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**INTRODUCTION TO CODE JS**

**History**

In the year 2022, I upgraded my ability to solve web frontend problems and even wrote my first web game (https://spellingbee1.vercel .app). Then I made few other games, because making websites was a bit boring. Then making more apps and games no longer became a major objective. I was still unsatisfied and wanted to do more than just writing apps and games. I thought of what I could create as a programmer that would help/benefit other programmers, then I thought of creating a very little library with some code snippets. I started out crazily and the end result was. After a few months, I decided to remake it and make it more complex, consisting of functions and some extra features that lets you bind and call application data and even external variables whenever and wherever you need them. I also added some special code to help solve some special problems, especially in the area of design and functionality. Now, the former (nano-sized) library, now a (micro) framework is finally ready.

**What is Code JS?**

Code JS is a JavaScript Frontend Development Framework that focuses on HTML DOM and lets one manipulate it easier and faster. With Code JS, you can;

* Build & manipulate web contents.
* Bind application and Meta data.
* Wrap new styles for objects in a single JS function.
* Directly insert variables from an external JS file.
* Import your stylesheets and scripts without directly insert them in your index file.
* Create single page applications.
* Manipulate contents faster with its functions.
* Build your web apps & contents with JS easier, if you do not wish to write HTML directly in your markups & lots more...

**Requirements**

To use Code JS, you must have a basic knowledge and understanding in;

* **HTML5** - Standard Markup Language for structuring, and defining the layout of a webpage/web app.
* **CSS 3** – Used for styling a webpage/web app.
* **JavaScript** - A programming language, basically for programming the behaviour of a webpage/web app.

**More Info on Code JS**

Code JS is a framework that tests & proves how smart & capable people are in solving web frontend problems in design and functionality, while providing them with tools and functions to help them code faster.

**WORKING WITH CODE JS TEMPLATE**

**THE AIR**

The AIR is simply an acronym for:

**app.js** – This is the main script which will hold every JavaScript code for developing the web app, and will also be used to import/add other external JS scripts to the page. It can be done using any of the import functions in Code JS framework and will be talked about later. This file is and must always be in the JS folder.

**Index.html** – This is the main index/homepage file.

**root.css** – This is the main file that will contain all our CSS code which we’ll use to add/import other external stylesheets to our page. This importation can simply be done using our CSS @import rule. This file is and must always be in the CSS folder.

**Note:** Others are folders that hold files, pages etc.

**The I**

**(index.html)**

**UNDERSTANDING DATA INTERCHANGE & BINDING WITH CODE JS FRAME**

Code JS lets you bind your major web app data using the <**application />** element. This element binds our application data and contain the three main elements for our app development.

The following are attributes of the **<application />** element:

**name** –This holds the name of the application/website and sends it to the head element under the title element and application-name attribute in the meta tag/element.

**logo** – This stores your application/website logo and places it where it’s needed. As we continue the journey, you’ll understand fully.

**author –** Thisstores the name of the author/company that owns the app.

**theme –** This is used to specify a theme (major colour) for your application.

**mode –** This is used to specify a theme between (light or dark) for the entire app.

Sample:

<application name=”” author=”” logo=”” theme=”” mode=””></application>

There are three sections in the application element that contains our entire (visible) content. We have the;

**<data></data>** section -- For containing our meta data.

**<layout></layout>** section -- For containing our HTML code.

**<engine></engine>** section -- For containing our external scripts (Code JS.cjs & app.js).

As you can see, all meta tags are contained with the **<data>** element, and are binded in three lines. One for the **<meta charset>**, then the **<meta-name>** (instead of **<meta name=”” content=””>**, and the **<meta-http-equiv>** (instead of **<meta http-equiv>**), as shown below;

<data>

<meta charset="charset">

<meta-name name="content">

<meta-http-equiv name="content">

</data>

The **<layout />** element contains our markup as shown below;

</\_Comments goes here...>

<layout>

<header></header>

<nav></nav>

<main>

<section>

<article></article>

</section>

</main>

<aside></aside>

<footer></footer>

</layout>

And comments in HTML can also be written as;

</\_Comments goes here...>

You can also add **<footnote />** inside the **<footer></footer>** element and see the result.

Then we have the <engine></engine> element for containing our scripts, including adding from other sources.

**Note:**

All existing files in the template have been completely linked/wired together, so do not link again to avoid unnecessary errors. Goto css/stylesheets.css to import css stylesheets or libraries, even without adding <link /> to the index.html, but in case, you can use the <link /> in <data> element, after the <meta-http-equiv /> element. Use imp() function in your app.js file to import another external script, or importAll to import an array of scripts) maybe with conditionals(if...else statements) or within functions, and use impX() function to import scripts from different servers, you’ll see examples later.

You can insert JavaScript variable/constant data from an internal or external source using "compile" attribute, and <js> element. For example;

Create a new variable called data or greetings in app.js (or any external script)...

app.js:

var data = "Hello World";

var greetings = “Welcome to my world!”;

index.html

<layout>

<button compile> data </button>

<h1>

<js> data </js>

</h1>

</\_Using `backtick` and curly braces>

<js>`

<h2> ${data} </h2>

{{greetings}}

`</js>

</\_Inserting math calculations>

<js> (2+2) \* 4 – Math.sin(2) / 80 \* 200 </js>

<js>` I am 50 \* 50 years old `</js>

</layout>

Then Check the result! You can check your console to confirm the new comment tag (</\_Comment>).

You can also run and display math calculations either using the compile attribute or the JS element.

**The A**

**(app.js)**

**Framework/Library Data**

To see the version of Code JS that you’re currently using, write ***CodeJS.version*** and you’ll get it.

**The App Object**

**app.name() –** This returns the application’s name.

**app.author() –** This returns the application’s author.

**app.logo() –** This returns the application’s logo.

**app.theme() –** This returns the current theme of the app.

**app.mode() –** This returns the current mode of the app.

**app.copyright() –** This returns the copyright (& year of development) of the app.

**app.backgroundData() & app.messages() –** These, when used at once, returns/tells a user how long he has spent on an app. To modify it, use the browser console to get the attributes (ID/Class), then manipulate.

**Selectors**

The following are used to select HTML elements in Code JS;

**$(element\_name) –** This is used to select single elements.

**$$(element\_name) -** This is used to select a group of elements.

**Note:** Both work just like CSS selectors, that is they let you use # for ID, “.” for class (class names) and “[ ]” for attributes and attribute values. The group selector works with Code JS loop functions, which make iteration for both arrays, objects and HTML elements easier and faster.

**ROM Components**

Code JS ROM Components are components containing special data for special purposes and which are called upon wherever necessary. This components have already been created and stored in Code JS and their sole aims/purposes are for the advancement and development of websites / web apps.

There are two (2) types of ROM Components in Code JS.

1. **Single ROM Components:** These are components that were built with only JavaScript.

**E.G: Date components…**

1. **Combined ROM Components:** These are components that were built by combining JavaScript and other languages like HTML5 & CSS3.

**E.G: <footnote /> element component, Code JS Objects (*Will be introduced later)…***

**Code JS Date**

This object is used to insert date to your web page / web app. In your layout element in the index.html file, write:

**<js> d.fullDate() </js>**

And preview to see the full date according to device’s system’s time.

You can also write to your app.js file:

**html($(‘layout’), d.fullDate());**

It’ll still give the same results.

*Here’s a full list of all the date functions:*

**d.day()**

**d.date()**

**d.month()**

**d.year()**

**d.fullDate()**

**Code JS Constructors**

If you want to build/design and program a web app with JavaScript, Code JS Builder (building functions) will help you accomplish it easier and faster.

**Layout Constructor**

If your website contains one header, navigation (nav), main (for the major contents including sections and articles), aside & footer, simply use the **layout.create()** function to create all at once, e.g:

***layout.create();***

And, use **layout.destroy()** function to complete empty/destroy the layout (contents.

**Note:** You can check your console to see messages.

**Widgets Construction & Rendering**

In Code JS, HTML elements are treated as widgets and are given the default class "widget" when created.

To create an element, use the widgets.construct() function.

**Syntax: widgets.construct(element)**

To add the element to your layout, use the render() function.

**Syntax: render(element, target) => render(widget, $(‘layout’));**

To create multiple elements at once, use widget.constructMultiple() and use renderAll() to generate all at once.

**Note:** You can also use any of the render() functions to move an already existing element from one place to another, on the web page.

**Other Code JS Functions**

1. **renderBefore(element, target) –** renders elements before the target on the web page.
2. **renderAfter(element, target) –** renders elements after the target.
3. **renderFirstPlace(element, target) –** renders elements as the first child of the target.
4. **renderLastPlace(element, target) –** renders elements as the last child of the target.
5. **pushBefore(target, “contents”) –** pushes HTML contents as the first content of the target.
6. **pushAfter(target, “contents”) -** pushes HTML contents as the last content of the target.
7. **removeContent(target, “contents”) –** searches andremoves contents from the target.
8. **replaceContent(target, “existing contents”, “new contents”) –** searches andreplaces contents in the target with new contents.
9. **removeContents (target, “contents”) –** searches andremoves allsame contents at the same time.
10. **replaceContents(target, “existing contents”, “new contents”) –** searches and replaces all same contents at once with a new one.
11. **insertBefore(target, “str”, “new content”) –** searches and adds new contents before a string on the web page.
12. **insertAfter(target, “str”, “new content”)** – searches and adds new contents before a string on the web page.
13. **insertBeforeAll(target, “str”, “new content”) –** searches and adds new contents before all same string on the webpage.
14. **insertAfterAll(target, “str”, “new content”) –** searches and adds new contents before all same string on the webpage.

**Widget Cloning**

1. **clone(target, widget/selected elements) –** used to clone a widget into a target.
2. **cloneRepeat(target, widget) –** This lets you clone the same widget into a group of targets.
3. **clones(target, obj, n) –** This lets you drop multiple clones of a single widget into a single target.
4. **swap(widget 1, widget 2) –** This lets you swap widgets.

**Content Manipulation**

**Contenting**

1. **html(target, content) –** Lets you return HTML contents of a widget (using **html(widget)**) and even lets you rewrite them (using **html(widget, new contents)**).
2. **text(target, content) –** Lets you return text contents of a widget (using **text(widget)**) and even lets you rewrite them (using **text(widget, new contents)**).
3. **attrib(target, attribute, data) –** Lets you return the attribute data/value of a widget (using **attrib(target, attribute)**) and even lets you rewrite them (using **attrib(target, attribute, data)**).

**Styling**

1. **css(target, “attribut1 e: value 1; attribute 2: value 2;…”) –** Lets you define a series of new styles for a widget.

**Functionality**

1. **tplclick(target, func) –** This lets you create triple click functionality just like doubleclick in HTML5, then place your statements, just like this **tplclick(target, function () => {statements}.**
2. **restrict(target) –** This function disables a widget.
3. **restrictAll(target) –** This function disables an entire group of widgets.
4. **unrestrict(target)** – This function enables widgets.
5. **unrestrictAll(target) –** This function enables an entire group of widgets.

**Animate**

1. animate(target, time) – This function animates widgets.

**Import**

imp()

impX()

importAll = ($import) => {

    for ($imp = 0; $imp < $import.length; $imp++) {

        $new\_script = document.createElement('script');

        $new\_script.setAttribute('src', $import[$imp]);

        document.querySelector('engine').appendChild($new\_script)

    }

};

/\* Visibility State \*/

hide = (obj) => {

    return obj.hidden = true;

};

hideAll = (obj)=>{

    for (i = 0; i < obj.length; i++) {

        obj[i].hidden = true;

    }

};

unhide = (obj) => {

    return obj.hidden = false;

};

unhideAll = (obj)=>{

    for (i = 0; i < obj.length; i++) {

        obj[i].hidden = false;

    }

};

del = (obj) => {

    return obj.remove()

};

/\* Random \*/

randomize = (obj) => {

    return Math.floor(Math.random() \* obj.length);

};

/\* Random Selection \*/

randomSelect = ($group, $target\_value, func) => {

    $array = [];

    $new\_Array = [];

    for ($a = 0; $a < $group.length; $a++) {

        $array.push($group[$a]);

    }

    for (n = 0; n < $target\_value; n++) {

        $MR = Math.floor(Math.random() \* $array.length);

        $r = $array[$MR];

        $new\_Array.push($r);

        $array.splice($array.indexOf($r), 1);

    }

    for (nA = 0; nA < $new\_Array.length; nA++) {

        i = $new\_Array[nA]; alert(i); func()

    }

};

/\* Loop \*/

loop = ($group, $func)=> {

    for (i = 0; i < $group.length; i++) {

        $func();

    }

};

loopX = ($group, $func)=> {

    for ($g = 0; $g < $group.length; $g++) {

        i = $group[$g];

        $func();

    }

};

/\* Special Array Selectors \*/

var start, end;

rangeSelect = (start, end, $func)=> {

    for (i = start; i < end + 1; i++) {

        $func();

    }

};

singleSelect = ($array, func) => {

    $arr = new Array();

    for (i = 0; i < $array.length; i++) {

        $arr.push($array[i]);

    }

    for (a = 0; a < $arr.length; a++) {

        i = $arr[a]; func();

    }

};

loopSelect = ($group, int, func) => {

    for (a = 0; a < $group.length / 2; a++) {

        n = (a \* int - 1) + int;

        if ($group[n] == undefined) {

            return null

        }

        func()

    }

};

/\* Even & Odd \*/

var $target, $group;

typeSelect = ($group, $target, func) => {

    if ($target == "even") {

        for (a = 0; a < $group.length / 2; a++) {

            i = (a \* 2) - 1 + 2;

            if ($group[i] == undefined) {

                return null

            }

            func()

        }

    }

    else if ($target == "odd") {

        for (a = 0; a < $group.length / 2; a++) {

            i = (a \* 2) - 1 + 2 - 1;

            if ($group[n] == undefined) {

                return null

            }

            func()

        }

    }

    else {

        null

    }

};

/\* Integers \*/

/\* Random Of Numbers \*/

randomOf = (num, func) => {

    $array = new Array();

    for (i = 1; i <= num; i++) {

        $array.push(i);

    }

    $random = Math.floor(Math.random() \* $array.length);

    n = $array[$random];

    func()

};

/\* Array of Numbers \*/

arrayOf = (num, func) => {

    $arr = new Array();

    for (i = 1; i < num + 1; i++) {

        $arr.push(i);

    }

    for (a = 0; a < $arr.length; a++) {

        n = $arr[a]; func()

    }

};

/\* Trace & Untrace Elements \*/

trace = ($trace) => {

    $trace.style.border = "4px solid purple";

    for (\_tC = 0; \_tC < $trace.children.length; \_tC++) {

        $trace.children[\_tC].style.cssText = "outline: 4px solid red; border: 4px solid green;";

    }

};

untrace = ($trace) => {

    $trace.style.border = "0";

    for (\_tC in $trace.children) {

        $trace.children[\_tC].style.outline = "0";

        $trace.children[\_tC].style.border = "0";

    }

};

/\* Page Switcher \*/

function switch\_content($class, $id) {

    cc = document.getElementsByClassName($class);

    for (\_i = 0; \_i < cc.length; \_i++) {

        cc[\_i].style.display = 'none';

    }

    document.getElementById($id).style.display = 'block'; $GET\_PAGE\_TITLE = document.querySelector('title'); $GET\_PAGE\_TITLE.innerHTML = $id + " - " + app.name;}

/\* Popup \*/

popup = (obj)=> {

};

/\* popdown \*/

popdown = (objd)=> {

};

/\* transform \*/

rotate = (target, value) => {

    return target.style.transform = `rotate(${value})`

};

rotateX = (target, value) => {

    return target.style.transform = `rotateX(${value})`

};

rotateY = (target, value) => {

    return target.style.transform = `rotateY(${value})`

};

rotateZ = (target, value) => {

    return target.style.transform = `rotateZ(${value})`

};

translate = (target, value1, value2) => {

    return target.style.transform = `translate(${value1}, ${value2})`

};

translateX = (target, value) => {

    return target.style.transform = `translateX(${value})`

};

translateY = (target, value) => {

    return target.style.transform = `translateY(${value})`

};

scale = (target, value) => {

    return target.style.transform = `scale(${value})`

};

scaleX = (target, value) => {

    return target.style.transform = `scaleX(${value})`

};

scaleY = (target, value) => {

    return target.style.transform = `scaleY(${value})`

};

skew = (target, value) => {

    return target.style.transform = `skew(${value})`

};

skewX = (target, value) => {

    return target.style.transform = `skewX(${value})`

};

skewY = (target, value) => {

    return target.style.transform = `skewY(${value})`

};

/\* Iframe \*/

bindToFrame = ($target, $obj) => {

    $f = ($target.contentDocument || $target.contentWindow.document);

    $f.open();

    $f.write($obj);

    $f.close();

};

/\* Classlist \*/

removeClass = (target, $data) => {

    target.classList.remove($data);

};

addClass = (target, $data) => {

    target.classList.add($data);

};

/\* Voice Output \*/

**voice.output(data)** – For audio callbacks. Supported majorly by Chrome & Edge browsers.

};

**Events Handling**

Code JS lets you add event listeners by calling them as functions and adding parenthesis within them. For example;

***Use click(element, () => {***

***alert(‘hello world!’);***

***}); instead of element.addEventListener(‘click’, function () {***

***alert(‘hello world!’);***

***});***

Same thing goes for every other existing events.

**Objects**

Code JS Objects, also called Combined ROM Components are very interesting predesigned/ready made widgets/objects that are used to support your frontend application development. These include:

**loadApp() –** This function is used to create a loader for your app. It binds your app logo and theme color to a container and displays it when a person visits your website/web page/web app.

**loadContent(()=>{your callbacks}) –** This function is used to load other contents and functions. It’s was created majorly for loading contents when a link or button is pressed, and you were to call other functions after a link was clicked.