## How can I generate Dynamic Javascript?

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

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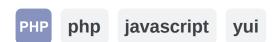
9

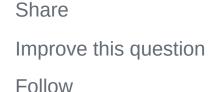
I render a page using YUI. and depending on the user I need to change how it is rendered. This change is not something that can be parametrized, it is drastic and different for each user.



Please tell me how can I generate Javascript dynamically?









4 Answers

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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</pre>
```

## 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: '{$my_arrt2}',
    etc: '{$etc}'
}</pre>
```

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

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edited Sep 24, 2020 at 22:30



answered Feb 10, 2009 at 23:01



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



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



## **Pseudocode**

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answered Feb 10, 2009 at 7:07



**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



answered Feb 10, 2009 at 7:09



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

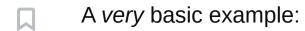
Eastern Monk Feb 16, 2009 at 14:42



0



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.





```
<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



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

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

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