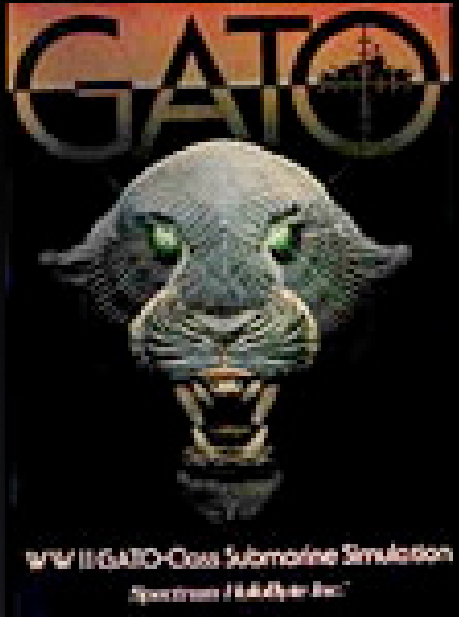




Prototyping the Rich Web Experience

Bill Scott
Yahoo! Ajax Evangelist
b.scott@yahoo.com

stuff i've done



The logo for GATO (Global Access to Technology) features the word "GATO" in a large, bold, sans-serif font. The letter "O" is stylized to include a ship's silhouette. Below the text is a stylized, pixelated illustration of a cat's face, looking forward with green eyes.

JavaScript for Rich Internet Applications

www.elsevier.com/locate/jmb

Rico has been tested on IE 5.5, IE 6, Firefox 1.0x/Win, Camino/Mac, Firefox 1.0x/Mac. Currently there is no Safari or Mac IE 5.2 support. Support will be provided in a near future release for Safari.

Take some raw HTML and sprinkle in some behaviors and what do you get? Well in Rico you can get an **Accordion** component like those found in Macromedia's Flex and Laszlo. Just use some **Divs** and with one line of JavaScript you turn your divs into an accordion. And the latest behavior is the **LiveGrid**. **LiveGrid** allows you to connect an HTML table up to a stream of Ajax responses. Ajax requests are automatically called during table scrolling. The result is now HTML tables can hold an unlimited amount of data scrolled into view on the fly as needed! More behaviors are planned!

Check out the Alternative to Paging!

See Rico in Action!

stuff i've done



Rico

JavaScript for Rich Internet Applications

Home Features Demos Documentation Downloads

An open-source JavaScript library for creating rich internet applications. Rico provides full Ajax support, module management and a cinematic effects library.

BACKGROUND

Rico is a Spanish word meaning *rich*. The goal of Rico is to provide a rich experience for web sites using Ajax technology.

Rico is just one small part of a larger effort at Sabre Airline Solutions to create a suite of rich internet components, behaviors and effects for the web application space.

The library is a fully object-oriented JavaScript library. Recently we refactored the library to extend the excellent [prototype.js](#) effort from the Ruby on Rails folks.

OPEN SOURCE

Rico is provided free and open-source ([Apache 2.0 License](#)) for either your personal or commercial use. [Sabre Airline Solutions](#) retains the copyright on the Rico code produced at Sabre.

BROWSER SUPPORT

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AJAX SUPPORT

Ajax is the term that describes techniques for creating interactive web applications. The key ingredients is the JavaScript XMLHttpRequest object as well as HTML objects as Ajax response objects may be updated as the user interacts with the page.

Want to get started learning? Then read our two Ajax tutorials.

DRAW AND DROP

Desktop applications have long used drag and drop interfaces to simplify user interaction. Rico provides the simplest interfaces for enabling drag and drop. Just register a JavaScript object as a draggable and Rico handles the rest.

CINEMATIC EFFECTS

When actions are no longer required to clue the user on what is happening, Rico provides several cinematic effects as well as some simple visual style effects in a very simple interface.

BEHAVIORS

Take some raw HTML and sprinkle in some behaviors and what do you get? Well in Rico you can get an [Accordion](#) component like those found in Macromedia Flex and Laszlo. Just nest some DIVs and with one line of JavaScript turn your div panels into an accordion. And the latest behavior is the LiveGrid. LiveGrid allows you to connect an HTML table up to a stream of Ajax responses. Ajax requests are automatically called during table scrolling. The result is now HTML tables can hold an unlimited amount of data scrolled into view on the fly as needed! More behaviors are planned!

Developer Network Home Help Site Search Search

YAHOO! DEVELOPER NETWORK

Design Pattern Library

Yahoo! Developer Network > Design Pattern Library

USER NEEDS TO

- NAVIGATE
 - Breadcrumbs
 - Faceted Navigation
 - Fly-out Menus
 - Horizontal Bar
 - Hub and Spoke
 - Left Navigation
 - Tabs
 - Module Tabs
 - Navigation Tabs
- EXPLORE DATA
 - Auto Complete
 - Calendar Picker
 - Pagination
 - Item Pagination
 - Search Pagination
- ORGANIZE DATA
- GIVE FEEDBACK
 - Ratings & Reviews
 - Architecture Review
 - Rating an Object
 - Writing a Review
- PERFORM ACTION
- CUSTOMIZE
 - Drag and Drop
 - Drag and Drop Modules
 - Drag and Drop Objects
 - In Page Editing
 - Sliders

APPLICATION NEEDS TO

- CALL ATTENTION
- IMPROVE READABILITY
 - Ratings & Reviews
 - Review Architecture
- GROUP RELATED ITEMS
- ORGANIZE SCREEN/PAGE

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What's a Pattern?

A pattern describes an optimal solution to a common problem within a specific context. [more...](#)

Recent Patterns

Auto-Complete

The user needs to enter an item into a text box which could be ambiguous or hard to remember and therefore has the potential to be mis-typed.

Breadcrumbs

User needs to navigate potentially large quantities of information efficiently, without becoming lost.

Drag and Drop Modules

The user needs to re-arrange the layout of modules on a web page directly with the mouse.

Module Tabs

The user needs to navigate through one or more stacked panes of content without refreshing the page.

Navigation Tabs

The user needs to navigate through a site to locate content and features and have clear indication of their current location in the site.

Object Pagination

The user needs to view data items from a potentially large set of sorted data that will not be easy to display within a single page.

Results Page:

1 2 3 4 Next

Rating an Object

A user wants to quickly leave their opinion on an object, with minimal interruption to any other task flow they are involved in.

Review Title

e.g. We can't Great! Write your review - Your li

Search Pagination

The user needs to view a set of search results ranked by relevance that is too large to easily display within a single page.

Writing a Review

User wants to share her opinion with others about an object (place, person, thing) in greater detail than a simple rating.

See Rico in Action!

2

stuff i've done



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Developer Network Home Help

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See Rico in Action!

YAHOO! GOBBLER™

Scratchpad

+ Add Website to Scratchpad

Projects(3)

- National Mapping - Fab Facts, Landforms**
<http://www.ga.gov.au/education/fab>
Geography: Landfor...
- + Add Website to Project
- Civil War Battles**
+ Add Website to Project
- + Create a new Project

prototyping

- Have been involved with prototyping for a number of years
- Last summer wrote a quick dragdrop proto library that was based on CSS class names and associating behavior to these classes ('dragme', 'drophere')
 - Goal was to make it easy for designers to start prototyping
 - However it was not possible to provide enough logic without resorting to writing code
 - Been planning to get back to the idea for a year.
- This got me thinking about simplifying the experience of prototyping with dhtml/ajax

what i really want



Bill Scott
Total Projects 12
Total Points 24

My Portfolio

Sort by: Recent | Alpha | Points

▼ Project One

[view](#) | [delete](#)

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Proin tempor, lectus aliquet ornare suscipit, diam turpis suscipit velit, rhoncus feugiat purus metus gravida turpis. Nam nisl. Nulla et est in neque laoreet consequat. Quisque quis pede. Curabitur pretium. Etiam varius. Suspendisse tempus nisl eu lectus. Integer et velit. Quisque quis magna. Nunc pellentesque pharetra ligula. Morbi semper.

▼ Project Two

[view](#) | [delete](#)

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▼ Project Three

[view](#) | [delete](#)

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Scratchpad



take a rough prototype

what i really want



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view | delete

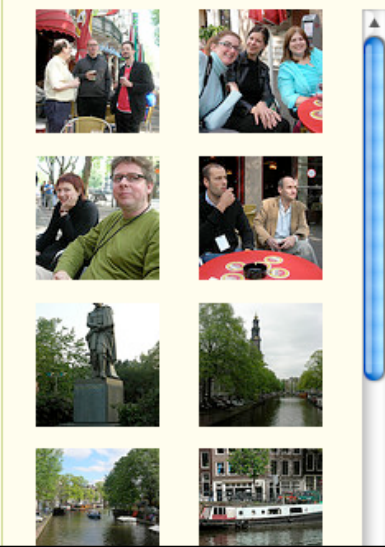
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Scratchpad



take a rough prototype

Animate ColorAnimate Fade Move Spotlight
Close DragDrop Hide Open Popup
ReplaceClass Script SetClass SetStyle
Show ToggleClass ToggleOpenClose
ToggleShowHide FetchHtml SetHtml Blur
Click DbClick Focus Keypress Mousedown
Mousemove Mouseout Mouseover
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sprinkle in some behaviors

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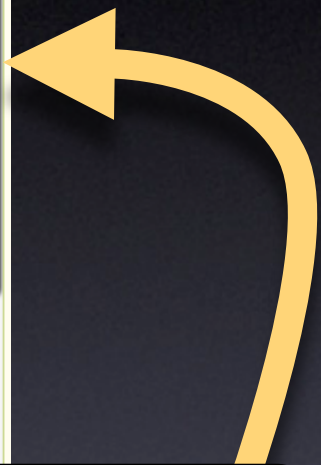
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Scratchpad

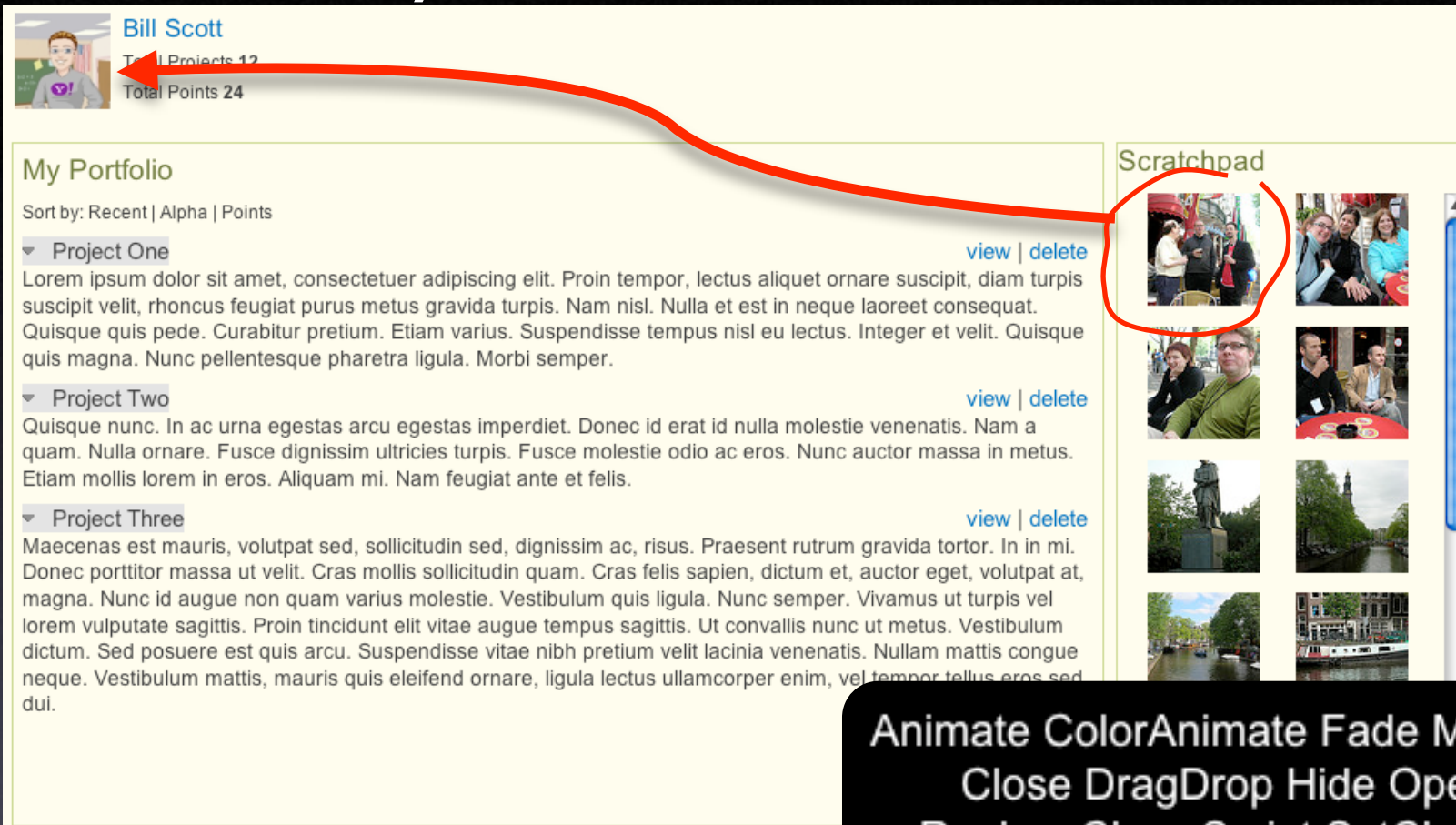


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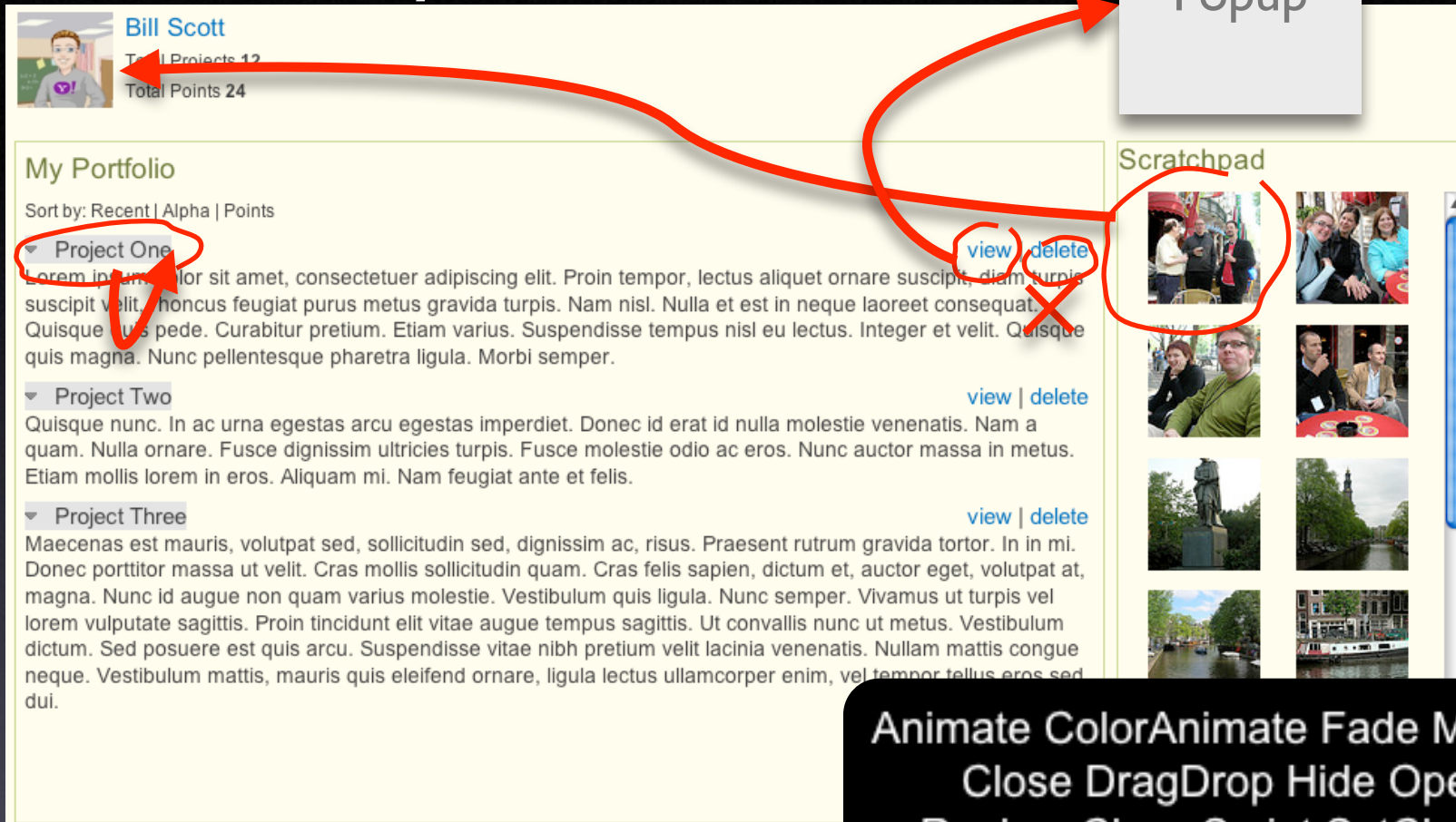


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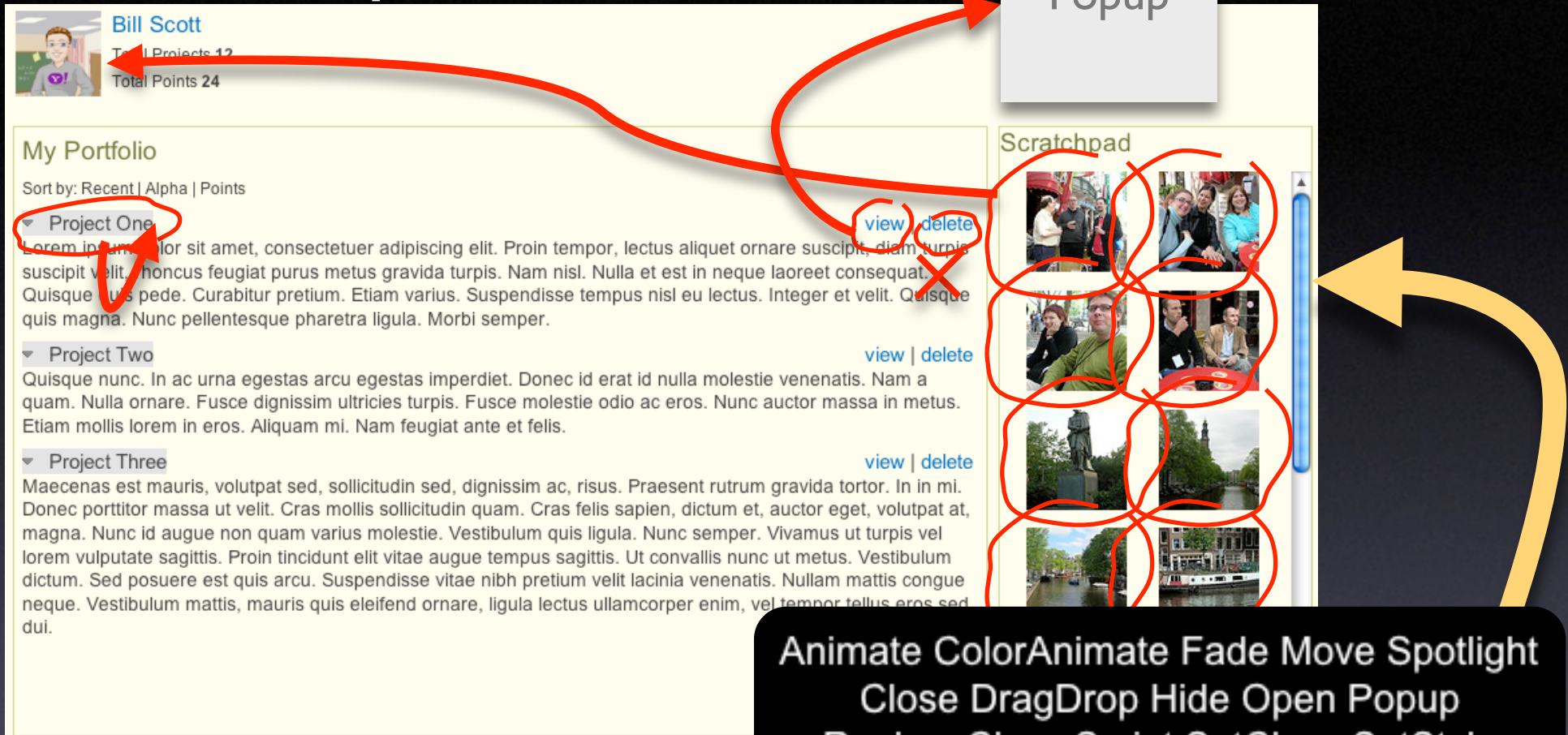


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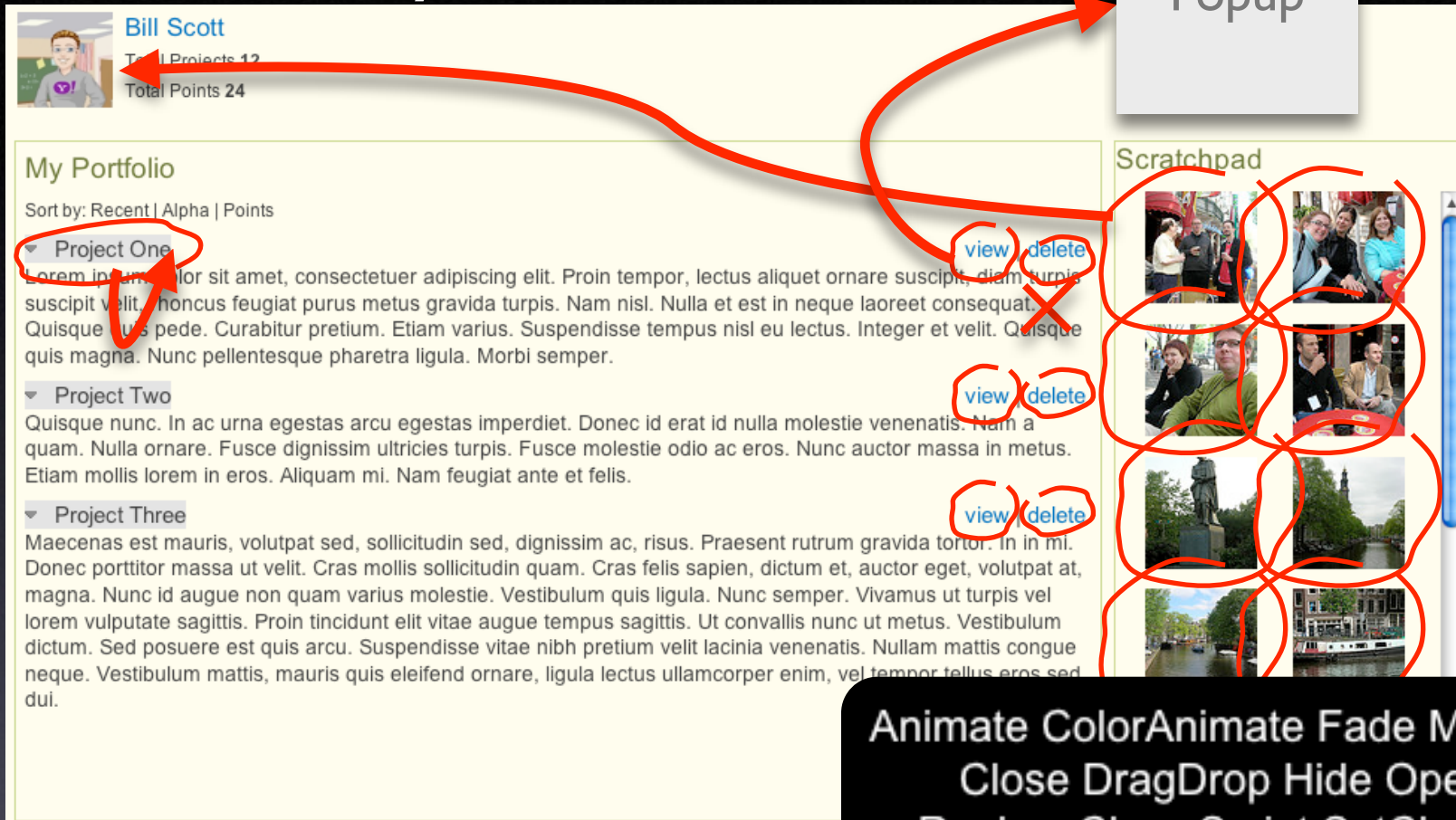


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sprinkle in some behaviors

dhtml prototyping

prototyping with DHTML

- Benefits
 - Can start simple and layer in complexity
 - Works well across different teams (design to code)
 - Technology the same or similar to final implementation
 - Most capable to approximate final result
 - Living example
- Disadvantages
 - Requires technical savvy
 - Bugs can suck down time
 - Too much time spent 'messing with code'
 - Hard to extract into documentation

dhtml prototyping skills/techniques

- Keep structure, style and logic separate
 - Avoid adding onclick handlers in the HTML (unobtrusive)
 - Avoid any direct styles or html style tags (font, etc.)
- Use style class switching for visual changes
- Use CSS to simulate most mouse hover behavior
- Use innerHTML for content changes
- Understand when to use a class vs. id
- Use CSS query libraries for referencing interface parts
 - CSS selector syntax allows non-intrusive behavior injection

dhtml prototyping skills/techniques

- Use anchors as basic navigation/action hooks
- Use background images in CSS with style switching
- Use a grid layout system
 - YUI Grid
- Use Firebug
- Understand CSS Selectors
 - Ext, jQuery, Dojo, Mootools, Prototype, cssQuery()
- Use JSON syntax (options)

underlying desire for protoscript

- address the **conceptual phase** of interface development
-- think “**interaction theme**”
(free from solving production issues)
- express an **interaction as a configuration**
(no code; declarative approach)
- **dynamically insert interaction** themes (behaviors) to any web page
(allows experimentation)
- create a **gui tool** for configuring & exploring interactions

protoscript approach

- JSON used to express interaction theme to express relationship between dom elements, behaviors, attributes, and callbacks
- jQuery CSS Selector syntax for dom elements
- Chain dependent behavior as well as parallel behavior with JSON syntax
- Simple to add behaviors (class with 2 methods)
- Focus is on prototyping

Demo

<http://protoscript.com/demos.php>

simple example

Here's an example that fades & closes the image when the user clicks on it. (It's live, so go ahead and try it!)



```
$proto('img#avatar', {  
  Click: {  
    onClick: {  
      Fade: {  
        opacity: {to: 0},  
        onComplete: {Close : {} }  
      }  
    }  
  }  
});
```

The protoscript above says: *for an image with id **avatar**, fade it out when the user clicks on it and close it when the fade completes.*

Simple Click, Fade, Close (self-healing delete)

sprinkling in behaviors



Bill Scott

Total Projects 12

Total Points 24

My Portfolio

Sort by: Recent | Alpha | Points

▼ Project One

[view](#) | [delete](#)

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Proin tempor, lectus aliquet ornare suscipit, diam turpis suscipit velit, rhoncus feugiat purus metus gravida turpis. Nam nisl. Nulla et est in neque laoreet consequat. Quisque quis pede. Curabitur pretium. Etiam varius. Suspendisse tempus nisl eu lectus. Integer et velit. Quisque quis magna. Nunc pellentesque pharetra ligula. Morbi semper.

▼ Project Two

[view](#) | [delete](#)

Quisque nunc. In ac urna egestas arcu egestas imperdiet. Donec id erat id nulla molestie venenatis. Nam a

Scratchpad



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anatomy of an interaction

DOM elements

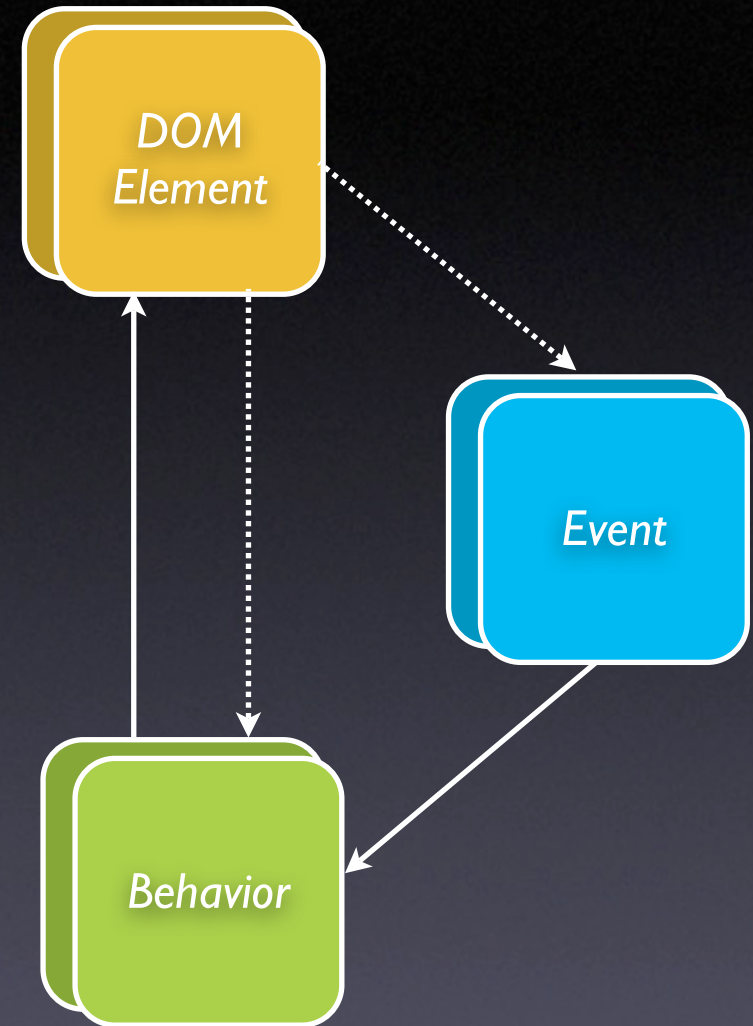
Target an element or elements for attaching events & behaviors.

Events

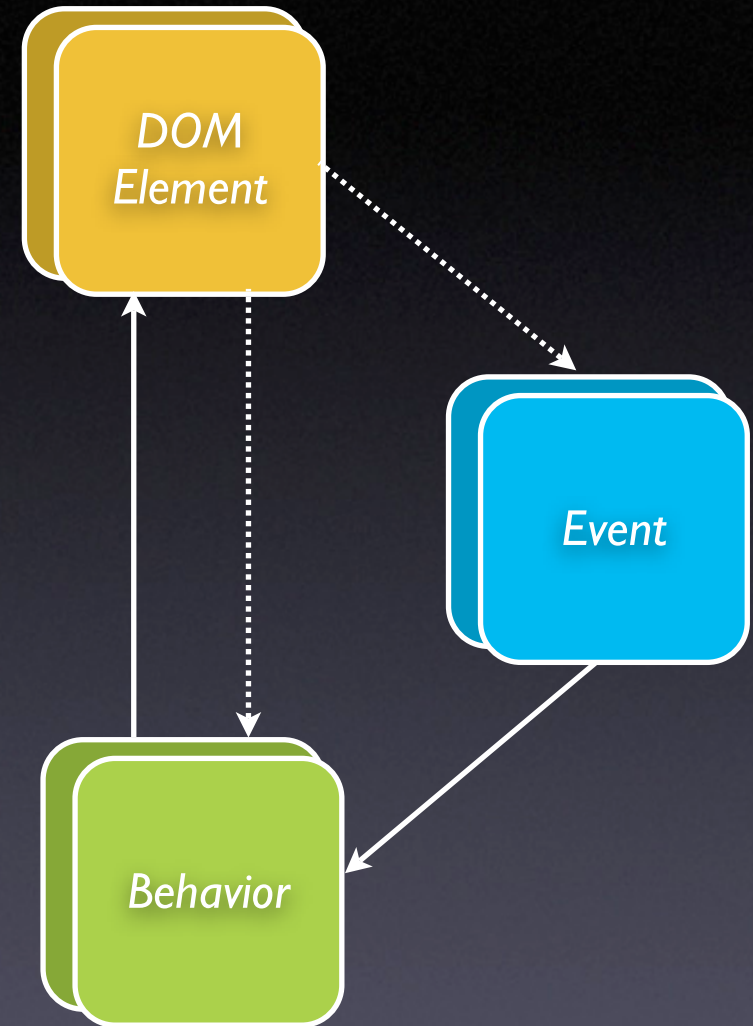
Events are the glue between the user and behaviors. They start behaviors.

Behaviors

Blocks of logic, patterns, actions that operate on elements.



anatomy of self-healing delete

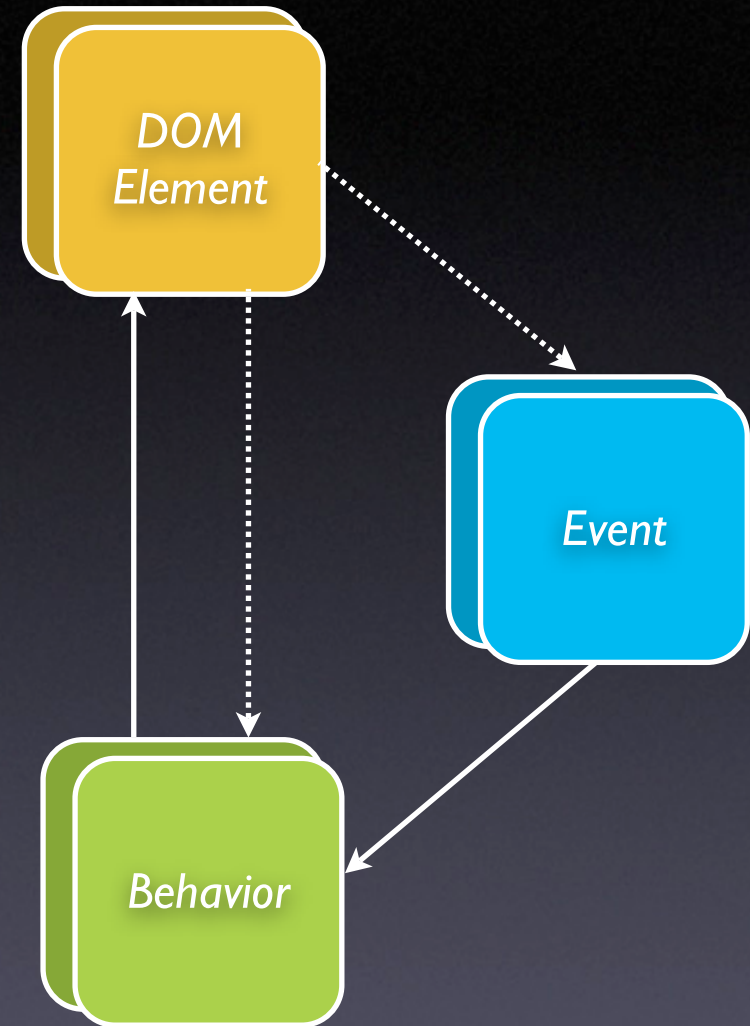


anatomy of self-healing delete

Handling Click for Multiple Elements

Files	Let's say you want to delete files from a list. You would like to embed the delete control with the filename.
[X] mystuff.tmp	
[X] bigfile.tmp	You can target two sets of objects: delete controls and list of file names.
[X] oldmovie.mov	
[X] scrap.txt	We select the '[X]' with 'span:contains([X])' and associate with it the hand cursor and click event.

The Fade & Close target the list of file names with `*multiple li` (all LI items in our multiple example). When you click on an individual delete control it knows the corresponding LI item and operates on it correctly. You can [click here](#) to restart the example.



anatomy of self-healing delete

DOM elements

[X]

[X] oldmove.mov

Handling Click for Multiple Elements

Files

[X] mystuff.tmp

[X] bigfile.tmp

[X] oldmovie.mov

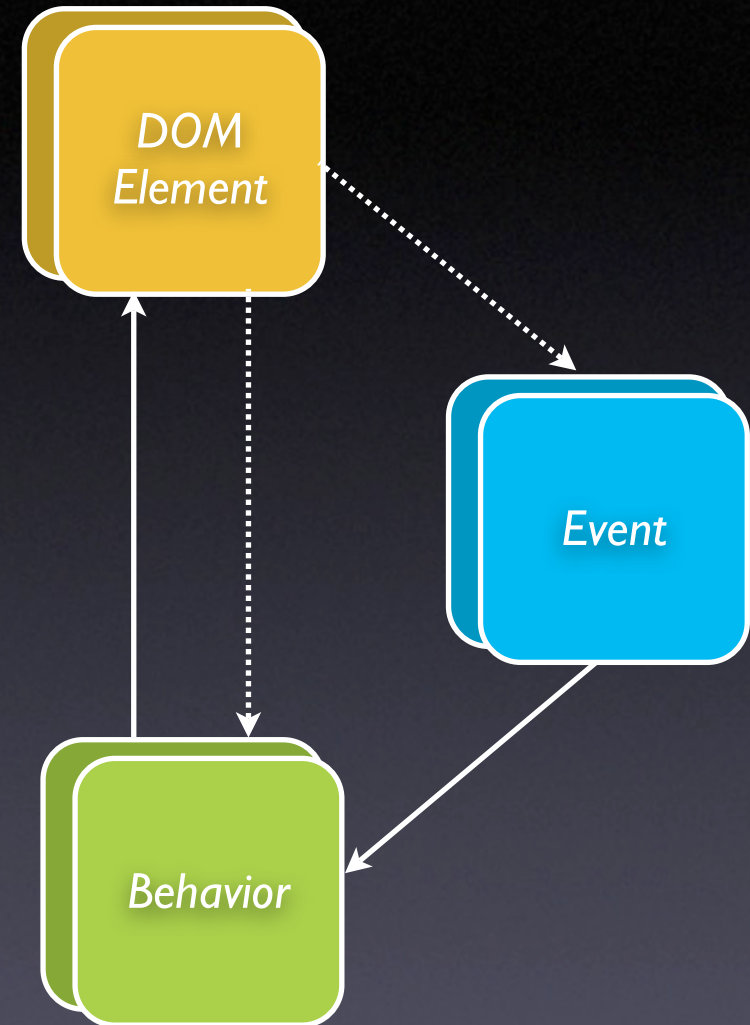
[X] scrap.txt

Let's say you want to delete files from a list. You would like to embed the delete control with the filename.

You can target two sets of objects: delete controls and list of file names.

We select the '[X]' with 'span:contains([X])' and associate with it the hand cursor and click event.

The Fade & Close target the list of file names with '*multiple li' (all LI items in our multiple example). When you click on an individual delete control it knows the corresponding LI item and operates on it correctly. You can [click here](#) to restart the example.



anatomy of self-healing delete

DOM elements

[X]

[X] oldmove.mov

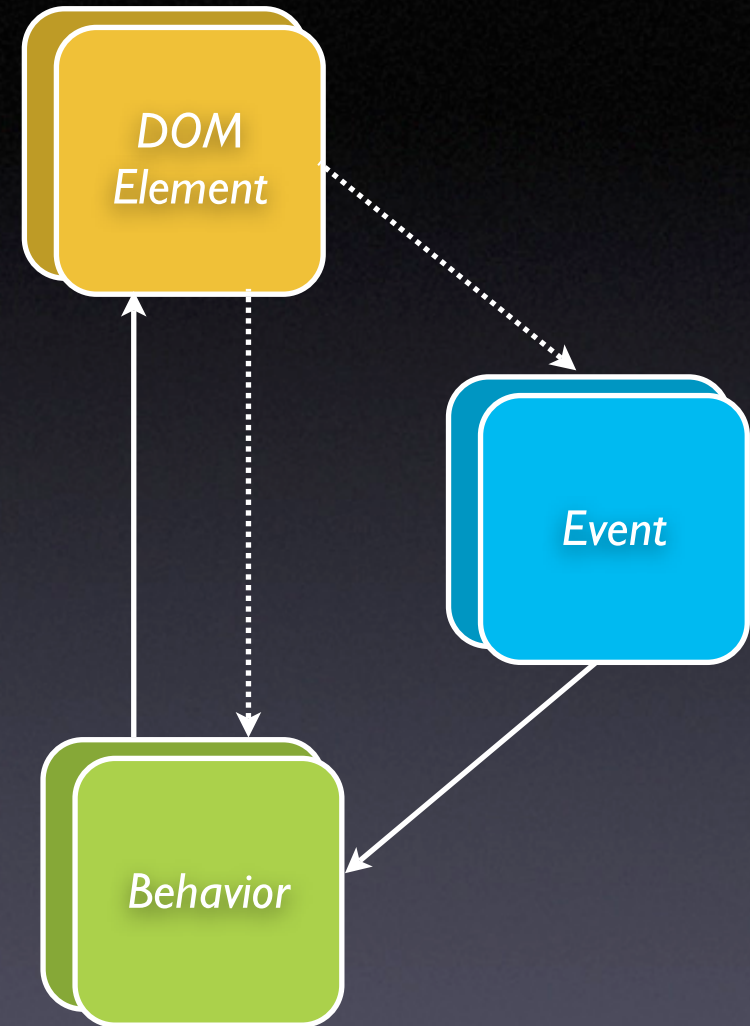
Events

Click
onClick (callback)

Handling Click for Multiple Elements

Files	Let's say you want to delete files from a list. You would like to embed the delete control with the filename.
[X] mystuff.tmp	
[X] bigfile.tmp	You can target two sets of objects: delete controls and list of file names.
[X] oldmovie.mov	
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The Fade & Close target the list of file names with 'multiple li' (all LI items in our multiple example). When you click on an individual delete control it knows the corresponding LI item and operates on it correctly. You can [click here](#) to restart the example.



anatomy of self-healing delete

DOM elements

[X]

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Events

Click
onClick (callback)

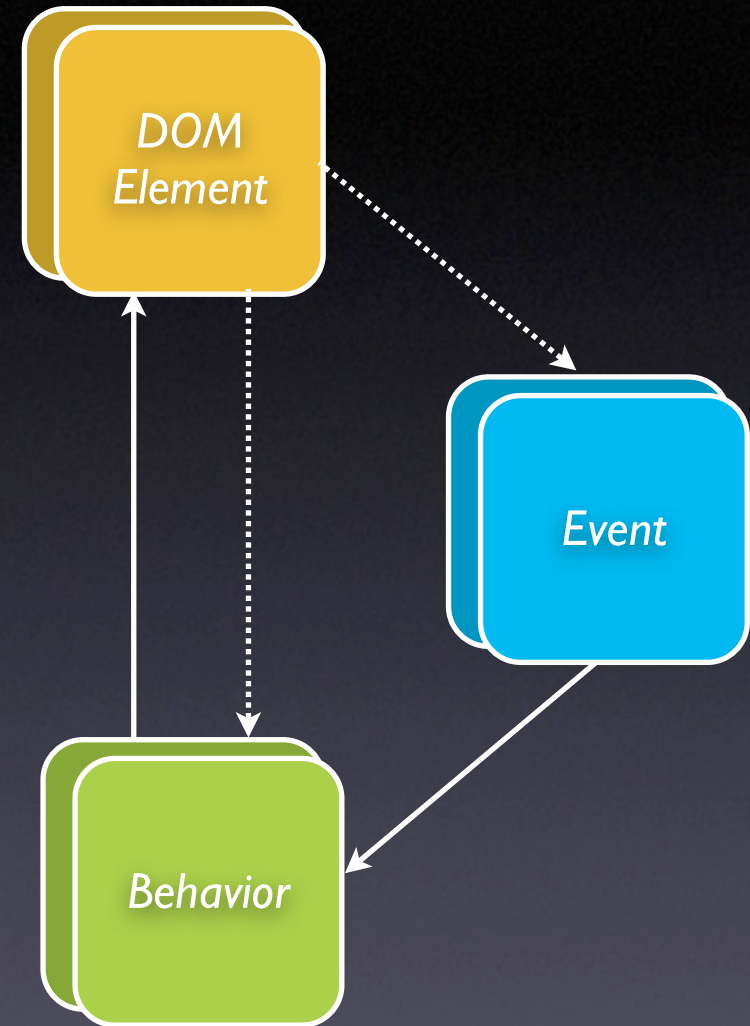
Behaviors

Fade
Close

Handling Click for Multiple Elements

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The Fade & Close target the list of file names with '*multiple li' (all LI items in our multiple example). When you click on an individual delete control it knows the corresponding LI item and operates on it correctly. You can [click here](#) to restart the example.



protoscript code

```
<div id="multiple" class="example-live">
<p>Files</p>
<ul>
  <li><span><strong>[X]</strong></span><span>mystuff.tmp</span></li>
  <li><span><strong>[X]</strong></span><span>bigfile.tmp</span></li>
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  <li><span><strong>[X]</strong></span><span>scrap.txt</span></li>
</ul>
</div>
```

Files

[X] mystuff.tmp
[X] bigfile.tmp
[X] oldmovie.mov
[X] scrap.txt

```
$proto('span:contains([X])', {
  SetStyle: {cursor:'pointer'},
  Click: {
    onClick: {
      Fade: {
        target: '#multiple li',
        opacity: {to: 0},
        onComplete: {Close : {} }
      }
    }
  },
});
```

Element

Behavior

Event

selecting dom elements (targeting)

Element

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</div>
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$proto('span:contains([X])', {
  SetStyle: {cursor:'pointer'},
  Click: {
    onClick: {
      Fade: {
        target: '#multiple li',
        opacity: {to: 0},
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});
```

Behavior

Event

selecting dom elements (targeting)

Element

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    <li><span><strong>[X]</strong></span><span>oldmovie.mov</span></li>
    <li><span><strong>[X]</strong></span><span>scrap.txt</span></li>
  </ul>
</div>
```

```
$proto('span:contains([X])', {
  SetStyle: {cursor:'pointer'},
  Click: {
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      Fade: {
        target: '#multiple li',
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Behavior

Event

selecting dom elements (targeting)

Element

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  </ul>
</div>
```

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$proto('span:contains([X])', {
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Behavior

Event

chaining of target scope

Element

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<div id="multiple" class="example-live">
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```

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  Click: {
    onClick: {
      Fade: {
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        opacity: {to: 0},
        onComplete: {Close : {} }
      }
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});
```

Behavior

Event

chaining of target scope

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<div id="multiple" class="example-live">
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  <ul>
    <li><span><strong>[X]</strong></span><span>mystuff.tmp</span></li>
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    <li><span><strong>[X]</strong></span><span>oldmovie.mov</span></li>
    <li><span><strong>[X]</strong></span><span>scrap.txt</span></li>
  </ul>
</div>
```

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$proto('span:contains([X])', {
  SetStyle: {cursor:'pointer'},
  Click: {
    onClick: {
      Fade: {
        target: '#multiple li',
        opacity: {to: 0},
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      }
    }
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});
```

Behavior

Event

chaining of target scope

Element

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<div id="multiple" class="example-live">
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Behavior

Event

chaining of target scope

Element

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    <li><span><strong>[X]</strong></span><span>oldmovie.mov</span></li>
    <li><span><strong>[X]</strong></span><span>scrap.txt</span></li>
  </ul>
</div>
```

```
$proto('span:contains([X])', {
  SetStyle: {cursor: 'pointer'},
  Click: {
    onClick: {
      Fade: {
        target: '#multiple li',
        opacity: {to: 0},
        onComplete: {Close : {} }
      }
    }
  },
});
```

Behavior

Event

chaining of target scope

Element

```
<div id="multiple" class="example-live">
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  </ul>
</div>
```

```
$proto('span:contains([X])', {
  SetStyle: {cursor: 'pointer'},
  Click: {
    onClick: {
      Fade: {
        target: '#multiple li',
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Behavior

Event

chaining of target scope

Element

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<div id="multiple" class="example-live">
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  </ul>
</div>
```

```
$proto('span:contains([X])', {
  SetStyle: {cursor: 'pointer'},
  Click: {
    onClick: {
      Fade: {
        target: '#multiple li',
        opacity: {to: 0},
        onComplete: {close: {} }
      }
    }
  },
});
```

Behavior

Event

selector syntax

Element

Consult jQuery docs:

http://docs.jquery.com/DOM/Traversing/Selectors#CSS_Selectors

If you are setting up your own prototypes, stick with class and identifier

`.my-class-name`

`#my-id-name`

Other useful examples

`a:contains(Click Here)`

`.my-class-name #my-id-under-there`

`#my-specific-container .my-items`

Consult CSS-1, CSS-2, CSS-3 and XPath

Behavior

Event

behaviors

Behavior

Animate. ColorAnimate. Fade.
Move. Spotlight. Close.
DragDrop. Hide. Open.
Popup. ReplaceClass. Script.
SetClass. SetStyle. Show.
ToggleClass. ToggleOpenClose.
ToggleShowHide. FetchHtml.
SetHtml.

Event

Element

behavior demos

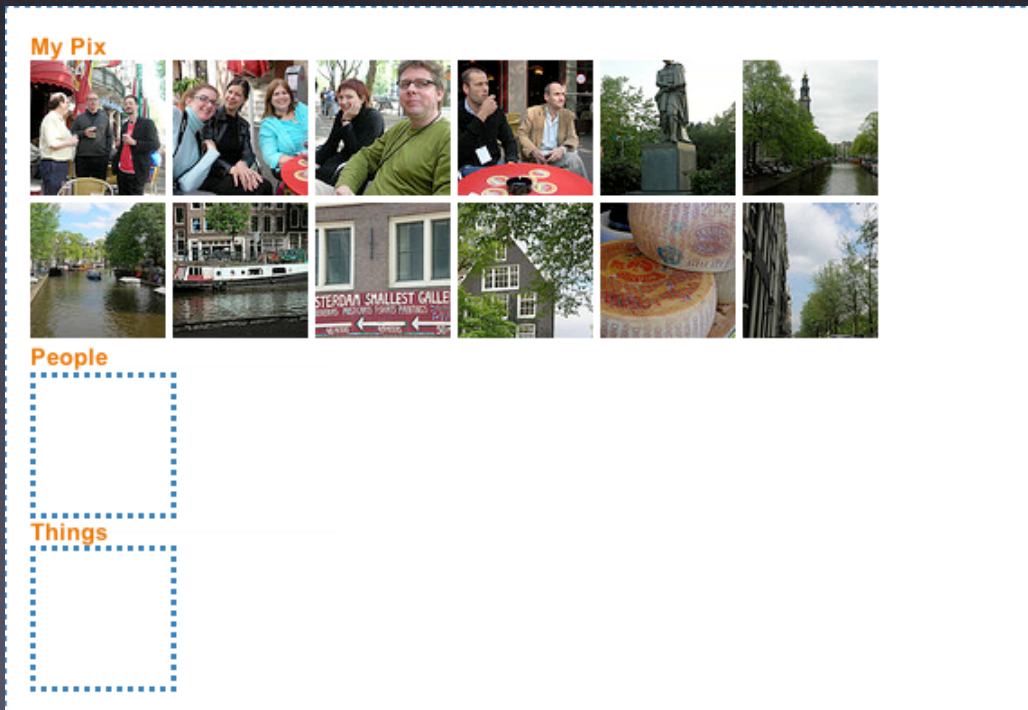
Behavior

Site has a demo page for each behavior

<http://protoscript.com/demos.php>

Site has a wiki with documentation page for each behavior

<http://docs.protoscript.com/>



Event

Element

behavior attributes

Behaviors may supply attributes for configuring the behavior

Where possible if an underlying YUI component or utility has a config object, this is exposed

EXAMPLE FROM Popup BEHAVIOR (bold denotes from Panel cfg)

```
close: true,  
draggable: true,  
underlay: 'shadow',  
model: false,  
visible: true,  
effect: null,  
monitorresize: true,  
x: null,  
y: null,  
xy: null,  
context: null,  
fixedcenter: true,
```

```
width: '300px',  
height: null,  
zIndex: null,  
constraintviewport: false,  
iframe: false,  
id: 'popup_panel',  
hd: 'Panel Title',  
bd: 'This is the body',  
ft: null
```

plug-in behavior

Behavior

Protoscript core is independent of any single toolkit

selector is a plugin. *default set uses jQuery*

behavior set is plugged in. *default set uses YUI.*

```
ProtoScript.Core.registerBehaviorSet($, YAHOO.protoscript);  
(yui-proto.js)
```

You are free to create your own behavior sets or plug in other selector technologies

Example: Mootools selector & behaviors

```
ProtoScript.Core.registerBehaviorSet($ES, MooBehaviors);  
(moo-proto.js)
```

You can also add behaviors to the default set

Event

Element

peek under the hood of a behavior

Behavior

```
YAHOO.protoscript.Show = function (behaviorName, behaviorCfg) {
    this.init(behaviorName, behaviorCfg);
};
YAHOO.protoscript.Show.prototype = {
    defaultCfg : {
    },

    init: function(behaviorName, behaviorCfg) {
        this.name = behaviorName;
        this.cfg = ProtoScript.Core.applyConfig(this.defaultCfg, behaviorCfg);
    },

    action: function(currScope) {
        YAHOO.util.Dom.setStyle(currScope.elms, 'visibility', 'visible');
        if(this.cfg.onShow) {
            ProtoScript.Core.callBehaviors(this.cfg.onShow, currScope);
        }
    }
};
```

'Show' behavior

Event

Element

adding a behavior (to default YUI set)

Behavior

1. Add behavior to `YAHOO.prototype` namespace
2. In `init` store name & apply config parameters
3. In `action` put your behavior logic

The action performs the behavior

`action(currScope)`

`currScope.elms`: list of elems resolved from the current target scope

`currScope.idx`: if multiple elems, the index into the active element for this action

`currScope.pseudoElems`: some behaviors set dynamic elements (like \$drag, \$drop in DragDrop behavior).

4. For any interesting moments, call

`ProtoScript.Core.callBehaviors` to process the callback

5. Add attributes as needed (in your `defaultCfg`)
6. Start using it in your scripts

Event

Element

Blur. Click. Dblclick. Focus.
Keypress. Mousedown.
Mousemove. Mouseout.
Mouseover. Mouseup. Timer.

events are actually behaviors

Event

```
YAHOO.protoscript.Click = function(behaviorName, behaviorCfg) {
    this.init(behaviorName, behaviorCfg);
};
YAHOO.protoscript.Click.prototype = {
    defaultCfg : {},
    init: function(behaviorName, behaviorCfg) {
        this.name = behaviorName;
        this.cfg = ProtoScript.Core.applyConfig(this.defaultCfg, behaviorCfg);
    },
    action: function(currScope) { YAHOO.protoscript.Trigger(this.cfg,
currScope, 'click');}
};
```

'Click' behavior

Element

Behavior

callbacks

Event

onComplete. onTween. onStart. onClose.
onStartDrag. onDrag. onDragEnter. onDragOver.
onDragDrop. onDragOut. onEndDrag. onMouseUp.
onInvalidDrop. onBlur. onClick. onDbClick. onFocus.
onKeypress. onMousedown. onMousemove.
onMouseout. onMouseover. onMouseup. onTimer.
onHide. onOpen. onReplaceClass. onSetClass.
onSetStyle. onShow. onToggleClass.
onToggleOpenClose. onToggleShowHide.
onSuccess. onFailure. onSetHtml.

Element

Behavior

callbacks are interesting moments



Interesting Moments

Simply making an object draggable rarely suffices to achieve the desired interaction behavior for a drag-and-drop implementation. In most cases, Drag and Drop requires that you write code to respond to the interesting moments in the interaction: when the drag event starts, when the dragged object enters another object, and so on. The Drag and Drop Utility provides methods that fire during each of the interesting moments of the interaction. You customize your implementation by supplying the code for these methods (all of which are members of the `YAHOO.util.DD`, `YAHOO.util.DDProxy`, and `YAHOO.util.DDTarget`).

Moment	Description
onMouseDown	Provides access to the mousedown event. The mousedown does not always result in a drag operation.
startDrag	Occurs after a mouse down and the drag threshold has been met. The drag threshold default is either 3 pixels of mouse movement or 1 full second of holding the mousedown.
onDrag	Occurs every mousemove event while dragging.
onDragEnter	Occurs when the dragged object first interacts with another targettable drag and drop object.
onDragOver	Fires every mousemove event while over a drag and drop object.
onDragOut	Fires when a dragged object is no longer over an object that had the onDragEnter fire.
onDragDrop	Fires when the dragged objects is dropped on another.
onInvalidDrop	Fires when the dragged objects is dropped in a location that contains no drop targets.
endDrag	Fires on the mouseup event after a drag has been initiated (startDrag fired).
onMouseUp	Fires on the mouseup event whether or not a drag was initiated.

callbacks are invoked in behaviors

Event

```
YAHOO.prototype.Open = function (behaviorName, behaviorCfg) {
    this.init(behaviorName, behaviorCfg);
};
YAHOO.prototype.Open.prototype = {
    defaultCfg : {

    },

    init: function(behaviorName, behaviorCfg) {
        this.name = behaviorName;
        this.cfg = ProtoScript.Core.applyConfig(
            this.defaultCfg, behaviorCfg);
    },

    action: function(currScope) {
        YAHOO.util.Dom.setStyle(currScope.elms, 'display', 'block');
        if(this.cfg.onOpen) {
            ProtoScript.Core.callBehaviors(this.cfg.onOpen, currScope);
        }
    }
};
```

'Open' behavior invoking onOpen

Element

Behavior

Bookmarklet*

*humble beginnings

Search

>>

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- Chicago (M)
- Boston (M)
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Directory

Browse our directory of burrito places ([recently added](#))

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- [Burrito Factory](#) (no reviews) 1671 Hollenbeck Ave
- [Chavez Supermarket Taqueria](#) (7.2) 666 N Fair Oaks Ave
- [El Camino Mexican Restaurant](#) (7.0) 510 E El Camino
- [Garcia's Taqueria](#) (5.7) 738 S Fair Oaks Ave
- [Hot and Mild Taqueria](#) (6.5) 848 East Evelyn Ave
- [Las Islitas](#) (5.3) 848 E Evelyn Ave
- [Little Michoacan](#) (6.5) 305 N Fair Oaks
- [Senor Jalapeno](#) (6.0) 415 N Mary Ave # 117
- [Tacos Jalapa](#) (6.5) 154 W El Camino Real
- [Taqueria Latina](#) (8.0) 195 E Maude Ave
- [Tres Potrillos Taqueria](#) (no reviews) 670 S Fair Oaks Ave
- [Tres Potrillos Taqueria](#) (no reviews) 670 N Fair Oaks Ave
- [Una Mas \(Lawrence Expy\)](#) (5.5) 548 Lawrence Expy
- [Una Mas \(Sunnyvale Saratoga Rd\)](#) (no reviews) 725 Sunny

Help us improve the directory.
Send your suggestions to [editors \[at\] burritophile.com](#).

Latest User Reviews
[La Boringuena Mexicatessen](#)
Oakland, CA

Protoscripser

For elements matching:

Find

Do the following:

```
SetHtml: {
  html: '<span class="small">&nbsp;[X]&nbsp;</span>'
},
SetStyle: {
  cursor: 'move'
},
Click: {
  onClick: {
    target: 'ul.bulleted li',
    Fade: {
      duration: 1,
      onComplete: {
        close: { }
      }
    }
  }
}
```

Add Behaviors

Protoscript is a simplified scripting language for creating
Ajax style prototypes for the Web. With Protoscript it's easy

Protoscripiter

For elements matching:

Find

Do the following:

```
Spotlight: {}
```

Add Behaviors

Protoscript is for prototyping. It's simple syntax makes it easy to sprinkle behaviors onto any web page.

Easy to query for interface elements

Uses jQuery. Plug-in architecture allows different selector plugins.

Simple to express complex dependent behaviors

Just nest behaviors within behaviors or callbacks.

Add new behaviors & events with plug-in architecture

Uses YUI library. Can be extended to use other Ajax frameworks.

You can play with the current version of protoscript with the ProtoScripter Bookmarklet.

For Firefox, drag this link [ProtoScripter](#) to your bookmarks toolbar. On IE right-click it and choose Add Favorite...

adding protoscript to your page

Download

- The protoscript library: [proto.js](#)
- The default behavior set (jQuery + YUI): [yui_proto.js](#)
- jQuery library: [jquery-1.1.3.1.js](#)

Default YUI + jQuery Behavior Set

Include the following in your page:

```
<!-- YUI Library -->
<script type="text/javascript" src="http://yui.yahooapis.com/2.3.0/build/utilities/utilities.js"></script>
<script type="text/javascript" src="http://yui.yahooapis.com/2.3.0/build/container/container-min.js"></script>

<!-- jQuery Library -->
<script type="text/javascript" src="scripts/jquery-1.1.3.1.js"></script>

<!-- Default Behavior Set - YUI -->
<script type="text/javascript" src="scripts/yui_proto.js"></script>

<!-- YUI CSS -->
<link rel="stylesheet" type="text/css" href="http://yui.yahooapis.com/2.3.0/build/reset-fonts-grids/reset-fonts-grids.css">
<link rel="stylesheet" type="text/css" href="http://yui.yahooapis.com/2.3.0/build/base/base-min.css">
<link rel="stylesheet" type="text/css" href="http://yui.yahooapis.com/2.3.0/build/container/assets/container.css">
```

Protoscript library

Include the following in your page:

```
<script type="text/javascript" src="scripts/proto.js"></script>
```

Code Repository - Subversion

The code repository for protoscript is located at [googlecode](#)

Protoscripiter Bookmarklet

You can play with the current version of protoscript with the ProtoScripiter Bookmarklet.

For Firefox, drag this link [ProtoScripiter](#) to your bookmarks toolbar. On IE right-click it and choose Add Favorite...

<http://protoscript.com/downloads.php>

syntax

\$proto(selector, interaction)

where:

selector is the jQuery selector syntax

interaction is a configuration object (JSON) describing the interaction

```
$proto('span:contains([X])', {  
  SetStyle: {cursor:'pointer'},  
  Click: {  
    onClick: {  
      Fade: {  
        target: '#multiple li',  
        opacity: {to: 0},  
        onComplete: {Close : {} }  
      }  
    }  
  }  
});
```

syntax

\$proto(**config**)

single config object defines an interaction

convenient for passing interactions around or saving to config files

```
$proto(  
{  
  'span:contains([X])': {  
    SetStyle: {cursor:'pointer'},  
    Click: {  
      onClick: {  
        Fade: {  
          target: '#multiple li',  
          opacity: {to: 0},  
          onComplete: {Close : {} }  
        }  
      }  
    }  
  }  
})
```

syntax

\$proto(**config**)

single config object defines an interaction

convenient for passing interactions around or saving to config files

```
var cfg = {'span:contains([X])': {  
  SetStyle: {cursor:'pointer'},  
  Click: {  
    onClick: {  
      Fade: {  
        target: '#multiple li',  
        opacity: {to: 0},  
        onComplete: {Close : {} }  
      }  
    }  
  }  
};  
$proto(cfg);
```

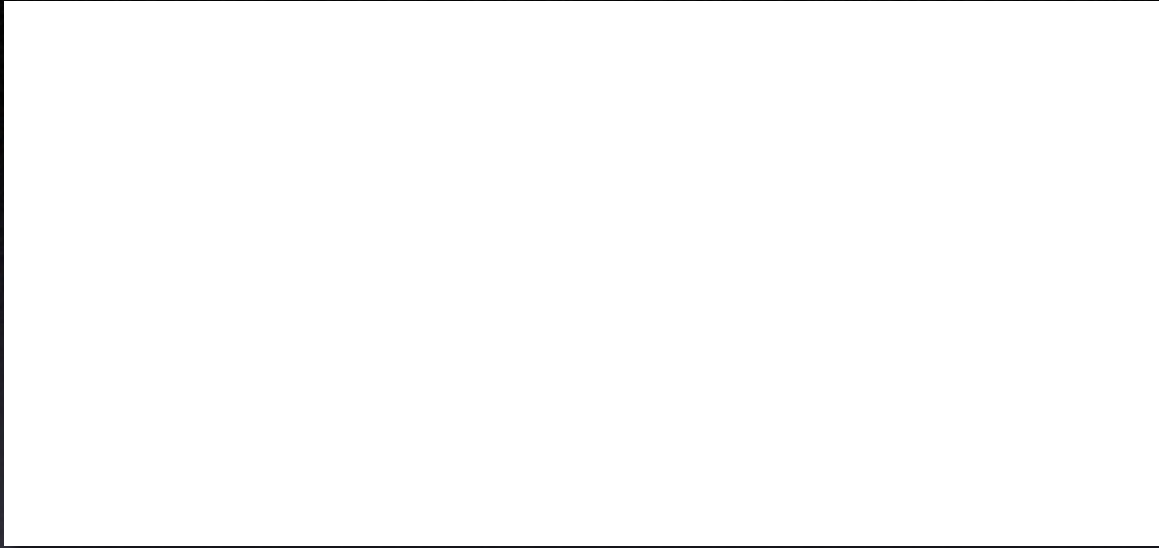
0.1 beta

- Live at <http://protoscript.com>
 - Started it last month
 - reference implementation YUI + jQuery
 - 31 behaviors (including events)
 - 40+ live examples
 - full wiki site with all behaviors documented (docs.protoscript.com)
- Open source
 - Code is at Google Code. Send me email if you want to participate will get you access to SVN trunk
 - BSD license
- Bookmarklet
 - Just hack to start experimenting with GUI
 - Combined with firebug, works ok
 - Right now best on Firefox

next steps

- 'You' write lots of behaviors
 - Wiki for docs
 - Google code for new behaviors & behavior sets
- New GUI tool
 - Most likely extend Firebug
 - Combine 'inspector' with behavior wizard to inject behaviors
 - Persist configurations for pages; allow re-load
- Flesh out behavior self-publishing
 - Will add spec on how to make behavior publish itself to a GUI tool

lego-style interaction builder



Animate
ColorAnimate
Fade
Move
Spotlight
Close
DragDrop
Hide
Open
Popup
ReplaceClass
Script
SetClass
SetStyle
Show
ToggleClass
ToggleOpenClose
ToggleShowHide
FetchHtml
SetHtml
Blur
Click
DbClick
Focus
Keypress
Mousedown
Mousemove
Mouseout
Mouseover
Mouseup
Timer

lego-style interaction builder

#avatar

[+ behavior](#) [edit](#) [\[x\]](#)

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lego-style interaction builder

#avatar [+ behavior](#) [edit](#) [\[x\]](#)

L Click [+ callback](#) [+ behavior](#) [edit](#) [\[x\]](#)

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#avatar [+ behavior](#) [edit](#) [\[x\]](#)

L Click [+ callback](#) [+ behavior](#) [edit](#) [\[x\]](#)

Modifier:

Delay:

OK

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lego-style interaction builder

#avatar [+ behavior](#) [edit](#) [\[x\]](#)

L Click [+ callback](#) [+ behavior](#) [edit](#) [\[x\]](#)

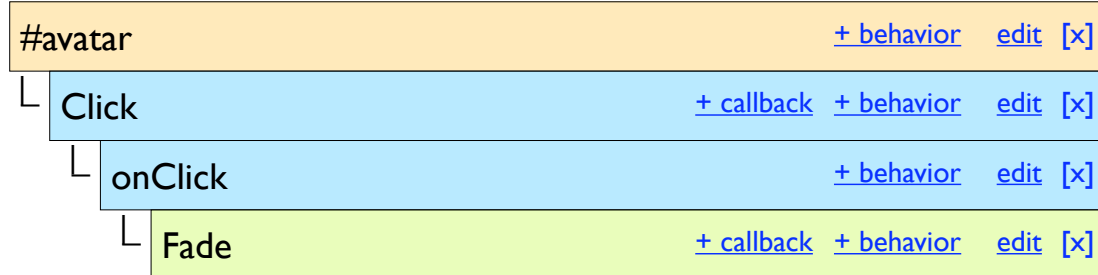
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lego-style interaction builder

#avatar	+ behavior	edit	[x]
└ Click	+ callback	+ behavior	edit [x]
└└ onClick	+ behavior	edit	[x]

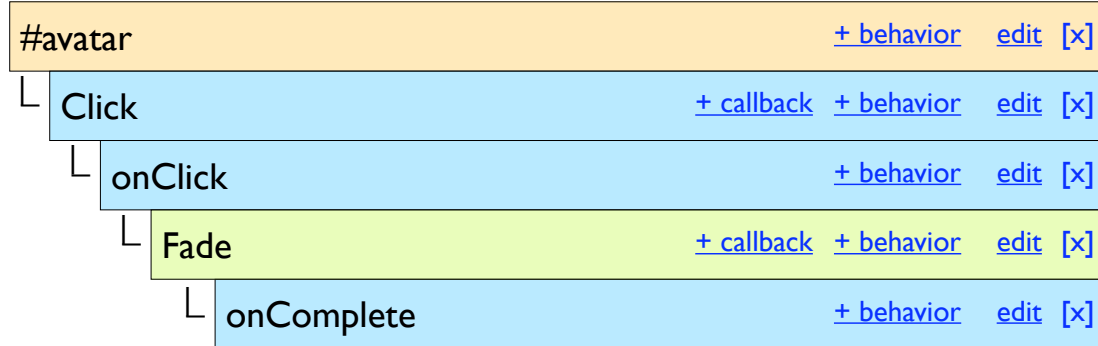
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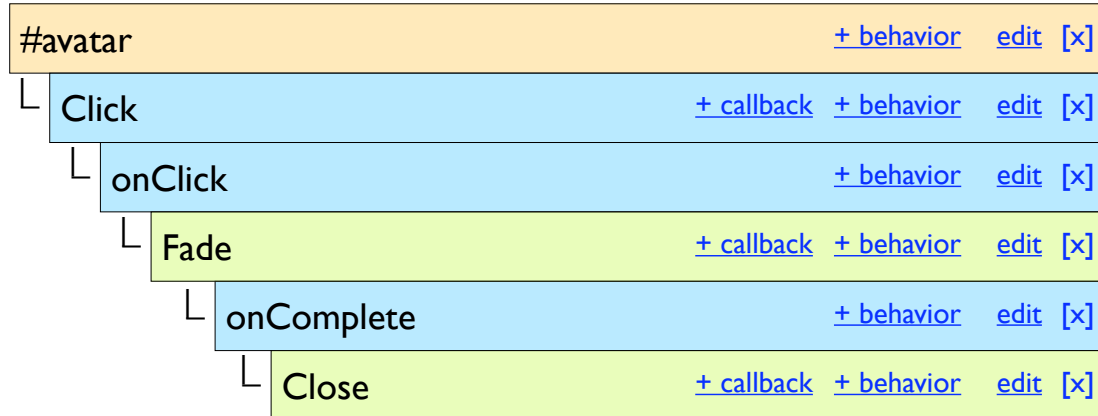
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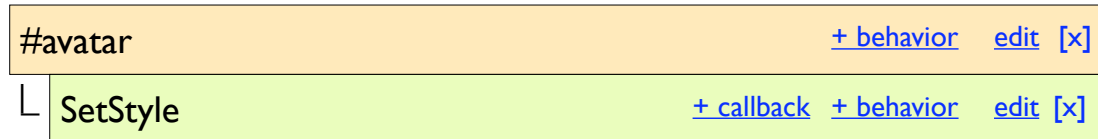
lego-style interaction builder



#avatar [+ behavior](#) [edit](#) [\[x\]](#)

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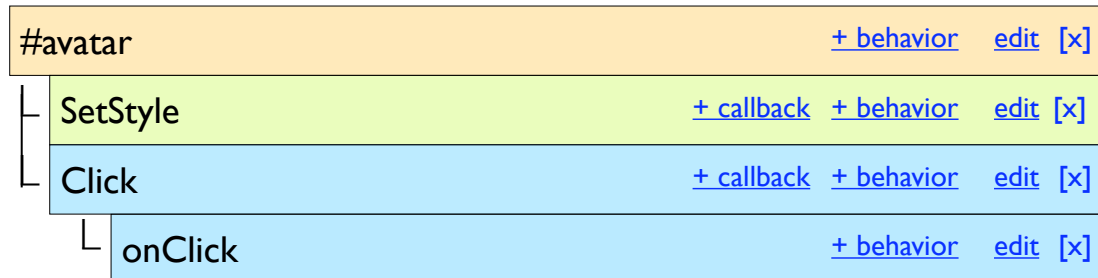
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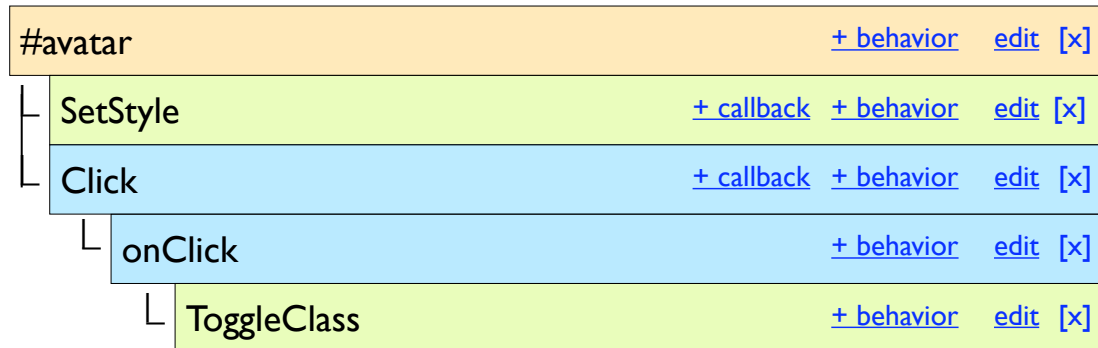
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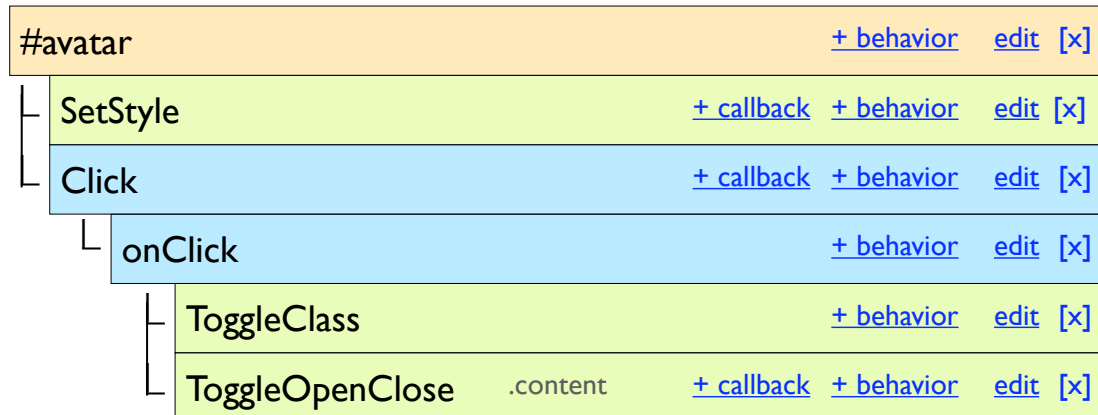
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useful approaches (inspiration)

- Responder
 - <http://www.bboxpop.net/responder>
 - given a style class name, associate behavior with those objects
- jQuery
- LivePipe's Event.Behavior
 - http://livepipe.net/projects/event_behavior/
- Dustin Diaz, DED Chain
 - <http://dedchain.dustindiaz.com/>

useful approaches (inspiration)

- Transclusions
 - including html from somewhere else on your page
 - <http://ajaxian.com/archives/purple-include-transclusions-you-know-you-want-them>
- DOMDom
 - nice way to express HTML for Dom insertion
 - <http://www.zachleat.com/web/2007/07/07/domdom-easy-dom-element-creation/>
 - (merge with protokit)
- Magic DOM
 - <http://amix.dk/blog/viewEntry/19199>
- Jester. JavaScriptian REST
 - <http://giantrobots.thoughtbot.com/2007/4/2/jester-javascriptian-rest>
- JavaScript Templating Library: MJT
 - <http://mjtemplate.org/>

useful approaches (inspiration)

- moz-behaviors (dean.edwards.name)
 - <http://dean.edwards.name/moz-behaviors/intro/>
 - uses CSS Linking mechanisms
 - <http://www.w3.org/TR/becss>
- ClassAnim
 - <http://blog.mozmonkey.com/2007/classanim-hoverhijax-keeping-presentation-out-of-your-javascript/>
- JDA Emulator: Spring for JS
 - Adds properties to the HTML tags themselves
- Ben Nolan's Behavior Library
 - <http://www.ccs.neu.edu/home/dherman/javascript/behavior/>
 - <http://www.ccs.neu.edu/home/dherman/javascript/behavior/example.html>
 - Ben Nolan, Dave Herman, Simon Wilison
- Prototype Behavior Library (built on prototype.js)

site - <http://protoscript.com>
blog - <http://looksgoodworkswell.com>