AMD (and me)

john gravois
github.com/jgravois
@geogangster
what is AMD?

- a loading pattern for external scripts
- included with both RequireJS and Dojo
- supported by jQuery
why do we use AMD?

• to avoid polluting the global namespace
• AMD allows multiple web requests for resources to be sent asynchronously, rather than relying on the previous to complete
• AMD provides a mechanism to package/share modular components
how does AMD work?

- Dojo itself provides the loader, along with configuration options
- until Dojo 2.0, both a legacy and AMD loader are supported side by side
what do you need to remember?

• the order you supply argument aliases must match order in which you load your AMD modules
• case matters
dojo.connect vs. ‘on’

• not actually an AMD thing
• introduced more or less concurrently with AMD support
• dojo.connect will be deprecated when legacy loader is deprecated
• if you are upgrading code to AMD, its also the right time to migrate your event listeners
links

• slides
  • http://johngravois.com/presentations/AMDandMe.pdf
• blog
  • http://blogs.esri.com/esri/arcgis/2013/10/14/the-abcs-of-amd/
• AMDified samples
  • https://github.com/jgravois/esri-jsapi-samples
• external articles on AMD
  • http://requirejs.org/docs/whyamd.html
• preferred argument aliases
  • https://developers.arcgis.com/javascript/jsapi/argument_aliases.html
• more info
  • http://www.oreillynet.com/pub/a/javascript/excerpts/javascript-good-parts/awful-parts.html
  • https://gist.github.com/hallettj/64478