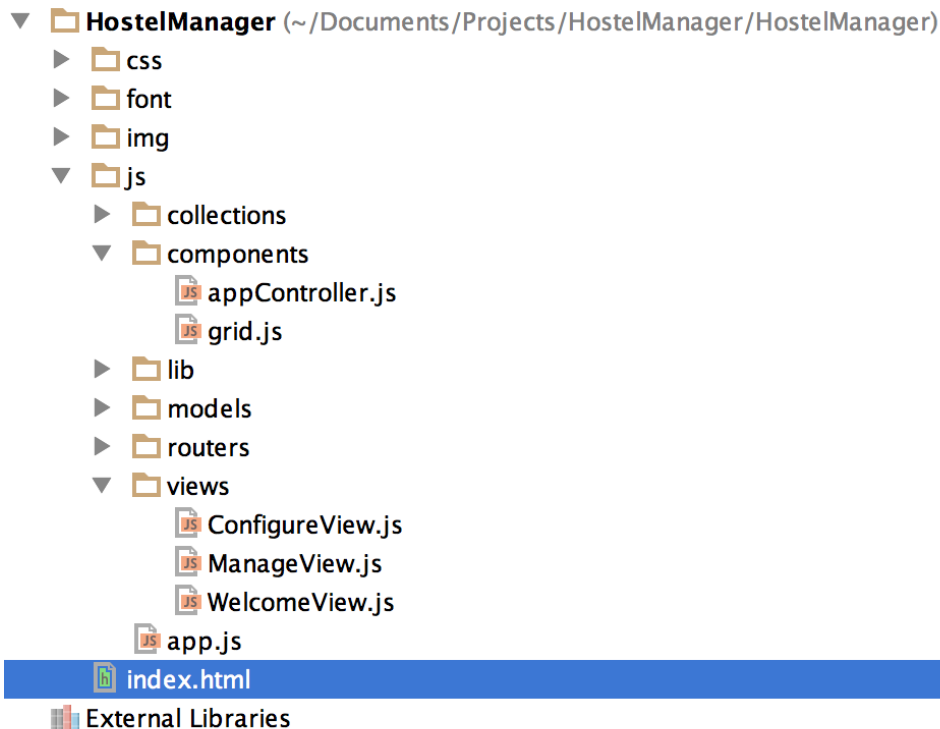


# DEMO TIME



# General structure

The structure follows the Backbone.js convention:  
Divided in views, models, collections and routers



# Backbone.js



Javascript library with RESTful interface and based on MVP (Model View Presenter) paradigm.

- ★ “Competitors” : Angular.js, Ember.js
- Chosen over the others because of the relative simplicity and smaller learning curve

# Backbone killer feature: REST integration

Backbone.js provides easy tools to keep your model in sync with a RESTful service

```
var Book = Backbone.Model.extend({
  defaults: {
    ID: "",
    BookName: ""
  },
  idAttribute: "ID",
  initialize: function () {
  },
  urlRoot: 'http://localhost:8080/api/Books'
});
```

```
// Create operation
var book = new Book({ BookName: "Backbone Book 43" });
book.save({}, {
  success: function (model, response, options) {
    console.log("The model has been saved to the server");
  },
  error: function (model, xhr, options) {
    console.log("Something went wrong while saving the model");
  }
});
```

# Require.js module loader

Require.js lets you split your code in modules which are loaded when needed.

```
1 // This view is used for the configuration part
2 define(['jquery', 'underscore', 'backbone', 'models/Hostel', 'components/grid', 'bootstrap'],
3 function ($, _, Backbone, Hostel, gridster) {
4     var ConfigureView = Backbone.View.extend({...});
167
168     return ConfigureView;
169 });
```

```
//Require.js module bootstrapping

requirejs.config({
    baseUrl: 'js/lib',
    paths: {
        models: '../models',
        collections: '../collections',
        views: '../views',
        routers: '../routers',
        components: '../components',
        'datepicker': 'bootstrap-datepicker',
        'toastr': 'toastr'
    },
    shim: {
        'backbone': {
            deps: ['underscore', 'jquery'],
            exports: 'Backbone'
        },
        'underscore': {
            exports: '_'
        },
        'datepicker': {
            deps: ["jquery", "bootstrap"],
            exports: 'datepicker'
        },
        'toastr': {
            deps: ["jquery"],
            exports: 'toastr'
        }
    }
});

require(['routers/router'], function (router) {
    $(document).ready(function () {
        router.start();
    });
});
```

# Backbone.js + Require.js + Underscore.js

- Learning curve
- Libraries size (27 KB in total)
- + Code is more organized and well structured
- + They provide scalability
- + They make coding single-page apps much easier
- + Methods to interface with a REST backend

# Code Highlights 1

→ No backend integration, purely javascript

The app configuration and state is kept through **HTML5 localStorage**: 5 MB of client-stored data which can be used as easily as:

```
localStorage.setItem('key', value);
```

```
localStorage.getItem('key');
```

# Code Highlights 1

The room configuration is rebuild from a locally stored JSON model if the page is closed

```
78 // Using in memory model, straight after configuration process
79 if (places.length > 0) {
80     for (i = 0; i < places.length; i++) {
81         gridster_instance.add_widget.apply(gridster_instance, places[i].gethtml());
82     }
83 }
84 // Loading config from localStorage data
85 else if (places.length == 0) {
86     var hotel_config = JSON.parse(localStorage.getItem('model_json'));
87     this.model.set('name', hotel_config.name);
88     for (i = 0; i < hotel_config.rooms.length; i++) {
89         var room = hotel_config.rooms[i];
90         var model_room = this.model.addRoom({number: room.number, idAttribute: room.idAttribute,
91         size_x: room.size_x, size_y: room.size_y, cols: room.cols, rows: room.rows});
92     }
}
```



# Code Highlights 2

Bootstrap-datepicker (based on jQuery datepicker) callbacks handling:

```
// Changing the visualization based of the view date
$('#dp6').datepicker()
    .on('changeDate', function (e) {
        var date = new Date(Date.parse(e.date));
        var day = date.getDate().toString();
        var day = (day < 10 ? "0" + (day) : day).toString();
        var month = date.getMonth();
        var month = (month < 9 ? "0" + (month + 1) : month + 1).toString();
        var year = date.getFullYear().toString();
        var datestr = month + day + year;

        Router.navigate('#/manage/' + datestr, {trigger: true});
    });
});
```

# Conclusion

- The web app is covers the needed functionality of **local occupancy management**
- Javascript makes it more portable and easily accessible to mobile devices (mobile browser or phonegap)
- Possibility to complete it with external web services support and being sold as standalone product

# Information



<https://github.com/Ambigioz/HostelManager>



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# Thanks for the attention

Questions?

