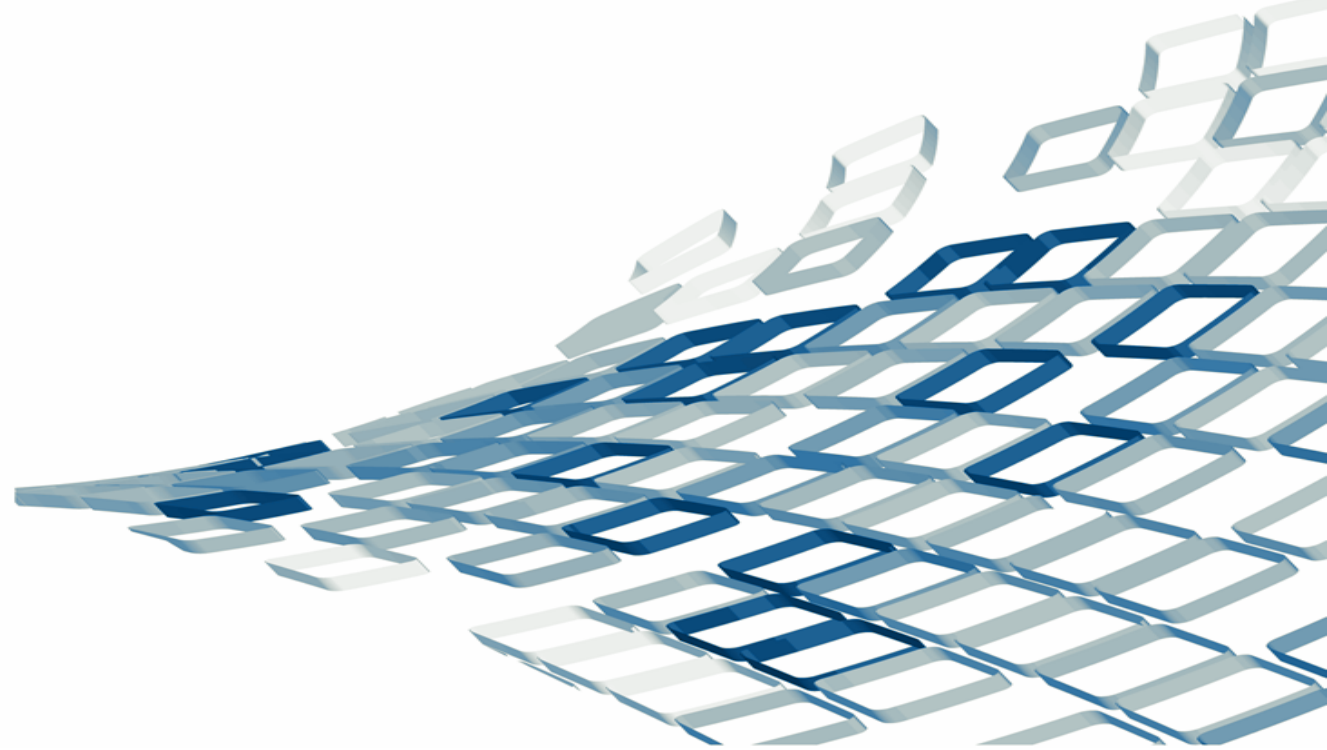




Certified Internet
Web Professional

Lesson 11: JavaScript Libraries



Objectives

- Identify and evaluate the benefits and drawbacks of using predefined libraries and plug-ins, such as jQuery, Spry, Dojo, MooTools and Prototype
- Identify steps for using libraries (such as jQuery) and available plug-ins, including jQuery-friendly X/HTML and X/HTML optimization for faster JavaScript manipulation
- Identify steps for loading and referencing external scripts and pre-made external scripts

JavaScript Libraries

- Code library
 - A collection of fully formed external scripts that are designed to make JavaScript simpler to use
- Why use a code library?

Choosing a Code Library

- Reputable code libraries
 - jQuery
 - Spry
 - Prototype
 - Dojo
 - MooTools

External and Pre-Made Scripts

- External script
 - A script placed in a separate file that is run by linking it to the X/HTML page
- Library plug-ins
 - Plug-ins vs. pre-made scripts
- Separation of scripting
- Loading external scripts

Loading Your First Library

- To use a JavaScript library
 - Choose the library you want to use
 - Download it
 - Set it up
 - Begin using the code it contains in your X/HTML pages

Using JavaScript Library Plug-ins

- Plug-in
 - A program in a JavaScript library that performs a particular function or extends functionality toward a particular result
 - Typically developed by third parties and offered for free on the Web
- Why use plug-ins?

Best Practices with JavaScript Libraries

- Optimizing your X/HTML for libraries
- jQuery-friendly XHTML

Copyright Issues and JavaScript

- Copyright gives a work's creator the right to specify the work's use
- Requirements for copyright eligibility for code:
 - The code must form a complete function
 - The script or program must be a unique work
 - The work must generate revenue
- Copyleft and copycenter

Summary

- ✓ Identify and evaluate the benefits and drawbacks of using predefined libraries and plug-ins, such as jQuery, Spry, Dojo, MooTools and Prototype
- ✓ Identify steps for using libraries (such as jQuery) and available plug-ins, including jQuery-friendly X/HTML and X/HTML optimization for faster JavaScript manipulation
- ✓ Identify steps for loading and referencing external scripts and pre-made external scripts

Lesson 11 Quiz

1. Which of the following is an advantage to using a JavaScript code library in your development?
 - a. Libraries guarantee quality code.
 - b. Libraries speed up development time.
 - c. Libraries eliminate the security risks in page code.
 - d. Libraries teach proper JavaScript syntax to developers.

Lesson 11 Quiz

1. Which of the following is an advantage to using a JavaScript code library in your development?
 - a. Libraries guarantee quality code.
 - b. Libraries speed up development time.**
 - c. Libraries eliminate the security risks in page code.
 - d. Libraries teach proper JavaScript syntax to developers.

Lesson 11 Quiz

2. Typically, what is a JavaScript plug-in?

- a. An extension of JavaScript that can override the standard JavaScript commands with new commands that the plug-in created
- b. A specially designed piece of code that will only work under special circumstances, such as to repair an error in JavaScript code
- c. A program that extends the user's browser capabilities by allowing the browser to display JavaScript code
- d. A specialized script in a JavaScript library that has been created to perform a single task or set of similar tasks

Lesson 11 Quiz

2. Typically, what is a JavaScript plug-in?

- a. An extension of JavaScript that can override the standard JavaScript commands with new commands that the plug-in created
- b. A specially designed piece of code that will only work under special circumstances, such as to repair an error in JavaScript code
- c. A program that extends the user's browser capabilities by allowing the browser to display JavaScript code
- d. A specialized script in a JavaScript library that has been created to perform a single task or set of similar tasks**

Lesson 11 Quiz

3. When linking your X/HTML page to a plug-in on an external Web site:
- a. your page is safer because other sites update their software so you do not have to look for bugs.
 - b. you must be extremely careful, because the site can be changed without your knowledge or can harbor malicious code.
 - c. you save a lot of development and upgrading time because the site to which you attach does the upgrading for you.
 - d. you are infringing on that site's copyright, which is illegal and punishable by law.

Lesson 11 Quiz

3. When linking your X/HTML page to a plug-in on an external Web site:
- a. your page is safer because other sites update their software so you do not have to look for bugs.
 - b. you must be extremely careful, because the site can be changed without your knowledge or can harbor malicious code.**
 - c. you save a lot of development and upgrading time because the site to which you attach does the upgrading for you.
 - d. you are infringing on that site's copyright, which is illegal and punishable by law.

Lesson 11 Quiz

4. How do libraries enhance the power of JavaScript?
- a. By regularly notifying you of updates to the language and technology
 - b. By extending the JavaScript language with new commands and functions
 - c. By providing pre-written code to make development easier and faster
 - d. By automatically standardizing all JavaScript commands and debugging your scripts

Lesson 11 Quiz

4. How do libraries enhance the power of JavaScript?
- a. By regularly notifying you of updates to the language and technology
 - b. By extending the JavaScript language with new commands and functions
 - c. By providing pre-written code to make development easier and faster**
 - d. By automatically standardizing all JavaScript commands and debugging your scripts

Lesson 11 Quiz

5. You can load a jQuery library into your X/HTML page with the following code:

```
<script src="jquery-1.4.4.min.js" type="text/javascript" charset="utf-8"></script>
```

Where in your X/HTML file do you place this code?

- a. The <head></head> section
- b. The <meta/> tag
- c. The <!DOCTYPE/> tag
- d. The <body></body> section

Lesson 11 Quiz

5. You can load a jQuery library into your X/HTML page with the following code:

```
<script src="jquery-1.4.4.min.js" type="text/javascript" charset="utf-8"></script>
```

Where in your X/HTML file do you place this code?

- a. **The <head></head> section**
- b. The <meta/> tag
- c. The <!DOCTYPE/> tag
- d. The <body></body> section