

Get To Know Alpine.js!

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About Me

- Owner / Director, South of Shasta Consulting
- Manager, Sac Interactive Tech Meetup
- Reformed Video Game Developer - Grim Fandango, SimPark, StarWars Rogue Squadron, etc...
- Music Junkie



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RECORD COLLECTION



Code And Slides

github.com/nolanerck

[get-to-know-alpine-js](#)

Alpine.js

- "jQuery for the Modern Web"
- Similar to Vue.js
- No build step required
- Node / npm install not required

Alpine.js

- Very lightweight and simple, by design
- 1 JS file
- 15 attributes, 6 properties, 2 methods
- *Alpine components*, not apps
- For specific bits of interactivity on the page
- If you need `sitename.com/#routes`, use Vue, React, etc

Alpine.js vs jQuery vs Vue

- jQuery: manipulate the entire DOM
- Alpine: designate a portion of the DOM to be managed (similar-ish to Vue)
- Template syntax also similar to Vue
- **Demo 1: Hello World**

x-data

- Where all your Alpine stuff lives
- Define variables
- Event handlers
- Listen for Alpine init
- Define methods
- *Everything* that makes up an Alpine component can go in here
- Similar to new Vue({});

Conditional logic

- x-show and x-if
- x-show: hide/show
Still in the DOM, just hidden
- x-if: add/remove
Actually removed from the DOM, not just hidden
Must use <template> tag and a root element
- **Demo 2: Conditionals**

Attribute Binding

- x-bind
- x-bind:someHTMLAttribute="the value"
-
- Shorthand, just use ":" without x-bind

- I don't like the shorthand syntax
- **Demo 3: Attribute Binding**

Loops

- x-for
- Must use <template> tag with 1 root item
- **Demo 4: Looping**
- :key if you need to reorder items (ala Vue, kind of)
- **Demo 5: Looping and Keys**

Forms and Binding

- x-model
- Works on all form fields except type=file (for security reasons)
- 2-way binding ala MVVM
- **Demo 6: Form Model Binding**

Modifiers

- Can use modifiers to (duh) modify how data is handled
- By default JavaScript (x-model) treats form data like a string
- .number and .boolean for better numeric and bool data functionality
- debounce
`<input type="text" x-model.debounce.500ms="search">`
- throttle
`<input type="text" x-model.throttle.500ms="search">`
- **Demo 7: Form Binding w/ Modifiers**

Getters

- For methods that return data based on some other state
- If the method uses any data, Alpine will notice if the data changes
- ala "Computed Properties" in Vue (but not cached)
- `get fullName(){ ... }`
- "get" not req'd, but adds to self-documenting
- **Demo 8: Getters**

Events

- x-on
- Run code for dispatched events
- `<button x-on:click="alert('Hello World!')">Say Hi</button>`
- Shorthand version:
`<button @click="alert('Hello World!')">Say Hi</button>`
- IMHO: use x- stuff everywhere, for consistency and self-documentation
- **Demo 9: Events**

JS and HTML mixed together?!



Separate JS and HTML

- Can move all the code to .js file
- `<div x-data="theApp">` (ala Vue)
- `x-cloak` to hide things until properly init'd
- **Demo 10: Separate files**

Multiple Alpine Components

- Each x-data is a "component"
- x-data's cannot talk to each other directly
- Tho you can dispatch messages ala vanilla JS
- <https://alpinejs.dev/magics/dispatch>
- Use `Alpine.store()` for global state management

Transitions

- x-transition
- For CSS transition animation things

Magics

- \$magicsLookLikeThis
- \$watch - Watch a component property to see when it changes and run some code
- init(\$watch('firstName', value => console.log(value)));
- \$dispatch - shortcut for dispatching browser events
- <button @click="\$dispatch('notify',{ message: 'Hello World!' })">

Even more cool stuff!

- Alpine.store()
- Other Magics (el, refs, store, nextTick, root, data, id)
- Plugins
- Advanced things like CSP, Reactivity, Extending, Async
- Plus more!

More Resources

- Raymond Camden's Blog
- alpinejs.dev
- alpinejs.dev/components
- Official(?) Discord
- Twitter: @Alpine_JS
- southofshasta.com/training/alpine-js-crash-course/

Learning in 30 minutes a day.

Questions? Comments?

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Thanks!

