Cheatography

Knockout.js Cheat Sheet

by mwvdlee via cheatography.com/2275/cs/3811/

Annotations

→	See elsewhere	1	See footnote
?	Optional	R	Ruby on Rails

Viewmodel (JavaScript)

```
var vm = function(value) {
        this.variable = ko.obs -
erv abl e(v alue);
};
ko.app lyB ind ing s(new
vm('...'), DOM?);
```

Templates (HTML)

```
<div data-b ind="bindings→">html</d iv>
<!-- ko bindings→ -->html<!-- /ko -->
<script type="t ext /ht ml" id="T">html</s cr
i pt>
```

MSIE Always quote `if` in `{ 'if': ... }` bindings.

Observables

`.isObs erv able()`	`.isWri tab leO bse rva ble()`
`.isCom puted()`	`.value Has Mut ated()`

`.subsc rib e(f unc tion(v) {}, trg[1?], event[2?]) : s`

`.notif ySu bsc ribers(currentvalue)`

`s.dispose()`

[1] Default to `this`.
[2] `change` (default) or `before Change`.

ko.observable(value)

`() : value`	`(value) : vm`

ko.observableArray(array)

`() : []`[1]	`([]) : vm`
`.pop() : item`	`.push(item)`
`.shift() : item`	`.unshift(item)`
`.remove(item)`	`.remov eAll()`
`.indexOf(item) : -/#`[1]	`.reverse()`
`.slice(s, e?) : []`	`.splice(s, l?, ...?) : []`
`.sort( fun ction(a, b)? : -/0/+`[2]	
`.destroy(item)`R	`.destr oyAll()`R

ko.computed(function() {})[1]

`() : value`

[1] Use `ko.pur eCo mputed` if only observables.

Appearance bindings

`text:` string	`html:` string
`css: { class:bool, ...}`	`style: { css:value, ...}`
`attr: { attribute:value, ... }`	
`visible:` bool	`template:` string/{}

"template" appearance binding

`name:` string	`nodes:` [DOM, ...]
`data:` []	`if:` bool
`foreach:` []	`as:` string
`afterR ender:` function([DOM], context)	
`afterAdd:` function	`before Remove:` functio n

Control flow bindings

`foreach:` []/{}→	`with:` observable
`if:` bool	`ifnot:` bool
`component:` observable	

"foreach" control flow binding

`data:` []	`as:` string
`afterR ender:` function	
`afterAdd:` function	`before Remove:` functio n
`before Move:` functio n	`afterMove:` function
`includ eDe stroyed`R`:` bool	

Form bindings

`click:` function	`event: { event:` function `}`
`submit:` function	
`value:` string	`textinput:`[1] string
`enable:` bool	`disable:` bool
`hasFocus:` bool	`checked:` bool
`options:` []/{}→	`unique Name:` bool

[1] Updates value on keypress, clipboard, etc.

"options" form bindings

`option sCa ption:` string	
`option sText:` string	`option sValue`
`option sAf ter Render:` function	
`select edO ptions`[1]`:` []	`valueA llo wU` ool
`option sIn clu deD est royed`R`:` bool	

[1] Only for multiple selects.

Context variables

`$root` : *vm*	`$component` : *vm*
`$parent` : *vm*	`$parents[index]` : *vm*
`$data` : *vm*	`$rawData` : *vm*
`$element` : *DOM*	`$index`[1] : *integer*
`$compo nen tTe mpl ate Nodes` : *DOM array*	
`$context` : *context*	`$paren tCo ntext` : *context*

[1] Only available in `foreach` loops.

Writable ko.computed(...)

```
this.value = ko.observable();
this.d ouble = ko.pur eCo mpu -
ted({
    read: function () { return
this.value * 2; },
    write: functi on(v) {
this.v alue(v / 2); },
    owner: this?
});
```

Builtin extenders

`.extend({ rateLimit: { timeout:` mil econds, `method:` method[1?] `} })`

`.extend({ notify: 'always' });`

[1] `notify AtF ixe dRate`/`notify Whe nCh ang esStop`

Custom extenders

[1] Get length: `().length`. Get item: `()[index]`

```
ko.extenders.log =
function(target, option) {
        tar get.su bsc rib e(f -
unc tio n(n ewV alue) {
              con sol e.l og( -
option + ": " + newValue);
       });
        return target;
};
```

By **mwvdlee**
cheatography.com/mwvdlee/

Published 2nd April, 2015.
Last updated 13th May, 2016.

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