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Discussion 6.1

Web 330

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The general idea behind observables is to watch for any kind of user interaction with an application. In Knockout JS for example, the observable allows for synchronization between the model and the view model[Osmani 129]. The way that I understood observables is that there when the user interacts with the view, the action the user triggered has consequences on the view model as well. The observable can dynamically update the application’s view and view model depending on the action the user takes.

Computed observables are an addition to regular observables. That is, computed observables use regular observables to change or format results in different ways. For example, if there is an observable that stores a first name and a last name, the computed observable can reformat the results instead of adding both first and last name every time in the view. I can see how this can be very useful not only when formatting data but when combining different forms of data that may be coming from an API. Additionally, computing results within an observable and handling the calculation in the view model rather than repeating the logic in the view itself.

Mapping has two functions in Knockout JS. It is necessary to format JSON or Javascript objects that can come from an API. Using mapping, we can then rewrite the objects into observables to be readable in Knockout. The neat thing about mapping is that if something were to change within the JSON object, no update needs to be done to the function.

Reference List

Knockout.com. Accessed 9 February 2021.

https://knockoutjs.com/index.html

Osmani Addy. “Learning Javascript Design Patters.” O’Riley Media Inc. August 6 2012.