

sproutcore 1.x  
- sproutcore ui widgets  
+ {{handlebarsjs}}

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**Ember JS**

**Step 1:**  
**Application.**  
**create();**

# Objects

Computed Properties

Bindings

Observers

Handlebars

# Ember.Object.

**extend({});**

**reopen({});**

**create({});**

**extend();**

**extend({});**



**properties\*, methods,**

**computed properties,**

**bindings\*\*, observers\*\***



**reference objects as  
properties will make you :-)**



**waiting until create time will  
make you :-)**

# properties...

`object.get("propertyName")`

`object.set("propertyName", value)`

... honor the **magic.**

fiddle!

# Ember.Object.

**extend({});**

**reopen({});**

**create({});**



# reopen({});



properties\*, methods,  
computed properties,  
bindings\*\*, observers\*\*



**reference objects as  
properties will make you :-)**



**waiting until create time will  
make you :-)**

# Ember.Object.

**extend({});**

**reopen({});**

**create({});**

**create();**

**create({});**



**properties,**

**methods\*,**

**computed properties\*,**

**bindings\*\*, observers\*\***



**maybe time for quiet  
meditation and reflection**



**absolutely do this here :-)**

# Ember.Object.

```
reopenClass({});
```

# Remember when I **said...**

**{** \* reference objects as properties will **}**  
make you **:-(**

Ember objects

**Computed Properties**

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```
propertyName:function(){  
    //compute something.  
}.property("dependency")
```

soooooooooo **why?**

Ember objects

Computed Properties

**Bindings**

Observers

Handlebars

# bindings...

propertyName**Binding**:"App.object"

fiddle!

...the **magic**

Ember objects

Computed Properties

Bindings

**Observers**

Handlebars



Ember objects

Computed Properties

Bindings

Observers

**Handlebars**

# Basics

**using handlebars**

**named templates**

**Ember.View**

**bindings**

**blocks**

```
<script  
type="text/x-handlebars">
```

```
  Hello, {{App.person.  
  name}}
```

```
</script>
```



# Basics

using handlebars

**named templates**

Ember.View

bindings

blocks

```
<script type="text/x-handlebars"  
  data-template-name  
  ="personIntro">
```

**My name is {{person.name}}.**

```
</script>
```

# Basics

using handlebars

named templates

**Ember.View**

bindings

blocks

```
App.PersonIntroductionView = Ember.View.extend({  
  templateName="personIntro"  
});
```

```
//for completeness  
App.person = Ember.Object.create({  
  name:"Seymoure Butts"  
});
```

# Basics

using handlebars

named templates

Ember.View

**bindings**

**blocks**

```
{{view  
App.PersonIntroductionView  
personBinding="App.person"}}}
```

# Basics

using handlebars

named templates

Ember.View

bindings

**blocks**

```
{{#view personBinding="App.person"}}  
  My Name Is {{person.name}}  
{{/view}}
```



```
{{#if truthy}}
```

```
  //render
```

```
{{else}}
```

```
  //render
```

```
{{/if}}
```

```
{{#unless truthy}}  
  //render  
{{/unless}}
```

```
{{#each collectionItem}}  
  //render  
{{/each}}
```

**A**

**Reasonably**

**Complicated**

**Demonstration**