

## scripting for web applications

Development Milestone Due Before Lecture (Deliver via GitHub)

Name your document file:

lastname\_firstname\_development.pdf

jQuery plugin development

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## **PWA-2 DUE Dates**

Item	Due Dates
Branding / Logo	08/05/13 - After Lab on the First Day
Project Pitch	08/09/13 - Before Lecture on 3
Creative Brief - Finished Document	08/12/13 - Before Lecture 4
Site Prototype (html/css)	08/16/13 - After Last Lab of the 2nd Week
Development Milestone (javascript)	08/21/13 - Due Before Lecture 8
Inclusion of 5 media center items	08/28/13 - Last Day of Class After Lab
Aesthetics & Usability (finished site)	08/28/13 - Last Day of Class After Lab
Functionality (finished site)	08/28/13 - Last Day of Class After Lab
Professionalism	The duration of the course
Class Participation	The duration of the course

## things to keep in mind

- If you need a method and can't remember how it works, you have tools:
  - The cheat-sheet
  - Official documentation: api.jquery.com dochub.io
- We haven't looked at all of the *utility methods*, because we haven't needed most of them yet. Remember that they exist, and read up on them when you can.
- Today we are going to start some plugin development, and we'll see some utility methods as a result.



## Some jQuery Plugins Resources

Website	Description
harvesthq.github.com/chosen/	Dropdown selects with autocompleter
christophercliff.github.com/sausage/	Page anchoring generator
craigsworks.com/projects/qtip2/	Advanced tooltips
danpalmer.me/jquery-complexify	Password strength meter
fancybox.net/	Easy modal lightboxes
www.zurb.com/playground/reveal-modal-plugin	Simple modal
projects.nickstakenburg.com/lightview	Another modal plugin
needim.github.com/noty/	Notification popups
<u>isotope.metafizzy.co</u> /	Grid re-arranger
podio.github.com/jquery-mentions-input/	Twitter Style Autocompleter
twitter.github.com/bootstrap/	HTML/CSS/JS Boilerplate by Twitter
nicolahibbert.com/demo/liteAccordion/	Horizontal accordion
github.com/mathiasbynens/jquery-placeholder	Input Placeholder Plugin
jamesflorentino.com/jquery.nanoscroller/	Custom Scrollbar
demo.mobiscroll.com/	Date and time picker (phone styled)
<pre>jquery.malsup.com/cycle/</pre>	Slideshow Plugin

# lecture activity

# Accordion Plugin

download the following file from the FSO "References" "Course Material Follow Along Files"

Goal8 JACC.zip

## Plugin Development

- Start building your own collection of re-usable code. Whenever you tackle a feature that could have use in other applications, try to build it more dynamically.
- Benefits of plugins:
  - Smaller application code
  - Abstraction: less clutter of variables in scopes
  - Re-usability
  - Dynamic: forces you to tackle a solution dynamically



## Naming Practices

- Best practices for plugin filenames:
  - all lowercase
    - framework first
    - plugin name second
    - versioning third

jquery.jacc. I.6.js

jquery.easing.min.1.3.js



## Compatibility

- Next, we should make sure our plugin will work even if the page has multiple javascript libraries included.
  - Keep in mind that Prototype and Mootools also use \$ dollar sign as functions.
- (Excluding plugin development for a second...) When working on a site that is using Prototype or Mootools.. good old jQuery gives a compatibility function:

#### \$.noConflict()

jQuery backs up a save of the \$ name before installing itself. By calling this method, jQuery reverts the \$ global to whatever it was before.

So, make sure jQuery is included after any other libraries, and then call this method.

## Compatibility

noConflict is not a magic wand, we can no longer use \$, we'd have to use the jQuery global instead.

```
jQuery.ajax()
instead of $.ajax()
```

- This is the same problem with plugins, we can't assume that \$ means jQuery.
- So, we need to create a privatized version of \$. And how can we create private scopes? *A closure.*

## Compatibility

▶ Here's a reminder of the self-executing function closure:

```
( function(){} )();
```

And here's how we can use it to privatize the \$ name

```
(function($){
    // privatized $ scope
})(jQuery);
```

## Plugin Type

Next we need to consider what type of plugin we want to build.

### Utility Methods

```
$.plugin( options )
```

These are called directly from the jQuery object, and usually do not involve any targeting of DOM elements.

#### Factory Methods

```
$(target).plugin( options )
```

These allow us to use the factory to make a DOM selection, and then manipulate them.



## Utility Plugins

▶ These methods are assigned directly to the jQuery namespace

#### **Template**

```
(function($){
    $.myplugin = function(options){
        // plugin code
    };
})(jQuery);
```

## Factory Plugins

- In order to gain access to the factory, these are created on a **fn** object of the jQuery namespace.
- Inside our plugin function, the context this becomes the jQuery factory of DOM elements.

**Template** 

```
(function($){
    $.fn.myplugin = function(options){
        // plugin code
        console.log(this);
    };
})(jQuery);
```

```
$("div").myplugin();
```

## .each()

This utility method allows us to loop through the elements in a factory set, using a function.

```
$(target).each(fn)
```

function: is run once per element in the set (like a loop)

The provided function will receive 2 arguments, and it will also gain *context* to each element in the set

```
$(".myclass").each(function(i, elem){
  console.log(this);
});
```

## Factory Plugins

- Since our context *this* is the factory set, we can loop through those elements using jQuery's .each method.
- Finally, to make our plugin *chainable*, it needs to return jQuery, so let's combine...

#### **Template**

## Plugin Options

- ▶ The last thing our plugin need is to define a set of default options.
- For example, let's say our plugin has 5 options, but the user only passes in 2

```
$("div").plugin({
   opt1: true,
   opt4: true
});
```

opt1: boolean
opt2: boolean
opt3: boolean
opt4: boolean
opt5: boolean

We need a way to set up default values for opt2, opt3, & opt5

## Plugin Options

\$.extend({}, injector, original )

*injector*: object of new properties

original: object to inject into

Extend allows us to provide an object and add properties into it. Any properties that the original object already has are not added. A new object is then returned.

```
var obj = {opt1: true, opt2: true};

obj = $.extend({
    opt1: false,
    opt2: false,
    opt3: false,
    opt4: false
}, obj);
```

opt1: true,
opt2: true,
opt3: false,
opt4: false
}

## Factory Plugin Template

Here's our general starting template for any factory plugin





### Lab8

- \* Next Milestone: FINAL Deliverable
  - \* lastname\_firstname\_FINAL.zip