

Developing Ambitious

- Ember apps in 2019

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● Why Ember in 2018?

Pros

- Convention over Configuration (CoC)
- Addon ecosystem (emberobserver.com)
- Out of the box routing
- Ember-data
- Ember CLI
- Built-in testing tools.
- Ember Inspector
- Active community and support.

● Why not Ember in 2018?

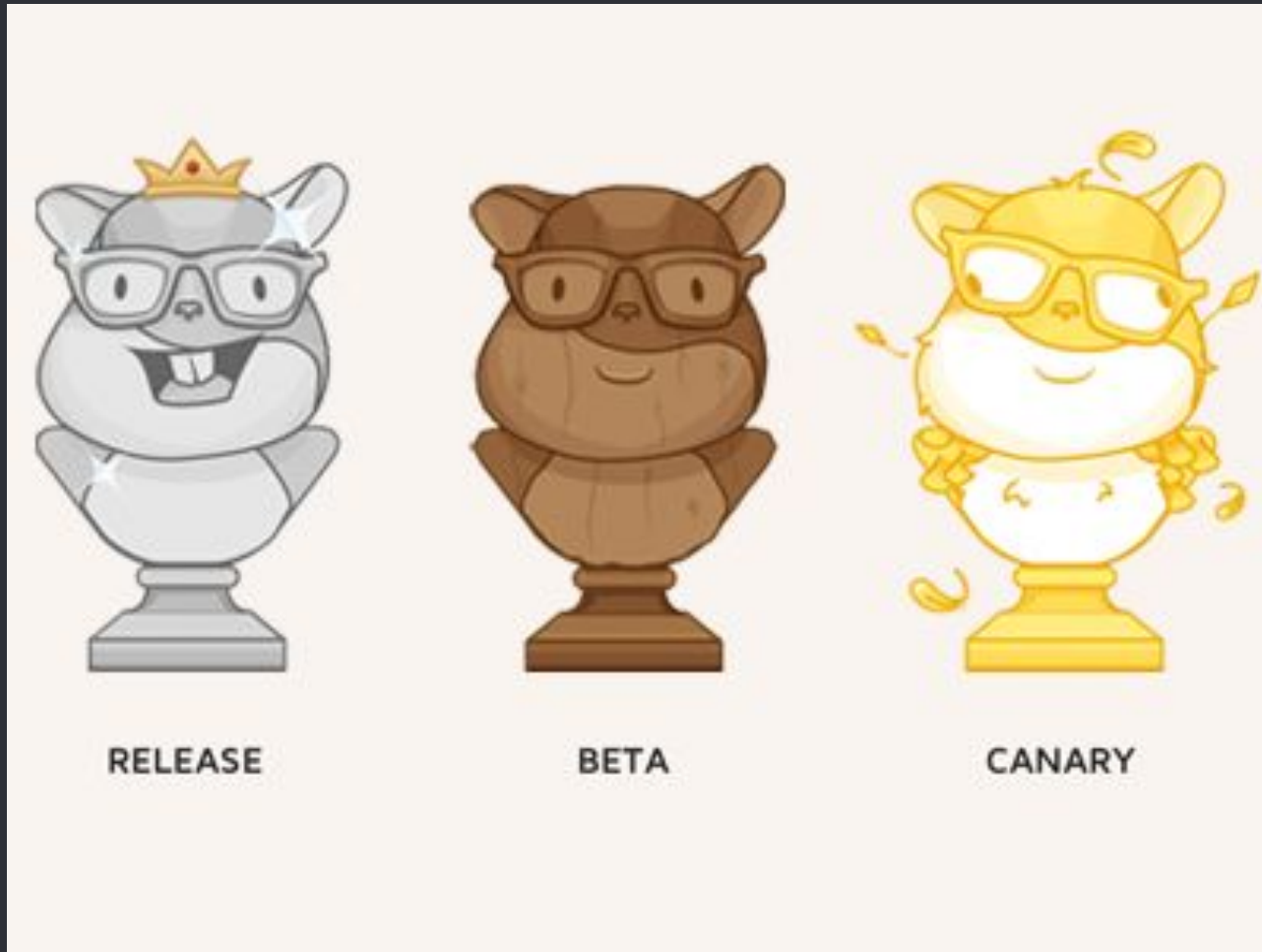
Limitations

- Dependency on jQuery
- Steep learning curve
- Complex component API
- No Support for Native Class, Decorators etc
- Unintuitive project structure



Ember Release Cycle

- Ember Release Cycle



<https://emberjs.com/releases/>

- Ember Release Cycle: SemVer

- Minor

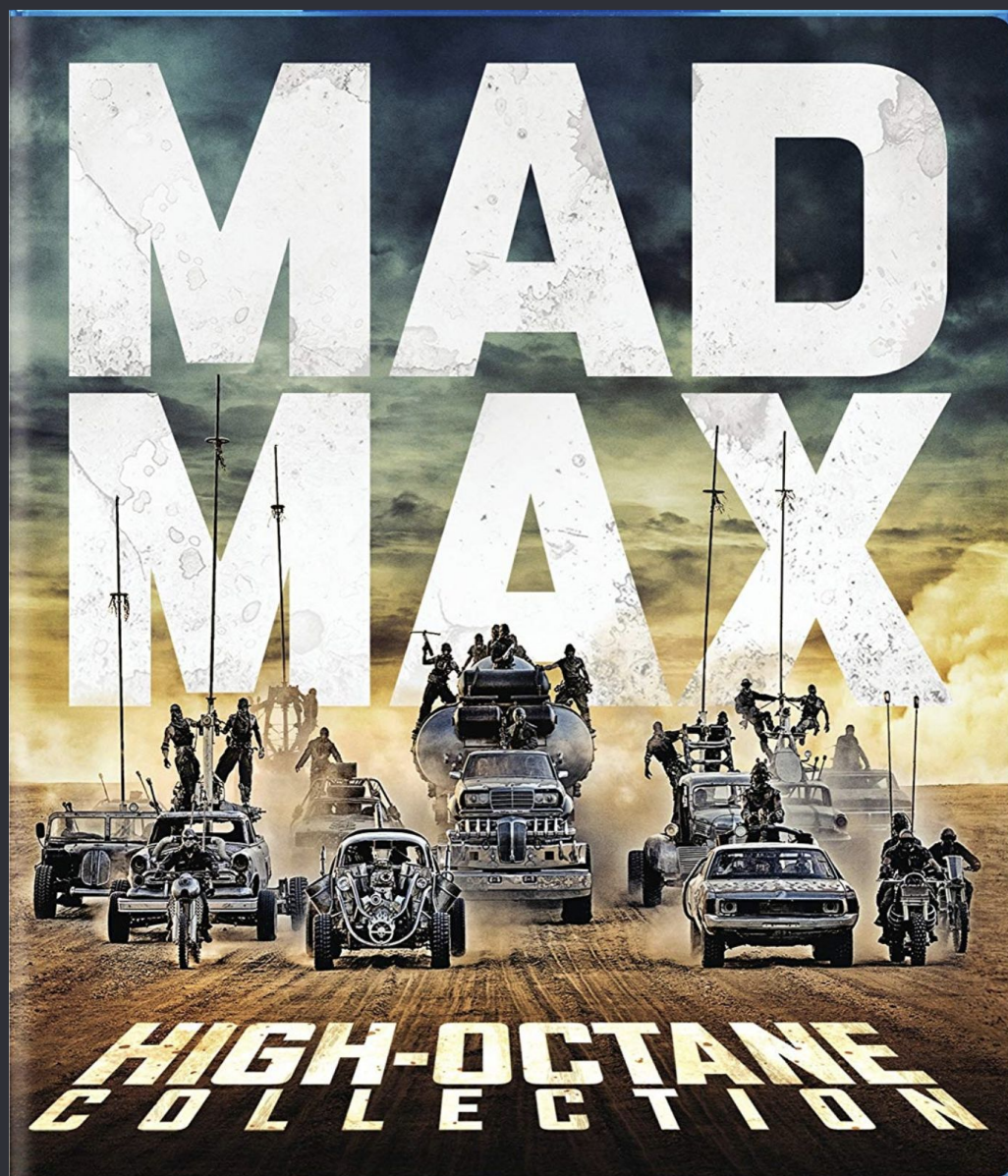
- Introduce new features

- Major

- No new features. Only fixing deprecations.



Editions & Ember Octane





Tom Dale

@tomdale



Ember Octane is a new edition of Ember.js, with a modern component API that embraces HTML and recaptures the fun of web development.

The preview of Octane is out now. Please give it a try and let me know what you think.

emberjs.com/editions/octane...

```
import Component from "@glimmer/component";
import { tracked } from "@glimmer/tracking";

export default class extends Component {
  @tracked firstName = "Chris";
  @tracked lastName = "Garrett";

  get fullName() {
    return `${this.firstName} ${this.lastName}`;
  }
}
```

● Why Octane?

○ What's new

- Native JavaScript classes
- Decorators
- Tracked properties
- Async functions (async/await)
- Octane-style components
- ...attributes.
- `<AngleBracket>` syntax

● Why Octane?

○ What's gone

- jQuery.
- Non-native classes.
- Computed properties and observers.
- Curly component invocation
- The run loop.
- Ember "inner HTML" components

- How to Octane?

#create ember octane app

ember new octane-app -b @ember/octane-app-blueprint

- Required tooling

```
# install Volta
```

```
curl -sLf https://get.volta.sh | bash
```

```
# install Node
```

```
volta install node
```

```
#install ember
```

```
volta install ember-cli
```



● Feature Flags

```
//config/environment.js
module.exports = function(environment) {
  let ENV = {
    'ember-resolver': {
      features: {
        EMBER_RESOLVER_MODULE_UNIFICATION: true,
      },
    },
    //more properties
    EmberENV: {
      FEATURES: {
        // Here you can enable experimental features on an ember canary build
        EMBER_MODULE_UNIFICATION: true,
        EMBER_NATIVE_DECORATOR_SUPPORT: true,
        EMBER_METAL_TRACKED_PROPERTIES: true,
        EMBER_GLIMMER_ANGLE_BRACKET_BUILT_INS: true,
      },
    },
  };
  //.... modify env based on development, prod etc.
  return ENV;
};
```



Glimmer Components

Ember's new component API in Octane

● Classic component

- Curly syntax
- Wrapper Element
- Arguments
- Despite DDAU approach, 2 way binding possible

● Classic component: How did it look?

```
// app/components/x-button.hbs
import Component from '@ember/component';

export default Component.extend({
  tagName: 'button',
  classNames: ['btn'],
});

{{!-- app/templates/components/x-dialog.hbs --}}
{#modal-dialog}}
  {{#x-button
    text="Submit"
    onclick=(action "submit")
  }}
{{/modal-dialog}}
```

● Classic component

- 13 Standard lifecycle hooks
- 29 Event handlers
- 9 element/element customization properties
- 21 standard framework functions

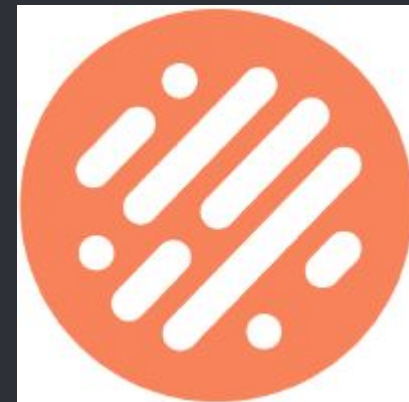
● Classic component

Index	Methods	Properties	Events
Show: <input checked="" type="checkbox"/> Inherited <input type="checkbox"/> Protected <input type="checkbox"/> Private <input type="checkbox"/> Deprecated			
Methods			
\$	didUpdateAttrs		
didReceiveAttrs	readDOMAttr		
didRender	willRender		
didUpdate	willUpdate		
Properties			
ariaRole	layout		
elementId	positionalParams		
isVisible			
Events			
didReceiveAttrs	didUpdateAttrs		
didRender	willRender		
didUpdate	willUpdate		

<https://api.emberjs.com/ember/3.10/classes/Component>

● Glimmer Component

- Just 2 lifecycle hooks:
 - constructor
 - willDestroy
- Only 3 properties:
 - args
 - isDestroying,
 - isDestroyed
- Outer HTML Semantics
- Namespaced Arguments
- Unidirectional Dataflow
- Stateless Template-Only Components



● Glimmer Component

```
// app/components/hello-button.js
export default class HelloButton extends Component {
  constructor() {
    super(...arguments);
  }
}
```

```
<!-- app/templates/components/hello-button.hbs -->
<button class="btn" role="button">
  Hello, world!
</button>
```

● Glimmer Component

```
{{!-- src/ui/components/notes/note-input/template.hbs --}}  
<input  
  {{did-insert @focusInput}}  
  type="text"  
  onkeyup={{@addNote}}  
  ...attributes  
>
```

```
{{!-- Usage --}}  
<Notes::NoteInput  
  @addNote={{action addNote}}  
  @focusInput={{action focusInput}}  
  name="add-note"  
  class="input is-large"  
  value={{inputValue}}  
  aria-label="add note here"  
  disabled={{if isLoading "disabled" ""}}  
>
```



Modifiers

Element modifiers or Render Modifiers

A cop just knocked on my door and told me my dogs were chasing people on bikes. I told him, "That's impossible. My dogs don't even own bikes."



● Modifiers

- similar to Handlebars helpers
- functions or classes
- use with {{double-curlyies}}.
- applied directly to elements:

● Modifiers: addons

`{{!-- `@ember/render-modifiers` --}}`
an official Ember addon that provides

`{{did-insert}}`
`{{did-update}}`
`{{will-destroy}}`

`{{!-- `ember-on-modifier` --}}`
`<button {{on "click" this.onClick}}>`
Click me!
`</button>`

`{{!-- `ember-ref-modifier` --}}`
`<button {{ref this "button"}} data-name="foo">`
Click me!
`</button>`

`{{this.button.dataset.name}} >> "foo"`

● Modifiers: usage

```
//function defined elsewhere
focusInput(element) {
  element.focus();
}
```

```
{{!-- src/ui/routes/index/template.hbs --}}
<NoteInput
  @focusInput={{action focusInput}}
/>
```

```
{{!-- src/ui/components/note-input/template.hbs --}}
<input
  {{did-insert @focusInput}}
  type="text"
/>
```



Native Classes & Decorators

- Native Classes & Decorators



● Native Classes

//BEFORE

```
import Component from '@ember/component';
```

```
export default Component.extend({  
  init() {  
    this._super(...arguments);  
  },  
});
```

//AFTER

```
import Component from '@ember/component';
```

```
export default class XButtonComponent extends Component {  
  constructor() {  
    super(...arguments);  
  }  
}
```

● Decorators

- Declarative transformation of value/method
- Minimal & readable code
- Enabled by default using ember-cli-babel \geq v7.7.3
- ember-decorator addon: an experiment

The logo for Ember Decorators is displayed within an orange rectangular box. It features the word "Ember" in a smaller, white, sans-serif font, positioned above the word "Decorators" in a larger, white, serif font.

Ember Decorators

Useful decorators for Ember applications.

Decorators: Usage

```
import Controller from '@ember/controller';
import { action, computed } from '@ember/object';
import { alias } from '@ember/object/computed';
import { tracked } from '@glimmer/tracking';

export default class IndexController extends Controller {
  @alias('model') notes;
  @tracked isLoading = false;

  @computed('notes.@each.text')
  get allTags() { //more code }

  @action
  addNote(event) { //more code }
}
```




What's next...

Or what after Octane...



Module Unification aka MU

● Before MU: Project structure

#create app

ember new my-app

#create route

ember g route posts

#create controller

ember g controller posts

#create component

ember g component x-button

```
└─ app
  └─ components
    └─ JS x-button.js
  └─ controllers
    └─ JS posts.js
  └─ routes
    └─ JS posts.js
  └─ styles
    └─ app.css
  └─ templates
    └─ components
      └─ x-button.hbs
      └─ application.hbs
      └─ posts.hbs
    └─ JS app.js
    └─ index.html
    └─ JS resolver.js
    └─ JS router.js
  └─ config
    └─ JS environment.js
    └─ {...} optional-features.json
    └─ JS targets.js
  └─ node_modules
  └─ public
  └─ tests
```

● After MU : Project structure

```
graph TD
    src[src] --> ui[ui]
    src --> index[index]
    ui --> components[components]
    ui --> note_input[note-input]
    ui --> routes[routes]
    ui --> application[application]
    components --> common[common]
    components --> note[note]
    note --> component_test_js[JS component-test.js]
    note --> component_js[JS component.js]
    note --> template_hbs_note[template.hbs]
    index --> controller_test_js[JS controller-test.js]
    index --> controller_js[JS controller.js]
    index --> route_test_js[JS route-test.js]
    index --> route_js[JS route.js]
    index --> template_hbs_index[template.hbs]
    index --> tag[tag]
    index --> styles[styles]
```

- src
 - ui
 - components
 - common
 - note
 - JS component-test.js
 - JS component.js
 - template.hbs
 - note-input
 - routes
 - application
 - index
 - JS controller-test.js
 - JS controller.js
 - JS route-test.js
 - JS route.js
 - template.hbs
 - tag
 - styles

● After MU : Project structure

- Application code in `app src/ui`
- Co-located
 - route, controller, template, tests
 - component, template, tests
- single word component filename support

Upcoming

- Private/scoped components
- Declarative imports in templates



Demo Time

<https://github.com/kushdilip/ember-octane-life-log>



● Demo steps

- Feature walkthrough
- Correlate Octane features and code walkthrough
- Create a new tag component with number of notes
- Push and demo on netlify link

Thanks!

ANY QUESTIONS?