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JQueryCodingStandards

Follow Drupal's JavaScript coding standards

Shorthands

Use the jQuery shorthand \$ where possible:

```
$(function() { ... });
```

instead of

```
$(document).ready(function() { ... });
```

Wrap \$

If you want to use jQuery's \$ variable, wrap your code like this:

```
(function($) {  
    // code using $ variable  
})(jQuery);
```

Global variables

If you want to use global variables within the scope of your code, wrap your code like this:

```
(function() {  
    var foo = 'bar'; // yay, it's almost like I'm global  
})();
```

If you want to use global variables in the global scope, put the variable in the `foswiki` namespace:

```
foswiki.foo = 'bar';
```

Mind the predefined global variables. See next section.

Propagating perl settings to javascript

The `jquery.foswiki` plugin will initialize the global `foswiki` object with a set of variables that are created by reading meta tags in the HTML header. These have the format

```
<meta name="foswiki.foo.bar.baz" content="string/boolean/object/function" />
```

The `foswiki` object

This will create the appropriate sub-namespaces and initialize the named property with the value in the `content` attribute.

There is a set of predefined variables that can be used in your javascript code via the `foswiki` namespace:

Name	Content
<code>foswiki.web</code>	<code>%WEB%</code>
<code>foswiki.topic</code>	<code>%TOPIC%</code>
<code>foswiki.scriptUrl</code>	<code>%SCRIPTURL%</code>
<code>foswiki.scriptUrlPath</code>	<code>%SCRIPTURLPATH%</code>
<code>foswiki.pubUrl</code>	<code>%PUBURL%</code>
<code>foswiki.pubUrlPath</code>	<code>%PUBURLPATH%</code>
<code>foswiki.systemWebName</code>	<code>%SYSTEMWEB%</code>
<code>foswiki.usersWebName</code>	<code>%USERSWEB%</code>
<code>foswiki.wikiName</code>	<code>%WIKINAME%</code>
<code>foswiki.loginName</code>	<code>%USERNAME%</code>
<code>foswiki.wikiUserName</code>	<code>%WIKIUSERNAME%</code>
<code>foswiki.serverTime</code>	<code>%SERVERTIME%</code>
<code>foswiki.ImagePluginEnabled</code>	<code>%IF{"context ImagePluginEnabled" then="true" else="false"}%</code>
<code>foswiki.MathModePluginEnabled</code>	<code>%IF{"context MathModePluginEnabled" then="true" else="false"}%</code>

Avoid Internet Explorer errors

- Use an object if you need an associative array, not an array. [source]
- Declare all local variables with `var` before they are used.
- Remove trailing commas from array and object definitions, i.e.:

```
var object = { foo: 'bar' }
```

not

```
var object = { foo: 'bar', }
```

Metadata

Use `JQueryMetadata` to integrate jQuery plugins into Foswiki.

LiveQuery

Use JQueryLiveQuery to initialize your plugin for all html elements of a page. Otherwise content that is loaded asynchronously using ajax won't be initialized. LiveQuery will take care of that automatically.

Instead of

```
$(".jqPluginName").each(function() {  
    // initializer  
});
```

use

```
$(".jqPluginName").livequery(function() {  
    // initializer  
});
```

See JQueryMetadata for a more thorough example of using metadata and livequery

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