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resources; Development responsibilities; Too many resources; Scaling development example; Influencer checklist; User checklist; What's the business model of our software?; Does our application have different user roles?; Do our users communicate with each other using our software?; How do we support our application? How do we collect feedback from users? How do we notify users with relevant information?; What type of user metrics should we collect?; Feature checklist; What's the core value proposition of our software?; How do we determine the feasibility of a feature?; Can we make informed decisions about our features?; Who's our competition?; How do we make what we have better?; How do we integrate user management into our features?; Are our features tightly coupled to backend services?; How does the front-end stay synchronized with back-end data?; Developer checklist  
How do we find the right development resources? How do we allocate development responsibilities?; Can we avoid hiring too many resources?; Summary; Chapter 3: Component Composition; Generic component types; Modules; Routers; Models/Collections; Controllers/Views; Templates; Application-specific components; Extending generic components; Identifying common data and functionality; Extending router components; Extending models/collections; Extending controllers/views; Mapping features to components; Generic features; Specific features; Decomposing components; Maintaining and debugging components  
Re-factoring complex components

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## Sommario/riassunto

Have you ever come up against an application that felt like it was built on sand? Maybe you've been tasked with creating an application that needs to last longer than a year before a complete re-write? If so, JavaScript at Scale is your missing documentation for maintaining scalable architectures. There's no prerequisite framework knowledge required for this book, however, most concepts presented throughout are adaptations of components found in frameworks such as Backbone, AngularJS, or Ember. All code examples are presented using ECMAScript 6 syntax, to make sure your applications are ready

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