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Discussion 8.1

Web 330

Prof. Krasso

You are a Software Engineer working on a development team maintaining "back office" applications and a proponent for Knockout.js. You have identified several applications that can benefit from its use; however, before you can start using Knockout.js you must convince the manager and Senior Software Engineer.

1. Training costs
2. Development time
3. Scalability
4. Maintainability
5. Longevity
6. Profit

a) I recommend using knockout JS because the training costs will be very minor. With Knockout, we can use data binding which is a very simple way of merging the model, view model and the view. With the simplicity of Knockout, any of the developers we have should be able to pick it up fairly quickly. We do not need to hire new developers and deal with recruitment costs, vetting, interviewing and onboarding[Desmond].

b) Development time should be quite fast as Knockout. While there are new technologies such as React that are faster because of the virtual DOM, Knockout is not as bloated with features. You can say there is a finite amount of uses for this library. “Knockout is a fast, extensible and simple JavaScript library designed to work with HTML document elements...and has no dependencies[Matonis].”

c) According to the Knockout JS documentation, “It’s much easier with KO. It lets you scale up in complexity without fear of introducing inconsistencies. Just represent your items as a JavaScript array, and then use a foreach binding to transform this array into a TABLE or set of DIVs.”

d) Being an older library, Knockout is not going to be releasing any new “breakable” update to the project. That said, an application built with Knockout is not going to change the way that it’s written thus functionality will continue to work way back from IE onward. The latest release is 3.5.1 on November 2019.

e) Knockout has been proven longevity a long time ago since 2010 according to the docs. The library was released in early 2000s and the current version is very reliable.

f) Knockout is freeware and has the benefits of cutting down on training time, no new staffing, maintainability and scalability. For those reasons, profits should be plenty.

Reference List

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Matonis, Audrūnas. “Knockout: A Real World Example.” Devbridge.com 12 August 2013.

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