Utilities and Best Practices

Unit 9

Utilities

Utilities

- Stuff that didn't quite fit

Utilities

- Stuff that didn't quite fit

- Some of these utilities are covered in modern browsers

Utilities

- Stuff that didn't quite fit
- Some of these utilities are covered in modern browsers
- My list of what I thought was interesting

Demos!

Best Practices

Best Practices

- Reminder - (Almost) never 100%

Best Practices

- Reminder - (Almost) never 100%
- Reminder - JavaScript best practices still apply

Best Practices

- Reminder - (Almost) never 100%

- Reminder - JavaScript best practices still apply

- JSHint and JSLint

Caching Selectors

```
var $nameField = $("#name");
//stuff…
if($nameField.val() === "") {
    $nameField.append("Enter something!");
}
```

Selector Performance

General Rules

General Rules

- IDs are best

General Rules

- IDs are best
- Tags are second best

General Rules

- IDs are best

- Tags are second best

- Class names last

```
<ul>
<li class="myFav">…</li>
<li class="myFav">…</li>
<li class="myFav">…</li>
</ul>
```

```html
<ul>
<li class="myFav">…</li>
<li class="myFav">…</li>
<li class="myFav">…</li>
</ul>
```

```
//prefer this:
$("li.myFav")
//over this:
$(".myFav")
```

```
<ul id="myFavList">
<li class="myFav">…</li>
<li class="myFav">…</li>
<li class="myFav">…</li>
</ul>

//prefer this:
$("#myFavList li")
```

DOM Manipulation

General Rules

General Rules

- Changing the DOM is slow

General Rules

- Changing the DOM is slow
- Prefer one change over many

```javascript
for(var i=0; i<10; i++) {
    $("#something").append("<p>This is item "+i
+"</p>");
}
```

```
var html = "";
for(var i=0; i<10; i++) {
    html += "<p>This is item "+i+"</p>");
}
$("#something").append(html);
```

```
var frag = $("<div>");
for(var i=0; i<10; i++) {
    frag.append("<p>This is item "+i+"</p>");
}
$("#something").append(frag);
```