
Table of Contents

Chapter 1 - Introduction.....	3
About This Book.....	3
What Is This Book About?.....	4
What Is This Book Not About?.....	5
Web Development Issues.....	6
A Brief History of Frameworks.....	7
The Problems.....	8
Complexity.....	8
Redundancy.....	8
Maintenance.....	9
Speed.....	10
Who Should Read This Book?.....	10
Our Cast Of Characters.....	11
Parts and Chapters.....	12
The Book's Companion Website.....	15
Where Should I Start?.....	15
Chapter 2 - The Arrival of Fusebox.....	17
What Is Fusebox?.....	18
Basic Fusebox Concepts.....	19
A Way to Arrange Code.....	19
A Way to Manage Growing Applications.....	20
A Way to Think About Applications.....	22
Fusebox Mimics Networks.....	23
Back to Thinking About Applications.....	25
Technical Fusebox Principles.....	25
File and Directory Organization.....	26
Circuit Inheritance.....	29
File Organization.....	30
Structured Naming Conventions.....	30
Fuse Rules of Use.....	31
The Fusebox Core Files.....	33
.....	34
The Fusebox Configuration Files.....	34
Controlling the Flow.....	35
A Look at circuit.xml.....	37
Fuseactions Control Flow.....	38
Which Circuit Runs?.....	39

Exit Fuseactions.....	40
Fusedocs.....	41
A Common Scope.....	43
That Was Fusebox.....	45
Chapter 3 - Is Fusebox Right For You?.....	47
Fusebox and Other Methodologies.....	47
Speed of Development.....	48
Speed and Quality.....	49
Teams and Loners.....	50
Simplicity.....	52
Fusebox Isn't Spectra.....	52
Fusebox Isn't CFObjects or CFCs.....	53
Maintainability.....	54
Maintenance Perspectives.....	54
Fusedoc and Maintenance.....	55
Component Independence.....	56
Application Flow.....	57
Fusebox Is Proven.....	57
The Scalability Issue.....	58
The "Performance Problem".....	59
The Community.....	61
Extensibility.....	62
What Kinds of Applications Can I Build?.....	62
Fusebox and E-Commerce.....	62
Fusebox and Intranets.....	63
Fusebox and Web Services.....	63
"Porting" Existing Applications to Fusebox.....	64
How to Decide if Fusebox Is Right for You.....	64
Chapter 4 - The Fusebox Framework Files.....	67
Overview of the Fusebox Framework Files.....	67
The Core Files.....	68
The Runtime.....	68
The Loader.....	75
The Transformer.....	86
The Parser.....	105
The Configuration Files.....	116
The Application Configuration File (fusebox.xml).....	116
Circuit Configuration Files (circuit.xml).....	118
Summary.....	119

Chapter 5 - Handling a Fuseaction.....	121
The Request.....	121
Basic Link.....	121
Form Submission.....	122
CFLocation.....	122
Javascript Redirection.....	123
The Process.....	123
Runtime.....	123
Loader.....	124
Transformer.....	125
Parser.....	137
The Final Output.....	138
Summary.....	140
Chapter 6 - The Fuses.....	141
The 10 Fuse Rules.....	141
Rule 1: A Fuse Is Short.....	142
Rule 2: A Fuse Is Reusable.....	142
Rule 3: A Fuse Name Has a Prefix.....	144
.....	145
Rule 4: Local Prefixes Are Legal.....	145
Rule 5: A Fuse Has a Sense of Self.....	146
Rule 6: Fuse Types Congregate Together.....	147
Rule 7: A Fuse Contains A Fusedoc.....	147
Rule 8: A Fuse Is Loosely Coupled.....	148
Rule 9: A Fuse Should Be Robust.....	148
Rule 10: A Fuse Has a Good Name.....	149
Rule 11: Follow the Other 10 Rules.....	150
Fuse Examples.....	151
Action Fuses in Use.....	151
Query Fuses in Use.....	152
Who Writes Query Fuses?.....	153
QuerySims.....	154
Display Fuses.....	155
Style Sheets in Display Fuses.....	156
Are You a Web Programmer or a Web Designer?.....	156
Fusebox Reserved Files.....	157
That's It for Fuses.....	157
Chapter 7 - Exit Fuseactions.....	159
What Are XFAs?.....	159

Definitions.....	159
Identifying Exit Points.....	161
HTML Exit Points.....	161
Javascript Exit Points.....	163
ColdFusion Exit Points.....	165
Exit Points and Fuse Types.....	165
Implementing XFAs.....	166
Coding Techniques.....	166
Link Example.....	166
Form Action Example.....	167
<meta> Example.....	169
Javascript Examples.....	170
<cflocation> Example.....	172
General Concepts.....	173
Why Use XFAs?.....	174
Modularity.....	174
The Circuit's Roadmap.....	174
Streamline Coding.....	176
Filling the Toolbox.....	176
Chapter 8 - Fusedocs.....	179
What Is Fusedoc?.....	179
The Tao of Fusedoc.....	180
The Art of Writing Good Fusedocs.....	181
Everything the Coder Needs.....	182
Elements of Fusedoc.....	183
Responsibilities.....	183
Properties Element.....	185
History Elements.....	185
Property Elements.....	187
Note Elements.....	187
IO Element.....	188
In Element.....	189
<out> Element.....	190
<passthrough> Element.....	190
Simple Datatype Elements.....	190
String Element.....	191
Number Element.....	192
Boolean Element.....	193
Datetime Element.....	194

Complex Datatype Elements.....	195
List Element.....	196
Array Element.....	197
Structure Element.....	198
Recordset Element.....	200
Other Elements.....	201
Cookie Element.....	202
File Element.....	203
Elements to Tools.....	204
Tools for Fusedoc.....	204
Fusedoc Creation Tools.....	205
Fusedoc-Based Tools.....	208
Harness.....	209
Other Tools.....	210
Fusedoc in Applications.....	210
Fuse Stubs.....	211
Fusedocs During Coding.....	212
Wrapping Up.....	212
Fusedoc FAQs.....	213
Fusedoc for Success.....	215
Chapter 9 - Content Component Variables.....	217
Some Fusebox Design History.....	217
In the Beginning: Header-Stuff-Footer.....	217
The Second Approach: <cf_bodycontent>.....	217
The Third Approach: Nested Layouts and fusebox.layout.....	218
The Fourth Approach: CCVs.....	219
Create CCVs By <do>ing.....	219
The <do> Element.....	219
Creating CCVs.....	220
Why CCVs Work Better.....	222
Feltboard Figures.....	222
Layout Files.....	222
Conditional Layout Logic.....	223
Designing for Layout (Not).....	224
Ignoring Hierarchy.....	225
Must I Use CCVs?.....	225
Fusebox with Different Layout Goals.....	226
Flash.....	226
Web Services.....	226

CCVs Summary.....	227
Chapter 10 - Modular Coding Concepts.....	229
Relativity.....	229
<cfinclude>.....	230
Fusebox <include>.....	231
Directory Functions.....	232
DirectoryExists().....	232
ExpandPath().....	233
GetCurrentTemplatePath().....	233
GetBaseTemplatePath().....	234
GetDirectoryFromPath().....	236
Placing Code in a Fusebox Application.....	237
To Affect a Fuse.....	238
To Affect a Fuseaction.....	238
To Affect a Circuit.....	239
To Affect the Entire Application.....	240
The Special Case of Fusebox Plugins.....	240
Plugins: preprocess Phase.....	241
Plugins: preFuseaction Phase.....	241
Plugins: postFuseaction Phase.....	241
Plugins: postProcess Phase.....	241
Plugins: fuseactionException Phase.....	242
Plugins: processError Phase.....	242
UDF Positioning.....	242
When UDFs Are Available.....	243
Availability Versus Processing.....	243
A Place for Everything.....	244
Chapter 11 - Introduction to Development Methodologies.....	247
Methods and Methodologies.....	247
Planning.....	249
Planning Isn't Just Flowcharting.....	250
Coding Without Planning: How to Kill an Application.....	250
FLiP.....	251
Step 1: Wireframes.....	252
Step 1a: Storyboards.....	254
Step 2: Prototypes and DevNotes.....	255
Step 3: Code Planning.....	258
.....	259
Step 4: Coding.....	259

Step 5: Unit Testing.....	259
Step 6: Deployment and Integration.....	260
FLiP for Better Applications.....	260
Chapter 12 - Wireframing.....	263
What Is a Wireframe?.....	263
Wireframe Versus Flowchart.....	265
What Is Involved in Wireframing?.....	265
The First Wireframe Meeting.....	266
Wireframing Alone.....	266
Wireframing Tools.....	267
Paper-Based Wireframes.....	267
Design Tools.....	267
Wireframe Editors.....	268
Using the Wireframe Viewer/Editor.....	268
Wireframe Syntax.....	272
The Title.....	272
The Body.....	273
Links.....	273
Quick Map.....	274
.....	275
It's That Easy.....	275
Who Should Wireframe?.....	275
Limiting Wireframe Complexity.....	276
Closing Thoughts.....	277
Sample Application: Wireframe for FlagPoll.....	278
Chapter 13 - Prototyping and DevNotes.....	287
Introducing Prototypes.....	287
Communicating Through the Prototype.....	287
Productive Scope Creep.....	288
Creating a Prototype.....	289
Clickable Prototype.....	289
Client Coordination.....	290
DevNotes.....	291
DevNotes Explained.....	291
Implementing DevNotes.....	291
How To: Install and Configure DevNotes.....	292
Using DevNotes.....	299
Prototype and Get It Right.....	302
The Comment-Alter Cycle: Befriending Scope Creep.....	302

Prototype Freeze and Signoff.....	303
Prototype Considerations.....	304
Design Elements.....	305
Form.....	305
Color.....	305
Impact.....	306
Delivery Considerations.....	307
Multiple Platforms.....	307
ADA and Section 508.....	308
Put It All Together.....	309
Sample Application: FlagPoll Prototype.....	310
DevNotes for FlagPoll.....	310
The Next Step: Architecture and Coding.....	315
Chapter 14 - Architecture and Coding.....	317
Identifying Exit Points and Dynamic Content.....	318
Outgoing Data.....	319
Dynamic Content.....	320
Fuse Name.....	320
Identifying and Grouping Fuseactions.....	320
Another Kind of Group: Wizards.....	321
Identifying Circuits.....	321
Mind Mapping/Fuseminder.....	322
Introduction to FuseminderFB4.....	323
Starting a Mind Map.....	323
Analyzing Fuseaction Steps.....	324
Labeling Fuses.....	326
FuseminderFB4: Just Like Magic.....	327
Installing FuseminderFB4.....	328
.....	329
Additional Prefixes for Mind Map Nodes.....	329
Circuit Prefixes.....	329
Fuseaction Prefixes.....	330
DO Prefixes.....	331
Other Prefixes.....	331
Going Manual.....	332
Create Fuse Stubs with Fusedocs.....	333
Fusedocs in Order.....	333
Fuse Stubs.....	335
QuerySims.....	335

Distributing Code to Developers.....	336
Inevitable Changes.....	337
A Job Well Done.....	337
Sample Application: Architecture and Coding for FlagPoll.....	338
Chapter 15 - Unit Testing.....	365
Thinking About Testing.....	365
Types of Testing.....	366
Use Testing.....	366
Stress Testing.....	367
Application Testing.....	367
Unit Testing.....	367
Why Unit Test?.....	368
Atomic Level and Fusebox.....	369
Units and Test Harnesses.....	369
What is a Test Harness?.....	369
Creating A Test Harness.....	370
Harness: More Anti-Drudgery.....	372
Running Harness2.....	373
The Inner Workings of Harness2.....	374
The Process of Unit Testing.....	377
Unit Testing Discipline.....	378
Unit Tests Aren't Guarantees.....	379
Harness2 on Steroids: Secret Agents.....	379
All Tests Completed, Houston.....	379
Sample Application: Unit Testing for FlagPoll.....	380
Chapter 16 - Integration and Deployment.....	383
Integration.....	384
Finding the Bugs.....	385
Test Reports.....	386
Fixing the Bugs.....	388
Deployment.....	389
Just What Is Staging?.....	389
Preparing for D&A Testing.....	390
Deployment Test.....	391
Acceptance Testing.....	392
Signoff.....	393
We Have Lift-Off.....	394
Sample Application: FlagPoll Integration and Deployment.....	395
Chapter 17 - Best Practices.....	403

Security and Fusebox.....	403
Basic and Common Security Systems.....	404
Securing Code with <cf_secure>.....	405
SES URLs.....	406
Encrypted URLs.....	408
Fusebox and Frames.....	409
Popular Custom Tags.....	411
<cf_reuseForm> to Reuse Forms.....	412
<cf_returnFuseaction> to Control Flow.....	414
<cf_location> Replaces <cflocation>.....	415
Learn from Experience.....	415
Chapter 18 - Conclusions.....	417
Some Final Words.....	425
Appendix A - Fusebox 4.0 Reference.....	427
The Framework Files.....	427
Fuse Rules.....	428
Fuse Types.....	428
Exit Fuseactions.....	429
Fusedocs.....	429
Integrated Error Handling.....	430
Appendix B - Fusebox Glossary.....	431
Appendix C - Fusebox 4.0 XML Schemas.....	435
Appendix D – Fusedoc DTD.....	447
Appendix E - Fusebox 3 to Fusebox 4 Comparison.....	451
Version 3 and Version 4 Framework Files.....	451
fbx_Switch.cfm vs. circuit.xml.....	452
Appendix F – Fusebox Resources.....	455
Council Sites.....	455
Community Sites.....	456
Commercial Sites.....	456
Fusebox Books.....	456
You Be the Resource.....	457
Appendix G – Fusebox in 40 or Fewer.....	459
The Application.....	459
.....	461
.....	461
Setting Up Fusebox.....	462
Set Up the Skeleton.....	462
Writing the Application.....	464

Organize Fuseactions.....	464
Turn Templates Into Fuses.....	466
Last Details: Plugin for Global Variables.....	468
Danger, Will Robinson!.....	469