

Putting things together

- Node.js - The Server
- Socket.IO - Communications
- Knockout - MVVM
- Combining these elements

Node.js

- JavaScript execution environment
- Large infrastructure of packages
- Usually used as a server in the web app context

Socket.IO

- A client/server communications library
- WebSockets preferred, fallbacks available (i.e. Flash, Ajax long polling)
- Functionality beyond WebSockets - timeouts, socket associated data, ...

Knockout

- Library for MVVM in HTML/JS apps
- Data binding, including event binding
- Knockout MVVM implementation easy to learn, quite flexible and extensible

Bits and pieces

Architectural Options

- Consider what the individual benefits of the three components are
 - Node.js: server side functionality, rendering of pages possible, services
 - Socket.IO: bidirectional communications
 - Knockout: client side models, SPA support

The complete picture

Sharing the Work

- Scenario 1: Games list - little client side functionality with server data
- Scenario 2: Main round - lots of client logic with occasional server involvement
- Scenario 3: FFF round - lots of server logic with messages passed in several directions

Thank you

Please feel free to contact me about the
content anytime.

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