# Diving into KnockoutJS

## What is KnockoutJS

### SLIDE: It’s a library, not a framework

#### Ko does not dictate how you structure your code

#### Simply provides plumbing/bindings

#### You are still responsible for writing clean code…

#### It makes writing UI logic fun again…

#### Less error prone as you are not dealing with DOM

#### 14kb, no dependencies

### SLIDE: Model-View-ViewModel

### SLIDE: Class Hierarchy

### SLIDE: Declarative Two-Way Bindings

## Hello World

### Binding Raw Objects

### Binding observables

### Computed observables

### Arrays – foreach & template & context variables

## Application Structure

### Plain Old JS Objects (POJOs)

### Object Factories

### Object Extenders

### Constructor Pattern

### “Populate” Prototype Method

### Managing Collections / Arrays & Compound ViewModels

### Widgets & `allowBindings: false`

## Custom Binding Handlers

### SLIDE: Binding handlers are your friend

#### Should be part of every ko user’s toolbelt. They really are easy to understand…

#### What a binding handler is looking for

#### Utilize existing bindings (simple example… hidden?)

#### Encapsulate logic to write cleaner code (click to edit)

### SLIDE: If you need the DOM in your VM, you are doing it wrong

#### BindingHandlers control \*binding\*. Observables care not.

### The bindingHandler API

### Examples

#### dynamicValue

#### clickToEdit

#### progressBar

#### currency

#### toJSON

#### date

#### markdown

#### TODO: markdown editor

#### TODO: jQuery sortable

#### TODO: AutoCompleteJS

## Advanced Usage

### Writeable Computed Observables

#### Full Name

#### Match Pattern

#### Restrict Characters

#### numericObservable

#### asPositiveInteger

### Staying DRY with Extensions

#### asPaged

### Dirty Tracking

### TODO: simple editor pattern?

## Working with the server

### Basic method

### Using the prototype

### Convention-based AJAX

### TODO: Mapping and Knockout Mapping plugin

## A touch on performance

### Event Binding

### Throttle extender

### Watch for O(n) or greater dependencies

### A look at memory + profiling