# registry Release 0.3.0

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Registry is a JS utility library designed to assist with registering units of functionality (classes, modules, plain old functions and objects) and then retrieving them at a later stage using wildcard selectors.

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## **Getting Started**

Registry can be a little hard to get your head around at first, so let's start with a simple example. In the example below we will create a *welcomer* module which exposes a single method *sayHello* which writes a greeting on the console.

In the example above, we use the *registry.module* function to define a module which will be invoked as an IIFE which is equivalent to calling *registry.define* passing an IIFE yourself. Shown below is an example of the welcomer definition using the basic define functionality. It looks a little messy, which is why the module helper was introduced.

#### 1.1 Wildcard Power

While the examples above show how you can use registry in a simple way, they really don't demonstrate why you would use registry. For this, we will create a slightly more complicated welcomer example.

In this example we will create two variants of a welcomer, both which provide a sayHello method:

As you can see, when we ask registry for an instance of a welcomer we don't ask it for a specific type of welcomer, but rather we let it decide which one will be supplied. In this case, the *welcomer.polite* instance is returned and used as it was the first declared. If you explicitly wanted to invoke the rude welcomer, you simply need to specify *welcomer.rude* in the registry call.

**NOTE:** As with eve the wildcard matching implementation (provided by the wildcard module) allows the request text of *welcomer* to match both *welcomer.polite* and *welcomer.rude* by inferring a pattern of *welcomer.\**.

## CHAPTER 2

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