

# How can I generate Dynamic Javascript?

Asked 15 years, 10 months ago   Modified 4 years, 2 months ago

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9



I render a page using YUI. and depending on the user I need to change how it is rendered. This change is not something that can be parametrized, it is drastic and different for each user.



Please tell me how can I generate Javascript dynamically?



PHP

php

javascript

yui

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edited Feb 10, 2009 at 7:05



[Ric Tokyo](#)

6,575 ● 3 ● 32 ● 48

asked Feb 10, 2009 at 7:02



[Eastern Monk](#)

6,605 ● 9 ● 48 ● 62

4 Answers

Sorted by:

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13



I personally use a PHP file to pass a JavaScript object made up of some basic session and internal settings, nothing mission-critical as passing information to the client isn't overly secure, but I believe it might follow the same principles as what you are looking for.

Similarly, I use this to display certain elements once the client is logged in, although all the authorization is still done on the server-side. If my session handler gives the PHP file the ok, it outputs a JavaScript object using a PHP heredoc string, otherwise, it doesn't output anything. You can use attributes of this object to compare against, or you could output only the JavaScript for how a certain page should be rendered, based on settings in your PHP file.

HTML:

```
<script src="common/javascript/php_feeder.php" type="t
```

PHP:

```
//my session handler authorisation check has been remo
//although you could place your own up here.

//assuming session was authorised
//set content type header
header("content-type: application/x-javascript");

$js_object = <<<EOT
var my_object = {
    my_attr: '{$my_attr}',
    my_attr2: '{$my_attr2}',
    etc: '{$etc}'
}
```

```
EOT;
```

```
print($js_object);
```

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edited Sep 24, 2020 at 22:30



Alex

1,580 ● 1 ● 15 ● 27

answered Feb 10, 2009 at 23:01



Asciant

2,160 ● 1 ● 15 ● 26

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This in my opinion is the best solution till now for the given problem. – [Eastern Monk](#) Feb 16, 2009 at 14:43

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2

You can probably create two separate Java script files, and include the required file, depending upon the user type.



## Pseudocode



```
If user_type is One
```

```
    <Script src='one.js' type='javascript'></script>
```

```
else
```

```
    <Script src='other.js' type='javascript'></script>
```

```
End If
```

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answered Feb 10, 2009 at 7:07



M.N

11.1k ● 13 ● 49 ● 49



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JavaScript has an `eval` function, so I think (I haven't tried it) that you can generate JavaScript by writing it into a string variable (and then calling `eval` on that string variable).

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edited Feb 10, 2009 at 7:15

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answered Feb 10, 2009 at 7:09



ChrisW

56k ● 14 ● 120 ● 233

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A possible one, but evals are very insecure to use.

– Eastern Monk Feb 16, 2009 at 14:42

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A little bit of elaboration here would most certainly help in getting you a more descript and helpful answer. That in mind, though, you could easily just use functions declared inside an if statement to provide distinctly varied experiences for different users.

A *very* basic example:

```
<script>
function do_something(userType)
{
  if (userType == 'A')
  {
    // everything you need to do for userType A
  }
  if (userType == 'B')
  {
    // everything you need to do for userType B
  }
}
```

```
}  
}  
</script>
```

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answered Feb 10, 2009 at 7:24

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Hexagon Theory

44.7k ● 6 ● 27 ● 30

- 
- 1 I'd say, checking for user type should be a server-side thing instead of using a client-side javascript. (For obvious vulnerabilities) – [M.N](#) Feb 10, 2009 at 8:37

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Depends entirely on how he's gathering the data and whether or not he's competent in a server-side language, though; he could easily use the language he knows (JavaScript, it seems), and store the user's type in a JS variable; granted, yes, it would be beneficial to obtain this variable server-side.  
– [Hexagon Theory](#) Feb 10, 2009 at 9:31

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This is a very inefficient and insecure solution in my opinion. Also how exactly am I going to make a call to this function?  
– [Eastern Monk](#) Feb 16, 2009 at 14:41

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