

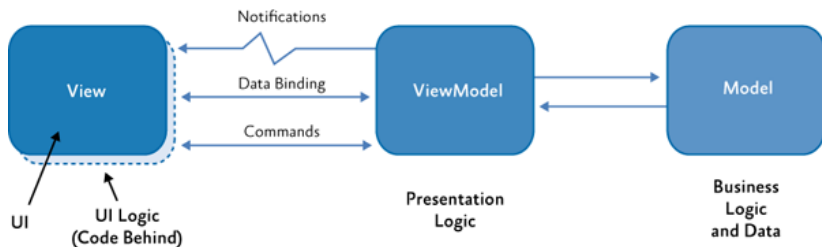
# Wprowadzenie do biblioteki *Knockout.*

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# Wzorzec Model-View-ViewModel (MVVM)



# Zalety wzorca MVVM

- ▶ W prosty sposób możemy tworzyć skomplikowane widoki
- ▶ Łatwy sposób testowania UI (testujemy ViewModel)
- ▶ Templating - prosty sposób na ponowne wykorzystanie elementów UI

# Biblioteka KnockoutJS



The image shows the homepage of the KnockoutJS website. The background is a vibrant orange-red gradient with a subtle geometric pattern. At the top, a navigation bar contains links: Home, Download / Install, Tutorials, Live examples, Documentation, Forum, and Source. The 'Knockout.' logo is prominently displayed on the left. To the right, a text block explains the library's purpose: 'Simplify dynamic JavaScript UIs with the Model-View-View Model (MVVM) pattern'. Below this is a 'Download' button for version 3.0.0 (16kb min+gz) and a link to 'upgrade notes'. A 'Key concepts' section follows, featuring four icons and their corresponding descriptions: Declarative Bindings, Automatic UI Refresh, Dependency Tracking, and Templating. Below this, there are two more sections: 'More features' with a list of benefits (Free, Pure JavaScript, Small & lightweight, No dependencies) and 'New: Interactive tutorials' with a brief description and a link to tutorials. At the bottom, there is a 'Live example' section.

Home Download / Install Tutorials Live examples Documentation Forum Source


# Knockout.

Simplify dynamic JavaScript UIs with the Model-View-View Model (MVVM) pattern


Download  
v3.0.0 - 16kb min+gz

[upgrade notes](#)


## Key concepts




**Declarative Bindings**  
Easily associate DOM elements with model data using a concise, readable syntax



**Automatic UI Refresh**  
When your data model's state changes, your UI updates automatically



**Dependency Tracking**  
Implicitly set up chains of relationships between model data, to transform and combine it



**Templating**  
Quickly generate sophisticated, nested UIs as a function of your model data

## More features



- ✓ Free, open source ([MIT license](#))
- ✓ Pure JavaScript — works with any web framework
- ✓ Small & lightweight — 46kb minified  
... reduces to 16kb when using HTTP compression
- ✓ No dependencies

## New: Interactive tutorials

Get started with knockout.js quickly, learning to build *single-page applications*, *custom bindings* and more with [these interactive tutorials](#).

## Live example

# KnockoutJS Demo

  file:///home/mc/dev/knockout/list\_demo.html

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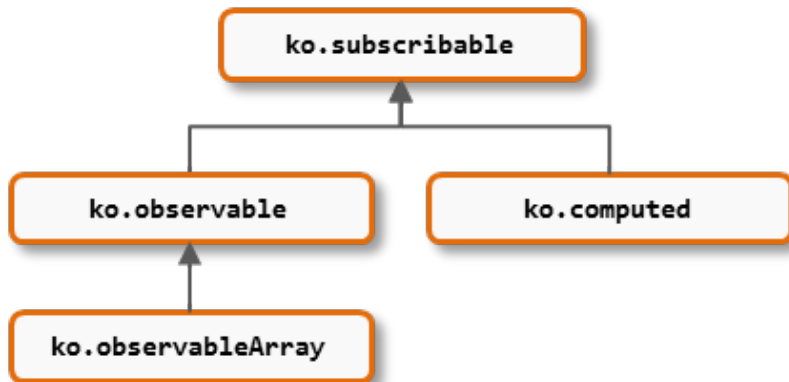
Title:

Price:

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Book Title	Book Price	Actions	
C# In Nutshell	100\$	<input type="button" value="DELETE"/>	<input type="button" value="EDIT"/>
Programming Ruby	35\$	<input type="button" value="DELETE"/>	<input type="button" value="EDIT"/>
foo bar	0	<input type="button" value="DELETE"/>	<input type="button" value="EDIT"/>

# Subscribable type hierarchy



mapper, pluginy itp.

- ▶ mapping plugin (mapowanie pomiędzy observable i JSON)
- ▶ Dużo wtyczek pisanych przez społeczność (github)

# Materiały

- ▶ <http://knockoutjs.com/> (oficjalna strona biblioteki)
- ▶ <http://www.knockmeout.net/> (blog rniemeyer)
- ▶ <http://blog.stevensanderson.com/> (blog Steven Sanderson)
- ▶ KnockoutJS Starter, *Eric M. Barnard*, PACKT PUBLISHING (ultra krótka - zaledwie 50 stron)





Uwagi? Pytania?