

Front-End JavaScript Frameworks: An Introduction

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Why JavaScript Frameworks?

- Complexity of managing DOM manipulation and data updates manually
- Well defined application architectures:
 - Model View Controller / Model View View Model / Model View Whatever
 - Binding of model and view: controllers, view models

Software Library

- Collection of implementations of behavior with a well-defined interface by which the behavior is invoked
- Reuse of behavior
- Modularity
- E.g., jQuery

[https://en.wikipedia.org/wiki/Library_\(computing\)](https://en.wikipedia.org/wiki/Library_(computing))

Software Framework

- Abstraction in which software provides generic functionality that can be selectively changed by additional user-written code
- Universal, reusable environment that provides particular functionality as part of a larger software platform
- E.g., Angular, Ember, Backbone

https://en.wikipedia.org/wiki/Software_framework

Library vs Framework

- The following borrowed from Angular documentation makes the distinction clear:
 - **a library** - a collection of functions which are useful when writing web apps. Your code is in charge and it calls into the library when it sees fit. E.g., jQuery.
 - **frameworks** - a particular implementation of a web application, where your code fills in the details. The framework is in charge and it calls into your code when it needs something app specific. E.g., durandal, ember, etc.

<https://docs.angularjs.org/guide/introduction>

Framework

- Hollywood Principle
 - Don't call us, we'll call you!
- Inversion of Control
- Imperative vs Declarative Programming

JavaScript Frameworks

- Single Page Application
 - Rich Internet Applications
- Model-View-Controller (MVC)
 - Data binding, routing
- Scalable, Reusable, Maintainable JS code
- Test driven development

JavaScript Frameworks

- Angular
- Ember
- Backbone
- React
- Aurelia
- Meteor
- Polymer
- Knockout
- Vue
- Mercury

JavaScript Frameworks

Popularity



Learning Curve



Opinionated



Ease of Use

