



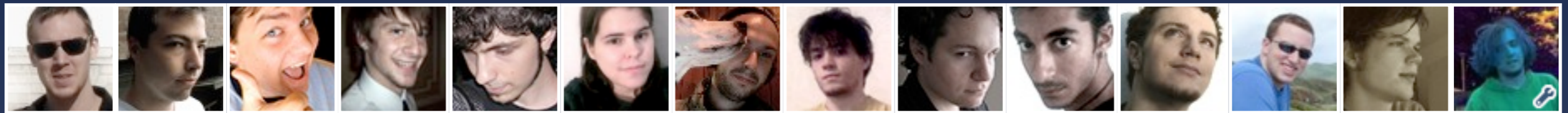
MooTools as a General Purpose Application Framework

Web

Web = General Purpose Platform

MooTools

<http://mootools.net>



<http://mootools.net/developers>

My object oriented (JavaScript) Tools

MooTools Core

<http://mootools.net/core>

Class

```
var Animal = new Class({  
    energy: 5,  
    initialize: function(name, age){  
        this.name = name;  
        this.age = age;  
    }  
});
```

```
var Animal = new Class({  
    energy: 5,  
    initialize: function(name, age){  
        this.name = name;  
        this.age = age;  
    },  
    eat: function(){  
        this.energy += 5;  
    },  
    die: function(){  
        this.energy = 0;  
    }  
});
```

```
var dewey = new Animal('Dewey', 5);
```

```
var Tiger = new Class({  
    Extends: Animal,  
    eat: function(animall){  
        if (!(animall instanceof Animal))  
            return;  
  
        this.parent();  
        animall.die();  
    }  
});
```

```
var Sheep = new Class({
```

```
    Extends: Animal
```

```
});
```

```
var dewey = new Tiger('Dewey', 5);  
dewey.eat(new Sheep('Baa', 3));
```

```
var Animal = new Class({
  Implements: Options,

  options: {
    energy: 5,
    age: 1
  },

  initialize: function(name, options){
    this.name = name;
    this.setOptions(options);

    this.energy = this.options.energy;
  },

  ...
});
```


<http://jsfiddle.net/wr8qE/>

MooTools extends the Native Types

Array / String / Function / ...

```
// Doesn't work in Trident (IE)
[1, 2, 3].map(function(value){
    return value * 2;
});
```

```
[1, 2, 3].map(function(value){  
    return value * 2;  
});
```

```
Array.prototype.each.call("Hello World", fn);
```

Generics

```
Array.each("Hello World", fn);
```

```
Array.implement({  
  
  shuffle: function(){  
    for (var i = this.length; i && --i;){  
      var temp = this[i],  
          r = Math.floor(Math.random() * ( i + 1 ));  
      this[i] = this[r];  
      this[r] = temp;  
    }  
    return this;  
  }  
});
```


The DOM is inconsistent

"JavaScript is the incredibly hot girl at the party that brings her loser boyfriend DOM"

@me1000

```
new Element('a', {  
  'class': 'link',  
  'href': 'http://mootools.net',  
  'text': 'Click Me!'  
});
```

```
<a class="link" href="http://mootools.net">Click Me!</a>
```

```
var el = new Element('a', {
  'class': 'link',
  'href': 'http://mootools.net',
  'text': 'Click Me!'
}).setStyles({
  color: '#111',
  display: 'block'
}).addEvent('click', function(){
  alert("You clicked me! Yay");
}).inject(document.body);
```

```
var el = new Element('a', {
  'class': 'link',
  'href': 'http://mootools.net',
  'text': 'Click Me!'
}).setStyles({
  color: '#111',
  display: 'block'
}).addEvent('click', function(){
  alert("You clicked me! Yay");
}).inject(document.body);

el.style.backgroundColor = '#eee';
```

```
var el = new Element('a', {
  'class': 'link',
  'href': 'http://mootools.net',
  'text': 'Click Me!'
}).setStyles({
  color: '#111',
  display: 'block'
}).addEvent('click', function(){
  alert("You clicked me! Yay");
}).inject(document.body);

el.style.backgroundColor = '#eee';

el == document.getElementById('a.link') // true
```

toElement

```
var Animal = new Class({  
  
  initialize: function(name, options){  
    this.name = name;  
    this.setOptions(options);  
  
    this.element = new Element('div');  
    this.setEnergy(this.options.energy);  
  },  
  
  update: function(){  
    this.element.set('text', ...);  
  },  
  
  toElement: function(){  
    return this.element;  
  }  
  
  ...  
  
});
```



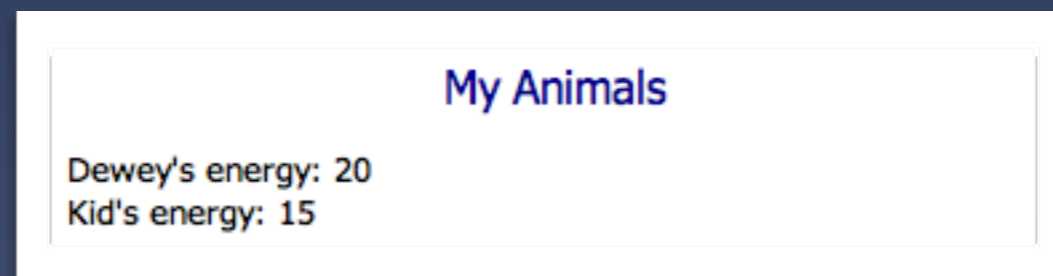
```
var dewey = new Tiger('Dewey', {energy: 20});  
$(dewey).setStyle('color', 'green');
```

```
var dewey = new Tiger('Dewey', {energy: 20});  
$(dewey).setStyle('color', 'green');
```

```
$('#animals').adopt(  
    dewey,  
    new Sheep('Kid', {energy: 15})  
);
```

```
var dewey = new Tiger('Dewey', {energy: 20});  
$(dewey).setStyle('color', 'green');
```

```
$('#animals').adopt(  
  dewey,  
  new Sheep('Kid', {energy: 15})  
);
```



<http://jsfiddle.net/wr8qE/>

Core

Function

String

Hash

Number

Array

Class

Element

JSON

Event

Browser

Class.Extras

Element.Style

Element.Event

Element.Dimensions

Selectors

Swiff

Fx

DomReady

Request

Cookie

Fx.CSS

Fx.Transitions

Request.HTML

Request.JSON

Fx.Tween

Fx.Morph

MooTools More
<http://mootools.net/more>

MooTools - MooTools More

http://mootools.net/more

Native		
<input type="checkbox"/>	Array.Extras	Extends the Array native object to include useful methods to work with arrays. ?
<input type="checkbox"/>	Date	Extends the Date native object to include methods useful in managing dates. ?
<input type="checkbox"/>	Date.Extras	Extends the Date native object to include extra methods (on top of those in Date.js). ?
<input type="checkbox"/>	Hash.Extras	Extends the Hash native object to include getFromPath which allows a path notation to child elements. ?
<input type="checkbox"/>	String.Extras	Extends the String native object to include methods useful in managing strings (query strings, urls, etc). ?
<input type="checkbox"/>	String.QueryString	String shortcuts for working with query strings. ?
<input type="checkbox"/>	URI	Provides methods useful in managing the window location and uris. ?
<input type="checkbox"/>	URI.Relative	Extends the URI class to add methods for computing relative and absolute urls. ?
Element		
<input type="checkbox"/>	Element.Forms	Extends the Element native object to include methods useful in managing inputs. ?
<input type="checkbox"/>	Elements.From	Adds a static method to Element to parse html. ?
<input type="checkbox"/>	Element.Delegation	Delegates events for child elements to their parents for greater efficiency. ?
<input type="checkbox"/>	Element.Measure	Extends the Element native object to include methods useful in measuring dimensions. ?
<input type="checkbox"/>	Element.Pin	Extends the Element native object to include the pin method useful for fixed positioning for elements. ?
<input type="checkbox"/>	Element.Position	Extends the Element native object to include methods useful positioning elements relative to others. ?
<input type="checkbox"/>	Element.Shortcuts	Extends the Element native object to include some shortcut methods. ?

mootools / mootools-more

Unwatch

Your Fork

Pull Request

Download Source

276

78

Source

Commits

Network (78)

Fork Queue

Issues (6)

Downloads (13)

Wiki (1)

Graphs

Branch: master

Languages (3)

Impact

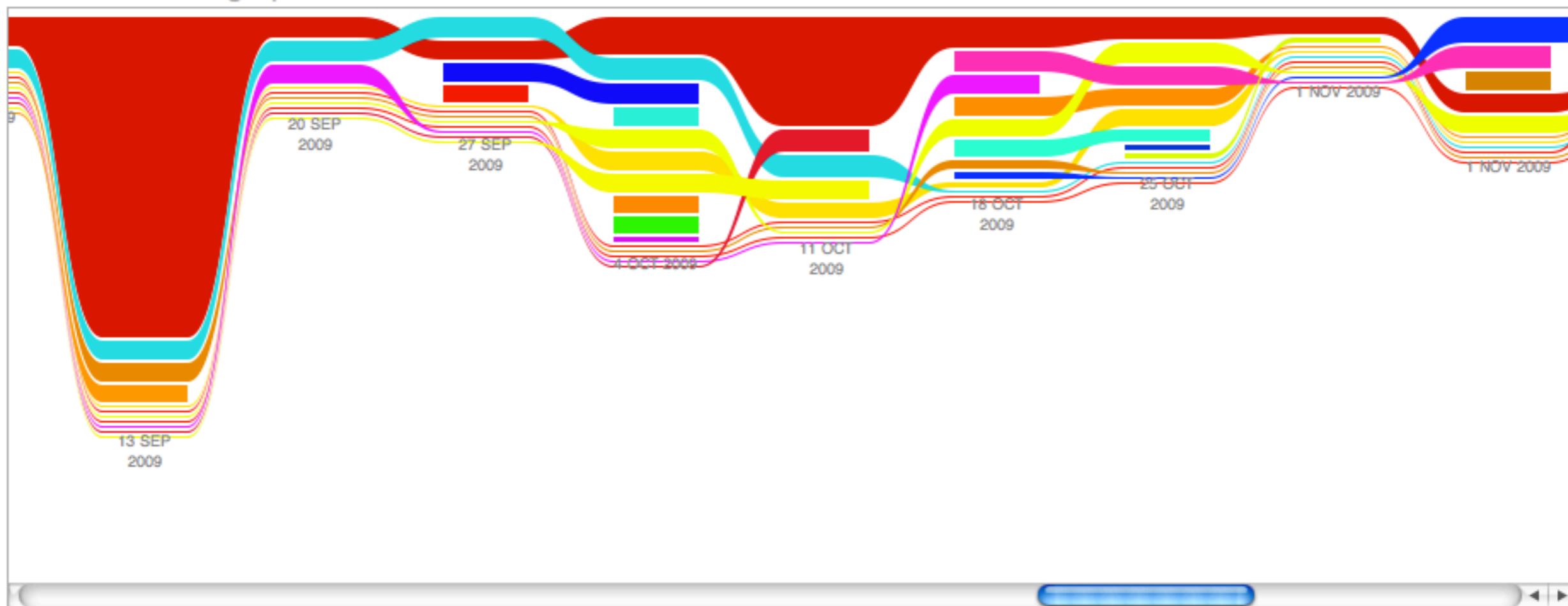
Punchcard

Traffic

Clones

MooTools Plugins and Enhancements Repository

mouse over the graph for more details



Blocks represent "impact". Impact is (lines added + lines deleted) for all non-merge commits during a week period.

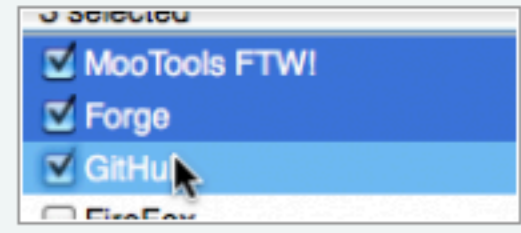
Forge

<http://mootools.net/forge>

Source: <http://github.com/Guille/PluginsKit>

Recently added (all)

MultiSelect 8



MooResize 5



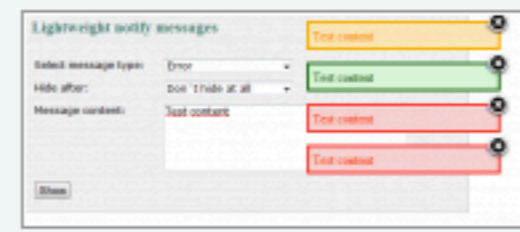
MTKonamicode 31



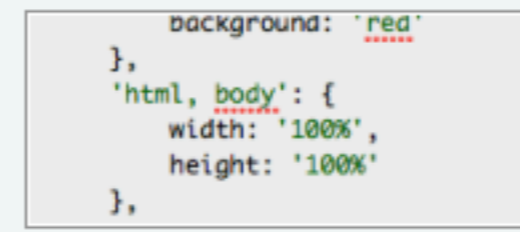
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Stylesheet 52



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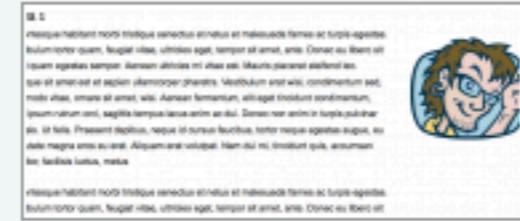
- [Effects](#)
- [Forms](#)
- [Interface](#)
- [Media](#)
- [Native](#)
- [Realtime](#)
- [Request](#)
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- [Widgets](#)

Most downloaded (all)

Expand Abbreviation 1223



ScrollSpy 1132



MerryGoRound 1098



Resources

- [How to Add a Plugin](#)
- [Plugin Writing Guidelines](#)
- [Send Feedback](#)

David Walsh



Details

Twitter

<http://twitter.com/davidwalshblog>

Homepage

<http://davidwalsh.name>

Location

Madison, Wisconsin, United States

About

I'm a 26 year old Web Developer and jQuery & MooTools Consultant working from Madison, Wisconsin. I am Founder and Lead Developer for Wynq Web Labs. I don't design the websites, I just make them work.

Search

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Resources

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- [Send Feedback](#)

People

- [Plugin Authors](#)

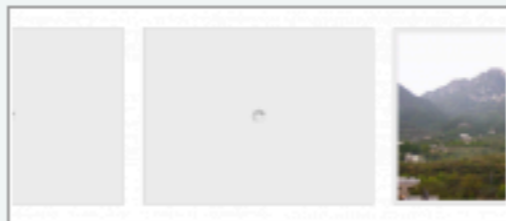
Plugins

This user has 15 plugins

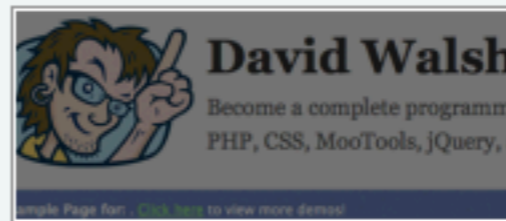
ScrollSpy 1132



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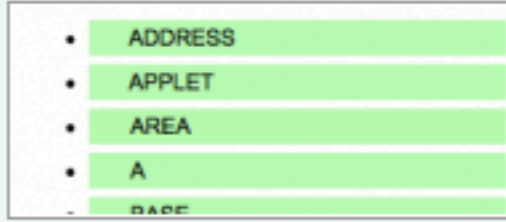
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ContextMenu 308



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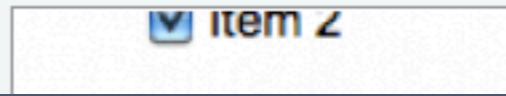
ZebraTable 267

	Actor	Film
Leading Role	Daniel Day-Lewis	There Will Be Blood

Kwicks 247



Quickboxes 227



MTKonamicode

0.9.3

MTKonamicode gives you a small little 'Feature' for your Website. There are some sites having Konamicodes in it (check <http://www.konamicodesites.com>) and here is the MooTools way to integrate it in your website / webapp

Check http://en.wikipedia.org/wiki/Konami_Code for more info



DEMO

DOWNLOAD

Details

Author	Christopher Beloch
Current version	0.9.3
GitHub	CBeloch/MTKonamicode
Downloads	31
Category	Widgets
Tags	konami code konamicode easter egg easteregg rick astley
Report	GitHub Issues

Releases

0.9.3

0.9

Dependencies

- core/1.2.4:
 - Class.Extras
 - Element.Event
- more/1.2.4: Keyboard

How to use

Include the `mtkonamicode.js` in your project.

Search

GO

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People

- [Plugin Authors](#)

MooShell / JSFiddle

<http://mootools.net/shell> / <http://jsfiddle.net>

Source: <http://github.com/mootools/mootools-shell>

js.Fiddle(alpha)

Run Update Save New Clean

jsFiddle is under very heavy development, please [follow us](#) on Twitter for updates!

- Choose Framework
- Add Resources
- Change Settings
- Backend for Ajax
- Examples
- Credits

jsFiddle is an evolution of [MooShell](#), official [MooTools](#) project.
Created and maintained by [Piotr](#)
Interface design by [Oskar](#)

Share:

Embed on your page:

License

```
<h1>
  Hello!
</h1>
```

HTML

```
body {
  font-family: Tahoma;
  font-size: 1.1em;
}

h1 {
  text-align: center;
  color: #008;
  margin: 10px 0;
  font-size: 1.3em;
}
```

```
var el = new Element('a', {
  'class': 'link',
  'href': 'http://bit.ly/kidrockftw',
  'text': 'Click Me!'
}).setStyles({
  color: '#111',
  display: 'block'
}).addEventListener('click', function(){
  alert("You clicked me! Yay");
}).inject(document.body);

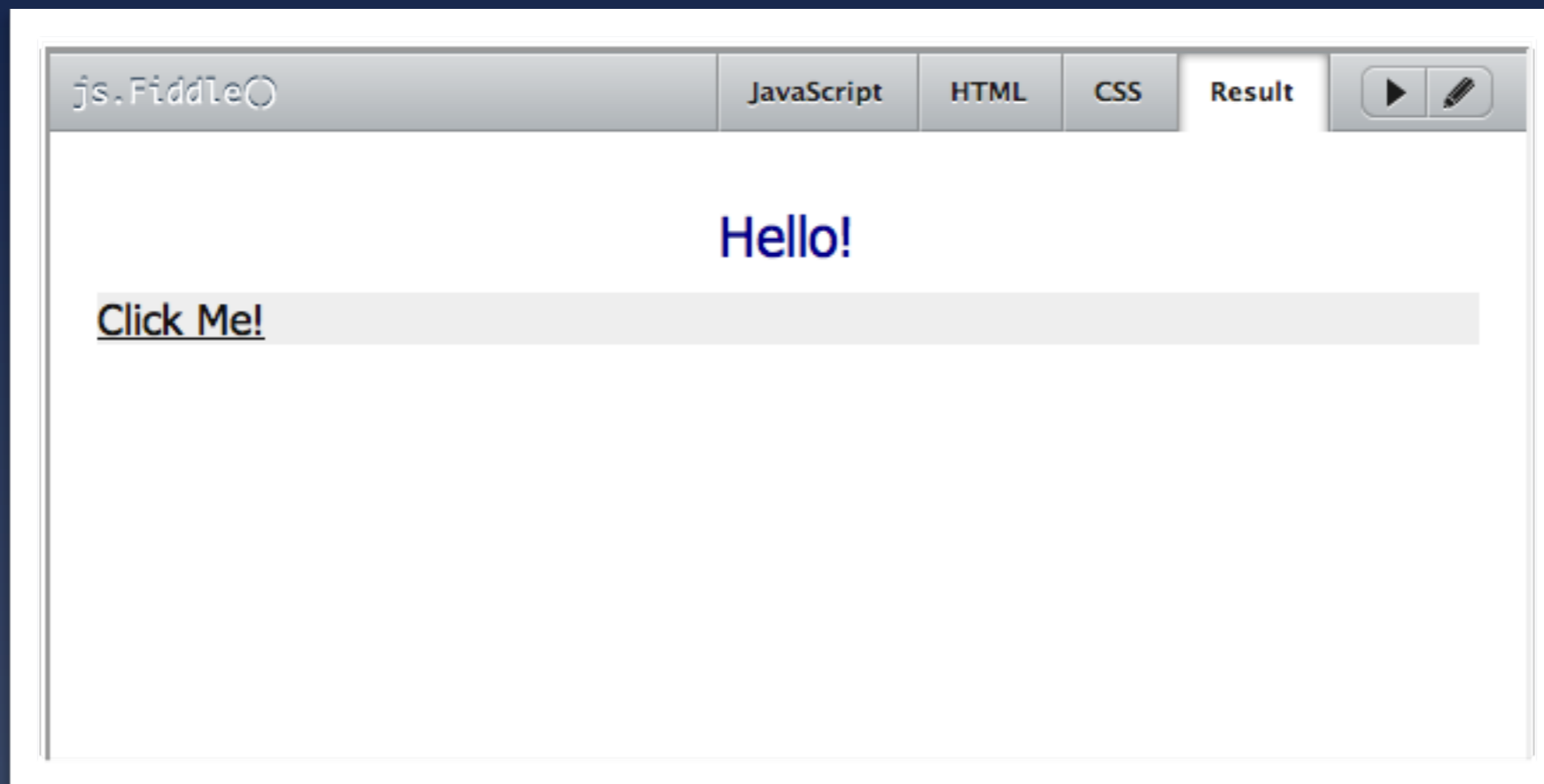
el.style.backgroundColor = '#eee';
```

JavaScript

Result

Hello!

[Click Me!](#)



Slick

<http://github.com/mootools/slick>



start tests stop tests

speed/validity selectors test for frameworks.

Every framework runs in his own iFrame, thus no conflicts can happen. Tests are run selector by selector, with an interval to prevent the browser from freeezing.

Tests are run in a neutral environment, no library or framework is included in the main javascript test, to avoid favoritism.

Tests are run against a local copy of [this document](#).

selectors	MooTools 1.2	JQuery 1.2.6	Prototype 1.6.0.2	YUI 2.5.2 Selector <i>beta</i>	Dojo 1.1.1
body					
div					
body div					
div p					
div > p					
div + p					
div ~ p					
div[class^=exa][class\$=mple]					
div p a					
div, p, a					
.note					
div.example					
ul .tocline2					
div.example, div.note					

SlickSpec

1690 examples 0 failures 0 errors 8% done 5.508 secs

powered by **JSSpec**

Slick.Finder.js

- Verify Setup [rerun]
- SVG: Verify Setup [rerun]
- Generic XML: Verify Setup [rerun]
- XML responseXML: xmlmock1.xml: Verify Setup [rerun]
- Generic HTML (quirks): Verify Setup [rerun]
- Google Closure: Verify Setup [rerun]
- Generic HTML (almost-standard): Verify Setup [rerun]
- Generic HTML (standard): Verify Setup [rerun]
- SVG responseXML: MooTools_Logo.svg: Verify Setup [rerun]
- PrototypeJS: Verify Setup [rerun]
- jQuery: Verify Setup [rerun]
- Dojo: Verify Setup [rerun]
- YUI: Verify Setup [rerun]
- SVG: Verify Context [rerun]
- Generic XML: Verify Context [rerun]
- XML responseXML: xmlmock1.xml: Verify Context [rerun]
- Generic HTML (quirks): Verify Context [rerun]
- Google Closure: Verify Context [rerun]
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- PrototypeJS: Verify Context [rerun]
- jQuery: Verify Context [rerun]

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- SVG: Verify Setup [rerun]
- Generic XML: Verify Setup [rerun]
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- jQuery: Verify Setup [rerun]
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- Generic HTML (standard): Verify Context [rerun]
- SVG responseXML: MooTools_Logo.svg: Verify Co
- PrototypeJS: Verify Context [rerun]
- jQuery: Verify Context [rerun]

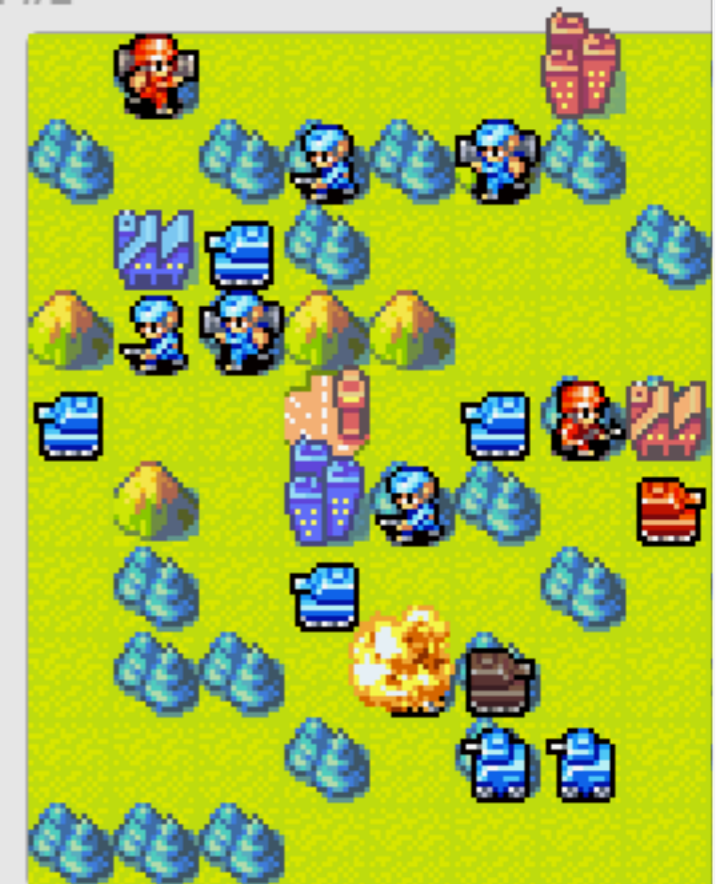
<http://mootools.net/slickspec/SlickSpec/>

MooTools Core 1.3



• Current user: Chris

GAME #1



Screencast: <http://bit.ly/awisawesome>

APE

<http://www.ape-project.org/>

Source: <http://github.com/APE-Project/>

Server Side JavaScript

CommonJS

NodeJS
Narwhal
V8CGI
Helma
Flusspferd



MooTools 2.0 with CommonJS support

<http://github.com/cpojer/mootools-core/tree/2.0wip>

Deck

<http://github.com/keeto/deck>

You do not need to learn JavaScript

You do not need to learn JavaScript
but you should

Feedback

christoph.pojer@gmail.com

@cpojer

fyi: Valerio is the rightful inventor of the Accordion