



# Casting off with Sails.js

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# Background

- **Coordinate Based Drawing - JS**
- **Event driven DOM manipulation - JS**
- **View & Controller programming in iOS - Objective-C**



# What is Sails.js?

- MVC Oriented (kind of) Architecture for Node.js
- Primarily a Server Side framework
- Controllers and Policies are Express middleware



# Features

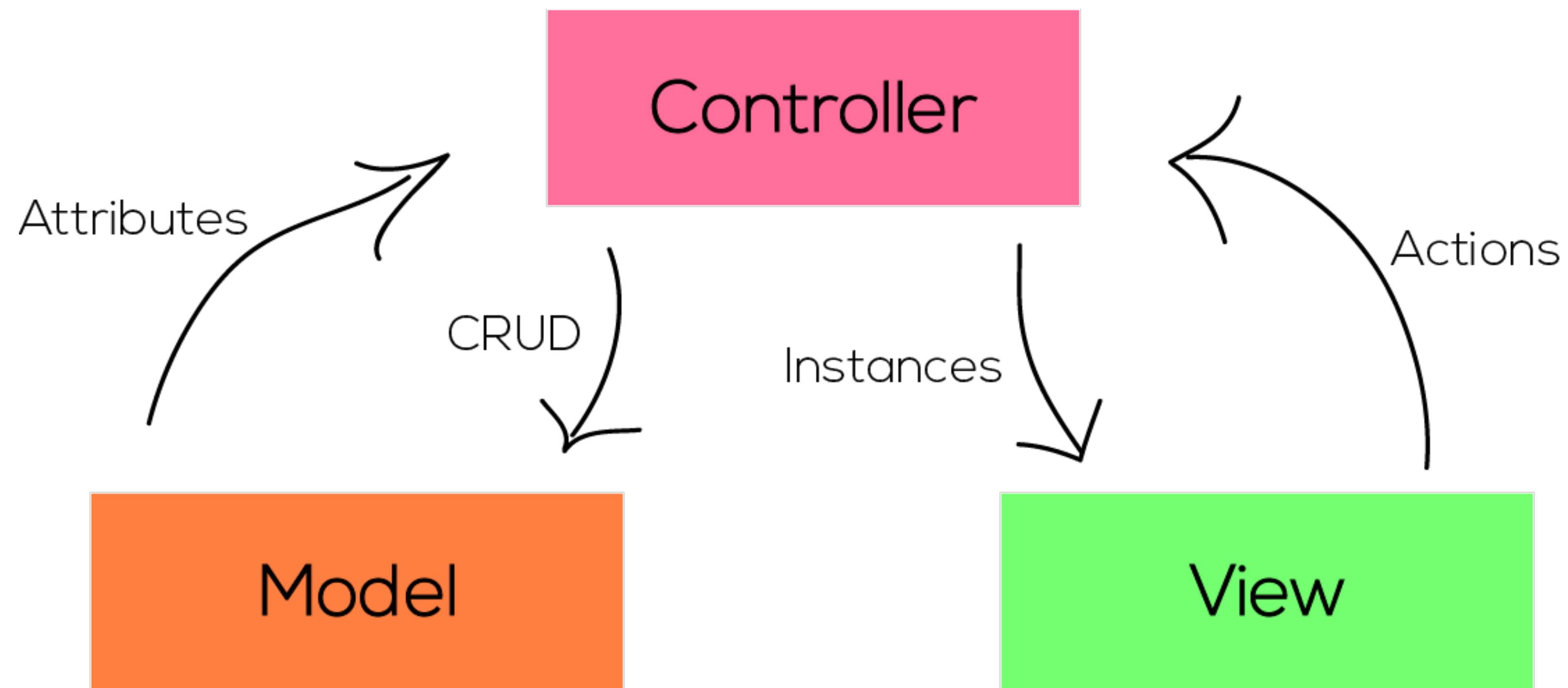
- Supports realtime client/view updates through Socket.io
- Automatic REST API generation
- Automatic route bindings for controller actions
- Grunt Support
- Supports multiple DBs

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# Creating a Sails Project

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# ModelViewController



# Models

- **Storage (models are DB agnostic)**
- **Attributes**
- **Validations**
- **Instance Methods**
- **Lifecycle Callbacks**

# Attribute Types

- string
- text
- integer
- float
- date
- time
- datetime
- boolean
- binary
- array
- json



# Validations Available

- empty
- required
- undefined
- string
- alpha
- numeric
- alphanumeric
- email
- url
- urlish
- ip
- creditcard
- uuid
- uuidv3
- uuidv4
- int
- number
- finite
- decimal
- float
- boolean
- array
- date
- hexColor
- lowercase
- uppercase
- after
- before
- is
- not
- equals
- contains
- notContains
- len
- in
- notIn
- max
- min
- minLength
- maxLength

# Instance Methods

- **save** `model.save(function(err){ });`
- **destroy** `model.destroy(function(err){ });`
- **toObject** `model.toObject();`
- **toJSON** `toJSON: function() { return obj; }`

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**Models**

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# Controllers

- Express Middleware (req, res)
- CRUD routes generated automatically by default
- REST routes generated automatically by default

# CRUD Routes

- **find**    `/controller/find/id`
- **create**    `/controller/create`
- **update**    `/controller/update/id`
- **destroy**    `/controller/destroy/id`

# REST Routes

- **get** /controller/id
- **post** /controller
- **put** /controller/id
- **delete** /controller/id

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**Controllers**

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# Views

- **EJS (Embedded JavaScript) by default**
- **Compatible with Jade**
- **Minor tweaking gets Handlebars support**



# View Directories

/views

  /controller

    action.ext

**example:**

/views

  /creature

    show.ejs

# Handlebars config

/config/views.js

engine: "handlebars"

/views/controller/action.handlebars

/views/controller/partials/partial.handlebars

/api/controllers/ExampleController.js

```
res.view({  
  partials: {  
    partial: "partials/partial",  
    footer: "partials/footer"  
  }  
});
```

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**Views**

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# What about front-end?

- Socket.io runs code client-side (updates views/client)
- Sails originally came bundled with a client-side solution called Mast (now a separate library)
- Ember, Angular, Backbone(use Mast)

# Realtime Updates

- Default CRUD blueprints are supported
- Adding methods to controllers
- Raw socket.io access via req.socket if needed

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**Realtime Updates**

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# More Info / Help

- [sails.js.org/#!](https://sails.js.org/#!documentation)  
documentation
- [irlnathan.github.io/sailscasts/](https://irlnathan.github.io/sailscasts/)
- [groups.google.com/forum/#!forum/sailsjs](https://groups.google.com/forum/#!forum/sailsjs)
- search sails.js on stack overflow



**Questions?**