

Intermediate Uses of CFCs

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Overview

- Introduction to simpler “real world” uses of CFCs.
- Features that don't require being an OO wizard.
- Non-framework specific techniques.
- Provide you with enough information to determine which ones to use for a given project.

Who Am I?

- Project Lead for Oasis Tooling.
- Independent Contractor (southofshasta.com).
- 12 years of software development.
- ColdFusion for 8 years (since version 4.5).
- 5 years of C++ in the video game industry.
- Clients/projects: Riffage.com, iConvention, Grim Fandango, SimPark, SimSafari, etc.

Utility CFCs

- Just like UDF libraries.
- A general place to store reusable code.
- No additional overhead – same speed as a UDF library.
- Data can be protected better than a regular UDF (i.e. Variables can be visible to all the UDFs, but still hidden from outside code.)

Beans

- Wrappers for related bits of data.
- Like structs, but fancier.
- Data is protected from the outside.
- Only accessible via “getters” and “setters”.
- Beans don't do any real “work” (except maybe some data validation).

DAOs

- Data Access Object.
- Simple “wrapper” around CRUD database operations.
- Reduces the amount of SQL laying around in your CFM files.
- Meant for “single record” actions.

Gateways

- Like DAOs but for actions on multiple records.
- E.G. “get all”, “search”.

Other Thoughts

- Know when to break the rules.
- What's a “best practice” for you may not be for others.
- OO is hard. It may take time for things to “click”.

Resources

- fullasagoog.com
- BACFUG mailing list
- CFCDev mailing list
- corfield.org (presentations in PDF format)
- “Head First Design Patterns” book.

Questions?

Thanks!

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My blog: southofshasta.com/blog

nolanmusic.com (for info on the band!)