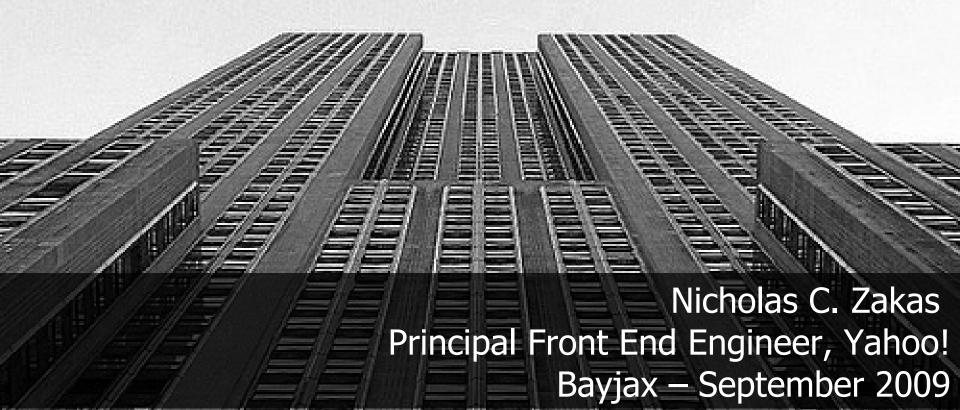


Scalable JavaScript Application Architecture



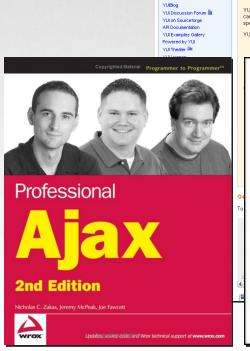
Who's this guy?

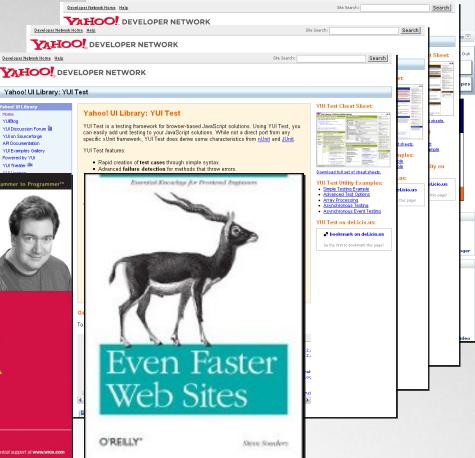
Principal Front End Engineer, Yahoo! Homepage

Developer Network Home Help

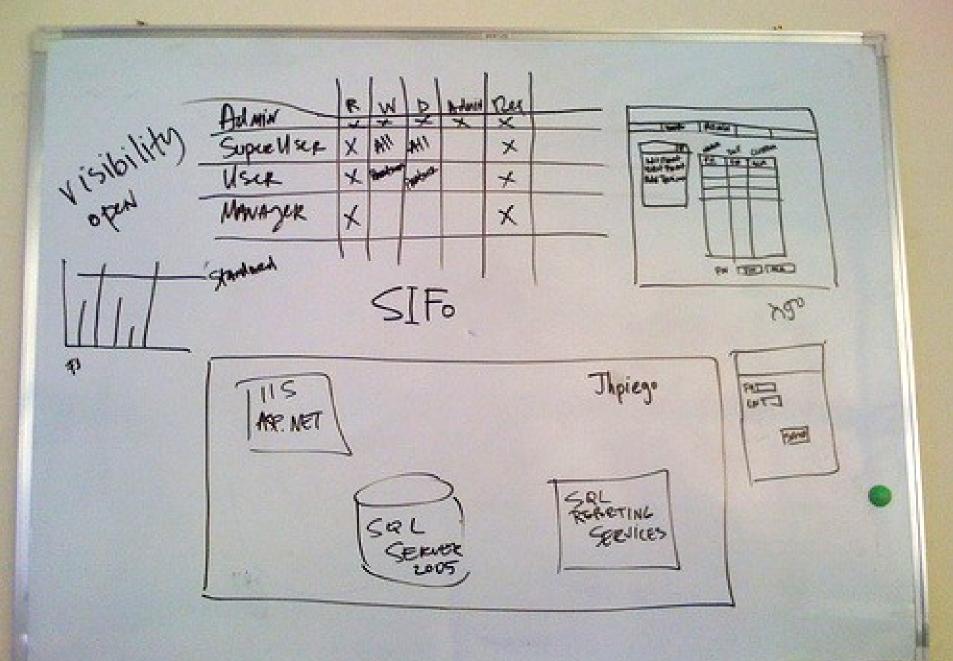
- YUI Contributor
- Author







YAHOO!



Building an application framework

An application framework is like a playground for your code

Provides structure around otherwise unrelated activities



Isn't that what JavaScript libraries do?



A JavaScript library is like a toolbox

You can build any number of things using the tools

Application Core

Base Library

Module Theory

Everything is a module

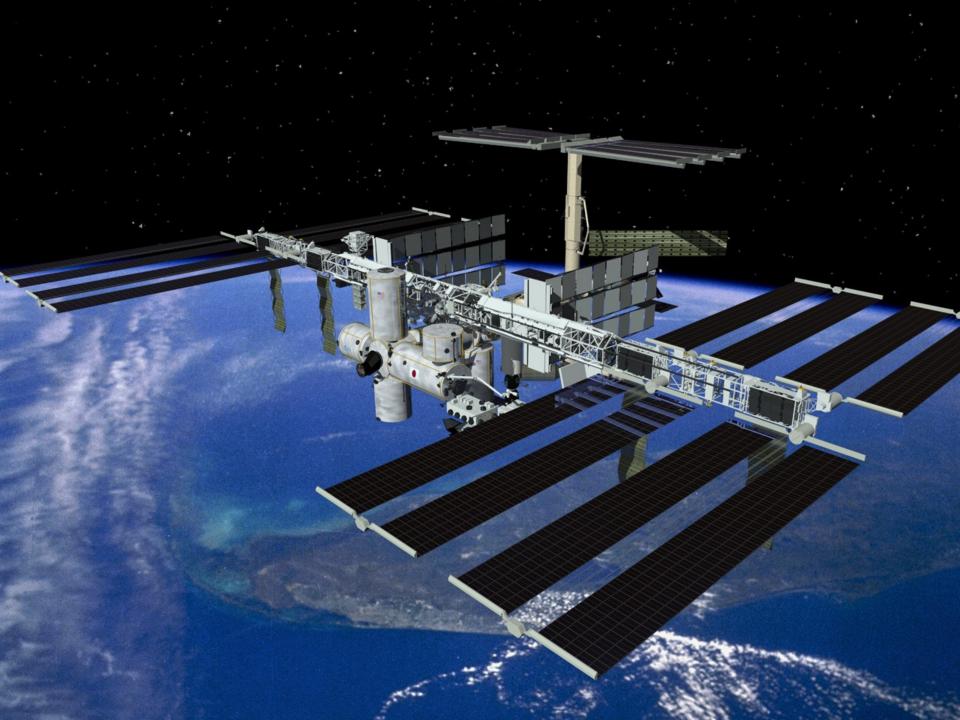
module(n)

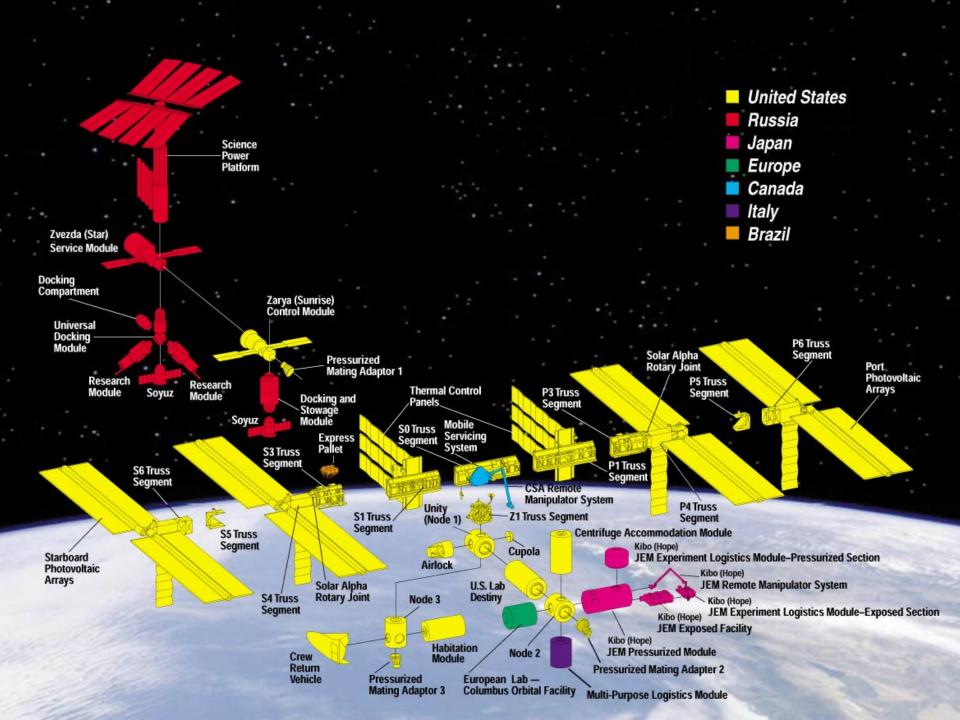
- 1: a standard or unit of measurement
- 2: the size of some one part taken as a unit of measure by which the proportions of an architectural composition are regulated
- **3 a :** any in a series of standardized units for use together: as (1): a unit of furniture or architecture (2): an educational unit which covers a single subject or topic **b**: a usually packaged functional assembly of electronic components for use with other such assemblies
- 4: an independently operable unit that is a part of the total structure of a space vehicle
- **5 a**: a subset of an additive group that is also a group under addition **b**: a mathematical set that is a commutative group under addition and that is closed under multiplication which is distributive from the left or right or both by elements of a ring and for which a(bx) = (ab)x or (xb)a = x(ba) or both where a and b are elements of the ring and x belongs to the set

module(n)

- 1: a standard or unit of measurement
- 2: the size of some one part taken as a unit of measure by which the proportions of an architectural composition are regulated
- **3 a :** any in a series of standardized units for use together: as (1) : a unit of furniture or architecture (2) : an educational unit which covers a single subject or topic **b :** a usually packaged functional assembly of electronic components for use with other such assemblies
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Source: Merriam-Webster Dictionary



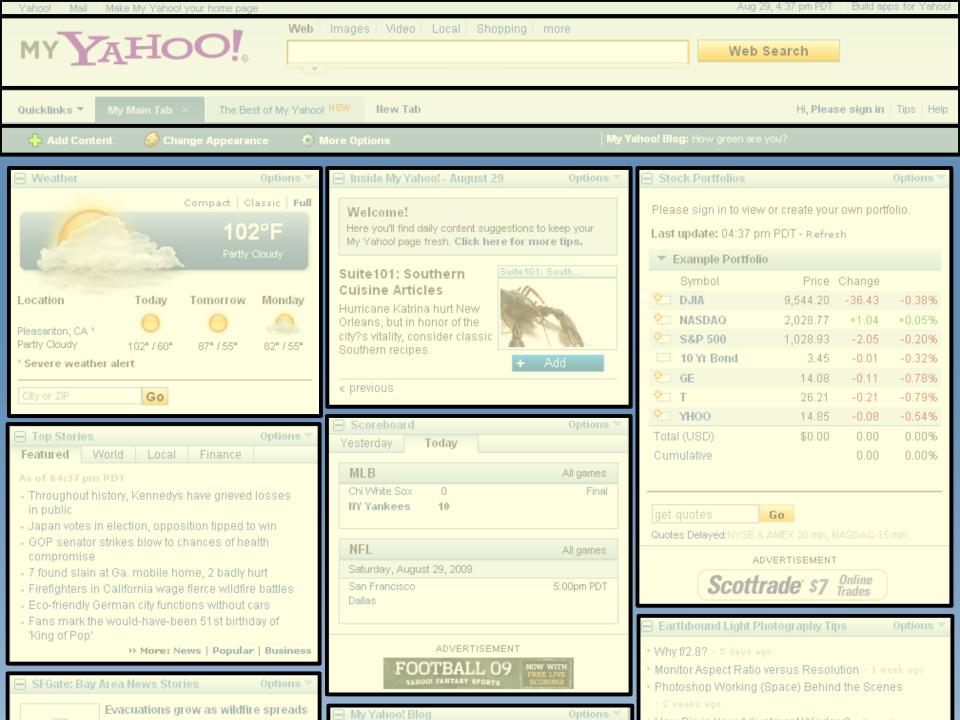


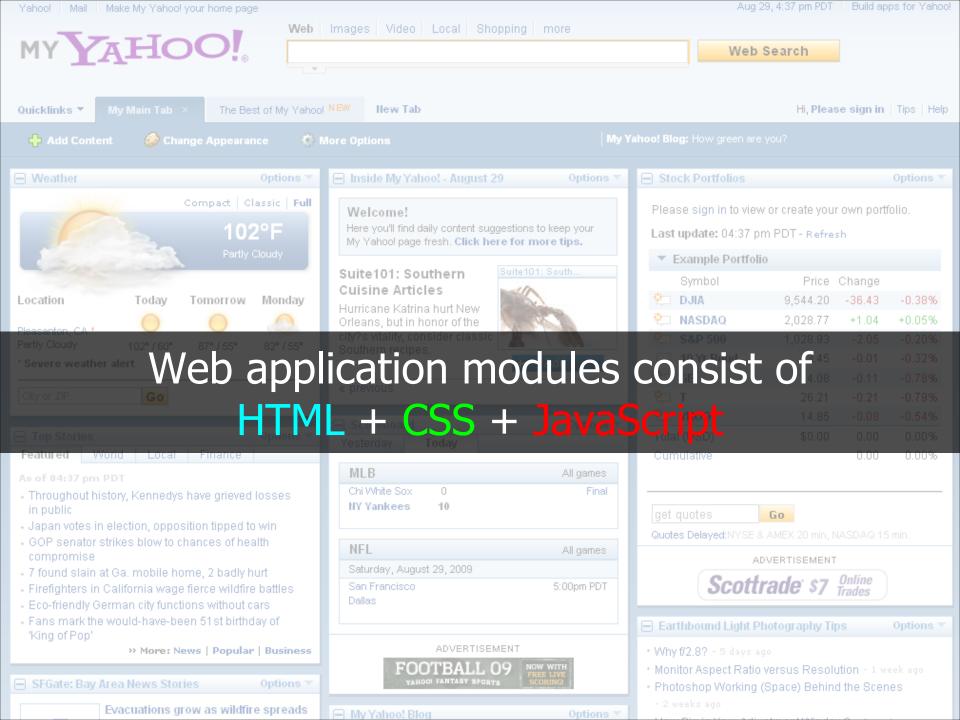
How does this apply to web applications?

web application module (n)

1: an independent unit of functionality that is part of the total structure of a web application

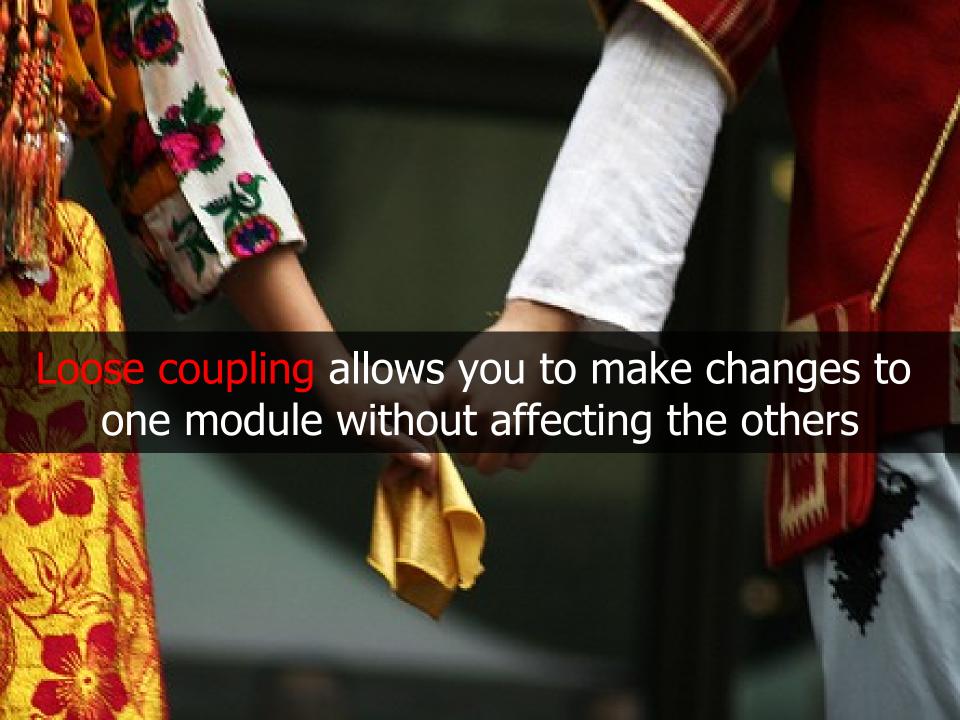
Source: Me







Any single module should be able to live on its own





Module

Module

Module

Module

Sandbox

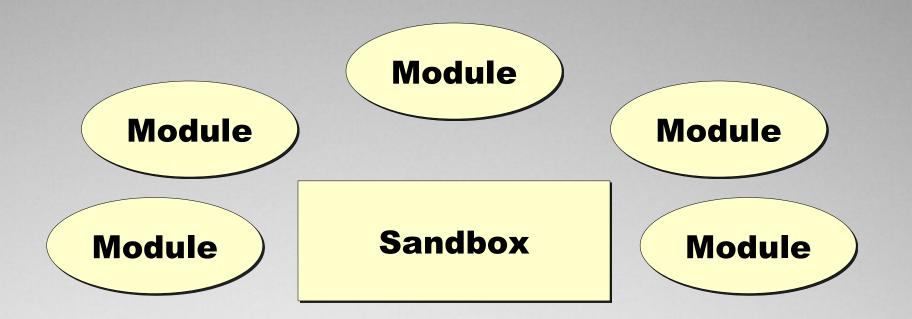
Module

Application Core

Base Library

Application Architecture

- Modules
- Sandbox
- Application Core
- Base Library



Modules have limited knowledge

Each module knows about their sandbox and that's it

```
Core.register("module-name", function(sandbox){
    return {
        init: function(){
            //constructor
        },
        destroy: function(){
            //destructor
    };
});
```

Which parts know about the web application being built?

None of them



What is a module's job?



Hello, I'm the weather module. It's my job to tell you the weather.



Hello, I'm the stocks module. It's my job to tell you about the stock market.

Each module's job is to create a meaningful user experience



This doesn't mean modules can do whatever they want to do their job



Module Rules

Hands to yourself

- Only call your own methods or those on the sandbox
- Don't access DOM elements outside of your box
- Don't access non-native global objects

Ask, don't take

Anything else you need, ask the sandbox

Don't leave your toys around

Don't create global objects

Don't talk to strangers

Don't directly reference other modules

Modules must stay within their own sandboxes

No matter how restrictive or uncomfortable it may seem



Application Architecture

- Modules
- Sandbox
- Application Core
- Base Library

Module

Module

Module

Sandbox

Module

Application Core

Sandbox

The sandbox ensures a consistent interface

Modules can rely on the methods to always be there

Module

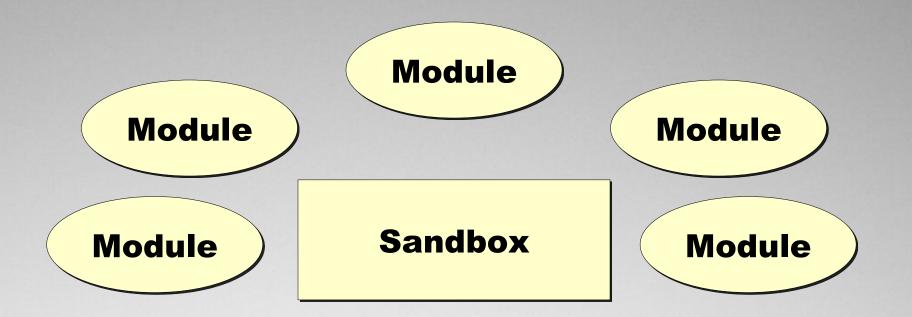
Module

Module

Sandbox

Module

Application Core



Modules only know the sandbox

The rest of the architecture doesn't exist to them



```
Core.register("module-name", function(sandbox) {
    return {
        init: function(){
           //not sure if I'm allowed...
           if (sandbox.iCanHazCheezburger()){
               alert("thx u");
        },
        destroy: function(){
            //destructor
    };
});
```

Sandbox Jobs

Consistency

- Interface must be dependable

Security

Determine which parts of the framework a module can access

Communication

Translate module requests into core actions

Take the time to design the correct sandbox interface

It can't change later

Application Architecture

- Modules
- Sandbox
- Application Core
- Base Library

Module

Module

Module

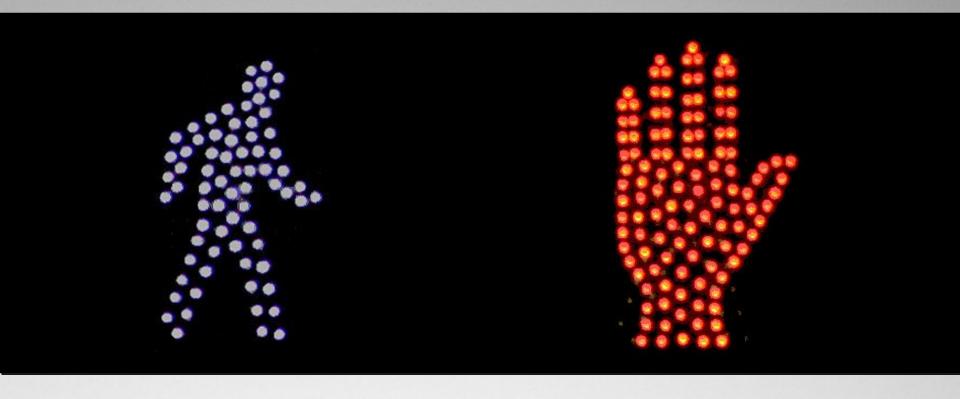
Sandbox

Module

Application Core

Application Core

The application core manages modules That's it



The application core tells a module when it should initialize and when it should shutdown

```
Core = function() {
  var moduleData = {};
  return {
      register: function(moduleId, creator) {
        moduleData[moduleId] = {
          creator: creator,
          instance: null
        };
      },
      start: function(moduleId) {
        moduleData[moduleId].instance =
            moduleData[moduleId].creator(new Sandbox(this));
        moduleData[moduleId].instance.init();
      },
      stop: function(moduleId) {
        var data = moduleData[moduleId];
        if (data.instance) {
            data.instance.destroy();
            data.instance = null;
```

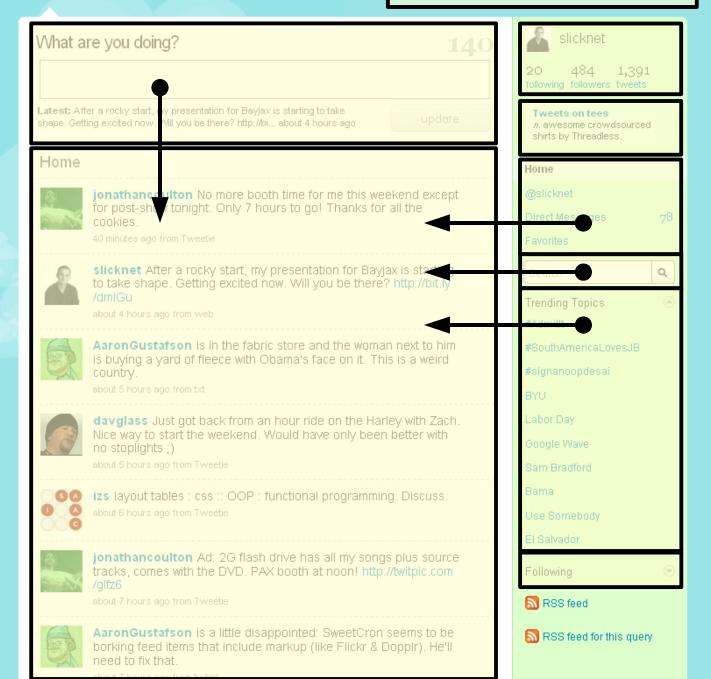
```
Core = function() {
  return {
    //more code here...
    startAll: function() {
      for (var moduleId in moduleData) {
        if (moduleData.hasOwnProperty(moduleId)) {
          this.start(moduleId);
    },
    stopAll: function(){
      for (var moduleId in moduleData) {
        if (moduleData.hasOwnProperty(moduleId)) {
          this.stop(moduleId);
    },
    //more code here...
```

```
//register modules
Core.register("module1", function(sandbox){ /*...*/ });
Core.register("module2", function(sandbox){ /*...*/ });
Core.register("module3", function(sandbox){ /*...*/ });
Core.register("module4", function(sandbox){ /*...*/ });
//start the application by starting all modules
Core.startAll();
```



The application core manages communication between modules





```
TimelineFilter = {
    changeFilter: function(filter) {
        Timeline.applyFilter(filter);
                                              Tight
};
                                            Coupling
StatusPoster = {
    postStatus: function(status) {
        Timeline.post(status);
                                        Tight
};
                                      Coupling
Timeline = {
    applyFilter: function(filter) {
        //implementation
    },
    post: function(status){
        //implementation
};
```

```
Core.register("timeline-filter", function(sandbox){
    return {
        changeFilter: function(filter) {
            sandbox.notify({
                type: "timeline-filter-change",
                data: filter
            });
                                       Loose
                                     Coupling
    };
});
Core.register("status-poster", function(sandbox) {
    return {
        postStatus: function(statusText) {
            sandbox.notify({
                type: "new-status",
                data: statusText
            });
                                           Loose
                                          Coupling
});
```

```
Core.register("timeline", function(sandbox) {
    return {
        init: function(){
            sandbox.listen([
                 "timeline-filter-change",
                 "post-status"
                                                    Loose
            ], this.handleNotification, this);
                                                   Coupling
        },
        handleNotification: function(note) {
            switch (note.type) {
                case "timeline-filter-change":
                     this.applyFilter(note.data);
                     return;
                case "post-status":
                     this.post(note.data);
                     return;
});
```



What are you doing? 140	alicknet slicknet	
	20 484 1,391 following followers tweets	
Latest: After a rocky start, my presentation for Bayjax is starting to take shape. Getting excited now. Will you be there? http://bi about 4 hours ago	Tweets on tees n. awesome crowdsourced shirts by Threadless.	
	Home	
	@slicknet	
	Direct Messages 7	78
	Favorites	
	Search Q	l
		<u></u>
	#AdmitIt	
	#SouthAmericaLovesJB	
	#signanoopdesai	
	BYU	
	Labor Day	

When modules are loosely coupled, removing a module doesn't break the others

No direct access to another module = no breaking should the module disappear.



The application core handles errors

Uses available information to determine best course of action



```
Core = function() {
  var moduleData = {}, debug = false;
  function createInstance(moduleId) {
    var instance =
      moduleData[moduleId].creator(new Sandbox(this)),
      name, method;
    if (!debug) {
      for (name in instance) {
        method = instance[name];
        if (typeof method == "function") {
          instance[name] = function(name, method) {
            return function(){
              try { return method.apply(this, arguments);}
              catch(ex) {log(1, name + "(): " + ex.message);}
            };
          } (name, method);
    return instance;
  //more code here
}();
```



Learn more

http://www.slideshare.net/nzakas/enterprise-javascript-error-handling-presentation

Application Core Jobs

Manage module lifecycle

Tell modules when to start and stop doing their job

Enable inter-module communication

 Allow loose coupling between modules that are related to one another

General error handling

Detect, trap, and report errors in the system

Be extensible

– The first three jobs are not enough!

Why not?







Web applications change

Often in ways that you couldn't possibly anticipate

Plan for extension



Module

Sandbox

Module

Module

Extension

Module

Application Core

Extension

What Extensions?

- Error handling
- Ajax communication
- New module capabilities
- General utilities
- Anything!







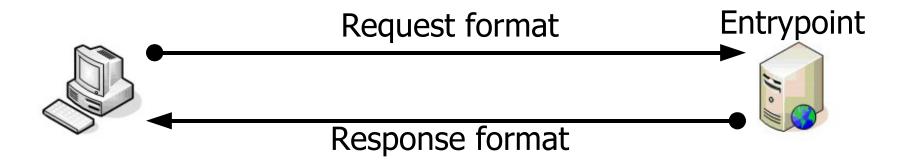






Ajax communication comes in different forms

Tends to be tied to something available on the server



Three parts must be in sync for Ajax to work Modules shouldn't know anything about any of this

Module

Sandbox

Module

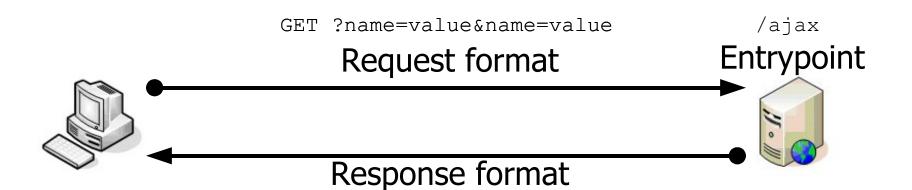
Module

Extension

Module

Application Core

Ajax/XML



```
Entrypoint
var xhr = new XMLHttpRegrest();
xhr.open("get", "/ajax?name=value",
                                              Request
                                              format
xhr.onreadystatechange = function() {
  if (xhr.readyState == 4) {
    if (xhr.status == 200 | | xhr.status == 304) {
      var statusNode = xhr.responseXML.getElementsByTagName("status")[0],
          dataNode = xhr.responseXML.getElementsByTagName("data")[0];
      if (statusNode.firstChild.nodeValue == "ok") {
        handleSuccess(processData(dataNode));
                                                         Response
      } else {
        handleFailure();
                                                          format
    } else {
      handleFailure();
};
xhr.send(null);
```

Basic implementation

Lowest-level Ajax with XMLHttpRequest

```
Library
                         Entrypoint
  reference
var id = Y.io("/ajax?name=value"
                                            Request
 method: "get",
                                             format
  on: {
    success: function(reg){
      var statusNode = req.responseXML.getElementsByTagName("status")[0],
          dataNode = req.responseXML.getElementsByTagName("data")[0];
      if (statusNode.firstChild.nodeValue == "qk") {
        handleSuccess (processData (dataNode));
                                                       Response
      } else {
        handleFailure();
                                                        format
    },
    failure: function(req) {
      handleFailure();
```

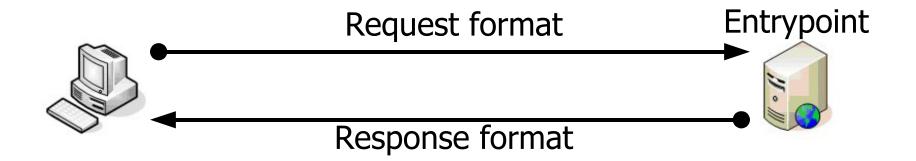
Implementation using a library

Hides some of the ugliness but still tightly coupled to Ajax implementation

```
var id = sandbox.request({ name: "value" }, {
    success: function(response) {
        handleSuccess(response.data);
    },
    failure: function(response) {
        handleFailure();
    }
});
```

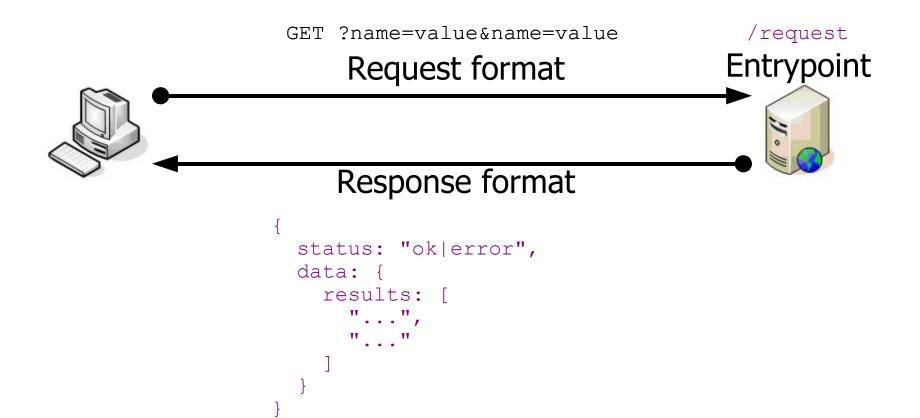
Implementation using sandbox

Passes through to core - hides all Ajax communication details



Ajax extension encapsulates all details

Any of these three can change without affecting modules



Module

Module

Sandbox

Application Core

Base Library

Module

Module

Ajax/JSON

Extension

Module

Ajax Extension Jobs

Hide Ajax communication details

Modules don't need to know any of it

Provide common request interface

 Modules use this interface to specify data to send to the server

Provide common response interface

Modules use this interface to retrieve data from the response

Manage server failures

 Modules only care if they got what they wanted or not, don't care why

Application Architecture

- Modules
- Sandbox
- Application Core
- Base Library

Module

Module

Sandbox

Module

Module

Extension

Module

Application Core

Extension

Base Library

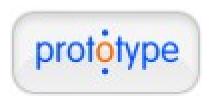
The base library provides basic functionality Ironic, huh?

Base Library













Be Lazy: Nothing is faster than doing nothing

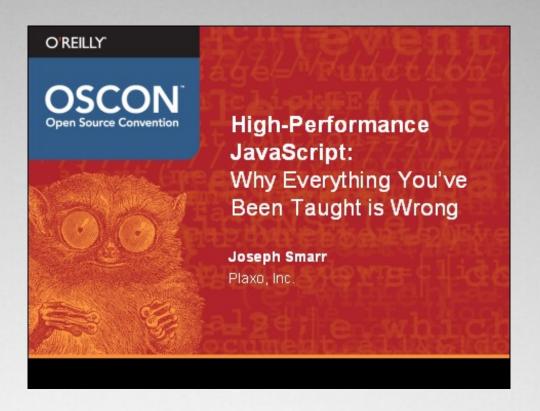
Write less code

- Minimize the JavaScript code you send down
 - Minify = good, obfuscate = not much better
 - Strip debug / logging lines (don't just set log-level = 0)
 - Remove unnecessary OOP boilerplate
 - Get/Set functions don't actually protect member vars! etc.
- Minimize dependency on third-party library code
 - Lots of extra code comes along that you don't need
 - Libraries solve more general problems → use like scaffolding

Joseph Smarr, Plaxo, Inc.

High-Performance JavaScript, OSCON 2007

Joseph Smarr, Plaxo, Inc.



Learn more

http://josephsmarr.com/2007/07/25/high-performance-javascript-oscon-2007/

Ideally, only the application core has any idea what base library is being used

Module Module

Module

Module

Sandbox

Module

Application Core

Dojo

Module Module **Sandbox Module Application** Core YUI

Module

Module

Base Library Jobs

Browser normalization

Abstract away differences in browsers with common interface

General-purpose utilities

- Parsers/serializers for XML, JSON, etc.
- Object manipulation
- DOM manipulation
- Ajax communication
- Provide low-level extensibility

Module

Module

Module

Module

Sandbox

Module

Extension

Application Core

Extension

Extension

Base Library

Extension

Architecture Knowledge

Module

Module

Module

Module

Sandbox

Module

Extension

Application Core

Extension

Extension

Base Library

Extension

Only the base library knows which browser is being used

No other part of the architecture should need to know

Base Library

Only the application core knows which base library is being used

No other part of the architecture should need to know

Application Core

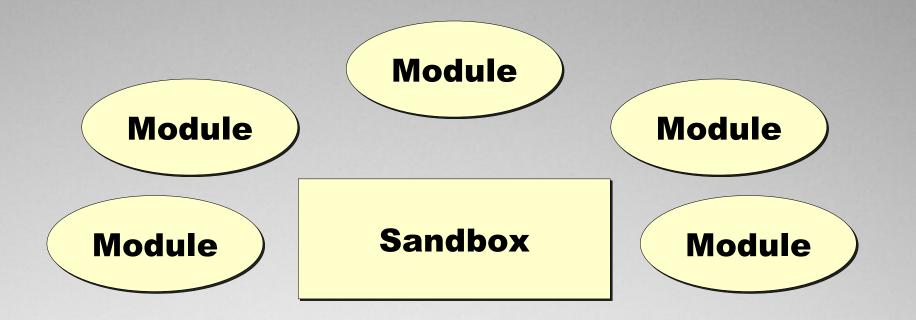
Base Library

Sandbox

Application Core

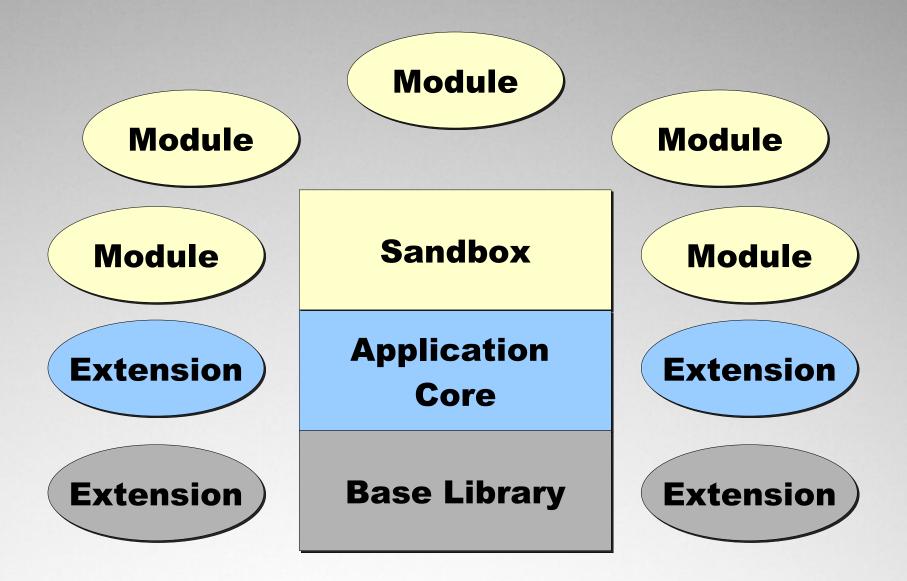
Only the sandbox knows which application core is being used

No other part of the architecture should need to know



The modules know nothing except that the sandbox exists

They have no knowledge of one another or the rest of the architecture



No part knows about the web application

Advantages



Minimize ramp-up time by reusing existing components

Each part can be tested separately

You just need to verify that each is doing it's unique job





A scalable JavaScript architecture allows you to replace any block without fear of toppling the tower

Questions?

Etcetera

My blog: www.nczonline.net

My email: nzakas@yahoo-inc.com

Twitter: @slicknet



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