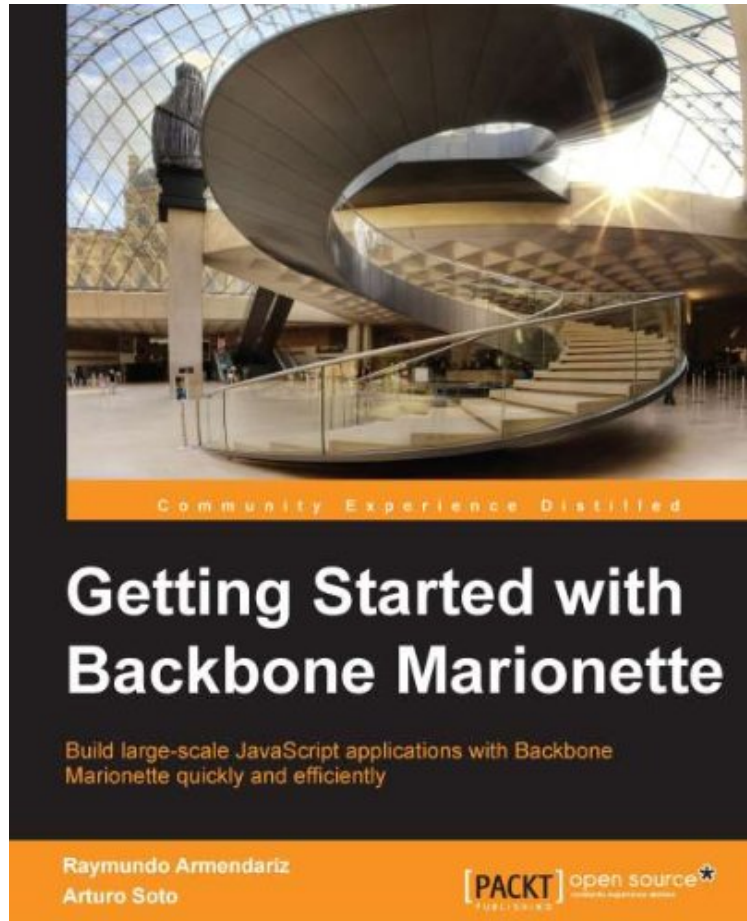


(Read and download) Getting Started with Backbone Marionette

## Getting Started with Backbone Marionette

Von Raymundo Armendariz, Arturo Soto  
DOC | \*audiobook | ebooks | Download PDF | ePub



[Download](#)

[Read Online](#)

Produktinformation - Verkaufsrang: #510883 in eBooks Veröffentlicht am: 2014-01-10 Erscheinungsdatum: 2014-01-10 File Name: B00HSIYJ22 | File size: 50.Mb

**Von Raymundo Armendariz, Arturo Soto : Getting Started with Backbone Marionette** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Getting Started with Backbone Marionette:

Kundenrezensionen Hilfreichste Kundenrezensionen 0 von 0 Kunden fanden die folgende Rezension hilfreich. gets you started indeed Von Andi To fully understand this book, i recommend having a very good knowledge of JavaScript and you should know your way around Backbone. Marionette is not something completely new, it is an extension for Backbone. Basically you are building a "book store" App during the book, and while i don't know if it covers everything you can do with Marionette, it is pretty expansive - especially for a book with only around 100 pages. I did not know Marionette before so i don't know if there is more to it, but it looks like every aspect of it is covered and it tells you exactly how to "divide and conquer" in bigger applications. The sourcecode in the book could have been improved with some syntax highlighting, but i read most of the pages on my Kindle so i would not have seen any color anyway. Still, in my opinion this is a must have for code. It's well explained why and how Marionette makes sense to be used pretty much every time you want to use Backbone, and how you can extend (and organize) Backbone with it. You could just use Angular to get all the stuff you need (Routers, Controllers and whatnot) instead of using Marionette

with a lot of dependencies, but that's just my opinion. If you like Backbone, there is no way around Marionette and this book will get you started perfectly fine. It's your only choice anyway, i don't know about any other Marionette book out there :-)-1 star because i like syntax highlighting. although, the code parts are usually small and easy to understand.

Kurzbeschreibung Build largescale JavaScript applications with Backbone Marionette quickly and efficiently About This Book Create scalable and highly interactive web applications using one of the best frameworks for Backbone.js Learn about controllers, views, modules, events, commands, and regions Make the most out of Backbone Marionette by understanding its philosophy and applying it to real-life development tasks Who This Book Is For If you are a web application developer interested in using Backbone Marionette for a real-life project, then this book is for you. As a prerequisite, knowledge of JavaScript and a working knowledge of Backbone.js is required. What You Will Learn Install and understand the core concepts of Backbone Marionette Orchestrate views with a controller object Divide your application into logical independent regions Manage an object's life cycle to avoid memory leaks Reduce boilerplate and glue code normally needed in Backbone Development by decoupling your JavaScript applications into modules. Provide structure, organization, and pattern to your Backbone code In Detail Backbone Marionette is a composite application library for Backbone.js that aims to simplify the construction of large-scale JavaScript applications. It is a collection of common design and implementation patterns found in the applications that we build with Backbone, and it includes pieces inspired by composite application architectures, event-driven architectures, and messaging architectures. This guide will help you learn some key concepts that will allow you to build large-scale applications with ease. You will learn how to add new features quickly and easily using a solid and composite Backbone Marionette framework. This book is a practical guide to developing scalable applications using an incremental and modular approach with Marionette.js. This book begins by showing you the key benefits of Marionette.js and how to set up a development environment so you can begin writing code using this framework. It then walks you through the main components of the library such as the router, controller, and application. After that, it introduces you to topics like view types and the view life cycle before moving on to more advanced topics such as modularization, enterprise messaging patterns, incremental use, and memory management. Getting Started with Backbone Marionette contains a lot of infrastructural examples that will help you to build an application of virtually any module size. It provides you with a collection of common design and implementation patterns to break your applications into small pieces. It then wraps-up by implementing extended capabilities like asynchronous module definitions and handlebars.

Kurzbeschreibung Build largescale JavaScript applications with Backbone Marionette quickly and efficiently About This Book Create scalable and highly interactive web applications using one of the best frameworks for Backbone.js Learn about controllers, views, modules, events, commands, and regions Make the most out of Backbone Marionette by understanding its philosophy and applying it to real-life development tasks Who This Book Is For If you are a web application developer interested in using Backbone Marionette for a real-life project, then this book is for you. As a prerequisite, knowledge of JavaScript and a working knowledge of Backbone.js is required. What You Will Learn Install and understand the core concepts of Backbone Marionette Orchestrate views with a controller object Divide your application into logical independent regions Manage an object's life cycle to avoid memory leaks Reduce boilerplate and glue code normally needed in Backbone Development by decoupling your JavaScript applications into modules. Provide structure, organization, and pattern to your Backbone code In Detail Backbone Marionette is a composite application library for Backbone.js that aims to simplify the construction of large-scale JavaScript applications. It is a collection of common design and implementation patterns found in the applications that we build with Backbone, and it includes pieces inspired by composite application architectures, event-driven architectures, and messaging architectures. This guide will help you learn some key concepts that will allow you to build large-scale applications with ease. You will learn how to add new features quickly and easily using a solid and composite Backbone Marionette framework. This book is a practical guide to developing scalable applications using an incremental and modular approach with Marionette.js. This book begins by showing you the key benefits of Marionette.js and how to set up a development environment so you can begin writing code using this framework. It then walks you through the main components of the library such as the router, controller, and application. After that, it introduces you to topics like view types and the view life cycle before moving on to more advanced topics such as modularization, enterprise messaging patterns, incremental use, and memory management. Getting Started with Backbone Marionette contains a lot of infrastructural examples that will help you to build an application of virtually any module size. It provides you with a collection of common design and implementation patterns to break your applications into small pieces. It then wraps-up by implementing extended capabilities like asynchronous module definitions and handlebars.

ber den Autor und weitere Mitwirkende Raymundo Armendariz Raymundo Armendariz is a web developer with over nine years of experience in developing applications for the government and different industries such as automotive and manufacturing. In the past two years, he has spent most of his time on frontend development with Backbone and Marionette, and building singlepage applications. Arturo Soto Arturo Soto is a

technical architect and developer. His work focuses on developing enterpriselevel applications, especially web applications. His professional interests include software design patterns, agile practices, and multiple technologies, such as WCF, ASP.NET MVC, OData, Web API, HTML5, and JavaScript.