

So You Wanna be a DOM Star

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Familiarity > Memorization



- Many resources on the web to get syntax
- Understand the concepts first... the syntax will follow
- Don't jump on the library bandwagon too soon



Read, read, read, and when you're done reading...

- Read the documentation and the source
- Read the blogs of luminaries in the field
- Read articles on ALA, DW & Vitamin
- Read the source of your favorite websites

Ask questions



- Most developers love to talk about their work, ask them about the decisions they made
- Ask for help
- Ask for a critique





- Consider "scripting" your script before you write a single line of code
- Write an outline in code comments to help keep you on track
- Break difficult tasks into simpler steps
- Write pseudo-code and then write the real thing

Experiment



- Try new things and see if they work
- Discover how methods interact
- Build discrete test cases
- Find someone to challenge you

Fall on your face



- Don't be afraid of failing
- Learn from your mistakes
- Look for ways to circumvent browser deficiencies

Take notes



- Comment
- Comment
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Get to know your tools



- Firefox is a DOM scripter's best friend
 - JavaScript Console
 - DOM Inspector
 - Web Developer Toolbar
 - Firebug
- Consider using a tracing script to watch your script in action
 - jsTrace
 - jsTracer

Think beyond your application



- Keep your scripts markup agnostic whenever possible
- Look for ways to improve script flexibility





- Drop the inline event handlers
- Work the DOM
- class-ify and id-entify
- Pay attention to your markup

Follow the Golden Rule



Oo unto others as you would have them do unto you.

- Graceful Degradation & Progressive Enhancement
- What happens when JavaScript is turned off?
- What happens when methods you use aren't available?
- Consider the experience sans JavaScript first
- Constantly test your scripts
- Don't force errors on your users





- Does your page really need to autoscroll?
- Is your use of Ajax really a usability enhancement or simply showing off?
- Is it for you or them?

Get familiar with OOP



- Object Notation
- Object Literals/Singletons vs. classes
- Methods & properties

Iterate your scripts



- Refactor
- Test alternate routes to the same result
- Check times

Release your work into the wild



- Solicit feedback
- Encourage participation
- Create an API

Share your knowledge with others







