

# Web Programming Tips

Basic Tips

# WebKit



- ✦ Remember, Argon is based on WebKit

# Handling Events

```
function handler() {  
    // code here  
}
```

```
document.addEventListener('click', handler, false);
```

```
document.addEventListener('click', handler, true);
```

```
document.removeEventListener('click', handler, true);
```

# Handling Events

```
function handler(event) {  
    event.stopPropagation();  
    // do work here  
}
```

```
document.addEventListener('click', handler, false);
```

# Event Delegation

Basic Idea: Leverage Event Bubbling to Simplify Your Code

Install a single event handler up the stack, in the bubble phase

Use `event.target` to identify which element was actually touched

# Local References

Cache a local reference to elements, objects, or properties to speed up access

```
// slow
for (var i=0; i < someArray.length, i++)
{ // do work
}

// faster
var arrayLen = someArray.length;
for (var i=0; i < arrayLen; i++)
{
    // do work
}
```

# Local References

Cache a local reference to elements, objects, or properties to speed up access

```
// this applies to HTML elements as well
```

```
var myElement;
```

```
myElement = document.getElementById('element42');
```

# Transitions

Do NOT use jQuery animate or similar

DO use the declarative transition API

- webkit-transition: opacity 1s linear
- webkit-transition-property: opacity, left
- webkit-transition-duration: 2s, 4s
- webkit-transition-timing-function: ease-in-out