

Warming Up With **ember.js**

Level 1 - Warming Up

Setting up Ember.js



Ember.js

“A framework for creating ambitious web applications”



Need To Know

HTML & CSS

JavaScript

jQuery

Don't need to know

Ruby & Rails

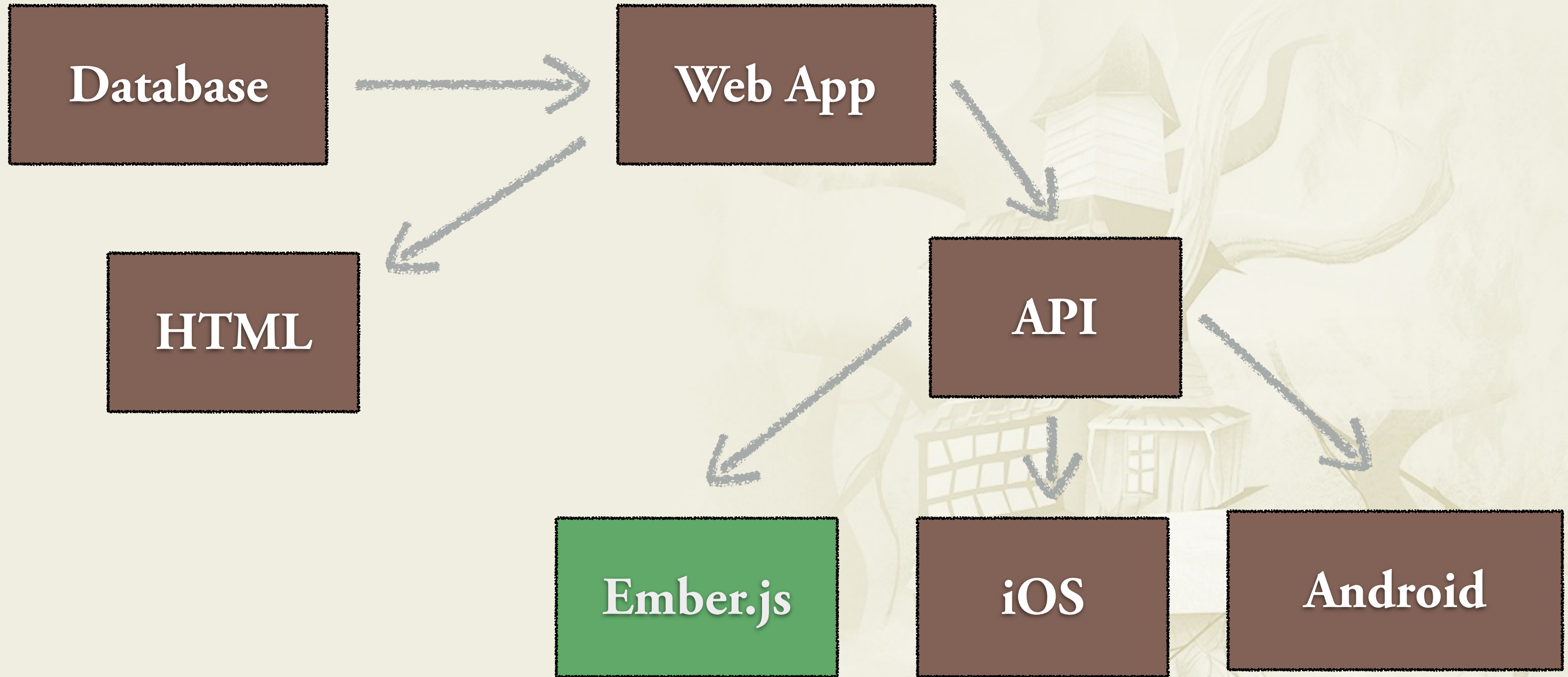
Python & Django



Categories

Topic ▾	Category	Users	Posts	Likes	Views	Activity
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Allow view for topics in all children categories	feature	<div><div><div><div></div><div></div></div><div><div><div></div><div></div></div><div><div><div></div><div></div></div></div></div></div></div>	3		43	2d 1h
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How to add advertisements to your Discourse forum?	extensibility	<div><div><div><div></div><div></div></div></div></div>	1	1	18	1h 1h
Adding Advertising	extensibility	<div><div><div><div></div><div></div></div><div><div><div></div><div></div></div><div><div><div></div><div></div></div><div><div><div></div><div></div></div><div><div><div></div><div></div></div></div></div></div></div></div></div>	43	50	1.6K	26 Mar 1h
Monetizing Discourse using Adsense	feature	<div><div><div><div></div><div></div></div><div><div><div></div><div></div></div><div><div><div></div><div></div></div><div><div><div></div><div></div></div><div><div><div></div><div></div></div></div></div></div></div></div></div>	13	7	678	5 Apr 1h

Why Ember.js?



Why Ember.js

You want your application to feel responsive

Reviews

- *No reviews yet. Be the first to write one!*



Review



When Not to Use

When your web app doesn't have a lot of interactivity.

- Blog
- Newspaper
- Static Content



Getting Started With Ember.js

1. Grab the starter kit & Ember Data

<http://emberjs.com/>

<https://github.com/emberjs/data>

2. We're using Twitter Bootstrap

<http://getbootstrap.com/>



Setting Up index.html

index.html

```
<html>
  <head>
    <script src="jquery.js"></script>
    <script src="handlebars.js"></script>
    <script src="ember.js"></script>
    <script src="ember-data.js"></script>
    <script src="app.js"></script>

    <link href="bootstrap.css"
          media="screen"
          rel="stylesheet" />
  </head>
</html>
```



Welcome to The Flint & Flame!

Everything you need to make it through the winter.

[Browse All 6 Items »](#)

Flint

On Sale **Seasonal**

Flint is a hard, sedimentary cryptocrystalline form of the mineral quartz, categorized as a variety of chert.

Buy for \$99



Matches

On Sale **Seasonal**

One end is coated with a material that can be ignited by frictional heat generated by striking the match against a suitable surface.

Buy for \$499



Tinder

On Sale

Tinder is easily combustible material used to ignite fires by rudimentary methods.


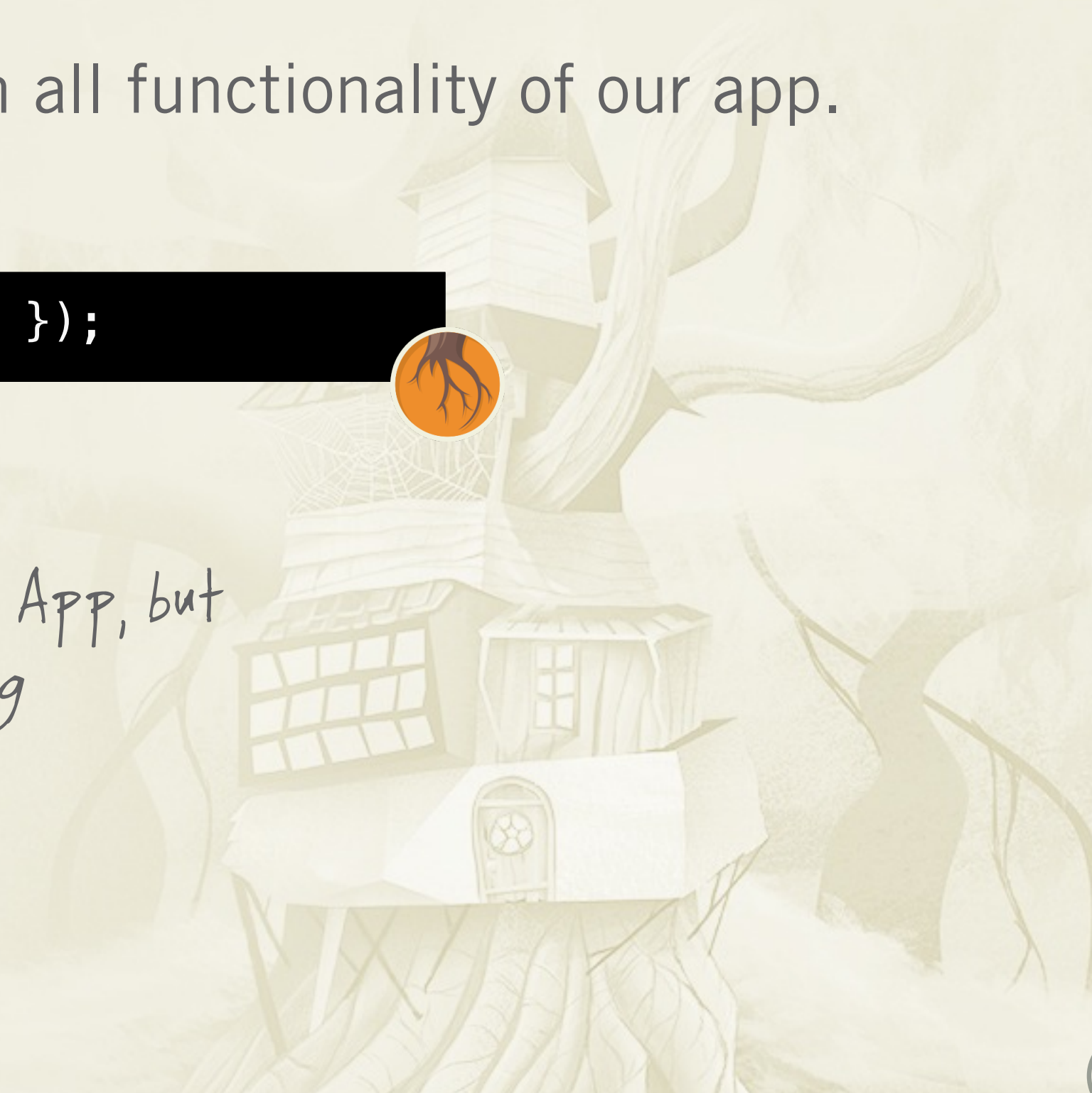
Buy for \$499

The Ember Application

We need a single object to contain all functionality of our app.

app.js

```
var App = Ember.Application.create({ });
```



We're namespaces our application App, but you could name this variable anything



Ember Application



The roots of our application
Need to create an application only once
Everything we do comes after

When you see this icon, it's our application



Ember Application Options

Inside our application we can send in a JavaScript Object with options.

For example, if we wanted to log out a message to the browser every time a new page is accessed.

```
var App = Ember.Application.create({  
  LOG_TRANSITIONS: true  
});
```

Not required, but helpful for debugging!



The HTML Content

app.js

```
var App = Ember.Application.create({  
  LOG_TRANSITIONS: true  
});
```



index.html

```
<html>  
  ...  
  <body>  
    <div class='navbar'>...</div>  
    <div class='container'>...</div>  
    <footer class='container'>...</footer>  
  </body>  
</html>
```



Running Our First App

If we open the app and view the source you'll notice Ember added a body class and data-ember-extension to our code.

```
<!DOCTYPE html>
<html>
  <head>...</head>
  <body class='ember-application' data-ember-extension='1'>
    <div class='navbar'>...</div>
    <div class='container'>...</div>
    <footer class='container'>...</footer>
  </body>
</html>
```

So Ember will know the part of the page it will control.



We Need to Dynamically Update

We're going to want to dynamically update the content inside this body.

Thus, we need a templating language.

body

div.navbar

div.container

footer.container

```
<body>  
  <div class='navbar'>...</div>  
  <div class='container'>...</div>  
  <footer class='container'>...</footer>  
</body>
```

We want to move everything inside
<body> into a template



Handlebars Template

Handlebars templates look like regular HTML with handlebars expressions

body

template

div.navbar

div.container

footer.container

This is a Handlebars template


```
<body>
  <script type='text/x-handlebars'>
    <div class='navbar'>...</div>
    <div class='container'>...</div>
    <footer class='container'>...</footer>
  </script>
</body>
```



Running With Handlebars

Ember by default will render the Handlebars template into a div.

```
<!DOCTYPE html>
<html>
  <head>...</head>
  <body class='ember-application' data-ember-extension='1'>
    <div id='ember248' class='ember-view'>
      <div class='navbar'>...</div>
      <div class='container'>...</div>
      <footer class='container'>...</footer>
    </div>
  </body>
</html>
```



So Ember can uniquely identify this div



Ember Template



Works just like HTML

Ember uses the Handlebars.js for templates

The part of our application people see

When you see this icon, it's an Ember template

