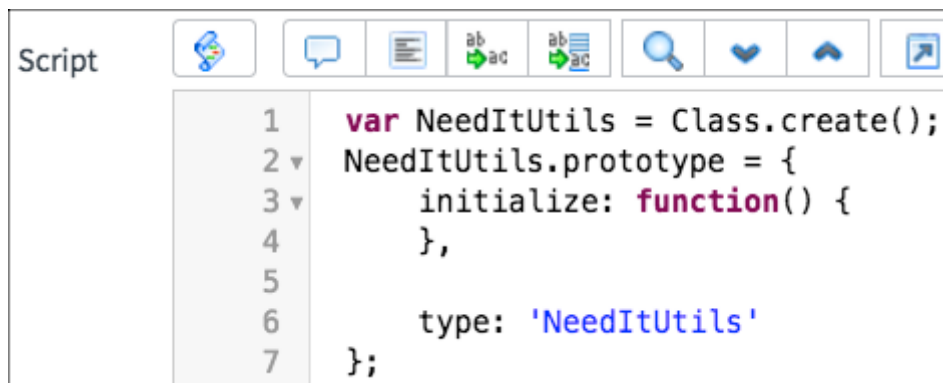# ServiceNow Application Developer

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 *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

```
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

```
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();
```