## OpalBinding - 控件

• 控件输入事件触发 vars更新 <%= in

<%= input binding: :text, value:0 %>

生成的前端HTML代码,每个widget生成唯一的id **HTML** <input type='text' value='0' id='text\_ABCDEF'>

\$vars["text"] = \$document["text\_ABCDEF"].value

dirty\_vars 是队列,有脏的变量(代表值发生变化需要处理),就放入队列

后续循环来处理脏的变量

Trigger 定义好的 on\_change

OpalBinding中保存的对应关系
binding = [[:text, :text\_ABCDEF, ...]]

JS

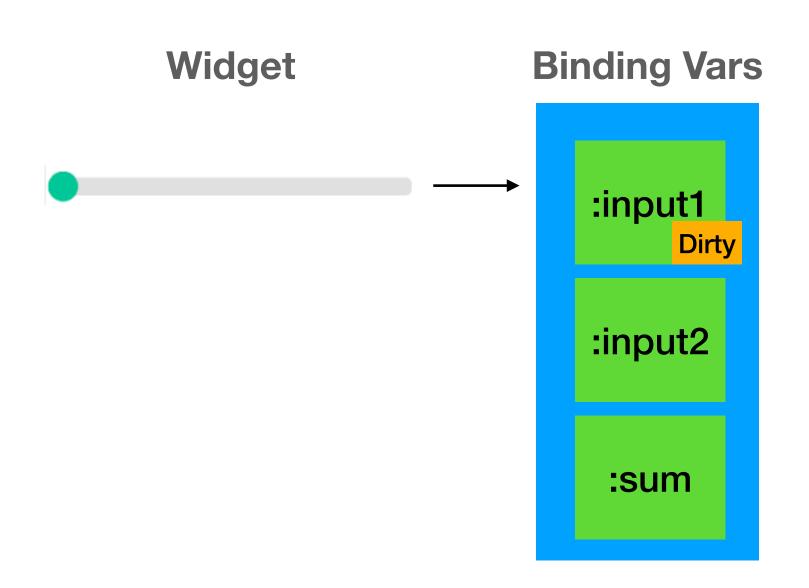
```
## closure proc object
def on_change_event_proc(css_id,name)
    proc {
        fetch_change(css_id)
        $dirty_vars.push(name)
        trigger_on_change(name)
    }
end
```

vars = [:text => 0]

\$document["text\_ABCDEF"].on("input", &on\_change\_proc("text\_ABCDEF","text"))

JS

## Vars: Binding Vars & Calculated Vars



**Calculated Var**