**DOJO Toolkit**

Dojo is a powerful, open source JavaScript Toolkit (library) designed to ease the rapid development of cross-platform, JavaScript/Ajax-based applications and web sites. It provides uniform access to Browser APIs and encapsulates JavaScript implementation. DOJO will internally call function according to the browser.

Dojo provides us with pluggable widget UI called Dijit. These custom made widget which we can instantiate inside our code and rest of the functionality will be taken care by the Dijit and hence saves a lot of time.

**Architecture of DOJO**

Core

Base

util

Dijit

Dojox

Your Widget

Dojo Toolkit Folder contains three folder dojo, dojox, dijit. Dojo folder contains two things one is base and other core and these can be assumed as groups. Base is the basic group which any web will need and base we have to use in the browser. On the top of base there are other functionalities which are called core which we can define in core part of dojo.

Dojox and dijit are widget like things and they have their own functionality which we can plug inside our page and get all required functionality but they are directly related to DOJO base and core. There are some util libraries also in dojo which are used things in dojox and dijit. We can write our won widget and can plug in the page. We can extend the dojo with our widget.

Dojo base file contains the functionality as follows

1. Bootstrap: We include our dojo libraries in our html web content as follows:

<script type=”text/javascript” path=”C:/dojo-release-1.10.4/dojo/dojo.js”>

It is basic step to load the dojo library in our webpage and at same time does the bootstrapping creating lot of arrays, listeners etc.

1. Host and Browser Detection: It also has the ability to detect the browser on host and what is the platform of the host.
2. Package System: Dojo comes with a package system as we have in our java to organize a particular type of classes and providing them the namespaces.
3. Enhancement to JavaScript: It provides the feature which JavaScript has not provided us like add class and remove class which is not there in JavaScript. There are also many other functionalities which JavaScript does not provide us.
4. Query, DOM, Ajax, Events, FX: It provides us the functionality to query the DOM objects. DOM API is used to interact any objects used in HTML, XHTML,XML. We can add or remove an object in HTML document. AJAX is used for asynchronous communication between webpage and server : information is exchanged and page’s representation is updated without a need for reloading the page. Event Handling is also supported in it. FX is for animation

A sample example using DOJO library

<html>

<head>

<title></title>

<style type="text/css">

#box1 {

position:absolute;

height:200px;

width:200px;

border:2px solid red;

top:100px;

left:100px;

}

#box2 {

position:absolute;

height:200px;

width:200px;

border:2px solid red;

top:400px;

left:100px;

}

</style>

<script type="text/javascript" src="http://o.aolcdn.com/dojo/1.1/dojo/dojo.xd.js" ></script>

<script>

dojo.addOnLoad(function(){

var k= dojo.byId("box1");

dojo.connect(k,"onclick",function(){

dojo.fadeOut({

node:k

}).play();

});

});

</script>

<head>

<body>

<div id="box1">

<h1>Hello</h1>

</div>

<div id="box2">

<h1>World</h1>

</div>

</body>

</html>

Questions

1. Could not grasp DOJO AJAX libraries.