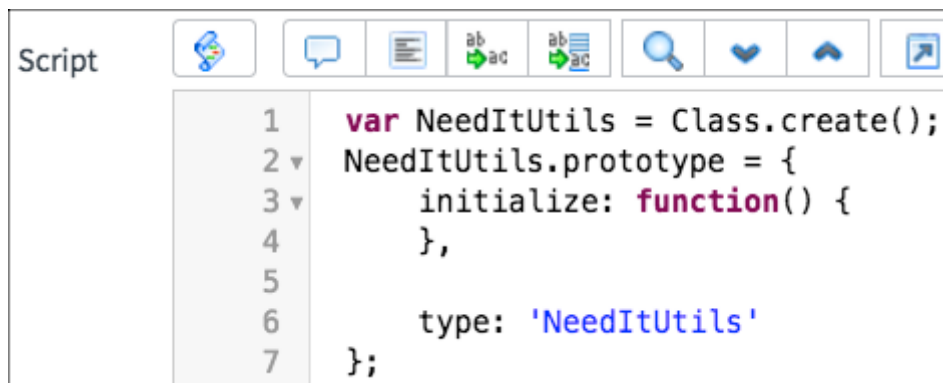


ServiceNow Application Developer

Server-side Scripting > Utilities Script Include

Although not required, many applications have one or more Script Includes to store the majority of the application's server-side logic. If there is a single Script Include for an application, it is often named *<App Name>Utils*. For example, *NeedItUtils*. If a Script Include becomes long and hard to manage, consider breaking it up into multiple Script Includes based on functionality or logical groupings.

Utilities Script Includes typically define a new class and therefore use the automatically inserted script template.



The screenshot shows the ServiceNow Script Include editor interface. The title bar reads "Script". Below the title bar is a toolbar with icons for undo, redo, save, and other actions. The main area displays a JavaScript script with line numbers 1 through 7 on the left. The script defines a class named `NeedItUtils` using `Class.create()`. The `prototype` object has an `initialize` function and a `type` property set to `'NeedItUtils'`.

```
1  var NeedItUtils = Class.create();
2  NeedItUtils.prototype = {
3    initialize: function() {
4    },
5
6    type: 'NeedItUtils'
7  };
```

The *initialize* function is automatically invoked when JavaScript objects are instantiated from the Script Include. Any variable defined as part of the *this* object in the *initialize* function is known to all other functions in the Script Include.

Script

abac

abac

```
1  var NeedItUtils = Class.create();
2  NeedItUtils.prototype = {
3    initialize: function() {
4
5      this.x = 7;
6    },
7
8    testing: function(){
9
10     gs.info("x = " + this.x);
11   },
12
13   type: 'NeedItUtils'
14 };
```

To use a Utils Script Include in other server-side scripts, instantiate the Script Include. Any script which instantiates the Script Include has access to the methods and non-method properties from the class.

Run this script

abac

abac

```
1
2  // Instantiate the NeedItUtils Script Include
3  var niutil = new NeedItUtils();
4  // Invoke the testing method from the NeedItUtils Script Include
5  niutil.testing();
```