

# JavaScript Namespace Pattern Cheat Sheet

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## Basic Pattern Template

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javascript

```
!(function(namespace) {  
    // Your code here  
    namespace.ModuleName = {  
        // properties and methods  
    };  
}(Namespace || (Namespace = {})));
```

## 1. Basic Namespace Setup

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### Create or Extend Namespace

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javascript

```
// Single file approach  
!(function(common) {  
    common.version = "1.0.0";  
}(Common || (Common = {})));  
  
// Multiple files can safely use the same pattern  
!(function(common) {  
    common.Utills = {  
        // utility methods  
    };  
}(Common || (Common = {})));
```

## 2. Module Organization Examples

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### Utility Module

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javascript

```

!(function(common) {
  common.Utils = {
    // Constants
    VERSION: "1.0.0",

    // Methods
    generateId: function() {
      return Math.random().toString(36).substr(2, 9);
    },

    formatDate: function(date) {
      return date.toISOString().split('T')[0];
    },

    deepClone: function(obj) {
      return JSON.parse(JSON.stringify(obj));
    }
  };
})(Common || (Common = {}));

```

## API Module

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javascript

```

!(function(common) {
  common.API = {
    baseUrl: "https://api.example.com",

    // HTTP methods
    get: function(endpoint) {
      return fetch(`${this.baseUrl}${endpoint}`).then(r => r.json());
    },

    post: function(endpoint, data) {
      return fetch(`${this.baseUrl}${endpoint}`, {
        method: 'POST',
        headers: { 'Content-Type': 'application/json' },
        body: JSON.stringify(data)
      }).then(r => r.json());
    },

    // Specific API calls
    users: {
      getAll: function() { return common.API.get('/users'); },
      getById: function(id) { return common.API.get(`/users/${id}`); },
      create: function(userData) { return common.API.post('/users', userData); }
    }
  };
})(Common || (Common = {}));

```

## UI Components Module

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javascript

```

!(function(common) {
  common.UI = {
    // DOM utilities
    $: function(selector) {
      return document.querySelector(selector);
    },

    show: function(element) {
      element.style.display = 'block';
    },

    hide: function(element) {
      element.style.display = 'none';
    },

    // Component-specific logic
    Modal: {
      open: function(modalId) {
        const modal = common.UI.$(`#${modalId}`);
        common.UI.show(modal);
      },
      close: function(modalId) {
        const modal = common.UI.$(`#${modalId}`);
        common.UI.hide(modal);
      }
    }
  };
})(Common || (Common = {}));

```

### 3. Class-Based Organization

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#### Using Constructor Functions

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javascript

```

!(function(common) {
  // User class
  common.User = function(name, email) {
    this.name = name;
    this.email = email;
    this.id = common.Utills.generateId();
  };

  common.User.prototype = {
    getName: function() { return this.name; },
    getEmail: function() { return this.email; },
    toJSON: function() {
      return { name: this.name, email: this.email, id: this.id };
    }
  };

  // User manager
  common.UserManager = {
    users: [],

    addUser: function(name, email) {
      const user = new common.User(name, email);
      this.users.push(user);
      return user;
    },

    findUser: function(id) {
      return this.users.find(user => user.id === id);
    },

    getAllUsers: function() {
      return this.users.map(user => user.toJSON());
    }
  };
})(Common || (Common = {}));

```

## 4. Advanced Patterns

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### Private Variables with Closure

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javascript

```

!(function(common) {
    var privateCounter = 0; // Private variable

    common.Counter = {
        increment: function() {
            privateCounter++;
            return privateCounter;
        },

        getCount: function() {
            return privateCounter;
        },

        reset: function() {
            privateCounter = 0;
        }
    };
})(Common || (Common = {}));

```

## Event System

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javascript

```

!(function(common) {
    var events = {}; // Private event registry

    common.Events = {
        on: function(eventName, callback) {
            if (!events[eventName]) events[eventName] = [];
            events[eventName].push(callback);
        },

        off: function(eventName, callback) {
            if (events[eventName]) {
                events[eventName] = events[eventName].filter(cb => cb !== callback);
            }
        },

        emit: function(eventName, data) {
            if (events[eventName]) {
                events[eventName].forEach(callback => callback(data));
            }
        }
    };
})(Common || (Common = {}));

```

## 5. Usage Examples

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### Basic Usage

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javascript

```
// After including all module files
console.log(Common.Utills.generateId()); // "a1b2c3d4e"
console.log(Common.version); // "1.0.0"

// Using API module
Common.API.users.getAll().then(users => {
  console.log(users);
});

// Using UI components
Common.UI.Modal.open('user-modal');
```

## Chaining Modules

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javascript

```
// Create a user and save via API
const user = Common.UserManager.addUser('John', 'john@example.com');
Common.API.users.create(user.toJSON()).then(result => {
  Common.Events.emit('user:created', result);
});
```

## 6. File Organization

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### Recommended File Structure

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text

```
js/
├─ common-namespace.js    // Core namespace setup
├─ common-utills.js       // Utility functions
├─ common-api.js          // API interactions
├─ common-ui.js           // UI components
├─ common-events.js       // Event system
└─ app.js                 // Main application code
```

### Each File Pattern

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javascript

```
// common-utills.js
!(function(common) {
  common.Utills = {
    // Utility methods...
  };
})(Common || (Common = {}));

// common-api.js
!(function(common) {
  common.API = {
    // API methods...
  };
})(Common || (Common = {}));
```

## 7. Benefits Summary

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-  **No Global Pollution** - Only **Common** is in global scope
-  **Safe Multiple File Loading** - Files can load in any order
-  **Modular Organization** - Logical separation of concerns
-  **Private Variables** - Closure protects internal state
-  **Minification Friendly** - Pattern survives minification
-  **Progressive Enhancement** - Add modules over time

## Quick Reference Card

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javascript

```
// Basic Template
!(function(ns) { ns.Module = {}; }(Namespace || (Namespace = {})));

// With private variables
!(function(ns) { var private = 0; ns.Module = {}; }(Common || (Common = {})));

// With dependencies
!(function(ns) {
  ns.Module = {
    method: function() { ns.Utils.helper(); }
  };
}(Common || (Common = {})));
```