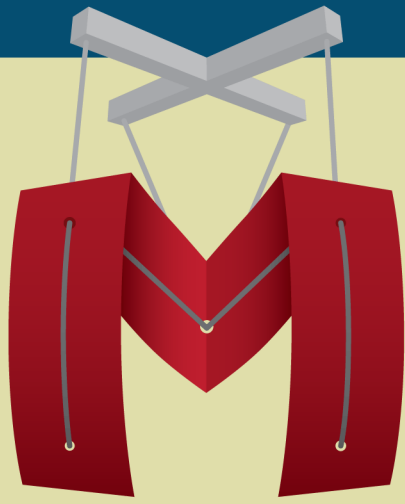
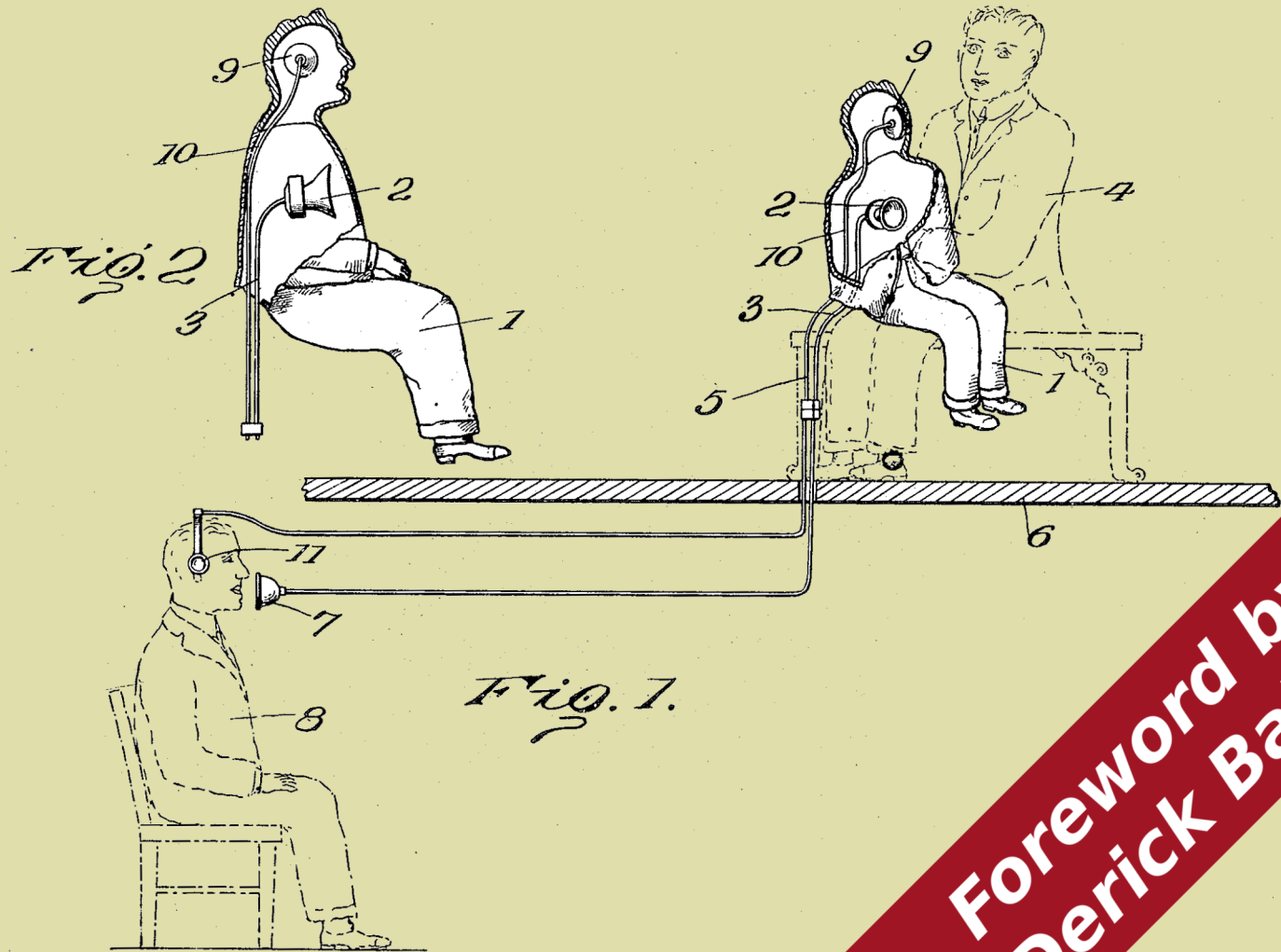


Build a Marionette.js app, one step at a time



Backbone Marionette.js



Foreword by
Derick Bailey

A Gentle Introduction

by David Sulc

Backbone.Marionette.js: A Gentle Introduction

Build a Marionette.js app, one step at a time

David Sulc

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Also By David Sulc

Structuring Backbone Code with RequireJS and Marionette Modules

Backbone.Marionette.js: A Serious Progression

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Foreword from Derick Bailey

The open and flexible nature of Marionette allows it to be used in more ways than can be imagined. I've seen applications that I would never have dreamed of, built with it: games, financial reporting tools, search engines, mobile applications, ticket sales and e-commerce, database management systems, and more. The down side of this flexibility, though, is documentation. Creating a comprehensive suite of documents that show all of the different ways that the parts can be combined is an overwhelming task.

Plenty of introductory articles, blog posts and videos exist out there on the web. But, very little of this information moved beyond the simple patterns of “replace this Backbone code with this Marionette code”. Putting the pieces together requires a new level of abstraction and thinking, and a new set of patterns to work with. And this documentation simply did not exist, even if some application developers other than myself were using these higher level patterns.

It wasn't until Brian Mann started producing his BackboneRails.com¹ screencasts, and David Sulc started writing this book, that the Marionette community began to see all of the patterns of implementation that I was advocating, in one place. And I'm so very happy to see David writing this book and Brian producing those screencasts. The community needs this information. The documentation gap is finally being closed.

This is the book that I wanted to write, but never had time to write. It is a complete and thorough introduction to building scalable applications with Marionette.js. Better still, it advocates and demonstrates the same patterns and principles that I use in my own applications. You owe it to yourself to work through all of the exercises in this book, even if you are a seasoned Backbone and Marionette developer. David has done a wonderful job of breaking down the architecture of large Marionette applications, lighting the path for each step of the journey.

– Derick Bailey, creator of [Marionette.js](http://marionettejs.com)²

¹<http://BackboneRails.com>

²<http://marionettejs.com>

Cover Credits

The cover image depicts a “theatrical appliance” designed to help ventriloquists by having a partner voice their puppet. The image is from patent application 1,197,543 filed in 1914, which you can view [here](#)³.

³<http://patentimages.storage.googleapis.com/pdfs/US1197543.pdf>

Who This Book is For

This book is for web developers who want to build highly interactive javascript applications. This book will cover using Backbone.Marionette.js to achieve that goal, and will empower you to build your own applications by understanding how Marionette apps are built.

All you'll need to follow along is a basic understanding of javascript and the DOM (Document Object Model), such as being able to manipulate elements on the page using a jQuery selector. In other words, if you've used a few jQuery libraries here and there, you should be able to follow along just fine.

Following Along with Git

This book is a step by step guide to building a complete Marionette.js application. As such, it's accompanied by source code in a Git repository hosted at <https://github.com/davidsulc/marionette-gentle-introduction>⁴.



The book and referenced Git commits all use Marionette 2.3.2. Should you need to use an earlier version of Marionette, refer to the `marionette-pre-v2` branch: <https://github.com/davidsulc/marionette-gentle-introduction/tree/marionette-pre-v2>⁵. The book accompanying the older Marionette version is provided within the supplementary files with this book.

Throughout the book, as we code our app, we'll refer to commit references within the git repository like this:



Git commit with our scaffold code:

[219a8a7ed385f668f6a23b9a4de829b88da44b01](https://github.com/davidsulc/marionette-gentle-introduction/commit/219a8a7ed385f668f6a23b9a4de829b88da44b01)⁶

This will allow you to follow along and see exactly how the code base has changed: you can either look at that particular commit in your local copy of the git repository, or click on the link to see an online display of the code differences.



Any change in the code will affect all the following commit references, so the links in your version of the book might become desynchronized. If that's the case, make sure you update your copy of the book to get the new links. At any time, you can also see the full list of commits [here](#)⁷, which should enable you to locate the commit you're looking for (the commit names match their descriptions in the book).

Even if you haven't used Git yet, you should be able to get up and running quite easily using online resources such as the [Git Book](#)⁸. This chapter is by no means a comprehensive introduction to Git, but the following should get you started:

- Set up Git with Github's [instructions](#)⁹
- To get a copy of the source code repository on your computer, open a command line and run

⁴<https://github.com/davidsulc/marionette-gentle-introduction>

⁵<https://github.com/davidsulc/marionette-gentle-introduction/tree/marionette-pre-v2>

⁶<https://github.com/davidsulc/marionette-gentle-introduction/commit/219a8a7ed385f668f6a23b9a4de829b88da44b01>

⁷<https://github.com/davidsulc/marionette-gentle-introduction/commits/master>

⁸<http://git-scm.com/book>

⁹<https://help.github.com/articles/set-up-git>


```
git clone git://github.com/davidsulc/marionette-gentle-introduction.git
```

- From the command line move into the marionette-gentle-introduction folder that Git created in the step above, and execute

```
git show 219a8a7ed385f668f6a23b9a4de829b88da44b01
```

to show the code differences implemented by that commit:

- '-' lines were removed
- '+' lines were added

You can also use Git to view the code at different stages as it evolves within the book:

- To extract the code as it was during a given commit, execute

```
git checkout 219a8a7ed385f668f6a23b9a4de829b88da44b01
```

- Look around in the files, they'll be in the exact state they were in at that point in time within the book
- Once you're done looking around and wish to go back to the current state of the code base, run

```
git checkout master
```



What if I don't want to use Git, and only want the latest version of the code?

You can download a [zipped copy of the repository](#)¹⁰. This will contain the full Git commit history, in case you change your mind about following along.



The code for the previous Marionette version is at <https://github.com/davidsulc/marionette-gentle-introduction/archive/marionette-pre-v2.zip>¹¹.

Jumping in for Advanced Readers

My goal with this book is to get you comfortable enough to tackle your own Marionette projects, so it assumes very little knowledge. Although you'll learn the most by following along with the code, you can simply skim the content and checkout the Git commit corresponding to the point in the book where you wish to join in.

¹⁰<https://github.com/davidsulc/marionette-gentle-introduction/archive/master.zip>

¹¹<https://github.com/davidsulc/marionette-gentle-introduction/archive/marionette-pre-v2.zip>