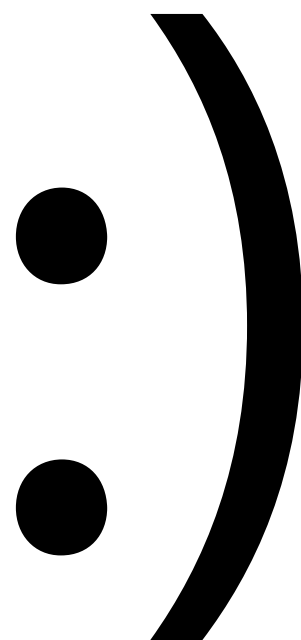


# United We Stand

How Working Together Makes Good Things Possible

Nate Koechley • April 22<sup>nd</sup>, 2009







**Nate Koechley**



**Nate Kek-lee**



**"natekoechley"**



**nate@koechley.com**



**nate.koechley.com**



**2661**



YAHOO!



nate

koechley



**UED**



**CSS**







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#### Desktops by Price

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SEARCH

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Hotels

Cars

Vacations

Cruises

☒ Flight Only ☐ Flight + Hotel Book together & Save[One-Way](#) [Multi-City](#) [More...](#)

FROM

TO

DEPART

RETURN

AUS

05/12/09

05/19/09

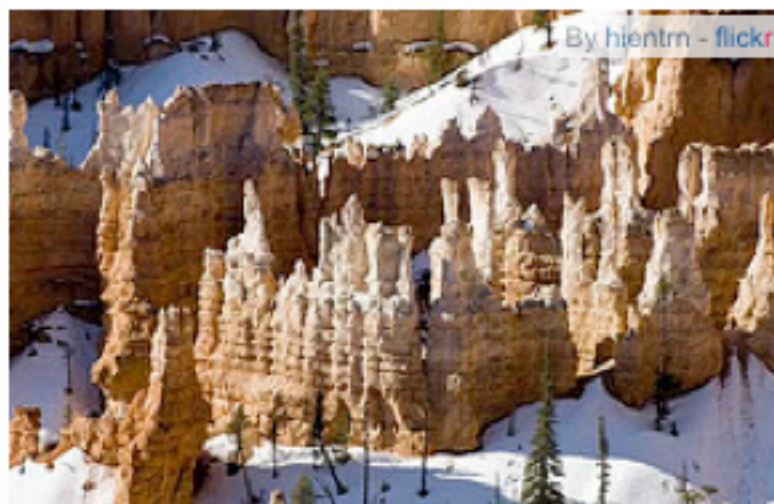
SEARCH

## Today's Picks for Nate Koechley

Traveling from: San Francisco, CA [\[ Change Location \]](#)

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Hiking &amp; Camping ▾

[Bryce Canyon, UT »](#)

Find great places and things to do in this city on Yahoo! Travel.

[Interlaken, Switzerland »](#)

INTERLAKEN isn't much more than its long main street, Höhweg, with a train station at each end. It has little to amuse ... [More](#)

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From:  To:  **Deals**

Depart: May ▾ 21 ▾ Return: May ▾ 24 ▾

## Today's Deals\*

- **\$117** - All-inclusive Oasis Cancun beach hotel  
Oasis Hotel
- **\$215** - Bahamas Norwegian cruises w/credit & more  
Cruises N More
- **\$599** - London 6-nt spring fling with flight & hotel  
Virgin Vacations
- **\$76** - US flight sale  
Major Airlines
- **\$101** - Barcelona 3-star, city-center hotel  
Easy Click Travel



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41 MPG\*  
\*Rollover for Info



The **2010 Fusion**  
+ HYBRID

The Most Fuel-Efficient  
Midsize Sedan in America



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Green Cars

Technology

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76

#### 2009 Ford Escape Hybrid Limited FWD

The 2009 Escape Hybrid Limited FWD is a 4-door, 5-passenger sport-utility that achieves 34-mpg in the city and 31-mpg on the highway.

#### TOP CARS BY GREEN RATING



84

2009 Honda Civic Hybrid



84

2009 Toyota Prius



82

2009 Honda Civic GX



76

2009 Mazda Tribute Hybrid

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The Most Fuel-Efficient  
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# Platform Design





## Design Pattern Library

[Yahoo! Developer Network](#) > Design Pattern Library

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### Welcome

Welcome to the Yahoo! Design Pattern Library. We're thrilled to be sharing patterns and code with the web design and development community, we hope it's useful, and we look forward to your feedback.



# **Platform Engineering**



**YUI**Library  
Open source JavaScript & CSS.







**33**















**21**



**OUTSPARK<sup>\*</sup>**





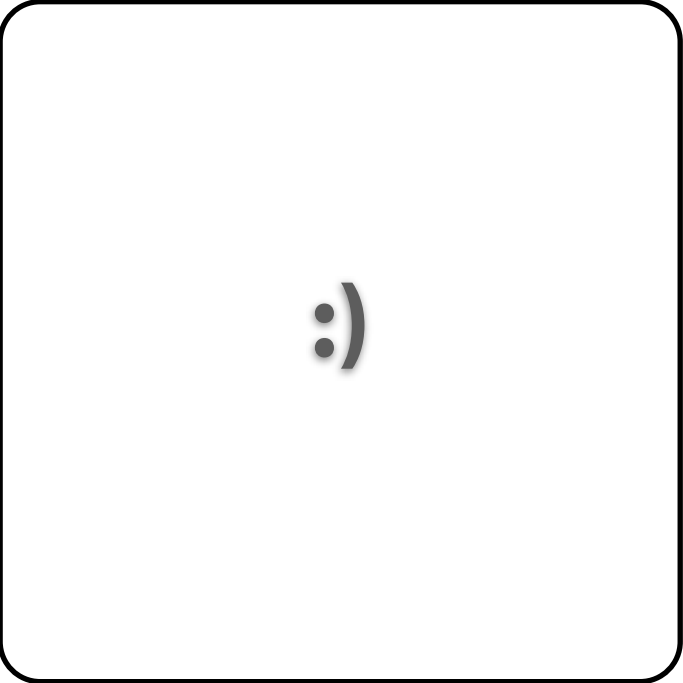


:)

**designers**

**developers**







**?**



12 5

6C2-S

H5.0MHz

UCSF OB

UCSF OB /V

80dB

S1/

Gain=

3dB

Store in pro





A map of the San Francisco Bay Area with a purple line indicating a 40-mile route. The route starts in San Francisco (marked with a green pin 'A') and follows the coast through cities like San Bruno, Millbrae, Burlingame, San Mateo, Foster City, Belmont, San Carlos, Redwood City, Atherton, Palo Alto, and Mountain View (marked with a green pin 'B'). Major highways shown include I-80, I-880, I-580, I-680, I-280, I-101, SR-92, SR-84, SR-237, SR-35, and SR-1. Other cities labeled include Oakland, Alameda, San Leandro, Castro Valley, Hayward, Union City, Fremont, Newark, Sunol, Milpitas, and Berryessa. The text '40 miles' is overlaid in large black font across the center of the map.





3 miles











# Shared Goals



**Shared Goals**

**Complimentary  
Skills**



**Shared Goals**

**Complimentary  
Skills**

**Unified  
Communication**



**Shared Goals**

**Complimentary  
Skills**

**Unified  
Communication**

**YPL & YUI  
Lessons**



# Lewis & Clark













TERRITOR

Columbia

OREGON  
COUNTRY

Mandan  
Villages

Missouri

St. Louis

SPANISH  
TERRITORY

UNITED  
STATES

Rio







Lewis





# Lewis

- Sharp eye. A precise observer.





# Lewis



- Sharp eye. A precise observer.
- High emotional intelligence.



# Lewis



- Sharp eye. A precise observer.
- High emotional intelligence.
- Savvy communicator & diplomat.



# Lewis



- Sharp eye. A precise observer.
- High emotional intelligence.
- Savvy communicator & diplomat.
- Knack for ethnographic observation.



Clark





# Clark

- Excelled at eliciting information.





# Clark

- Excelled at eliciting information.
- Cartographer and record keeper.





# Clark

- Excelled at eliciting information.
- Cartographer and record keeper.
- Rugged frontiersman.





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- Rugged frontiersman.
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- Sharp eye. A precise observer.
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# Designers

# Lewis

- Sharp eye. A precise observer.
- High emotional intelligence.
- Savvy communicator & diplomat.
- Knack for ethnographic observation.



# Designers

- Pixels, order, hierarchy, contrast, beauty.

# Lewis

- Sharp eye. A precise observer.
- High emotional intelligence.
- Savvy communicator & diplomat.
- Knack for ethnographic observation.



# Designers

- Pixels, order, hierarchy, contrast, beauty.
- The storytelling and emotion of design.

# Lewis

- Sharp eye. A precise observer.
- High emotional intelligence.
- Savvy communicator & diplomat.
- Knack for ethnographic observation.



# Designers

- Pixels, order, hierarchy, contrast, beauty.
- The storytelling and emotion of design.
- Multiple constituencies and deliverables.

# Lewis

- Sharp eye. A precise observer.
- High emotional intelligence.
- Savvy communicator & diplomat.
- Knack for ethnographic observation.



# Designers

- Pixels, order, hierarchy, contrast, beauty.
- The storytelling and emotion of design.
- Multiple constituencies and deliverables.
- User-centered & empathetic.

# Lewis

- Sharp eye. A precise observer.
- High emotional intelligence.
- Savvy communicator & diplomat.
- Knack for ethnographic observation.



# Clark

- Excelled at eliciting information.
- Cartographer and record keeper.
- Rugged frontiersman.
- Experienced builder.





## Clark

- Excelled at eliciting information.
- Cartographer and record keeper.
- Rugged frontiersman.
- Experienced builder.

## Developers



## Clark

- Excelled at eliciting information.
- Cartographer and record keeper.
- Rugged frontiersman.
- Experienced builder.

## Developers

- Logical & thorough functional specs.



## Clark

- Excelled at eliciting information.
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- Rugged frontiersman.
- Experienced builder.

## Developers

- Logical & thorough functional specs.
- Rock solid engineering and systems ops.



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- Rock solid engineering and systems ops.
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- Rock solid engineering and systems ops.
- Talented hacker.
- Experienced builder.



z



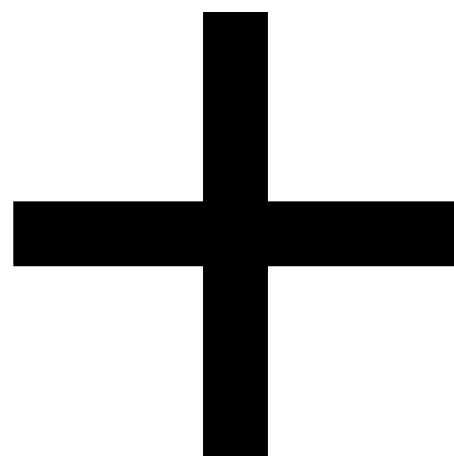




[REDACTED]

[REDACTED]















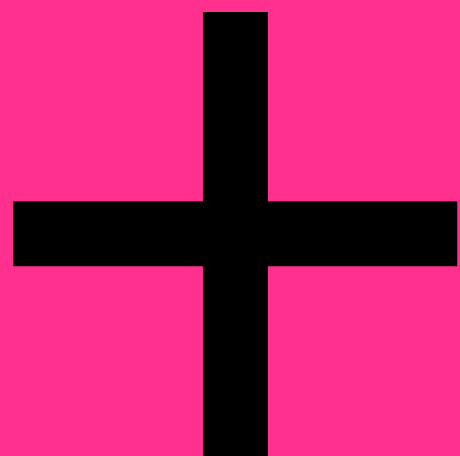


Shared Goals





Shared Goals

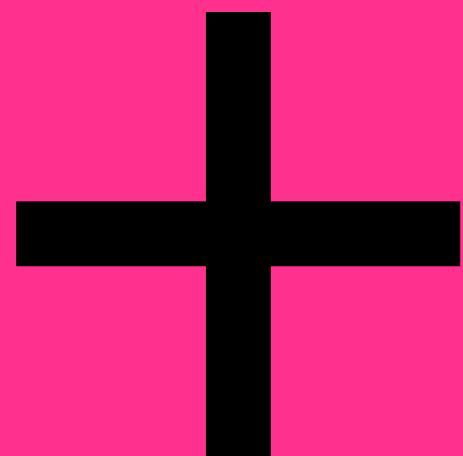


Complimentary Skills





Shared Goals



Complimentary Skills



Unified Communication





# Shared Goals











# Tesler's Law of **Conservation of Complexity.**



An inherent amount of  
**irreducible complexity.**



The only question is  
**Who deals with it?**



00:01 \* 100

**In the service of systems.**



00:01 \* 100,000,000

**In the service of users.**



# System

Small, slow,  
& expensive.

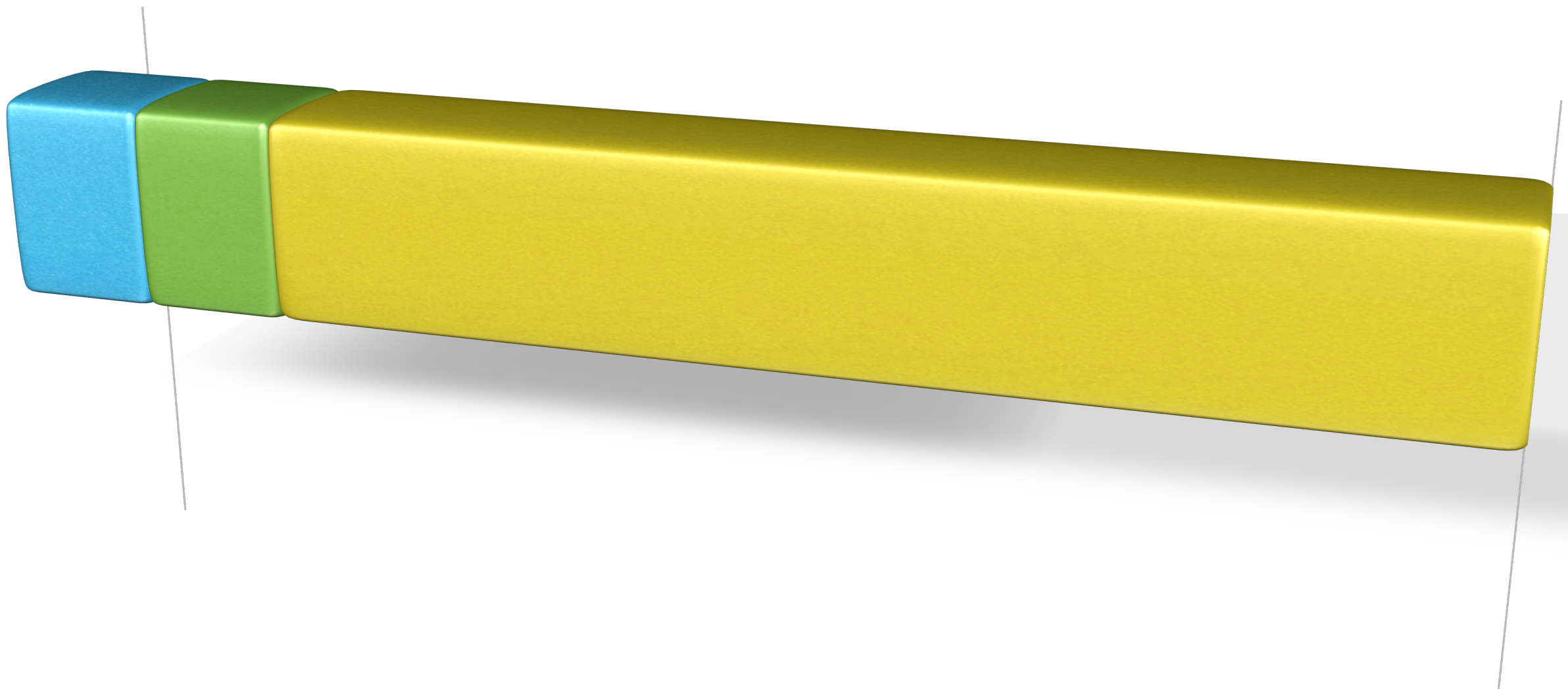
# Program

Compact  
before easy.

# User

Burdened  
and unsure.

70's





# System

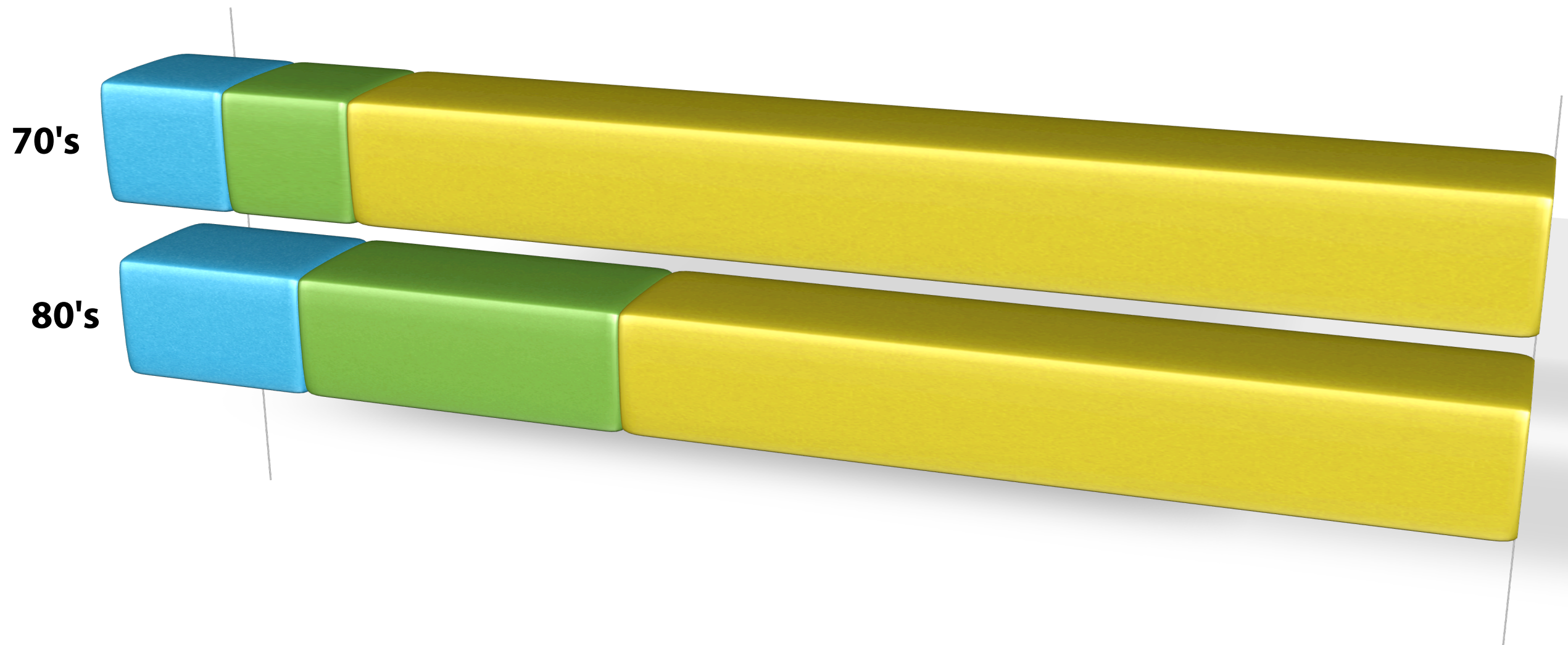
Less warts.

# Program

Becoming  
standardized.

# User

Initial  
respect.





# System

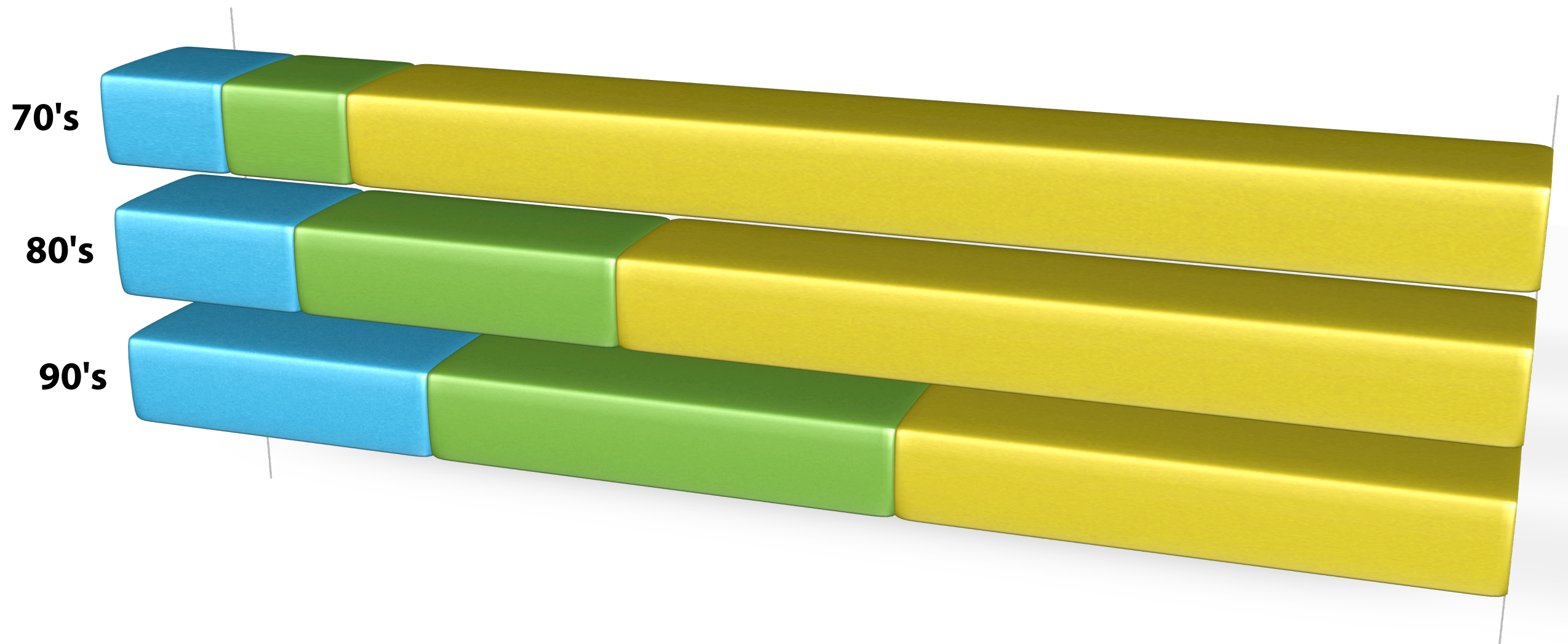
Internet  
scale.

# Program

Powerful but  
divergent.

# User

Happy but  
misled.





# System

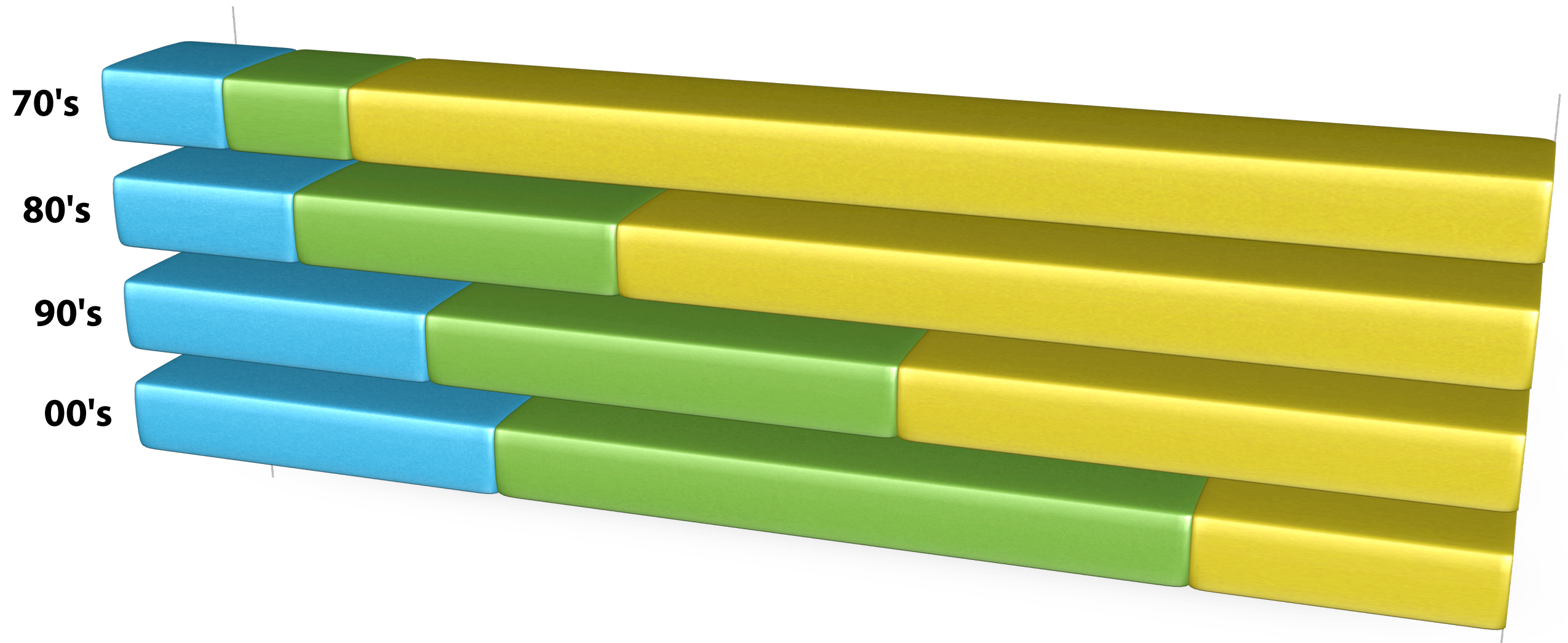
Capable  
user agents.

# Program

Expansive &  
predictable.

# User

Supported &  
empowered.





**Make it cheaper to reduce  
complexity than increase it.**

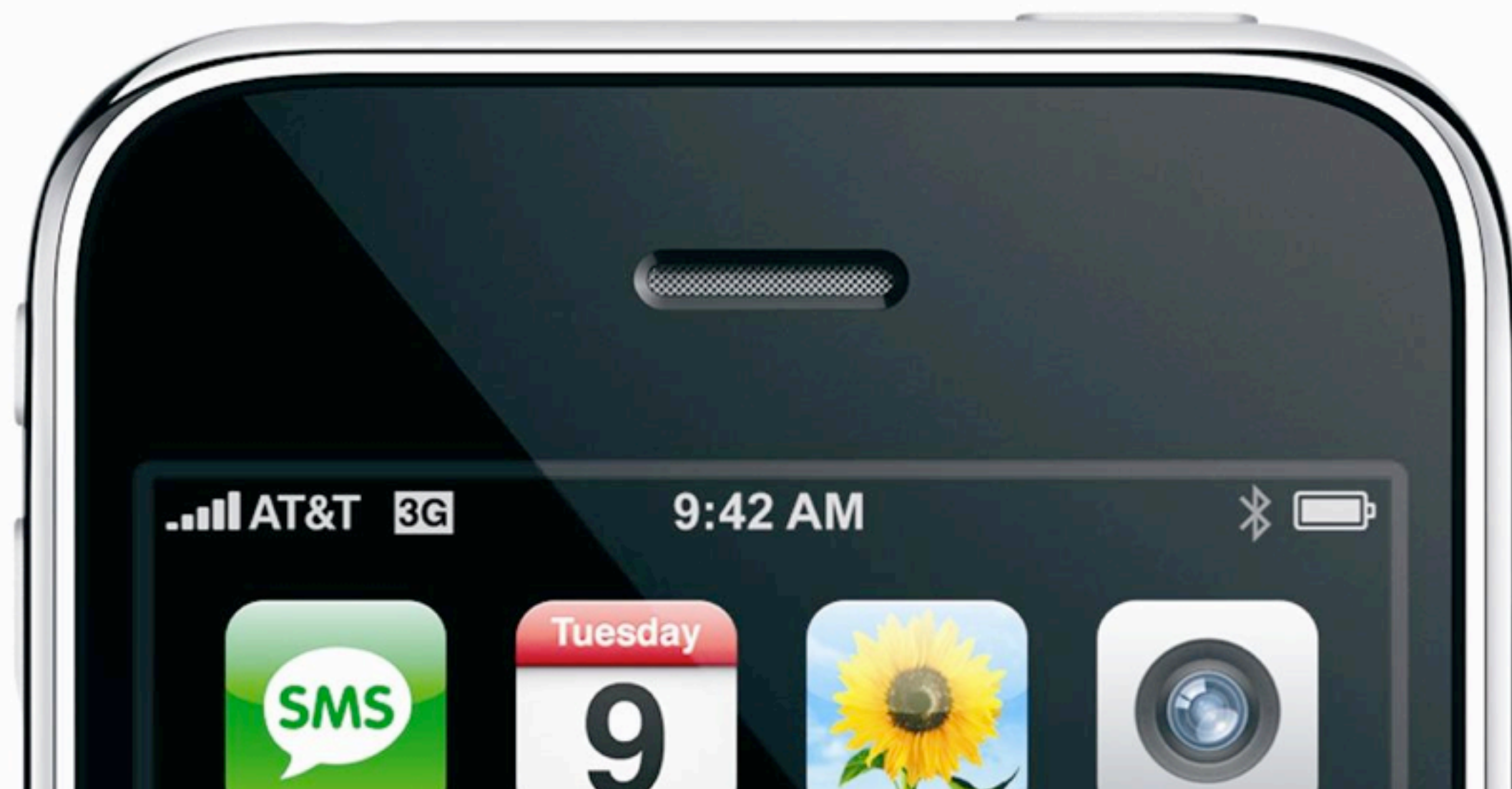


**The further down in the software hierarchy you push complexity, the less work has to be done by everybody above.**















Work hard, so they don't have to.











# Implementation Models



~~**Implementation Models**~~

**Mental Models**



TreeNode Editor

?

✕

Select a node to edit:

Rank 1

Rank 1.1

Rank 1.2

Rank 2

Rank 2.2

Rank 2.1

Rank 3

Rank 3.1

Rank 3.2

↑

↓

✕

Add Root

Add Child

Rank 3.2 properties:

Appearance

BackColor

ForeColor

Name

NodeFont

Text

ToolTipText

Node8

(none)

Rank 3.2

Behavior

Checked

ContextMenu

ContextMenuStrip

ImageIndex

ImageKey

Index

False

(none)

(none)

(default)

(default)

1

Text

The text displayed in the label of the tree node.

OK

Cancel

OK

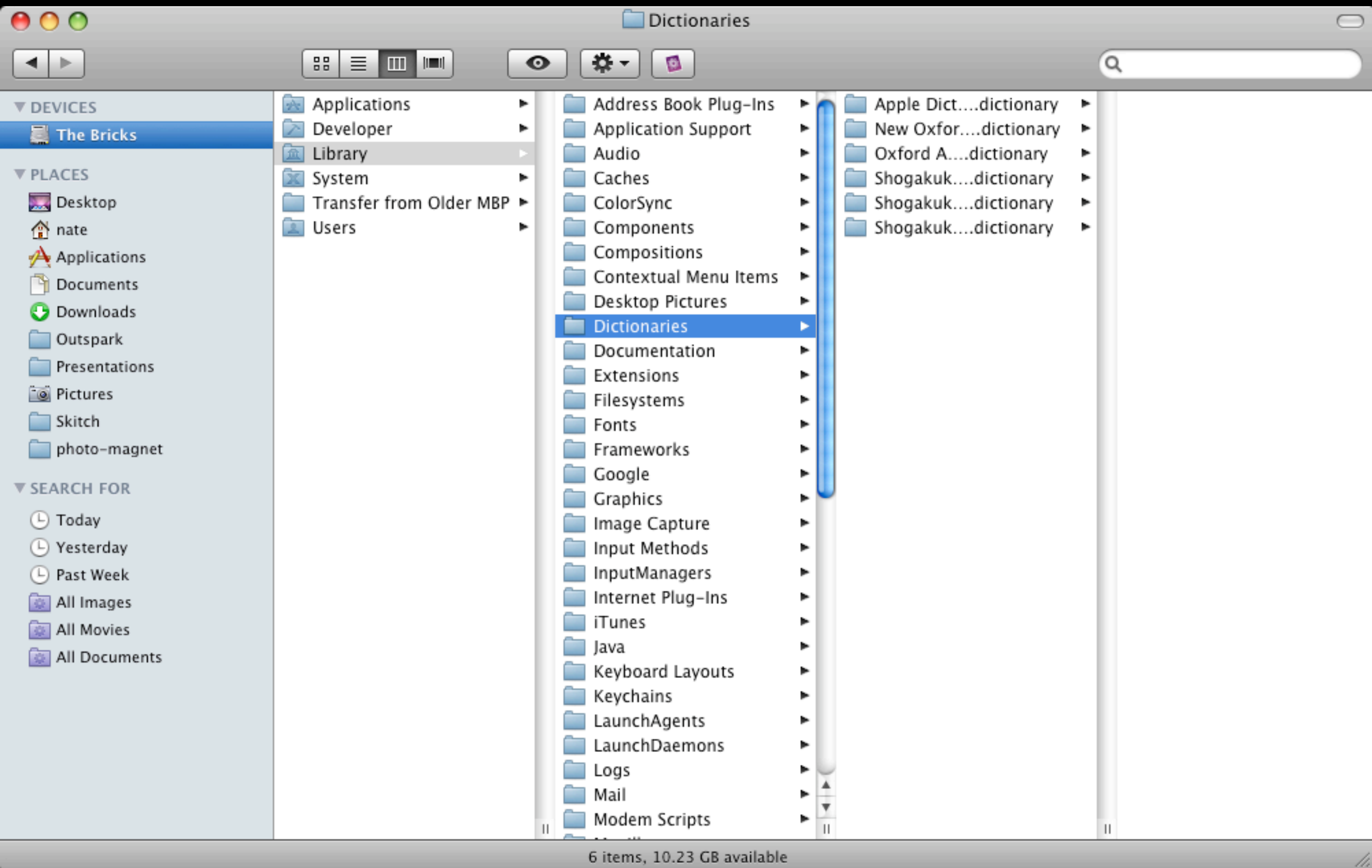
Cancel

Add Root

Add Child

The text displayed in the label of the tree node.







Legend

Radio button 1 ☐

Radio button 2 (initially checked) ☒

Check those that apply

Checkbox 1 ☐

Checkbox 2 (initially checked) ☒

A `select` element with `size="1"` (dropdown box):

A `select` element with `size="3"` (listbox):

one
two (default)
three

Submit button:

Reset button:

This next bit shows that PREformatted text is working.

This next bit shows that PREformatted text is working.

Reset button:

Submit button:



Current Folder: **INBOX**

[Compose](#) [Addresses](#) [Folders](#) [Options](#) [Search](#) [Help](#) [Calendar](#)

[Previous](#) | [Next](#) | 1 [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) ... [22](#) [23](#) [24](#) [25](#) | [Show All](#) | [Toggle All](#)

Move Selected To:

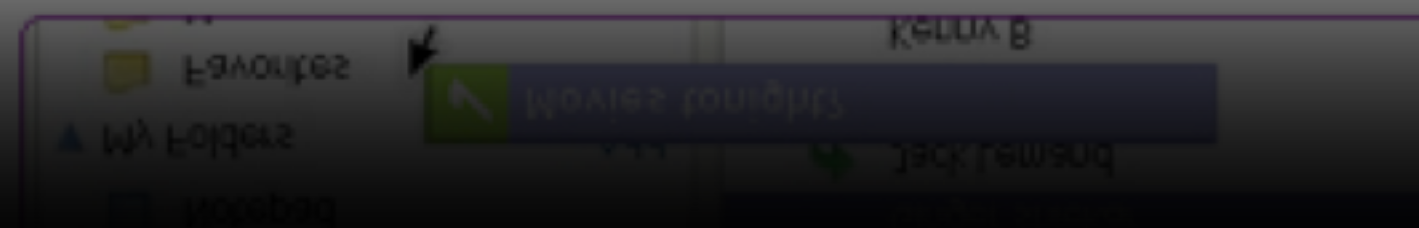
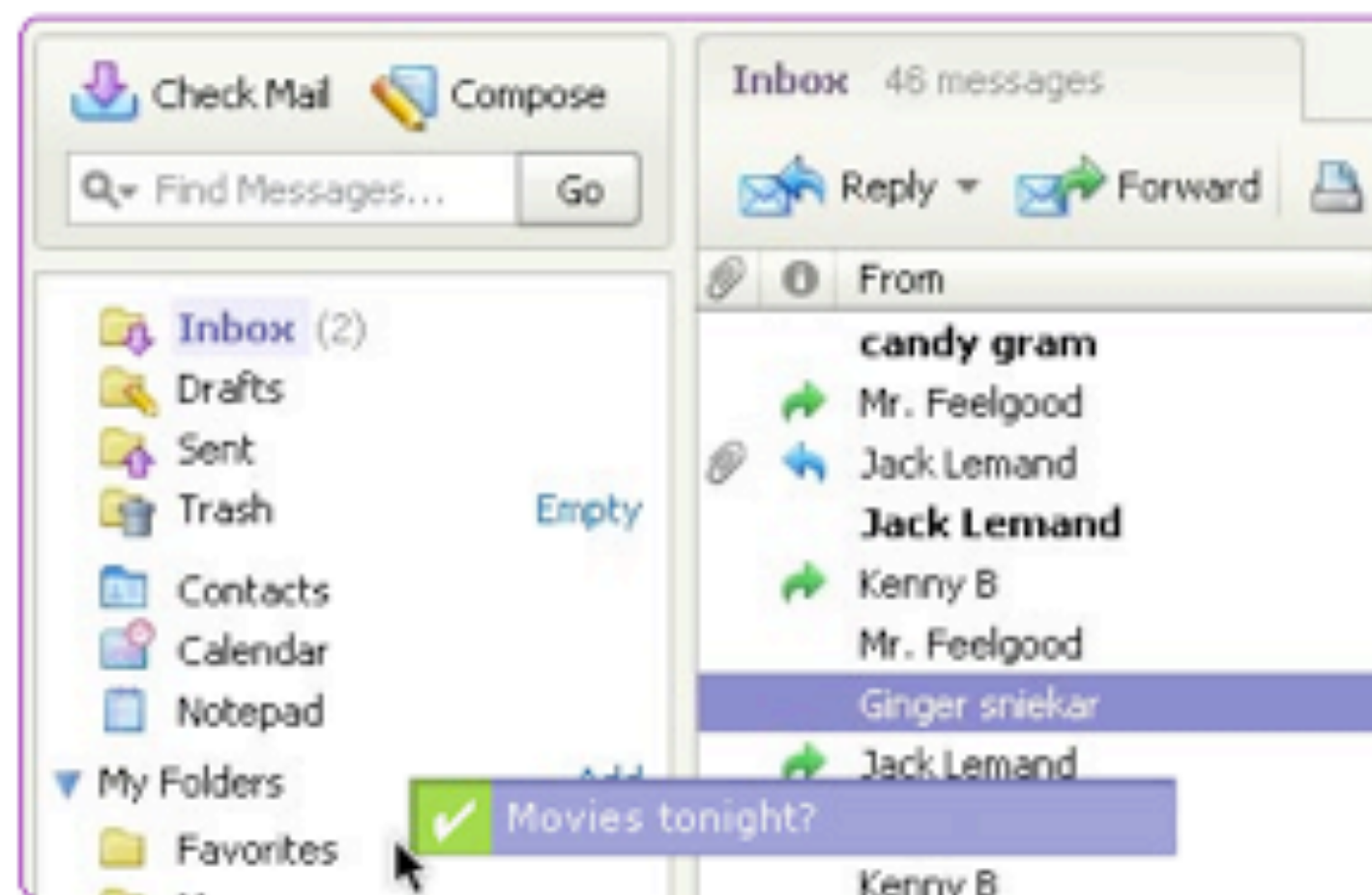
old-messages

Move

Forward

From	Date	Subject
<input type="checkbox"/> eBay Guide	3:13 am	<a href="#">RE:Free -eBay starter kit</a>
<input type="checkbox"/> Earn More Today	1:40 am	<a href="#">Look at What Everyone is Do</a>
<input checked="" type="checkbox"/> Kiva	1:29 am	<a href="#">Kiva update on your loan to B</a>
<input checked="" type="checkbox"/> Kiva	1:27 am	<a href="#">Kiva update on your loan to B</a>
<input checked="" type="checkbox"/> DreamHost Billing Team	12:15 am	<a href="#">[REDACTED] Dre</a>
<input checked="" type="checkbox"/> New Car	Sat, 10:38 pm	<a href="#">Need a new ride</a>
<input checked="" type="checkbox"/> Twitter	Sat, 9:40 pm	<a href="#">Matt Drollette is now followi</a>
<input checked="" type="checkbox"/> Twitter	Sat, 8:46 pm	<a href="#">Vicente Russo Neto is now fo</a>
<input type="checkbox"/> Twitter	Sat, 8:15 pm	<a href="#">TruthAboutHer Com is now f</a>
<input type="checkbox"/> TWITTER	Sat, 8:12 pm	<a href="#">TruthAboutHer Com is now f</a>
<input checked="" type="checkbox"/> TWITTER	Sat, 8:10 pm	<a href="#">Vicente Russo Neto is now fo</a>









label:ux

Search Mail

Search the Web

[Compose Mail](#)

[Inbox \(12475\)](#)

[Starred](#) ★

[Chats](#) 💬

[Sent Mail](#)

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[All Mail](#)

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[Trash](#)

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+ nate koechley

Search, add, or invite

SaaS Platform - www.OpSource.net - Online delivery of SaaS Secure, 100% u

Remove label "UX"

Report spam

Delete

Move to ▼

Labels ▼

More

Select: All, None, Read, Unread, Starred, Uns

☐ ★ Gaurabh Mathure

UX

☐ ★ Erik, Barbara (2)

UX

☐ ★ Daniel .. Jim, Elizabeth (6)

UX

☐ ★ Alan .. eric, Angel (20)

UX

☐ ★ Seema, Janna (2)

UX

☐ ★ j. eric townsend

UX

☐ ★ Elizabeth .. Craig (4)

UX

☐ ★ Angel .. Angel, Hernan (8)

UX

☐ ★ Sarah, Caroline (2)

UX

☐ ★ Christopher .. ramikh81 (3)

UX

☐ ★ Christopher .. ramikh81 (3)

UX

☐ ★ Sarah, Caroline (2)

UX

☐ ★ Angel .. Angel, Hernan (8)

UX

☐ ★ Elizabeth .. Craig (4)

UX

Family

Friends

new followers



Week 7 Week 4 - Week 6 2008 Season 2007 2006

Pos	Offense	Edit	Opp	Status	Trends	
					% Start	Cor
QB	Peyton Manning (Ind - QB) 📄	QB	@GB	Sun 1:15 pm	89%	1
WR	Isaac Bruce (SF - WR) 📄	WR	@NYG	Sun 10:00 am	60%	
WR	Laveranues Coles (NYJ - WR) 📄	WR	@Oak	Sun 1:15 pm	91%	
WR	Amani Toomer (NYG - WR) 📄	WR				
RB	Clinton Portis (Was - RB) 📄	RB				
RB	Willie Parker (Pit - RB) 📄	RB				
TE	Antonio Gates (SD - TE) 📄	TE				

Week 7 Week 4 - Week 6 2008 Season 2007 2006

Pos	Edit	Offense	Opp	Status	Trends	
					% Start	Co
QB		Peyton Manning (Ind - QB) 📄	@GB	Sun 1:15 pm	89%	
WR		Isaac Bruce (SF - WR) 📄	@NYG	Sun 10:00 am	60%	
WR		Laveranues Coles (NYJ - WR) 📄	@Oak	Sun 1:15 pm	91%	
WR		Amani Toomer (NYG - WR) 📄	SF	Sun 10:00 am	29%	
RB		Clinton Portis (Was - RB) 📄	Cle	Sun 1:15 pm	99%	
RB		Willie Parker (Pit - RB) 📄	@Cin	Sun 10:00 am	46%	
TE		Antonio Gates (SD - TE) 📄	@Buf	Sun 10:00 am	98%	
BN		Roddy White (Atl - WR) 📄	Bye		16%	
		Justin Fargas (Ind - RB) 📄	Ind	Sun 1:15 pm	93%	
BN		Roddy White (Atl - WR) 📄	Bye		16%	



## Upload to Flickr

Step 1:

### Choose photos and videos

**Note:** Videos are limited to 90 seconds in length, and 150MB in filesize. [Learn more...](#)

Step 2:

Upload

Step 3:

Add titles, descriptions, tags or add to a set

#### Uploading Tools

We have desktop software available for Windows & Mac to help you get your photos and videos on to Flickr quickly and efficiently. Check out [the Flickr Tools page](#) for more information and downloads.



Select a Date:





July 2007



Su	Mo	Tu	We	Th	Fr	Sa
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	1	2	3	4
5	6	7	8	9	10	11



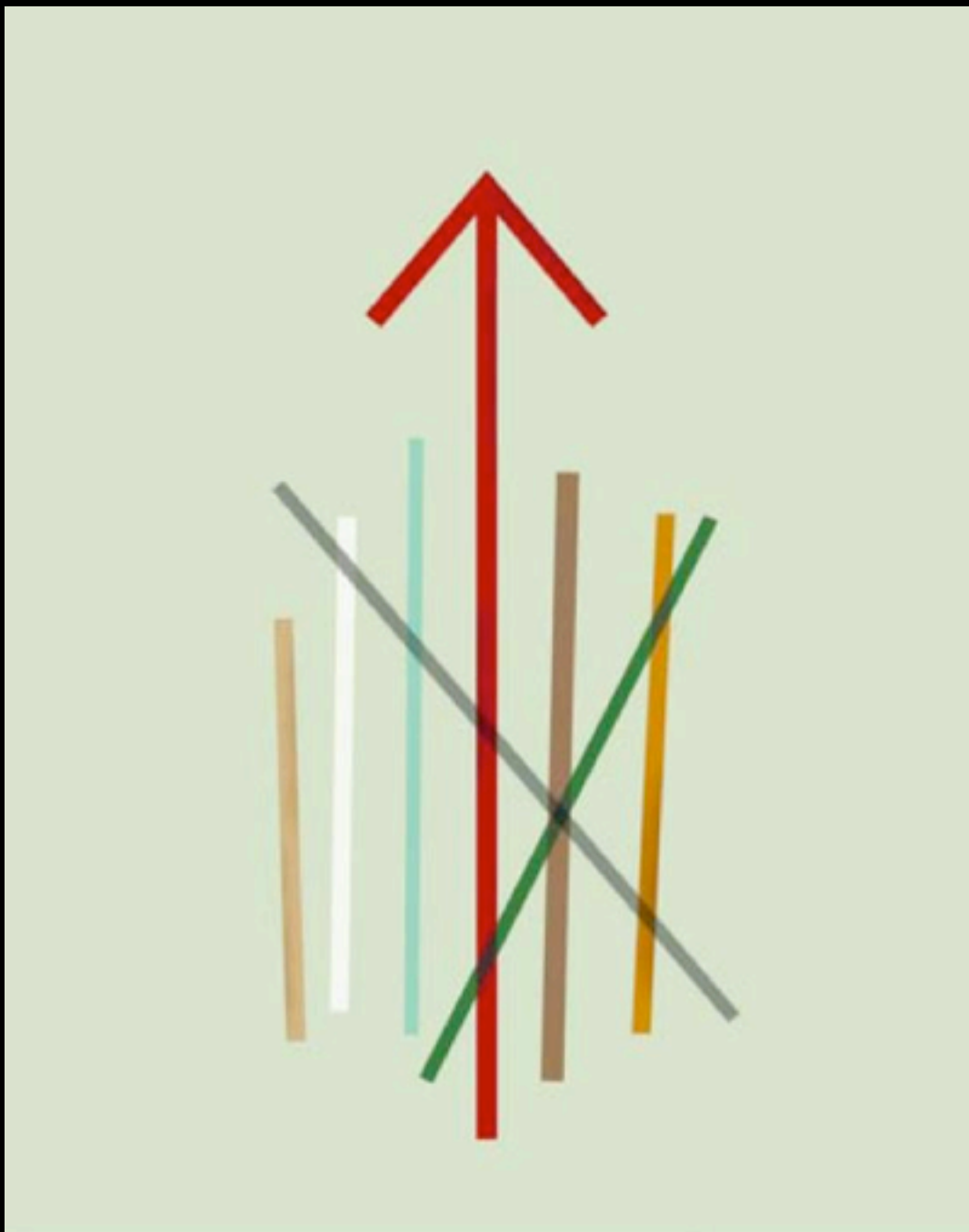
## Demo

Start time: 3:45:am



1	2	3	4	5	6	7	8	9	10	11	12
				00	15	30	45				
				am	pm						





## MENTAL MODELS

Aligning Design Strategy with Human Behavior


by **INDI YOUNG** foreword by Jeff Veen

 Rosenfeld

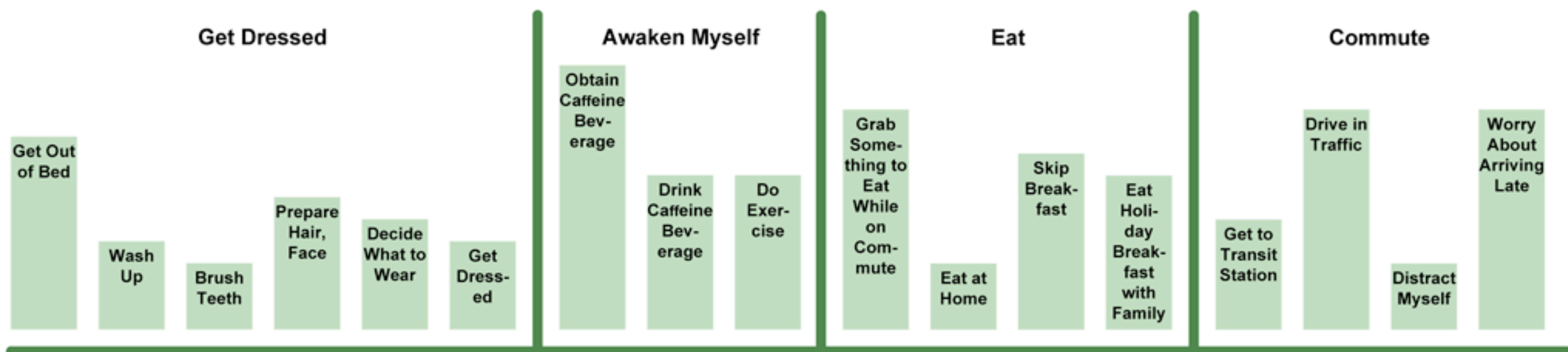
by **INDI YOUNG** foreword by Jeff Veen

Aligning Design Strategy with Human Behavior

## MENTAL MODELS

 Rosenfeld

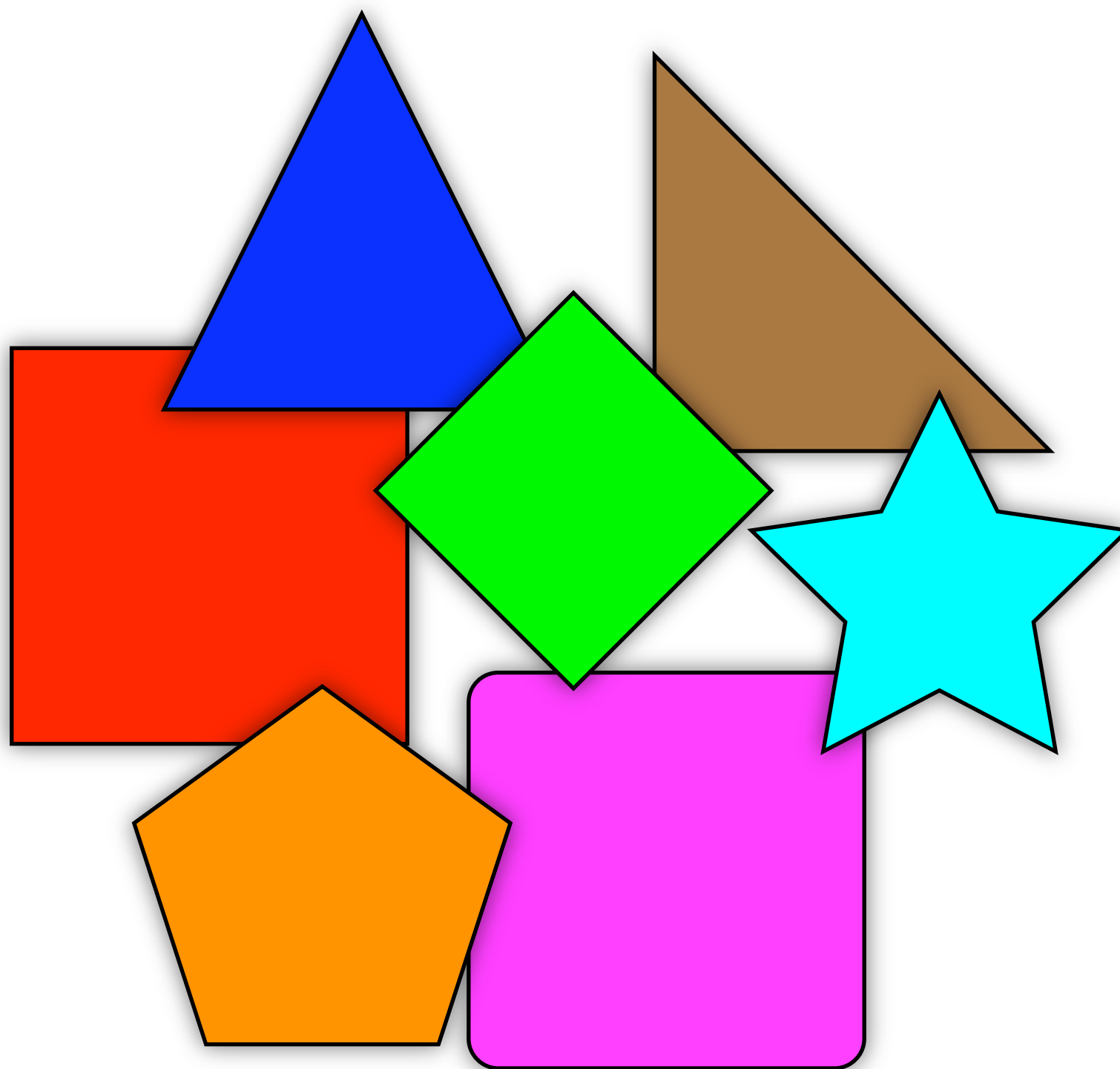






**From heterogeneous  
environments...**

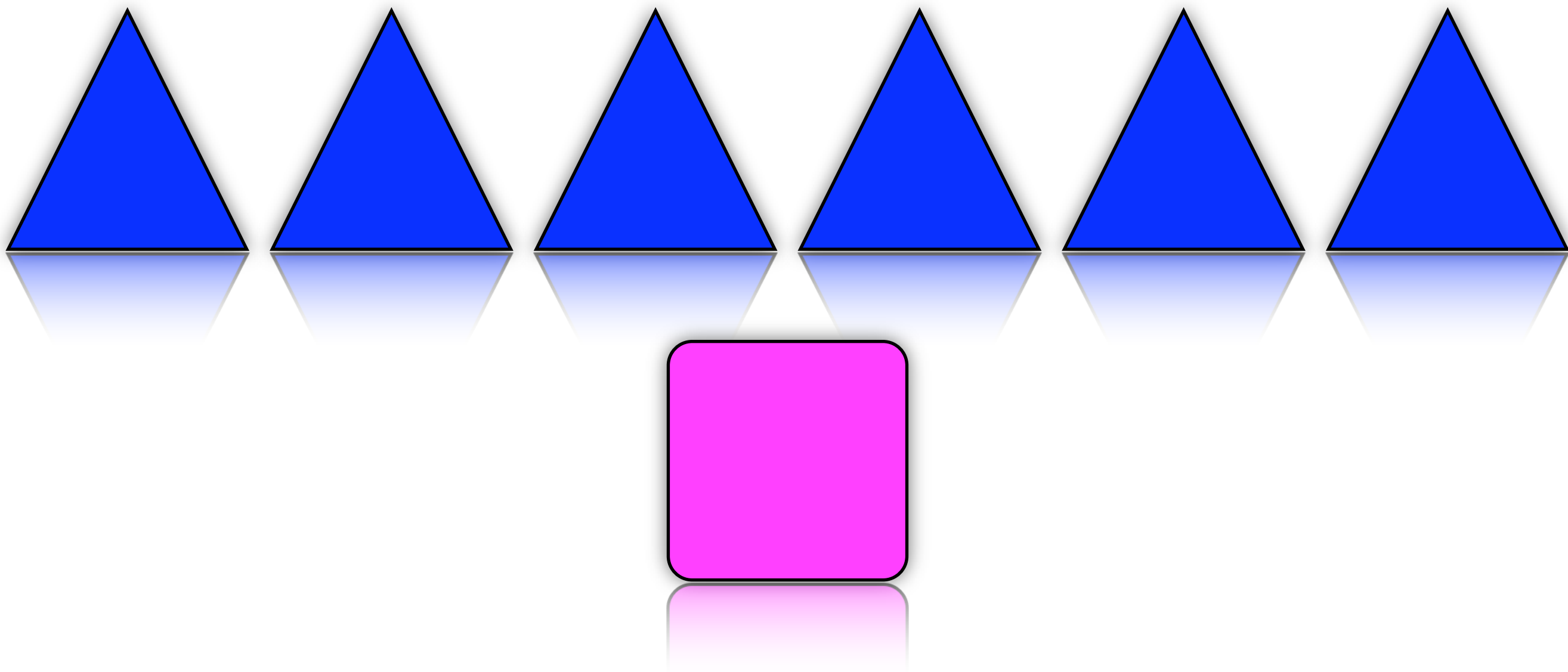






**...to predictable  
environments...**





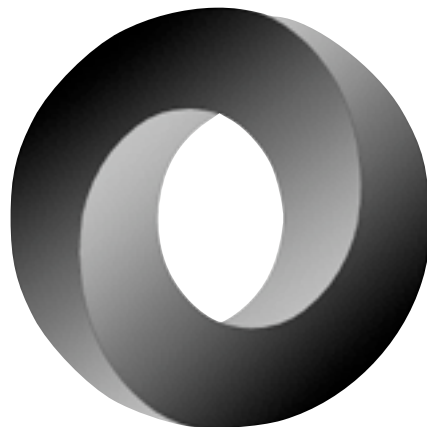


**...to consistent  
APIs...**





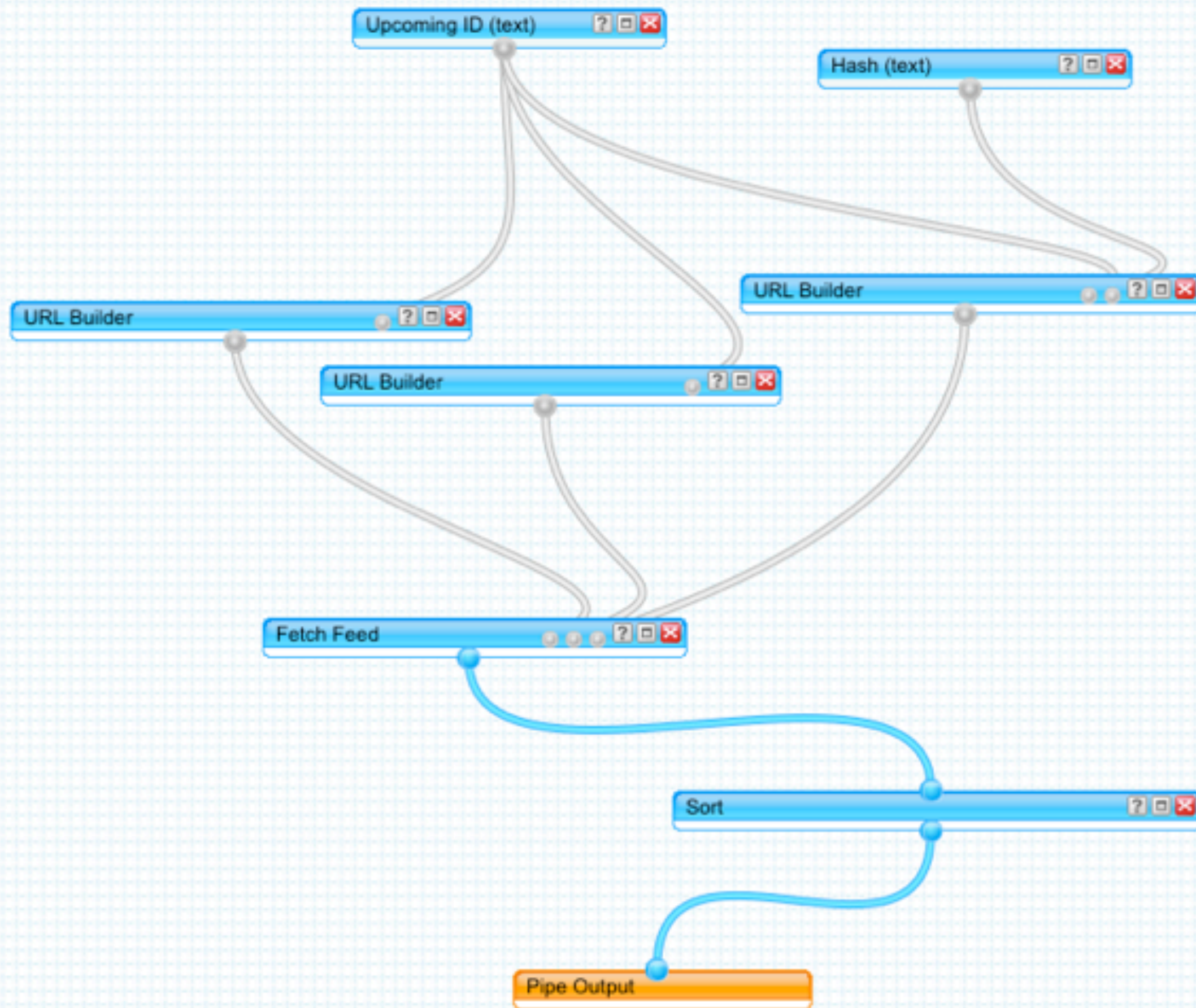
	Win 2000	Win XP	Win Vista	Mac 10.4.†	Mac 10.5.†
Firefox 3.0.†		A-grade	A-grade		A-grade
Firefox 2.0.†		A-grade			A-grade
IE 8.0		A-grade	A-grade		
IE 7.0		A-grade	A-grade		
IE 6.0	A-grade	A-grade			
Opera 9.6†		A-grade			A-grade
Safari 3.2†				A-grade	A-grade





**...that all play nice...**

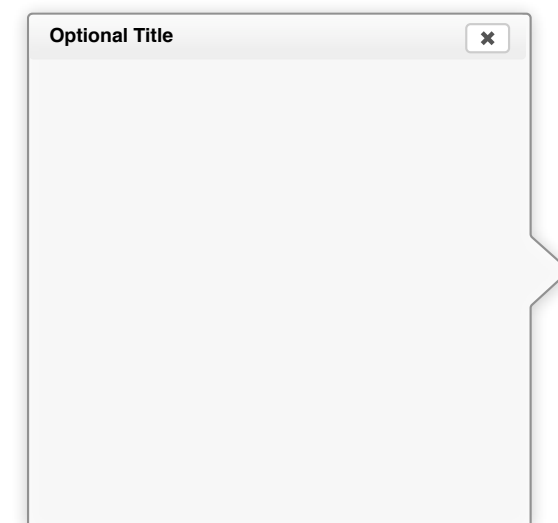
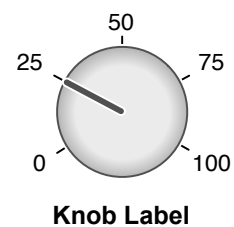
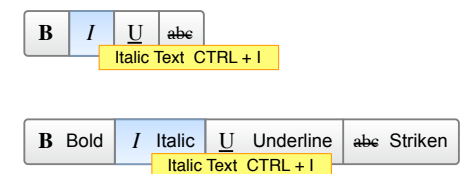
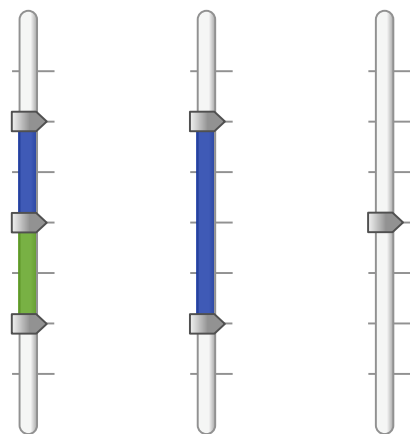






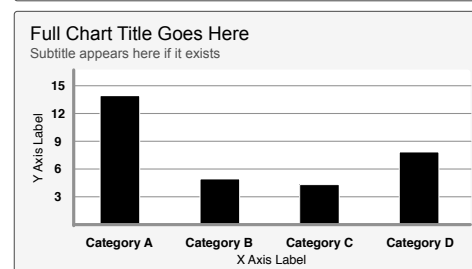
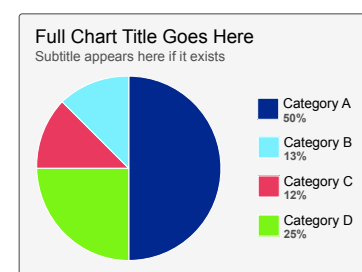
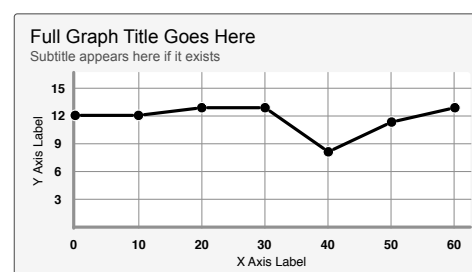
**...and use compelling  
components.**





- Column Sorted ▾
- Even Row - sorted
- Odd Row - sorted
- Selected Row

Column 1	Column 2	Column 3	Column 4	Column 5
1-A	2-A	3-A	4-A	5-A
1-B	2-B	3-B	4-B	5-B
1-C	2-C	3-C	4-C	5-C
1-D	2-D	3-D	4-D	5-D
1-E	2-E	3-E	4-E	5-E
1-F	2-F	3-F	4-F	5-F









- **Manage complexity.**



- **Manage complexity.**
- **Move to mental models.**



- **Manage complexity.**
- **Move to mental models.**
- **Keep investing in systems.**





Shared Goals

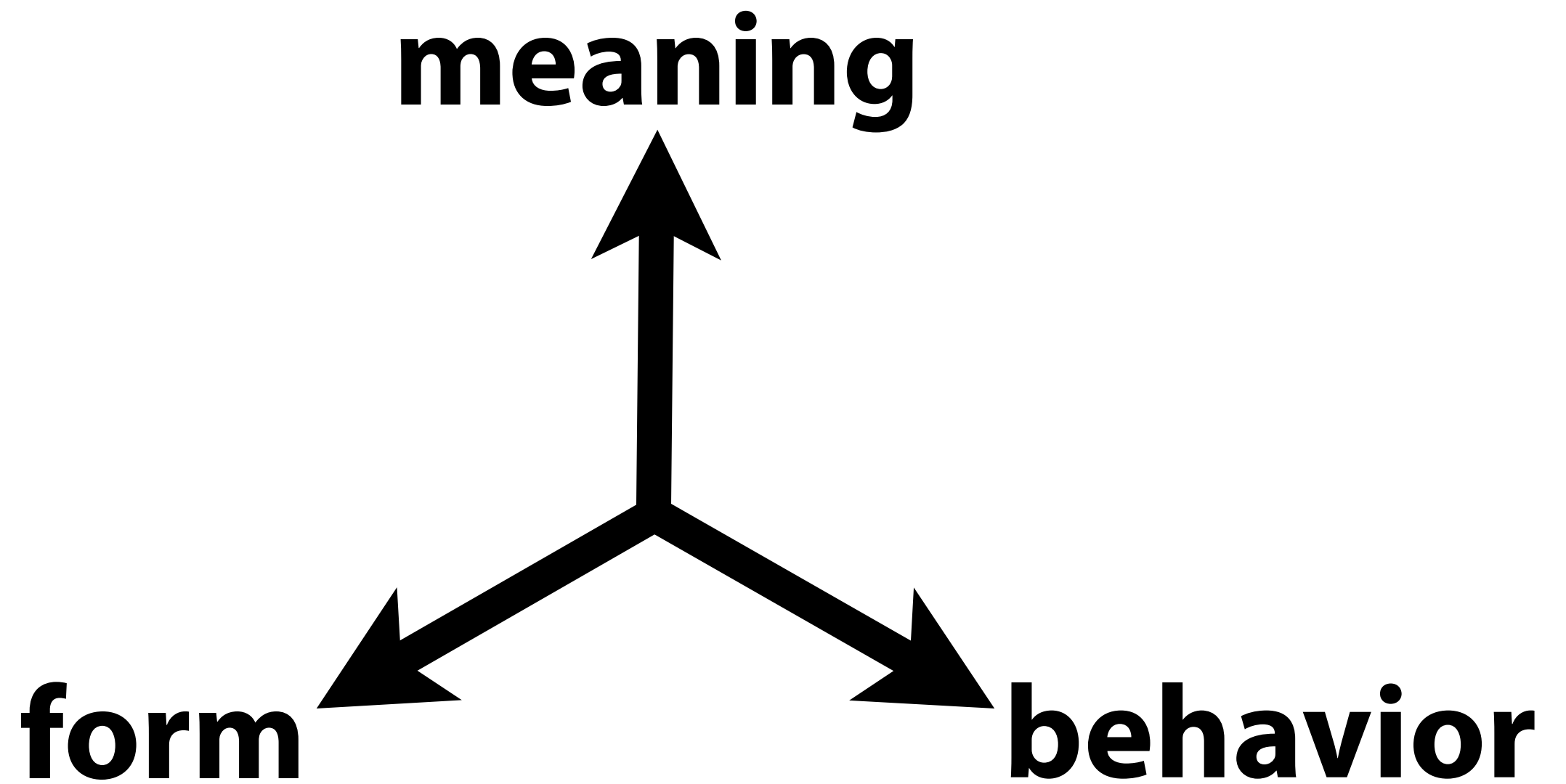


Complimentary Skills

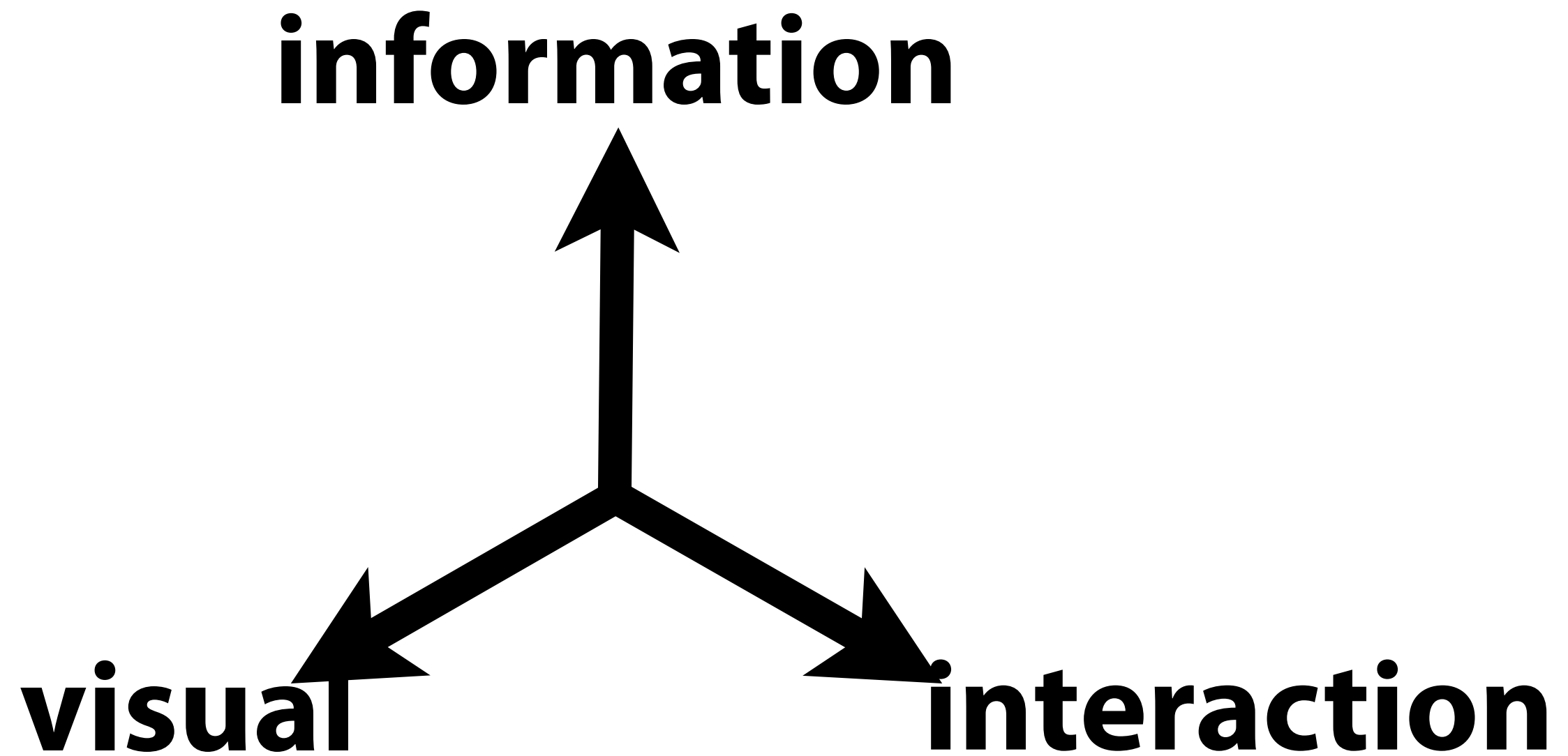




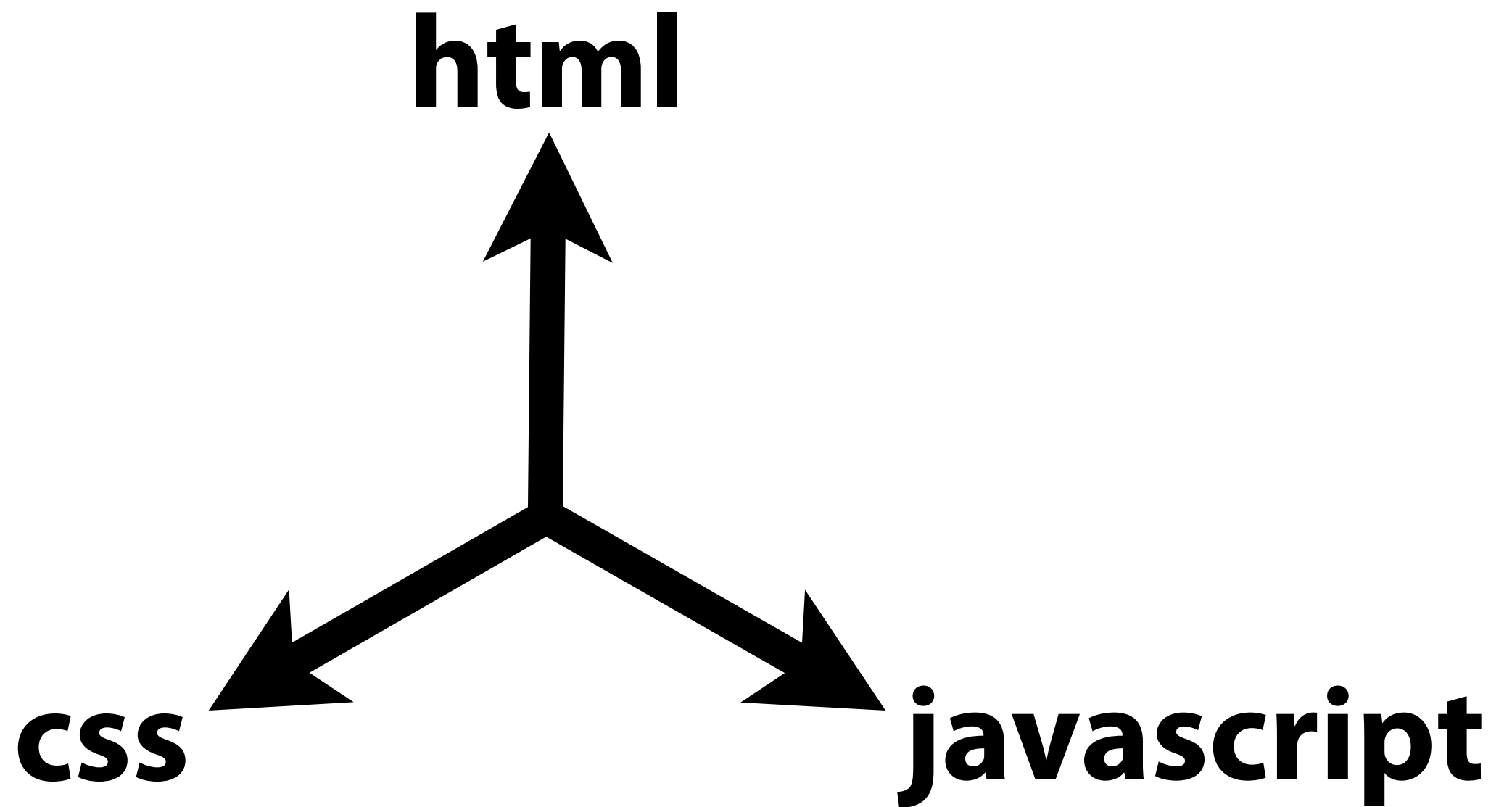




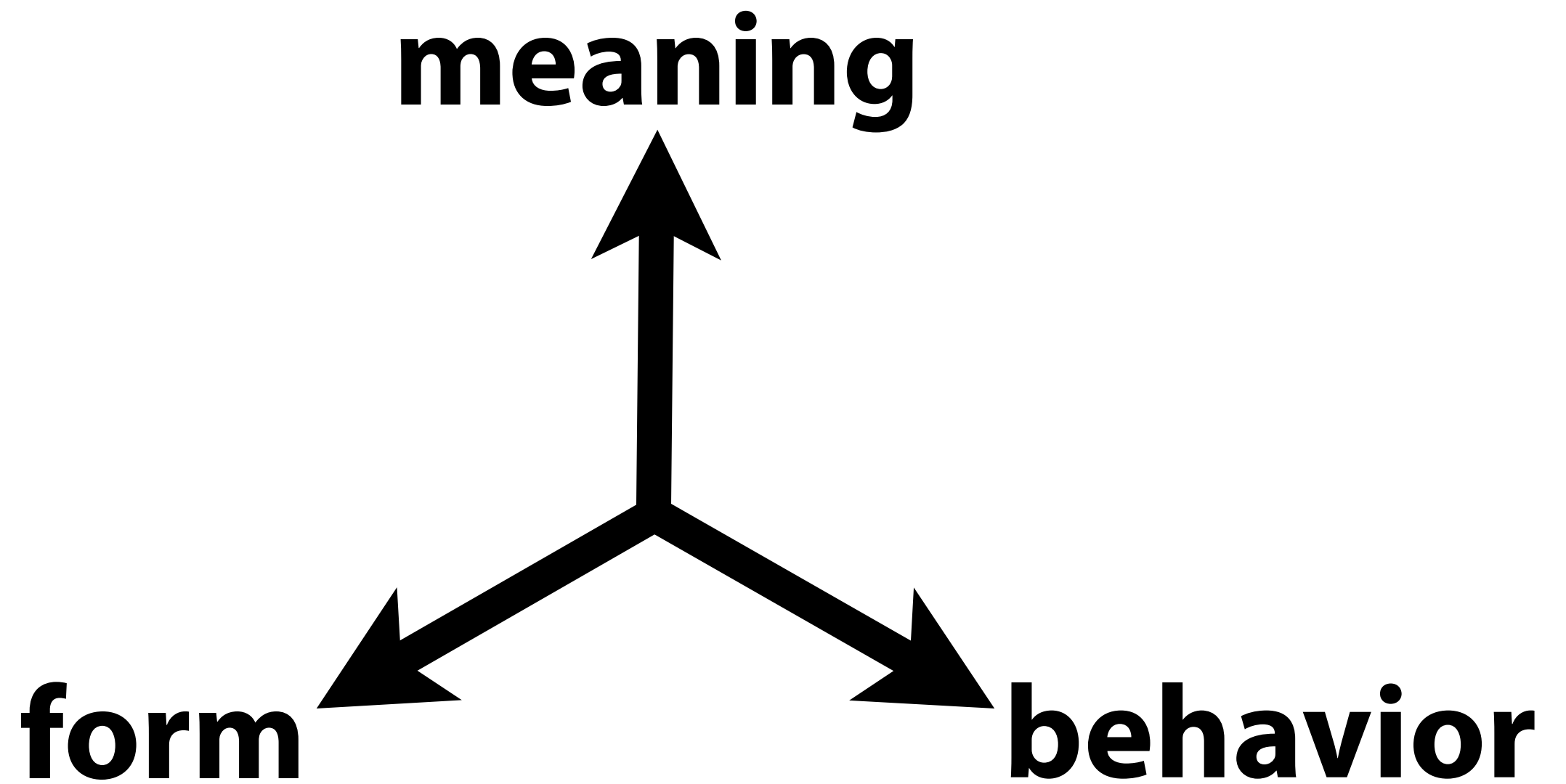
















**Pixels**







# Storytelling





# Translation

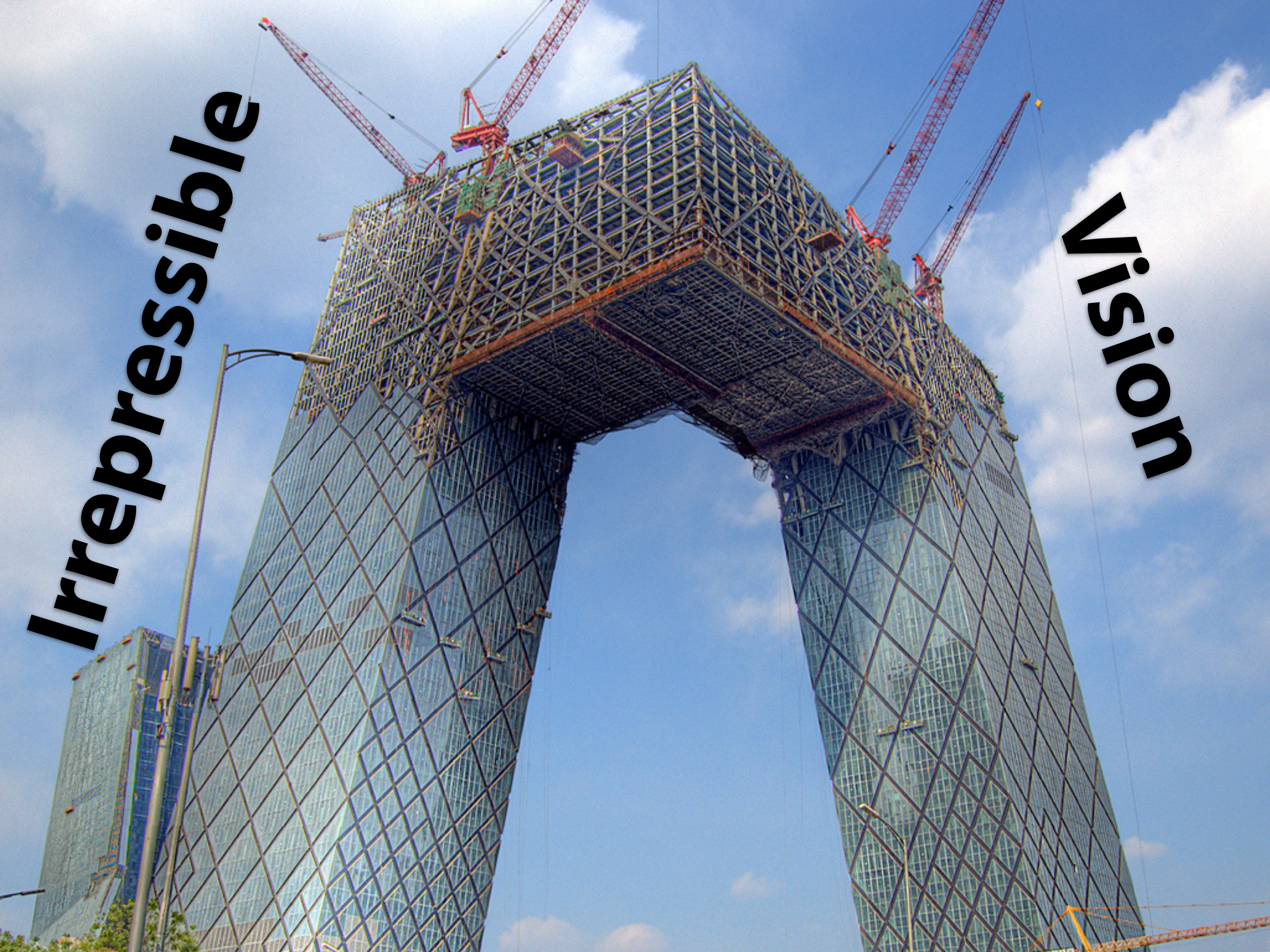






# **Planning & Tracking**





**Irrepressible**

**Vision**







- **We're all interested in the same things.**

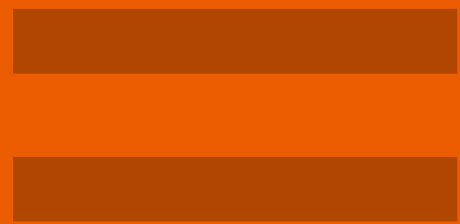


- **We're all interested in the same things.**
- **We see different details.**



- **We're all interested in the same things.**
- **We see different details.**
- **Focus begets polish  
begets greatness  
begets love.**





Shared Goals



Complimentary Skills

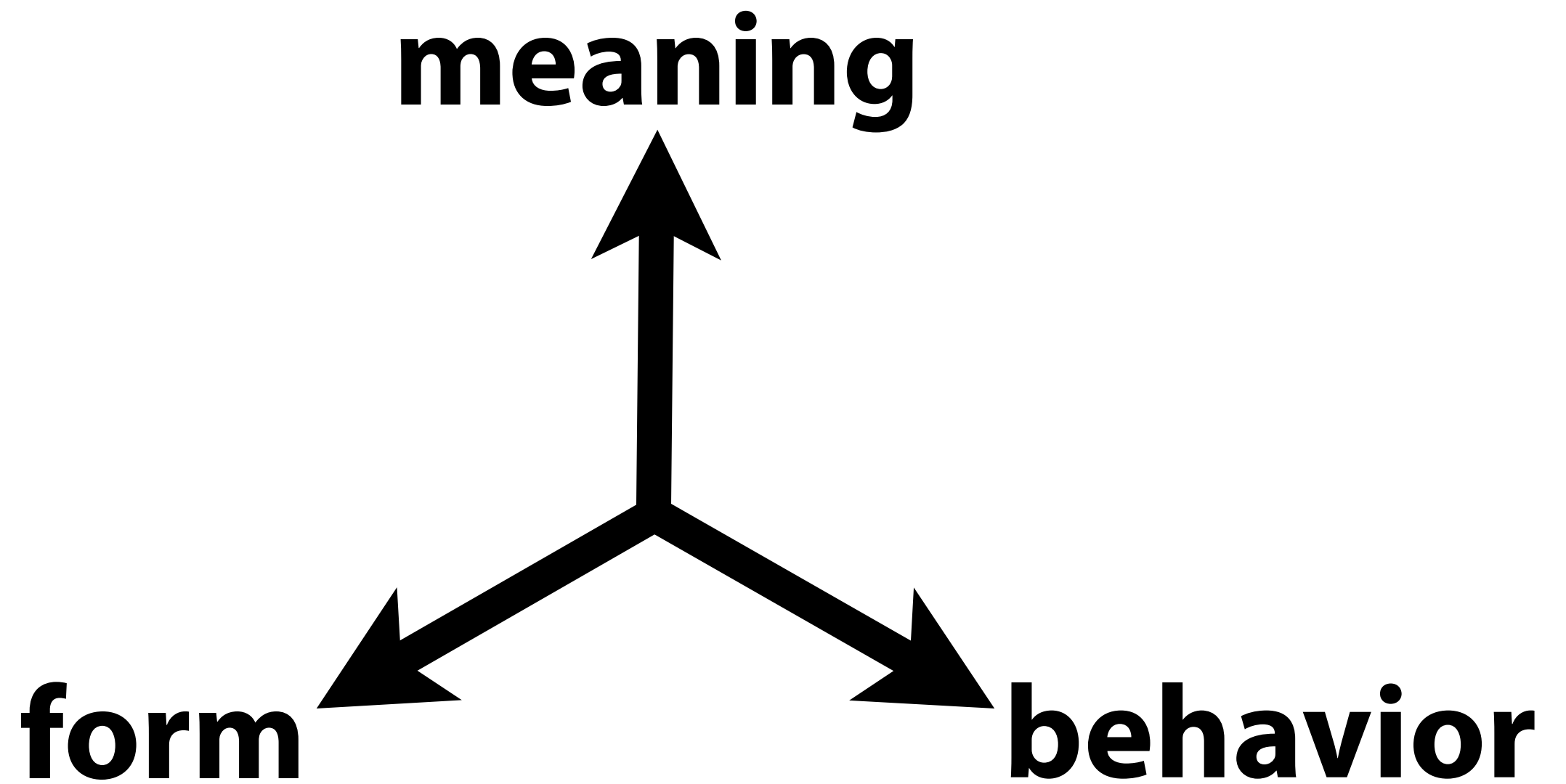


Unified Communication

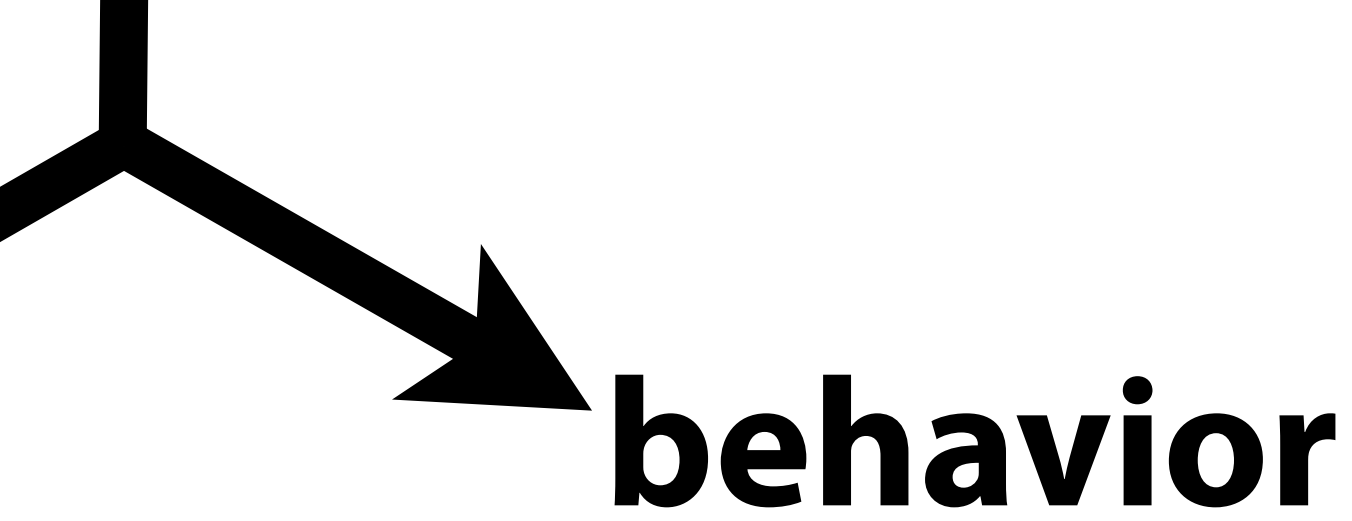






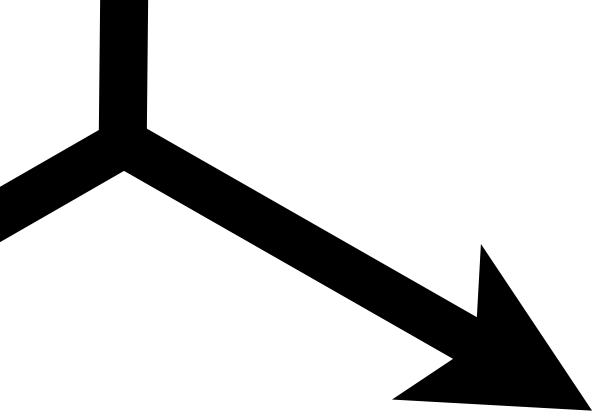






**behavior**





**design pattern**





# **design pattern**

"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."



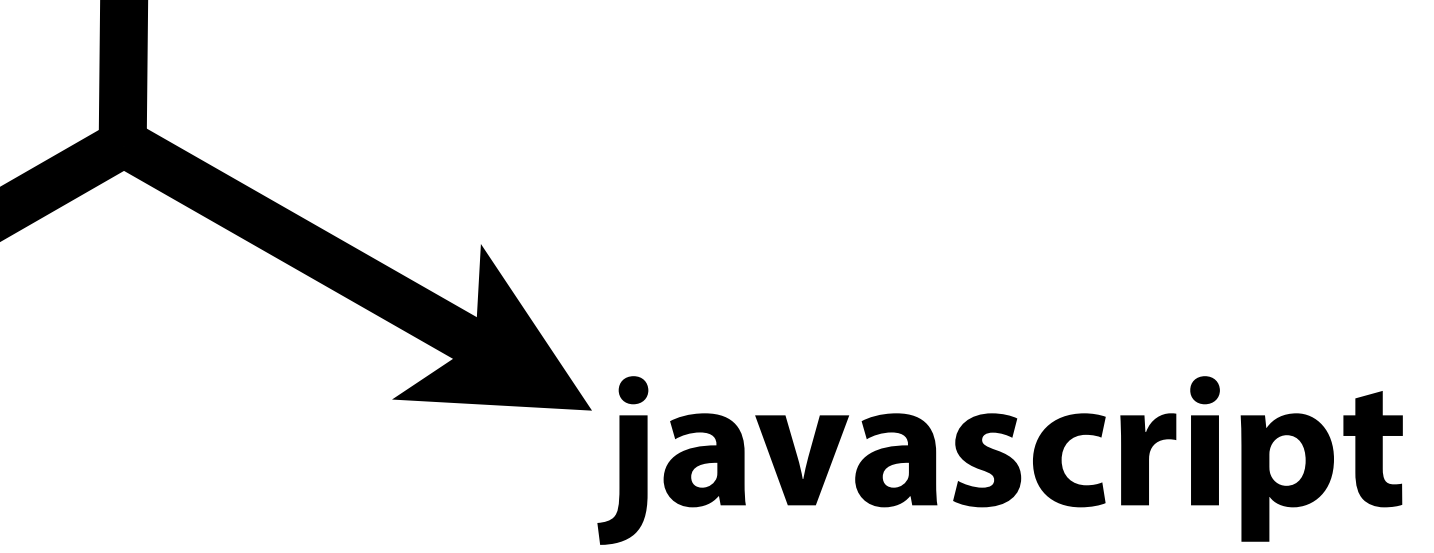


# **design pattern**

"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."

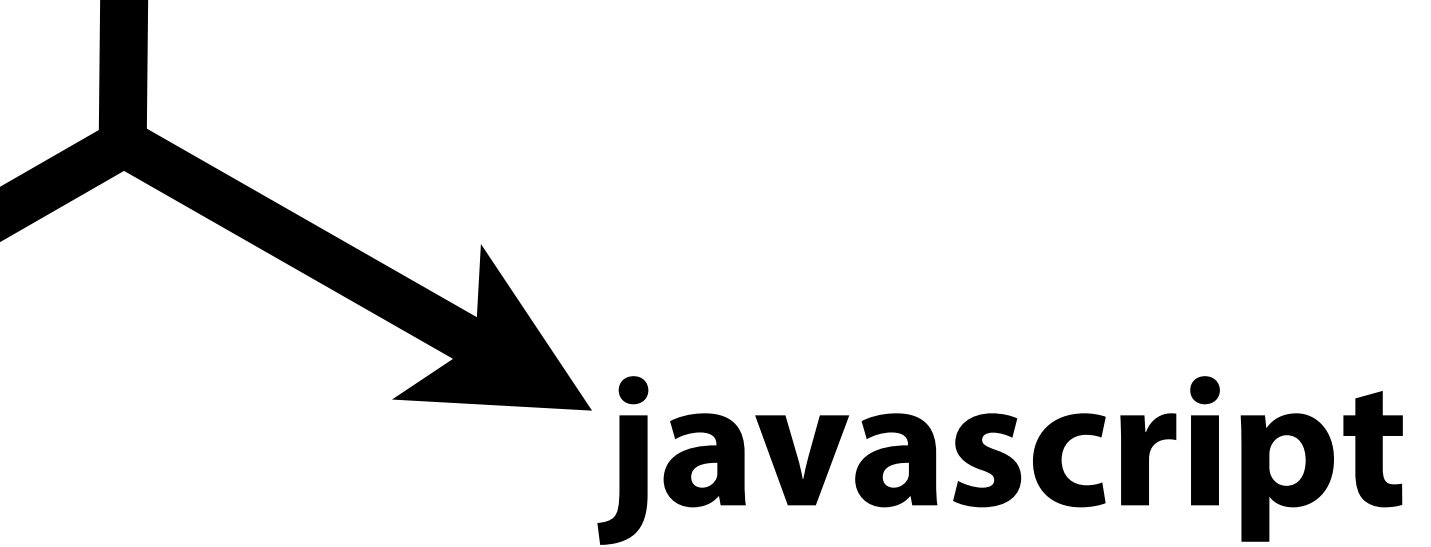
"Allow the user to optionally highlight an item of their choice from the suggested item list with the mouse or with the up and down arrow keys."





**javascript**





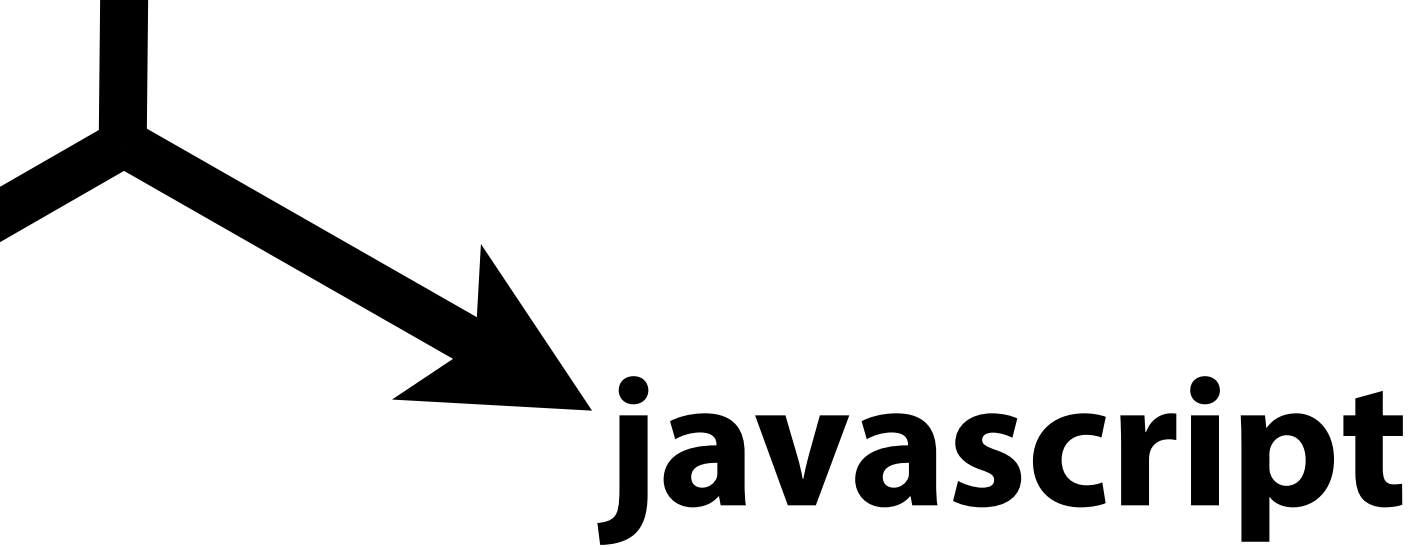
# javascript

onDataReques

onDataReturn

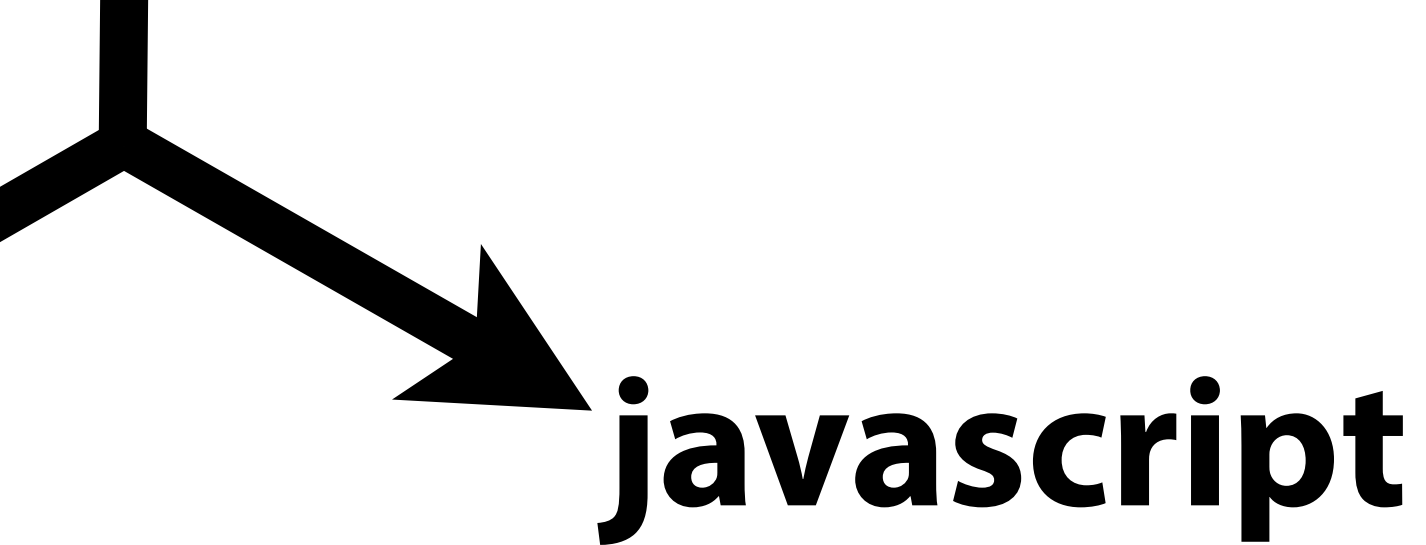
onDataError





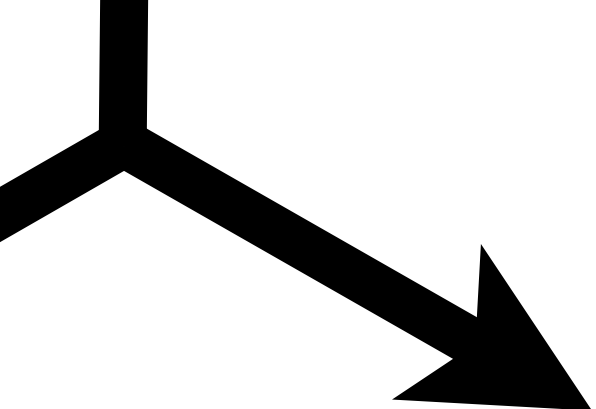
onDataReques	onContainerC
onDataReturn	onContainerE
onDataError	onContainerP





onDataReques	onContainerC	onItemArrowF
onDataReturn	onContainerE	onItemArrowT
onDataError	onContainerP	

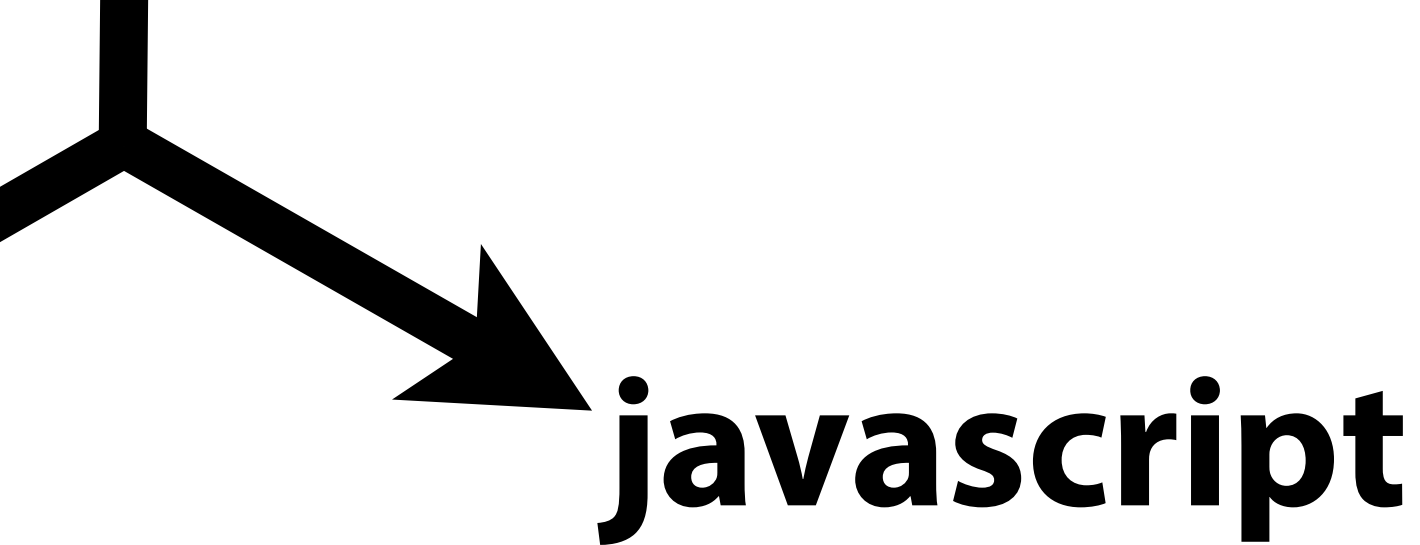




# javascript

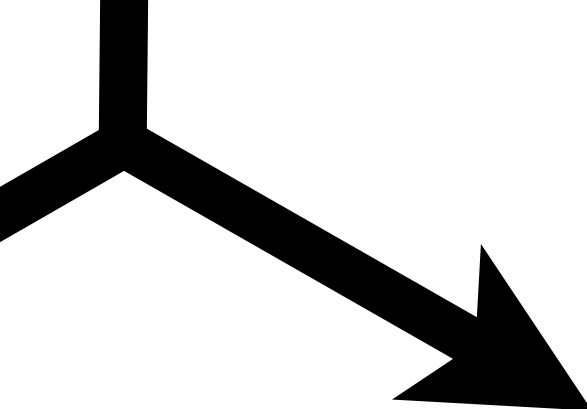
onDataReques	onContainerC	onItemArrowF
onDataReturn	onContainerE	onItemArrowT
onDataError	onContainerP	
		onItemMouse
		onItemMouse





onDataReques	onContainerC	onItemArrowF	onTypeAhead
onDataReturn	onContainerE	onItemArrowT	
onDataError	onContainerP		
		onItemMouse	
		onItemMouse	

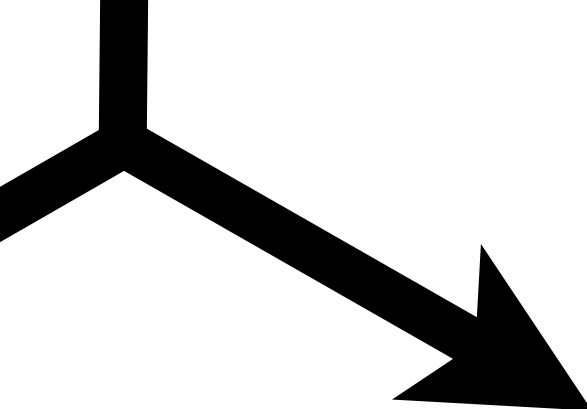




# javascript

onDataReques	onContainerC	onItemArrowF	onTypeAhead
onDataReturn	onContainerE	onItemArrowT	
onDataError	onContainerP		onTextboxBlu
		onItemMouse	onTextboxCha
		onItemMouse	onTextboxFoc
			onTextboxKey





# javascript

onDataReques	onContainerC	onItemArrowF	onTypeAhead
onDataReturn	onContainerE	onItemArrowT	
onDataError	onContainerP		onTextboxBlu
		onItemMouse	onTextboxCha
		onItemMouse	onTextboxFoc
			onTextboxKey
			onItemSelect
			onunmatchedIte
			onSelectionEn



# Interesting Moments



Web 1

The Static Web







**click**





click → click →



click → click → submit



click → click → submit → click →







**click**





click → click →



**click** → **click** → **click**



click → click → click → click →





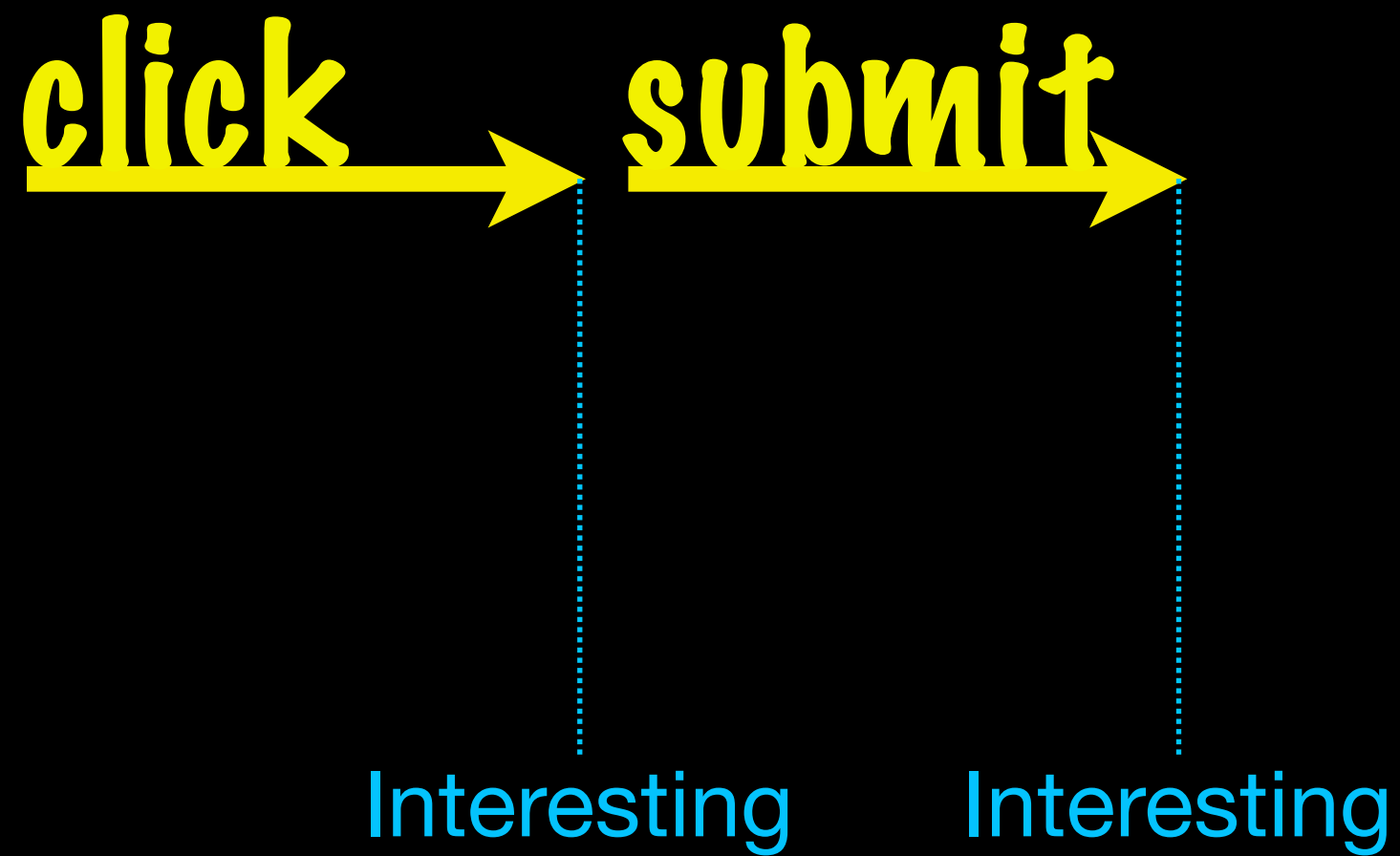


**click**

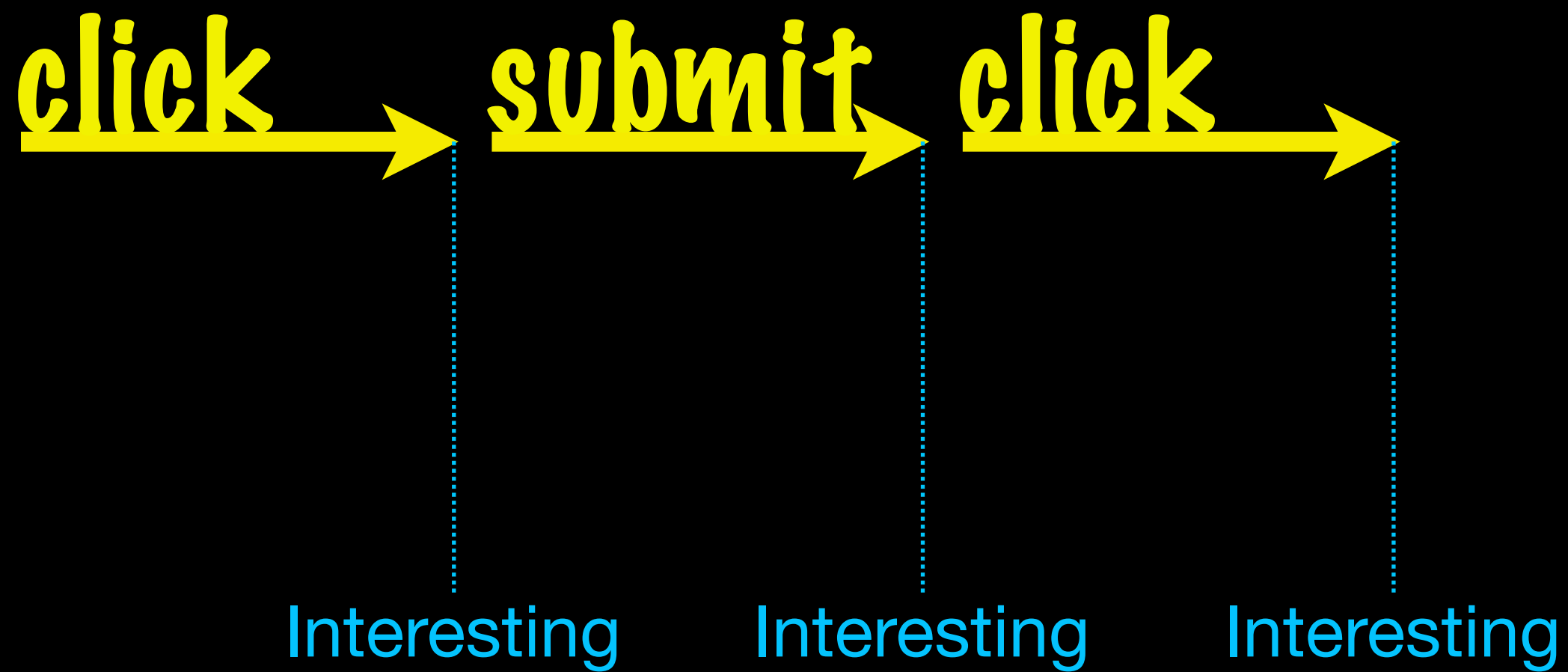


Interesting















Web 2

The Responsive Web

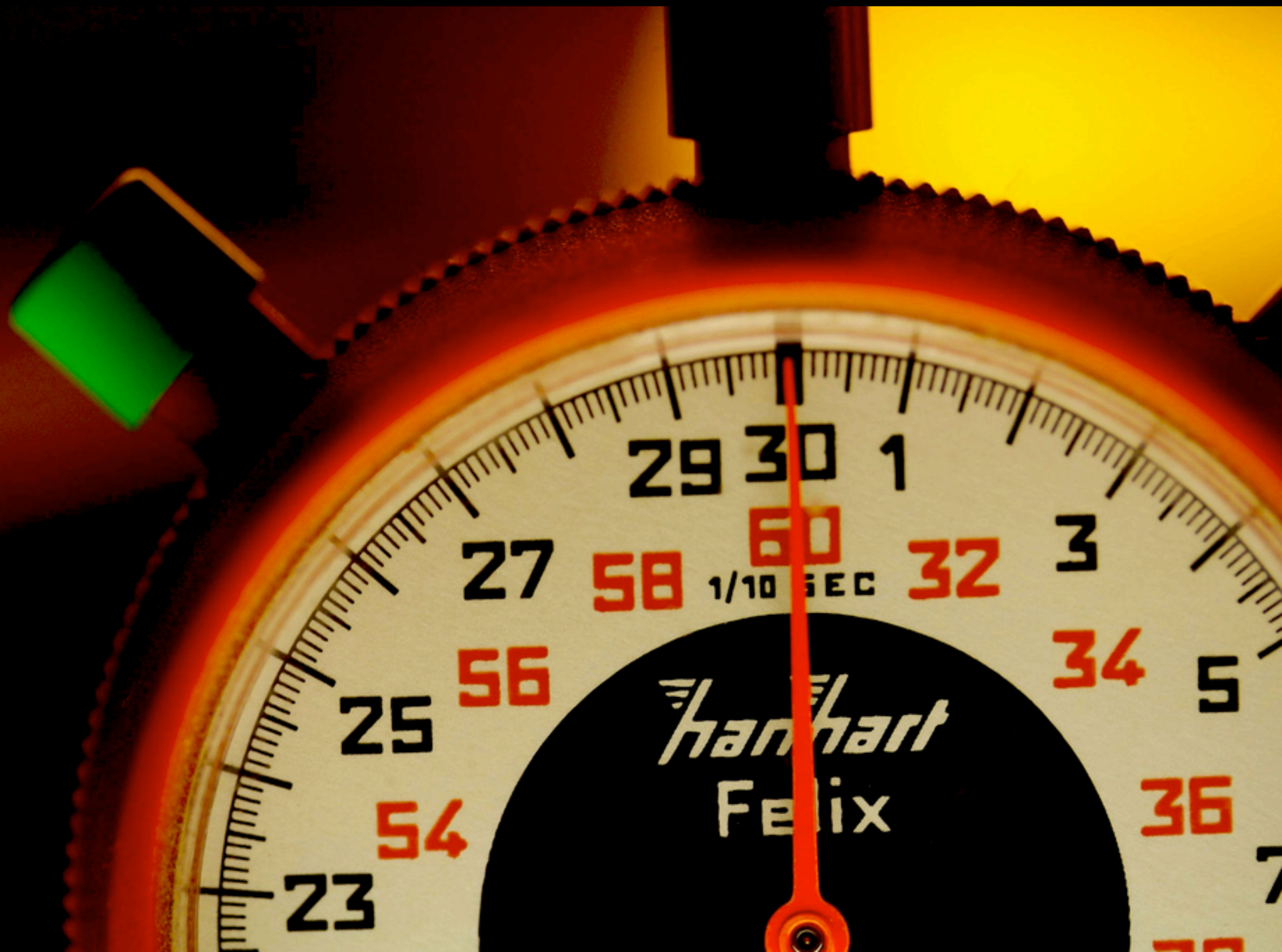




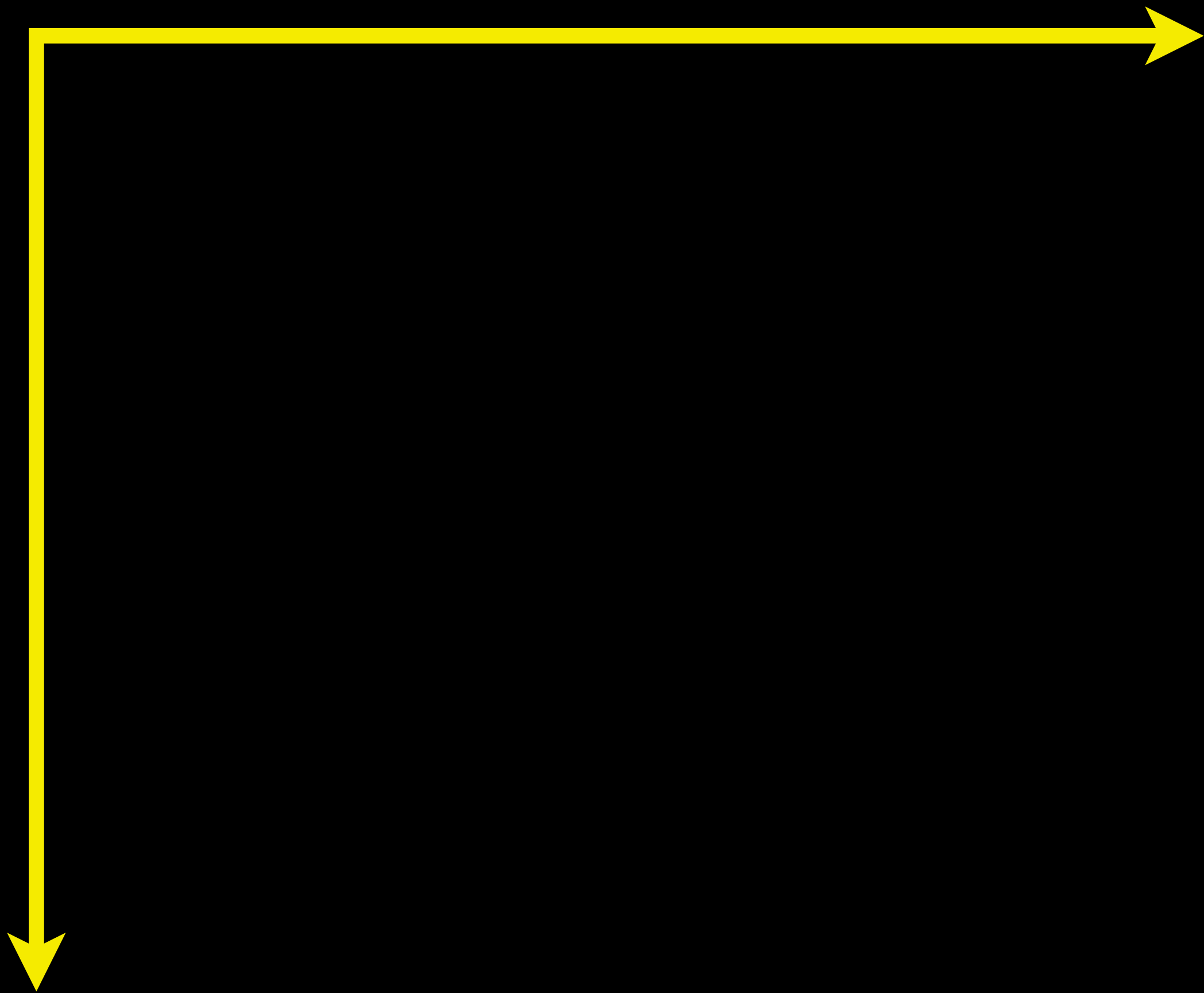


















*time*





# time

Les Noces de Pierrette  
1905



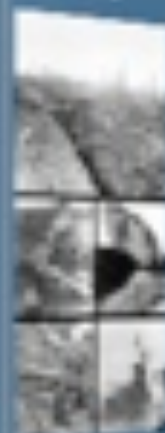
Les Demeiselles d'Avignon  
1907



Le Bon Marché  
1910



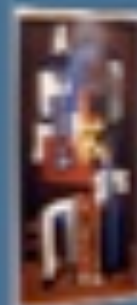
Mont Saint  
1914-1915



Alger (O version)  
1911



Alger (V version)  
1912



Alger (O version)  
1913



Alger (V version)  
1914



1910

1915

1920

1925

1930



# events

Les Noces de Pierrette  
1905



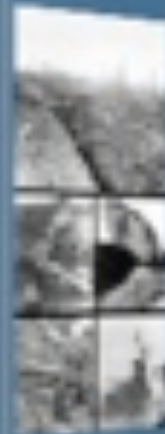
Les Demoiselles d'Avignon  
1907



Le Bon Marché  
1910



Mont Saint  
1914-1916



Alger (O version)  
1911



Alger (V version)  
1912



Alger (O version)  
1913



Alger (O version)  
1914



1910

1915

1916

1917

1918



autocomplete

mado	
mado	nna 272214
madonna	kiss 1218
mado	nna of the rocks 17745
mado	nna university 8445



*events*





# events



- Page load
- Input field gains focus
- Input field loses focus
- User input detected
- AC type-ahead pre-populates input
- AC data requested
- AC container opens
- AC container closes
- AC container refreshes
- Mouse over input field
- Mouse to AC item
- Mouse away from AC item
- Arrow key to AC item
- Arrow key away from AC item
- Selection made
- Selection cleared
- Data retrieval error



actors





**actors**





# actors

- page
- input field
- cursor
- carat
- autocomplete container
- moused-over item in AC container
- pre-selected item in AC container



*actors*



*events*



# AutoComplete Interesting Moments

Interesting Moment (Event)

Actors

Design & Implementation



# AutoComplete Interesting Moments

Interesting Moment (Event)

**Page load**

Actors

**Page, Input field, Cursor, Carat, AutoComplete Container, Moused-over Item in AC Container, Pre-Selected Item in AC Container**

Design & Implementation

**What indicators are present to suggest AutoComplete is available (e.g., in the case of content filtering)?**



# AutoComplete Interesting Moments

Interesting Moment (Event)

Actors

Design & Implementation



# AutoComplete Interesting Moments

Interesting Moment (Event)

**Arrow key to AC item**

Actors

**Page, Input field, Cursor, Carat, AutoComplete Container, Moused-over Item in AC Container, Pre-Selected Item in AC Container**

Design & Implementation

**What happens when an item is pre-selected using arrow keys?**



# AutoComplete Interesting Moments

Interesting Moment (Event)

Actors

Design & Implementation



# AutoComplete Interesting Moments

Interesting Moment (Event)

**Selection cleared**

Actors

**Page, Input field, Cursor, Carat, AutoComplete Container, Moused-over Item in AC Container, Pre-Selected Item in AC Container**

Design & Implementation

**What happens when the AC widget clears the input field because user selection did not match any valid options?**



# Storyboard Matrices



## Drag and Drop Interaction Storyboard

	Page Load	Mouse Hover	Mouse Down	Drag Initiated	Drag Leaves Original Location	Drag Re-Enters Original Location	Drag Enters Valid Target	Drag Exits Valid Target	Drag Enters Specific Invalid Target	Drag Exits Specific Invalid Target	Drag Is Over No Specific Target	Drag Hovers over Valid Target	Drag Hovers over Invalid Target	Drop Accepted	Drop Rejected	Drop On Parent Container
Page	drag invitation															
Cursor	normal	dragability grabbable area	selected	dragging	dragging	dragging	drop will be valid		drop will be invalid		drop will be invalid	drop will be valid, springloading may be possible	drop will be invalid	drop was accepted	drop was rejected	drop returned home
Tool Tip		dragability grabbable area														
Drag Object	normal	dragability grabbable area	selected	dragging	dragging	dragging	drop will be valid	drop could be valid or invalid, depending on whether the drag has proceeded directly to another valid target.	drop will be invalid	drop could be valid or invalid, depending on whether the drag has proceeded directly to another valid target.	drop will be invalid	drop will be valid	drop will be invalid	drop was accepted	drop was rejected	drop returned home
Drag Object's Parent Container	normal	dragability grabbable area	selected	dragging	dragging	dragging				dragging home				drop was accepted	drop was rejected	drop returned home
Drop Target	normal		drop invitation	drop invitation; possibly starts in neutral state (not valid/invalid) while drag is positioned over drag object's original location	drop will lose its neutral state, if one has been assigned, becoming explicitly valid or invalid	drop will be invalid or neutral; a distinct treatment for original location may be needed so that visual messaging doesn't signal that the drop's origin is not valid	drop will be valid	any highlighting of target should be removed or animated off to reflect that the drag's focus has left this target.	drop will be invalid	any treatment given to this specific invalid target (e.g. a tooltip explaining why the target is invalid) should be removed or animated off		drop will be valid	drop will be invalid	drop was accepted	drop was rejected	drop returned home
	What does the page contain to indicate drag and drop?	What happens when the mouse hovers over the draggable object?	What happens when the mouse is pressed on the draggable object but dragging has not initiated?	What happens when drag starts?	What happens when the drag leaves its original location?	What happens when the drag object, having been dragged away from its original location, is dragged back to that location? (E.g., a neutral state can resume, or the original location can be treated as a valid or invalid drop target.)	What happens when I drag over a valid drop target?	What happens when the drag leaves a valid target? (E.g., that target is highlighting turns off or animates off.)	What happens when I drag over an invalid drop target?	What happens when I drag back to my home area/container/slot?	What happens when my drag is over a page region that includes no targets, valid or invalid? (E.g., treat non-target space as a generic invalid target.)	What happens when the drag pauses over a valid target? (E.g., the target is "springloaded", the drag-and-drop canvas transforms to reveal the contents of that target, and the drag resumes.)	What happens when the drag pauses over an invalid target?	What happens when the drop is accepted?	What happens when the drop is rejected?	What happens when dropped over the original position/container?



What does the page  
contain to indicate  
drag and drop?



When the mouse  
hovers over the  
draggable item?



When mouse is  
pressed, but dragging  
hasn't started?



**When drag begins?**



When drag leaves  
original location?



When it returns?  
(Valid, invalid, neutral?)



When entering and  
leaving valid and  
invalid targets?

Does empty = invalid?



Springboarding?

Accepted? Rejected?



	Page Load	Mouse Hover	Mouse Down	Drag Initiated	Drag Leaves Original Location	Drag Re-Enters Original Location	Drag Exits Original Location
Page	drag invitation						
Cursor	normal	dragability grabbable area	selected	dragging	dragging	dragging	dragging
Tool Tip		dragability grabbable area					
Drag Object	normal	dragability grabbable area	selected	dragging	dragging	dragging	dragging
Drag Object's Parent Container	normal	dragability grabbable area	selected	dragging	dragging	dragging	dragging
Drop Target	normal		drop invitation	drop invitation; possibly starts in neutral state (not valid/invalid) while drag is positioned over drag	drop will lose its neutral state, if one has been assigned, becoming explicitly valid or invalid	drop will be invalid or neutral; a distinct treatment, for original location may be needed so	drop will be invalid or neutral; a distinct treatment, for original location may be needed so







Autocomplete Interaction Storyboard

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The Yahoo! User Interface Library

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Actor/Event	Page Load	Mouse Over Input Field	Input Field Gains Focus	User Input Detected on Input Field	AC Data Requested	AC Container Opens	AC Container Data Is Refreshed with New Results	AC Data Retrieval Results in Error	AC Type-Ahead Pre-populates Input <sup>1</sup>	AC Container Closes	Mouse To AC Item	Mouse Away from AC Item	Arrow to AC Item	Arrow Away from AC Item	Selection Made	Selection Cleared	Input Field Loses Focus
<i>API Event (on AC object):</i>	(use DOM event)	(use DOM event)	textboxFocus Event	textboxKeypress Event	dataRequestEvent	containerExpand Event	dataReturnEvent	dataErrorEvent	typeAhead Event	containerCollapse Event	itemMouseOver Event	itemMouseOut Event	itemArrowTo Event	itemArrowFrom Event	itemSelectEvent or unmatchedItem SelectEvent	selectionEnforce Event	textboxBlur Event
<i>Page</i>															After selection is made, return or enter in the input field may post form.		
<i>Input Field</i>			May highlight, depending on browser.													Contents of field automatically cleared.	Loses default browser highlighting,
<i>Cursor</i>		Automatically becomes text cursor.															
<i>Carat</i>			Carat blinks in text field.						Typed-ahead portion of text is highlighted using OS-default highlight color. <sup>2</sup>						In multi-select mode, delimiter is added and carat moves to end of input field for further text entry.	Carat remains in text input field.	Carat disappears.
<i>AutoComplete Container</i>	Not visible.	Not visible.	Not visible.	AC container unaffected until after widget delay has passed.	Default: Unaffected. Animation or other treatment could visually convey “loading” state.	Opens. Animation (slide down) is a built-in option, as are shadow and iFrame shim.	Changes to reflect new content. Animation is a built in option to ease the change in container size, if applicable.	Default: Closes.	No impact.	Closes. Animation (slide up) is a built-in option, as are shadow and iFrame shim.	No impact.	No impact.	If necessary, scrolls to reveal pre-selected item.	No impact.	Closes; close event fires.	If open, the Container closes.	Closes; close event fires.
<i>Moused-over Item in AC Container</i>											Highlightng treatment.	Highlighting treatment removed.	Pre-selection treatment, which is stronger than mouseover highlighting, applies.	Pre-selection treatment removed; returns to naked or moused-over treatment.			
<i>Pre-Selected Item in AC Container<sup>3</sup></i>											No impact; pre-selection is stronger and takes precedence.	No impact.	Item being pre-selected gets pre-selection treatment.	Pre-selection treatment removed.			
	What indicators are present to suggest AC (e.g., in the case of content-filtering)	What happens when the mouse moves over the input field?	What happens when the user clicks in or tabs to the input field?	What happens when user input is detected in the input field?	What happens when the AC widget requests data?	What happens when the AC container opens?	What happens when the AC container, once open, gains a different data to display?	What happens when the AC widget requests data and gets malformed data (or other error occurs)?	What happens when AC autofills the input field with the top choice in the result set?	What happens when the AC container closes?	What happens when the mouse moves over an item in the AC container?	What happens when the mouse moves away from an item in the AC container?	What happens when an item is pre-selected using arrow keys?	What happens when an item in the AC container is de-selected using arrow keys?	What happens when a selection is made, via mouse click, enter key, or tab key?	What happens when the AC widget clears the input field because user selection did not match any valid options?	What happens when the input field loses focus (user clicks or tabs away, or submits the form)?

<sup>1</sup> TypeAhead is an optional setting; when selected, the AC widget will “complete” the user’s entry with the characters needed to complete the first item in the returned set. The completion characters are “selected” in the input field, so additional typing deletes them. The first item in the AC container becomes pre-selected, as it would if arrowed to.

<sup>2</sup> Safari does not support scriptological text selection; TypeAhead does not prepopulate the input field in Safari.

<sup>3</sup> An item becomes “pre-selected” by navigating to it via the arrow keys. It is not a *selection*, because it does not convey a final decision. However, it is a stronger gesture than when an item is moused-over, which is not taken to indicate a decision at all — but may convey an interest in the item or a desire for more information.

more information.  
An item becomes “pre-selected” by highlighting it in the arrow keys. It is not a *selection*, because it does not convey a final decision. However, it is a stronger gesture than when an item is moused-over, which is not taken to indicate a decision at all — but may convey an interest in the item or a desire for more information.  
Safari does not support scriptological text selection; TypeAhead does not prepopulate the input field in Safari.  
pre-selected as it would if arrowed to.  
TypeAhead is an optional setting; when selected, the AC widget will “complete” the user’s entry with the characters needed to complete the first item in the returned set. The completion characters are “selected” in the input field, so additional typing deletes them. The first item in the AC container becomes



Summary: Interesting Moments

The web now has a temporal axis  
and “interesting moments” help  
you design on that axis.



**Design + Develop?**

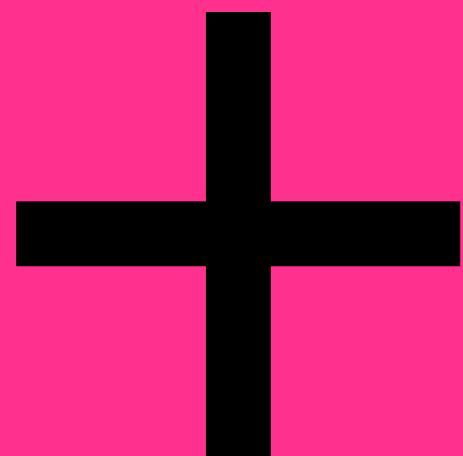








Shared Goals



Complimentary Skills



Unified Communication



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# A Pattern Language

Towns · Buildings · Construction



Christopher Alexander

Sara Ishikawa · Murray Silverstein

WITH

Max Jacobson · Ingrid Fiksdahl-King

Shlomo Angel

Shlomo Angel

Max Jacobson · Ingrid Fiksdahl-King



In any urban area, no matter how dense, keep the majority of buildings four stories high or less. It is possible that certain buildings should exceed this limit, but they should never be buildings for human habitation.



Within the framework of the four-story limit the exact height of individual buildings, according to the area of floor they need, the area of the site, and the height of surrounding buildings, is given by the pattern NUMBER OF STORIES (96). More global variations of density are given by DENSITY RINGS (29). The horizontal subdivision of large buildings into smaller units, and separate smaller buildings, is given by BUILDING COMPLEX (95). HOUSING HILL (39) and OFFICE CONNECTIONS (82) help to shape multi-storied apartments and offices within the constraints of a four-story limit. And finally, don't take the four-story limit too literally. Occasional exceptions from the general rule are very important—HIGH PLACES (62). . . .

HOUSING HILL—HIGH PLACES (39). . . .

HOUSING HILL. Occasional exceptions from the general rule are very important—HIGH PLACES (62). . . .



In any urban area, no matter how dense, keep the majority of buildings four stories high or less. It is possible that certain buildings should exceed this limit, but they should never be buildings for human habitation.



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HOUSING HILL—HIGH PLACES (39). . . .

HOUSING HILL. Occasional exceptions from the general rule are very important—HIGH PLACES (62). . . .



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HOUSING—HIGH PLACES (93) . . .

HOUSING. Occasional exceptions from the general rule are very important. Occasional exceptions from the general rule are very important. Occasional exceptions from the general rule are very important. Occasional exceptions from the general rule are very important. Occasional exceptions from the general rule are very important.



**A design pattern is  
a solution to a problem in a context**



*recurring* *common* *specific*  
↓ ↓ ↓  
A design pattern is  
**a solution to a problem in a context**

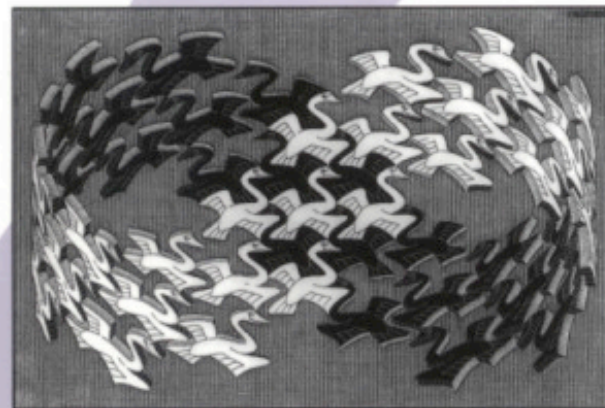


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# Design Patterns

## Elements of Reusable Object-Oriented Software

Erich Gamma  
Richard Helm  
Ralph Johnson  
John Vlissides



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Foreword by Grady Booch

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*The essentials of object-oriented  
JavaScript™ programming*

Ross Harmes and Dustin Diaz

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### What's a Pattern?

A pattern describes an optimal solution to a common problem within a specific context.

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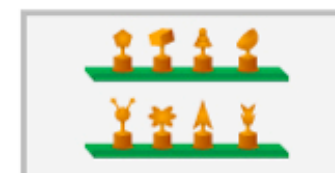
#### [Calendar Picker](#)

User wants to find or submit a particular piece of information based on a date or between a date range.



#### [Carousel](#)

User needs to browse among a set of like objects represented pictorially.



#### [Collectible Achievements](#)

Some participants in communities respond to opportunities to collect and display awards.



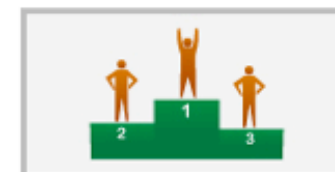
#### [The Competitive Spectrum](#)

The designer needs to match the reputation system to the community's degree of competitiveness.



#### [Identifying Labels](#)

Community members need to identify distinguished members of the community.



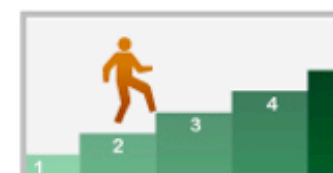
#### [Leaderboard](#)

In highly competitive communities, users may want to know who are the very best performers in a category or overall..



#### [Named Levels](#)

Participants in a community need some way to gauge their own personal development within that community.



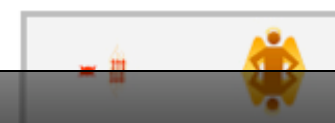
#### [Numbered Levels](#)

Participants in a community need some way to gauge how far they've progressed within that community.



#### [Page Grids](#)

Web sites have a need for consistency amongst common page elements.







### [The Competitive Spectrum](#)

The designer needs to match the reputation system to the community's degree of competitiveness.

competitiveness:  
to the community's degree of  
match the reputation system



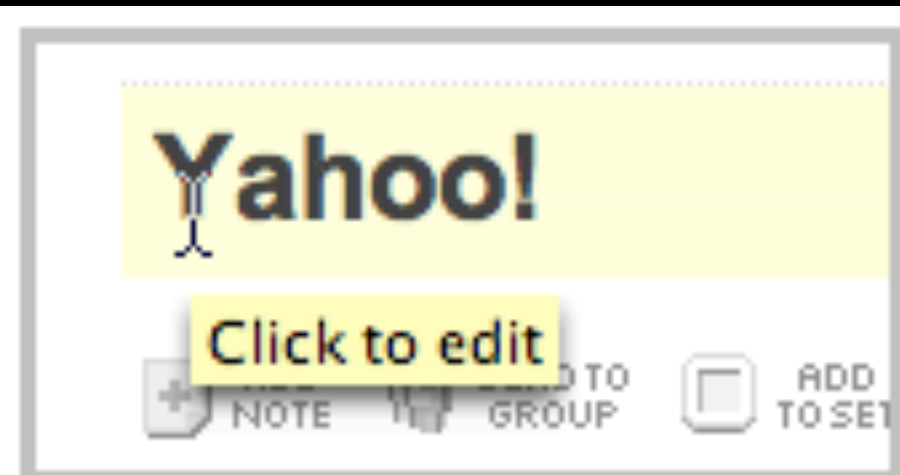


### Fade In Transition

Designer needs to communicate that an object is being added to the page or application.

or application.  
is being added to the page  
communicate that an object





### Tool Tip Invitation

Designer needs to cue the user about what will happen if they click the mouse on the hovered object.

the hovered object  
if they click the mouse on  
user should know what will happen





### Module Tabs

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

refreshing the page  
panes of content without  
through one or more stacked





### Calendar Picker

User wants to find or submit a particular piece of information based on a date or between a date range.

or between a date range  
information based on a date  
a particular piece of



1. Problem Summary & Example
2. Use When
3. Solution
4. Rationale
5. Special Cases



## Design Pattern Library

[Yahoo! Developer Network](#) > [Design Pattern Library](#) > Calendar Picker

### Calendar Picker

#### Problem Summary

User wants to find or submit a particular piece of information based on a date or between a date range.

EXAMPLE:

#### When?

☐ All day

☐ End date/time (optional)

#### Type of Event

Pick the closest category, or just choose "Other."

#### More details (optional)

Animation of calendar picker in [Upcoming](#)

#### Use When

Use this pattern when the person interacting with the application or experience would want to easily apply a date or date range to an item. This includes contexts where the application itself needs to apply date metadata ("date-stamp") a piece of information in order to track, filter, and sort items by date or date order.

Common scenarios include events, tasks, and appointments; as well as items usefully displayed in chronological or reverse-chronological order, such as blogs, photo uploads, and email messages.

#### QUICK JUMP

- [Solution](#)
- [Rationale](#)

#### RELATED PATTERNS

- [Auto Complete](#)

#### AS USED ON YAHOO!

- [Upcoming](#)

#### YUI CODE EXAMPLES

- [Calendar](#)

#### BLOG

- [Blog Article](#)

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[Yahoo! Developer Network](#) > [Design Pattern Library](#) > Calendar Picker

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[Yahoo! Developer Network](#) > [Design Pattern Library](#) > Calendar Picker

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[Yahoo! Developer Network](#) > [Design Pattern Library](#) > Calendar Picker

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[Yahoo! Developer Network](#) > [Design Pattern Library](#) > Calendar Picker

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#### Problem Summary

User wants to find or submit a particular piece of information based on a date or between a date range.

EXAMPLE:

**When?**

Feb 20, 2007

8:00pm

☐ All day

☐ End date/time (optional)

Feb 20, 2007

11:00pm

**Type of Event** Pick the closest category, or just choose "Other."
 

Choose a category...

**More details (optional)**

About the event (e.g. description, ticket price, all ages)

Play ▶

Animation of calendar picker in [Upcoming](#)

#### QUICK JUMP

- [Solution](#)
- [Rationale](#)

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## Solution

### Layout:

By a specific date:

- The default Single month Calendar Widget displays the current month and year.
- Users are able to view only one month at a time. Clicking onto the arrow graphics will show the previous or next month.

Between two dates:

- The Two-month Calendar Widget show two consecutive months at a time.
- Clicking on the arrow graphics shows the next month in the sequence, with the month on the right moving to the left and the next consecutive month occupying the right block.

### Interaction:

Selecting a single date:

1. The user is presented a calendar icon as an optional alternative to date selection from the standard date pulldowns.
2. User clicks on the calendar icon and the calendar widget opens below the date form entry fields, so as not to obscure them). The default date selected should be today.
3. The user may select a date from the graphical representation of the calendar by clicking one of the active dates. These may be in the future or the past depending on the scope of the data set or the task at hand. (i.e *Selection of a flight when traveling would only show active dates in the future, selection of blog posts available to edit would be in the past.*)
4. Clicking on a date in the single month calendar widget, registers that date as an option/constraint for selection and the widget closes.

Selecting a date range in two successive instances of the popup widget:

1. The user is presented a calendar icon as an optional alternative to the first date selection form fields.
2. User clicks on the calendar icon and the calendar widget opens. The default date selected should be today.
3. The user selects a starting date.
4. The user invokes the calendar widget associated with the second date.
5. The system defaults to a date on or subsequent to the first date (not the current date).
6. The user selects an ending date for the range.
7. As each date is selected a highlight or other visual feedback should be indicated to remind the user which date they selected.



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#### Notes:

- Hovering over the calendar icon should change the mouse pointer to a hand symbol.
- An affordance for "Go to Today" assists the user when the today's date is not the default.
- In some contexts (such as when booking travel or tracking events in the future) the calendar picker should offer a way to scroll forward and back by year.
- Default date and month should nearly always be the current month. When choosing a second date in a range from a second individual calendar picker (as with most travel website interfaces), the second calendar widget should default to the date selected with the first widget (as opposed to suggesting the current date).
- Display complete weeks, even at the beginning and ends of months. The visible dates from the previous and next months should appear duller or gray but they should also be selectable.
- Moving between days, months, etc. in a calendar picker is fairly intuitive for most users, though care needs to be taken not to have targets that are too small or that move (e.g., when the length of the month name is longer/shorter).

### Rationale

- The calendar widget provides a familiar graphical interface to users who may find it easier to select a date or multiple dates using a familiar metaphor over harder to use interface elements like drop downs and entry fields.
- Additionally, use of the widget guarantees date and spelling accuracies (as long as the code is correct) and cuts down on user entry error.

### Special Cases

- International considerations: The day of the week label is important because Asia countries may start with the Monday dates in the first column (Mon. - Sun.), whereas Western countries may start with the Sunday dates in the first column (Sun. - Sat.)
  - Research indicates that it is better to launch the calendar picker from a calendar icon than to do so directly from the day/month/year fields or dropdowns, but as long as the calendar doesn't interfere with the ability to directly edit the field, and the field stays in focus, invoking from the date-entry form fields is not a problem. (Users do not expect the calendar widget to be invoked from trying to edit the field and they know to use the icon to invoke it, so this should only be done if it can be done in such a way as to not interfere with the behavior users are expecting when they bring focus to the field.)
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**Site. API. Stencils. Code.**



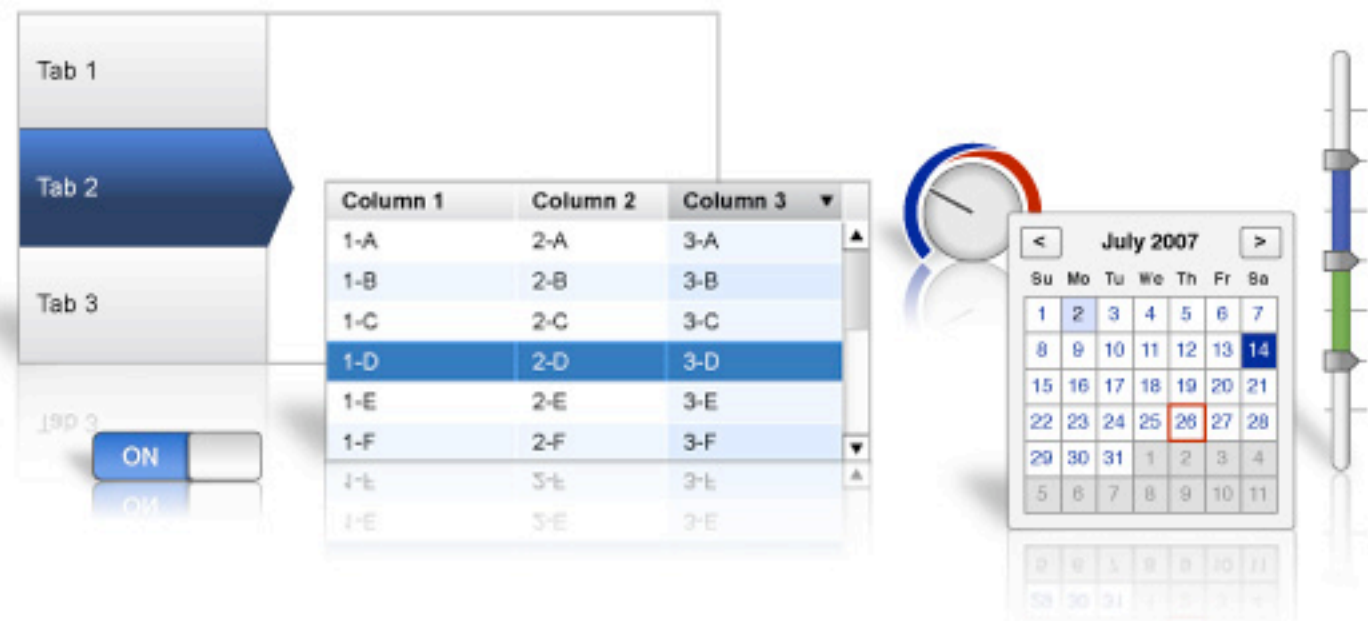
## Design Pattern Library

[Yahoo! Developer Network](#) > [Design Pattern Library](#) > Design Stencil Kit

### Download a Stencil Kit

Yahoo! Design Stencil Kit version 1.0 is available for OmniGraffle, Visio (XML), Adobe Illustrator (PDF and SVG), and Adobe Photoshop (PNG), and covers the following topics:

- Ad Units
- Calendars
- Carousels
- Charts and Tables
- UI Controls
- Form Elements
- Grids
- Menus and Buttons
- Mobile - General
- Mobile - iPhone
- Navigation and Pagination
- OS Elements
- Placeholder Text
- Screen Resolutions
- Tabs
- Windows and Containers



#### DOWNLOAD



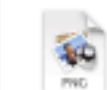
[OmniGraffle](#)



[Visio \(XML\)](#)



[PDF](#)



[PNG](#)



[SVG](#)



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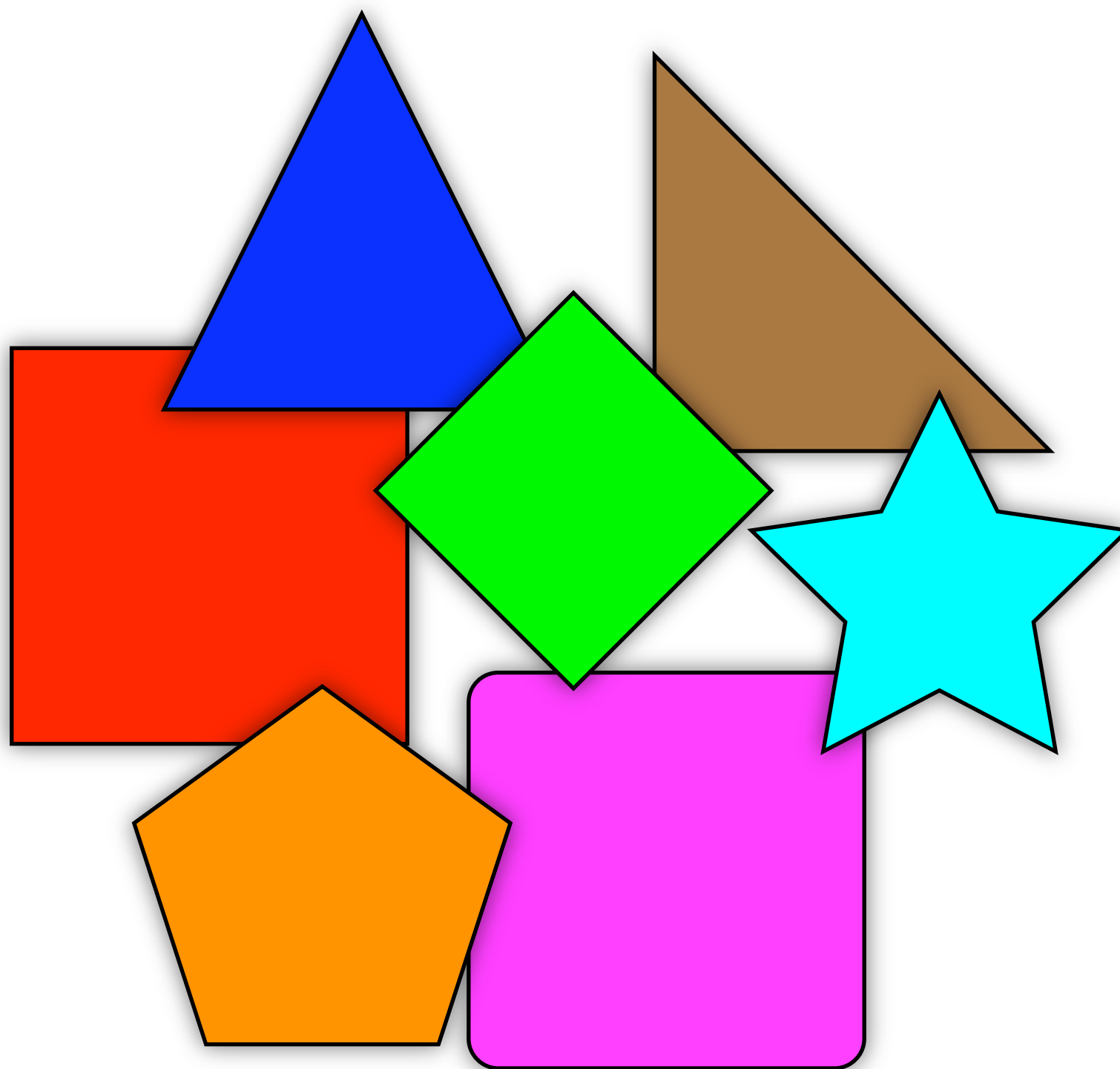


# **Yahoo! User Interface (YUI) Library**











# Tesler's Law of **Conservation of Complexity.**



**Platforms are  
Commitments**



**1 / 6: Meet anywhere.**



**2 / 6: Include.**



**3 / 6: Adapt.**



**4 / 6: Support.**



**5 / 6: *Scale & Scope.***



**6 / 6: Accountable.**



- **Meet**
- **Include**
- **Adapt**
- **Support**
- **Scale & Scope**
- **Accountable**



# Platform Components

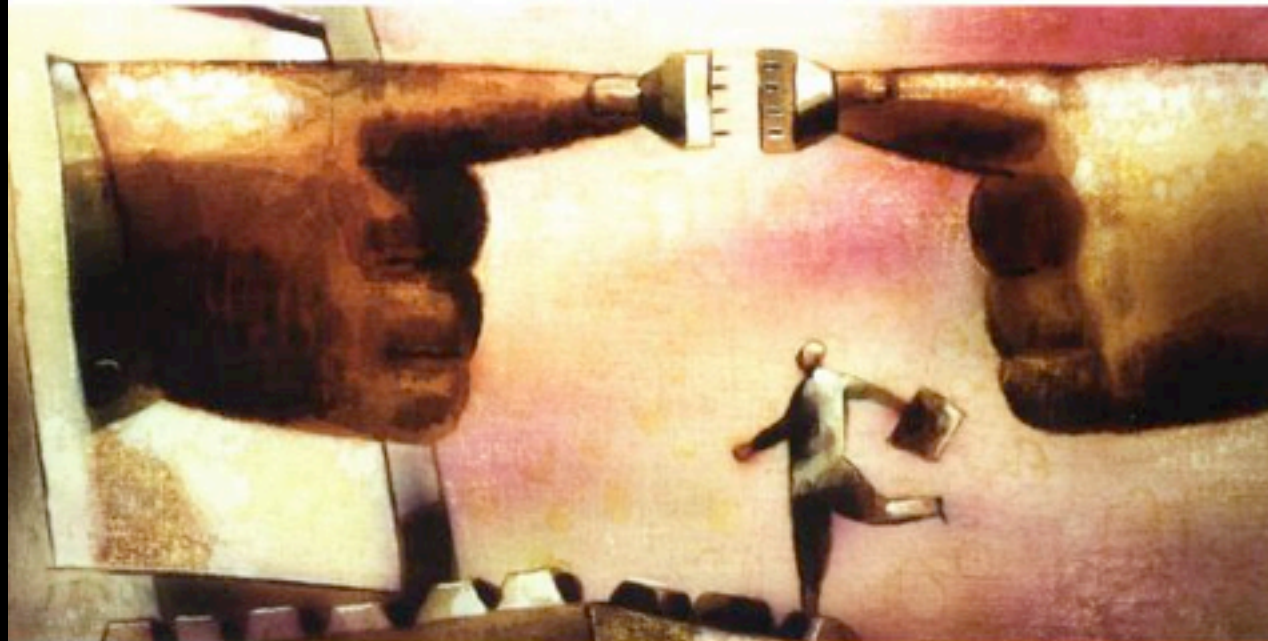
- Normalization (Event Utility)
- Messaging (Connection Mgr for Ajax)
- Direct Representation (Animation)
- Direct Manipulation (Drag and Drop)
- Richly Interactive Widgets (Slider, Tree, Table, Calendar, Carousel, AutoComplete.)



"About Face 2.0 could completely redefine how software applications are created!"  
Copyrighted Material — Pete McBreen, author, Software Craftmanship

# ABOUT FACE 2.0

## THE ESSENTIALS OF INTERACTION DESIGN



ALAN COOPER  
& ROBERT REIMANN

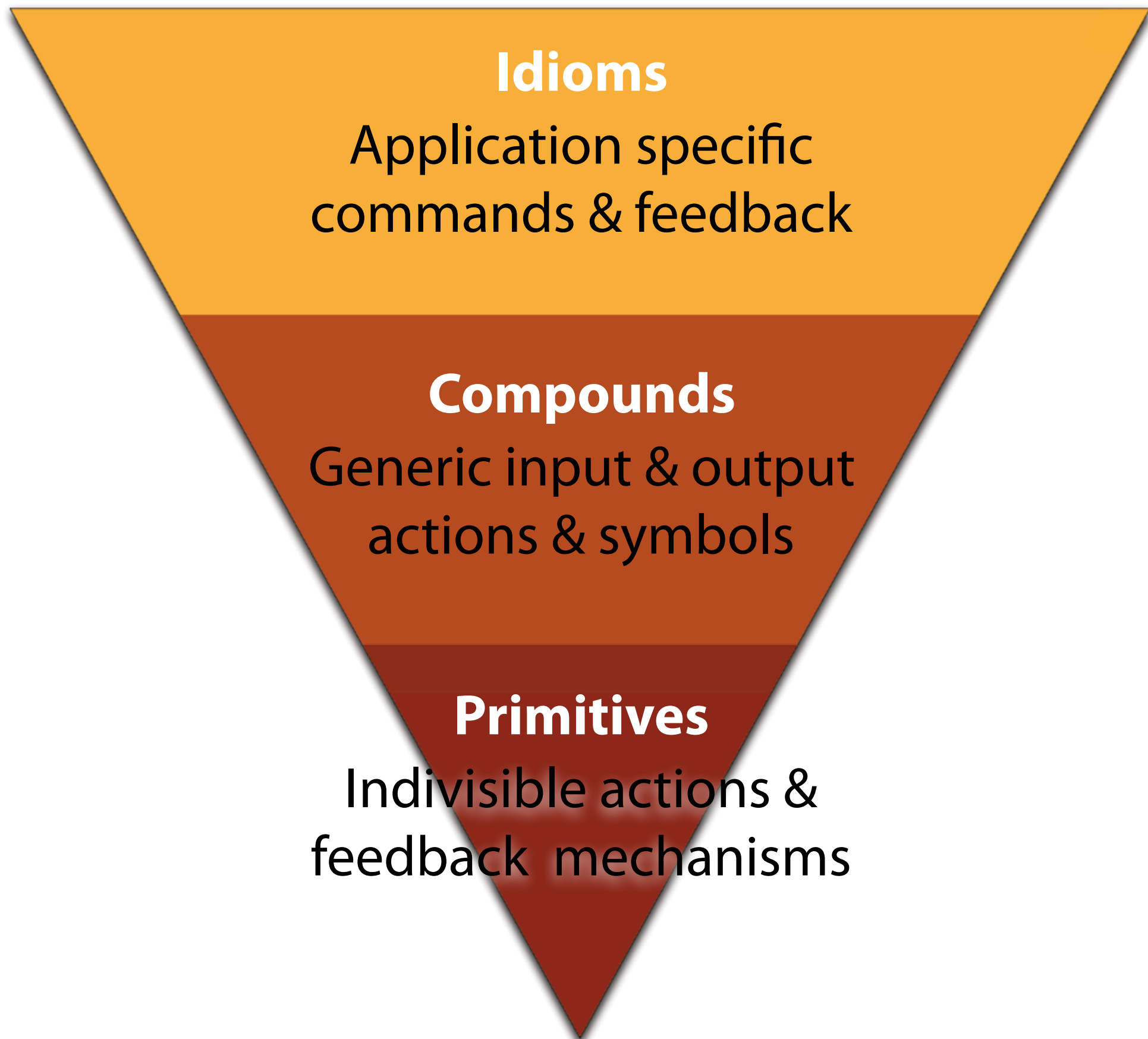
International  
Bestseller  
Completely revised  
and updated

Copyrighted Material

Copyrighted Material

Completely revised  
and updated

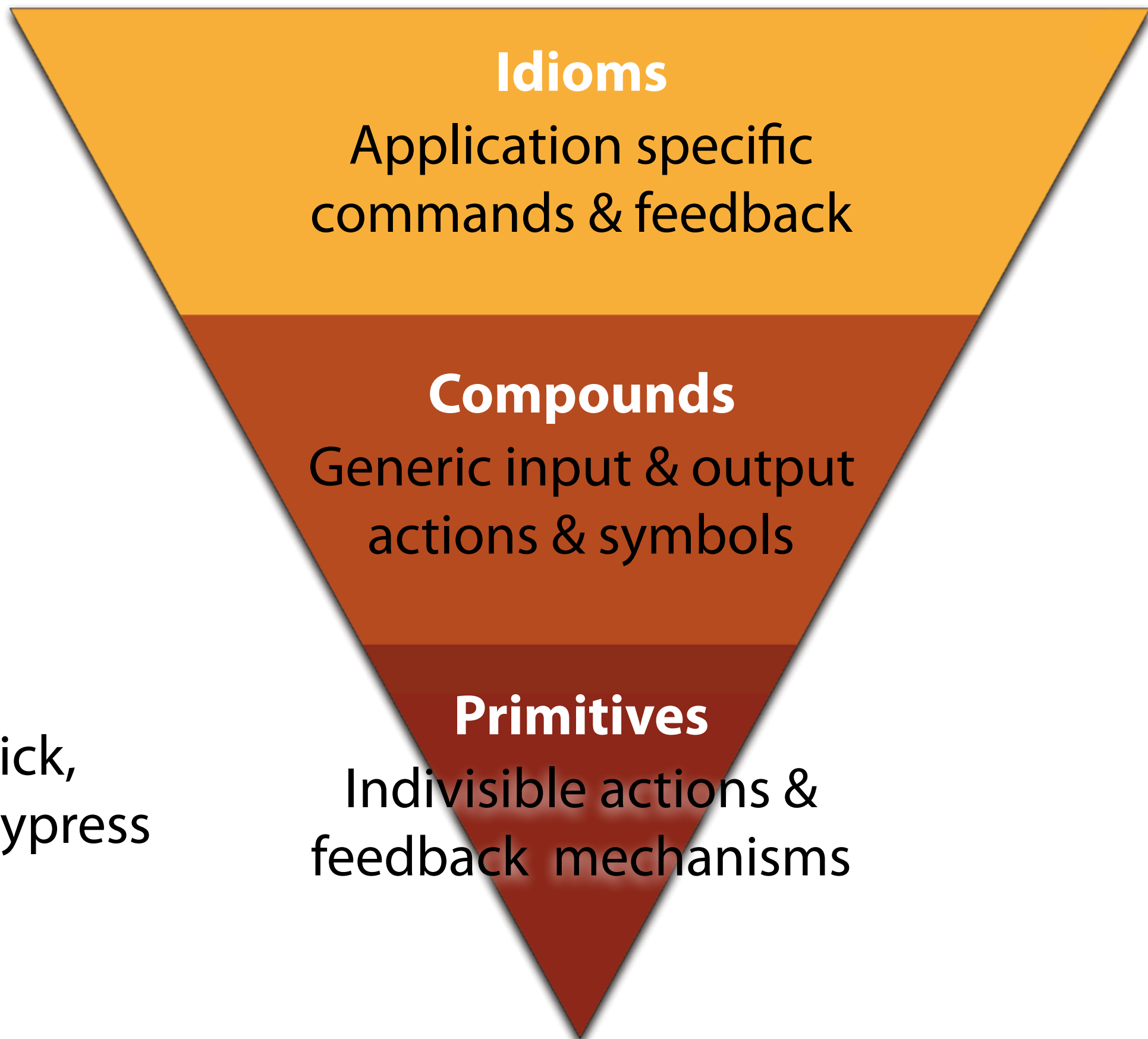




—Input—

—Output—





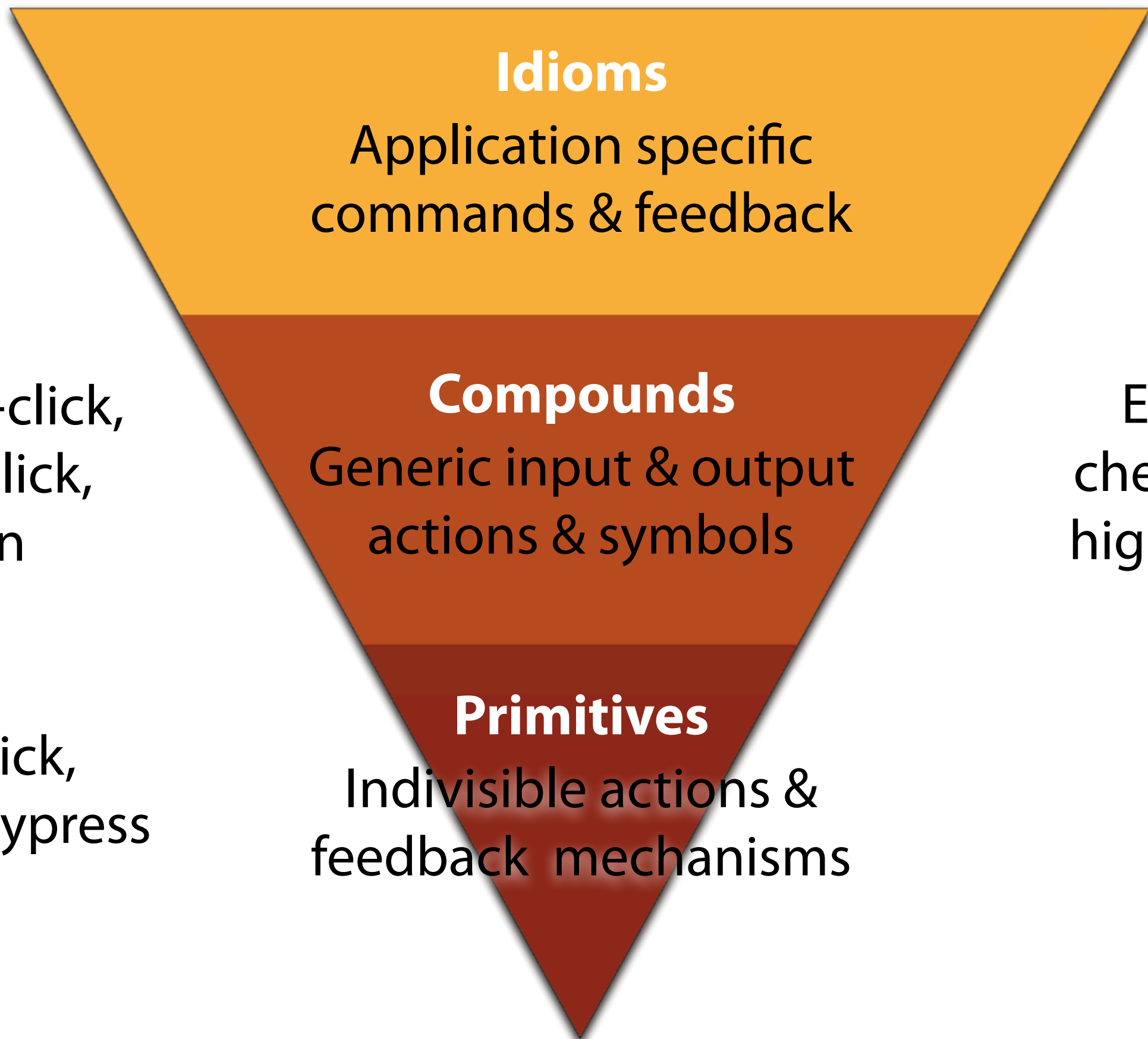
Point, click,  
drag, keypress

Cursor,  
text

—Input—

—Output—





## Idioms

Application specific  
commands & feedback

Double-click,  
buttonclick,  
selection

Edit fields,  
checkboxes,  
highlighting

Point, click,  
drag, keypress

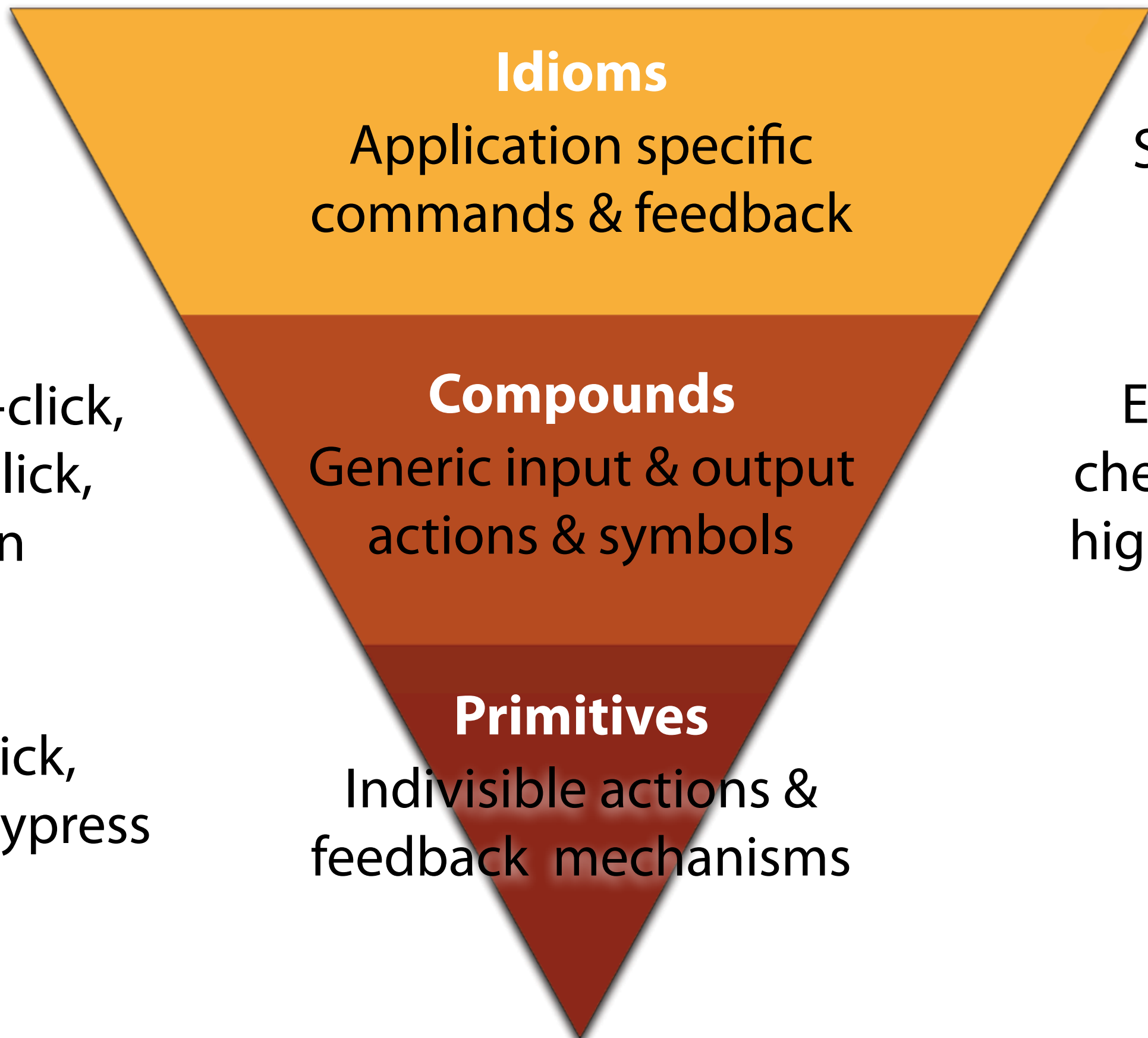
Cursor,  
text

**Primitives**  
Indivisible actions &  
feedback mechanisms

—Input—

—Output—



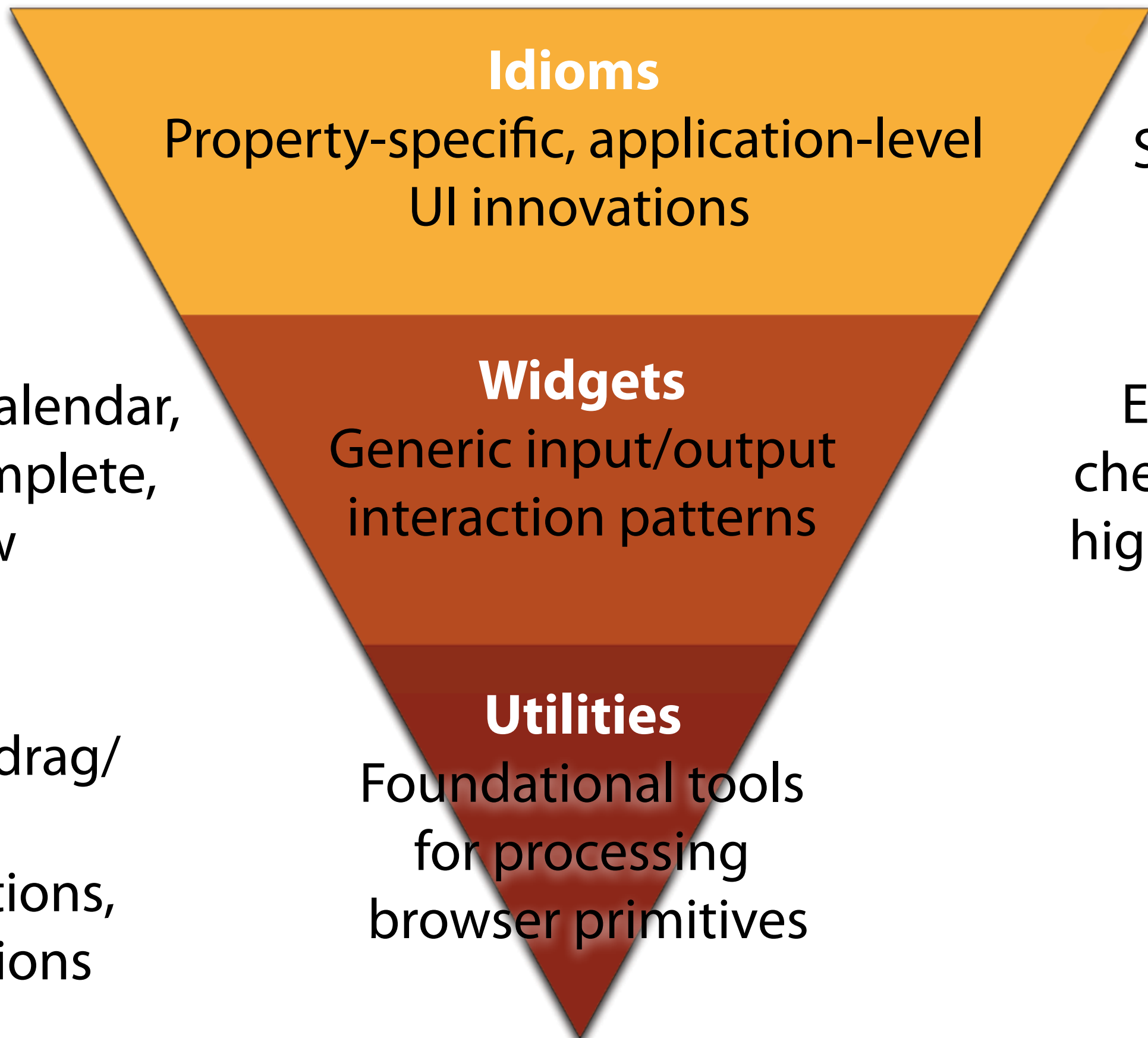


—Input—

—Output—



?



Scrolling,  
sorting,  
dialogs

Edit fields,  
checkboxes,  
highlighting

Cursor,  
text

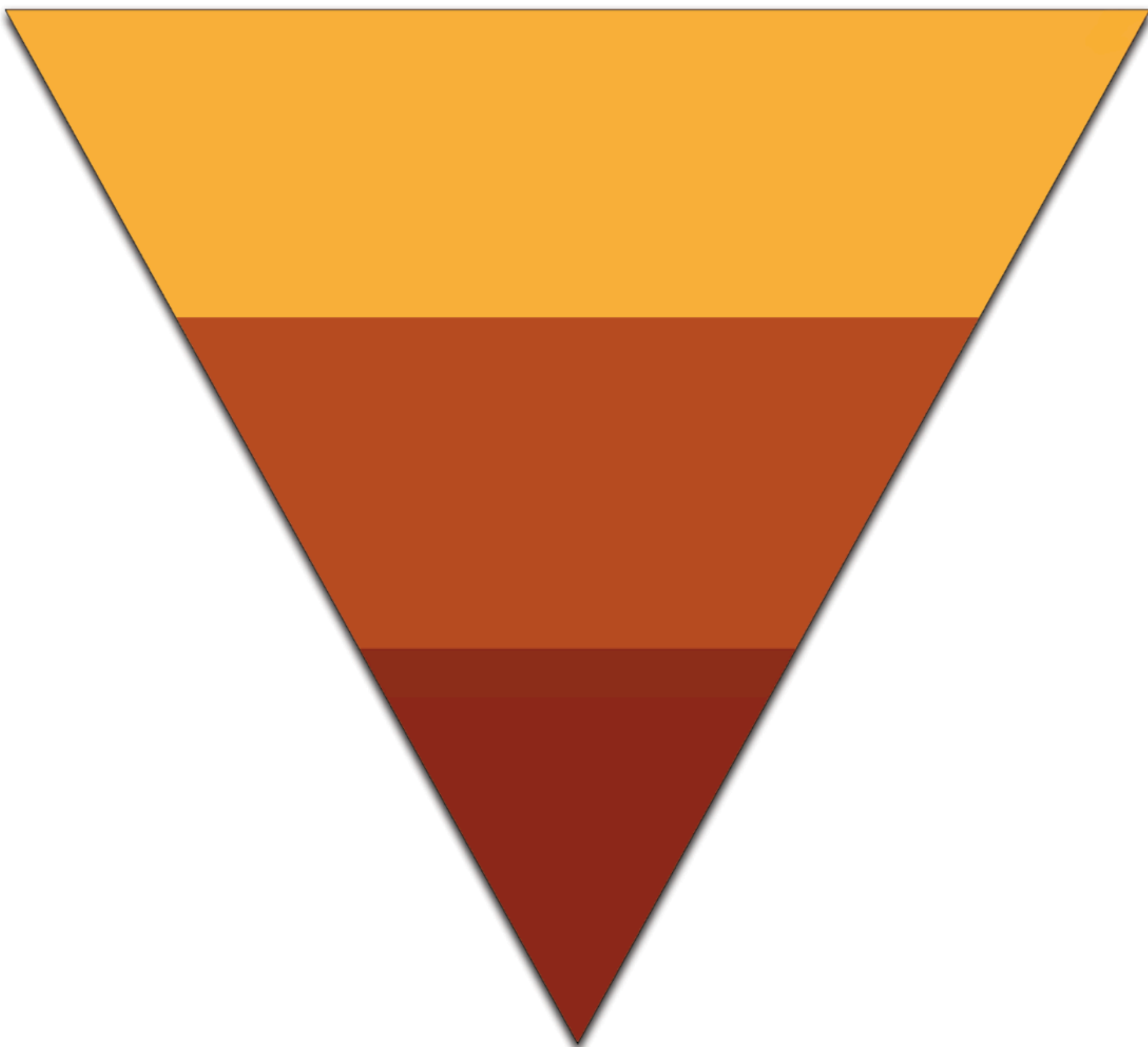
Slider, calendar,  
autocomplete,  
treeview

Events, drag/  
drops,  
connections,  
animations

—Input—

—Output—









Slider	Charts	Image	Menu
Calendar	Color Picker	Layout	Resize
AutoComplete	Container	Menu	Editor
Tree	Dialog	Panel	Uploader

DOM	Connection	Cookie
Event	DragDrop	DataSource
Animate	History	Image Loader







- **Utilities**



- **Utilities**
- **Widgets**



- **Utilities**
- **Widgets**
- **Tooling**



- **Utilities**
- **Widgets**
- **Tooling**
- **Services**



- **Utilities**
- **Widgets**
- **Tooling**
- **Services**
- **Support**



- **Utilities**
- **Widgets**
- **Tooling**
- **Services**
- **Support**
- **Community**



# **Thoughtful Construction Process**



**Make Hard  
Things Easier**







<b>Quick Start</b>	<b>Narrative</b>	<b>Tutorials</b>
<b>Video</b>	<b>Video Intros</b>	<b>Video</b>
<b>Cheatsheets</b>	<b>API Docs</b>	<b>Storyboards</b>
<b>Isolated</b>	<b>Integrated</b>	<b>Skinning</b>
<b>Readable</b>	<b>Debug</b>	<b>Logging</b>
<b>Custom</b>	<b>Event</b>	<b>Data</b>



# Quick Start

The Slider widget

http://developer.yahoo.com/yui/3/slider/

- Attribute
- Base
- Plugin
- Widget

## Getting Started

### Include Dependencies

The easiest way to include the source files for Slider and its dependencies is to add the YUI seed file to your page, using the following script tag, and allow the YUI instance to download any dependencies which may be required:

```
<script src="http://yui.yahooapis.com/3.0.0pr2/build/yui/yui-min.js" type="text/javascript"></script>
```

The YUI instance will automatically pull down Slider's source files and any missing dependencies when the `slider` module is used. This helps you avoid having to manually manage the list of files needed on your page to support multiple components while also optimizing your initial page weight by loading files only when they are required.

If you do want to include file dependencies manually on your page, the [YUI Dependency Configurator](#) can be used to determine the list of files you need to include in order to use Slider.

### The YUI Instance

Once you have the YUI seed file on your page (`yui-min.js`), you can create a new YUI instance for your application to use and populate it with the modules you need, specified as the first set of arguments to the `use` method:

```
// Create new YUI instance, and populate it with the required modules
YUI().use("slider", function(Y) {

    // Slider available, and ready for use.

});
```

The last argument passed to `use` is a callback function. The callback function will be invoked as soon as the YUI instance is done downloading any required files missing from your page. Once those files are loaded, your local YUI instance will be supplemented with

YUI 3 WIDGETS

- Overlay
- Slider

YUI 3 NODE PLUGINS

- MenuNav Node Plugin

YUI 3 DEVELOPER TOOLS

- Console
- Profiler
- YUI Test

CSS

- CSS Reset
- CSS Fonts
- CSS Grids
- CSS Base

THE YUI COMMUNITY

Done

YSlow 0.982s



## DOM STRUCTURE AND INSTANTIATION

# Narrative

```
1 <!-- this
2 <div class="yui-widget yui-slider"><!-- BoundingBox -->
3   <div class="yui-slider-content"><!-- contentBox -->
4     <div class="yui-slider-rail yui-slider-rail-x"><!-- rail -->
5       <div class="yui-slider-thumb"><!-- thumb -->
6         <img class="yui-slider-thumb-image"><!-- OPTIONAL thumbImage
7       </div>
8     </div>
9   </div>
10 </div>
```

You can choose to include however much of this markup on your page that you wish. Slider will add any missing pieces for you. Here are a few ways to instantiate a Slider (focusing on its relationship to the DOM):

```
view plain | print | ?
1 YUI({ ... }).use('slider',function (Y) {
2
3 // Build everything from script, rendered into a target container
4 var slider = new Y.Slider({ railSize : '100px' });
5 slider.render('#slider_parent');
6
7 // Specify every Node from existing markup
8 var slider = new Y.Slider({
9     boundingBox : '#slider',
10    contentBox : '#slider > div',
11    rail       : '#slider .rail',
12    thumb      : '#slider .thumb',
13    thumbImage : '#slider .thumb > img'
14 });
15 slider.render();
16
17 // When existing markup includes Slider's default classes (see above snippets)
```



YUI Library Examples: Slider: Creating a Slider from existing markup

http://developer.yahoo.com/yui/3/examples/slider/slider

Yahoo

YAHOO! DEVELOPER NETWORK

Note: This is the YUI 3.x site. Looking for the YUI 2.x site?

YUI 3: YUI Library Examples: Slider: Creating a Slider from existing markup

Download YUI 3

YUI 3.X PROJECT

- YUI 3 Home
- YUI 3 Examples
- YUI 3 API Docs
- YUI on GitHub
- Dependency Configurator
- YUI is BSD Licensed

YUI 3 CORE

- YUI (Global Prerequisite)
- Node
- Event

YUI 3 COMPONENT INFRASTRUCTURE

- Attribute
- Base
- Plugin
- Widget

YUI 3 UTILITIES

- Animation
- Cookie

Slider: Creating a Slider from existing markup

This example illustrates how to create a Slider using existing markup. The `boundingBox` and `contentBox` are included in the markup and passed to the constructor. Standard class names are assigned to the DOM elements inside the `contentBox` that will result in them being discovered and automatically used.

The visualization of the Slider is based on the volume control in Mac OS X 10.5, with additional controls included for illustration. **Click on the speaker icon to show the Slider.**

Things to note about this example:

- The Slider is rendered into a hidden container, and the `syncUI` method called when it is made visible
- Some default Sam skin style is overridden to support the implementation
- The image used as the rail background is actually applied to the `contentBox` to support the effect of the thumb stopping before the edge of the rail
- Absolute positioning is used to place the rail element inside the `contentBox` in accordance with the background image
- The `contentBox` contains non-Slider related markup (the speaker icon button), but this does not impact the operation of the Slider

volume 50 mute

Basic Sliders

Creating a Slider from existing markup

More Slider Resources:

API Documentation

Tutorials

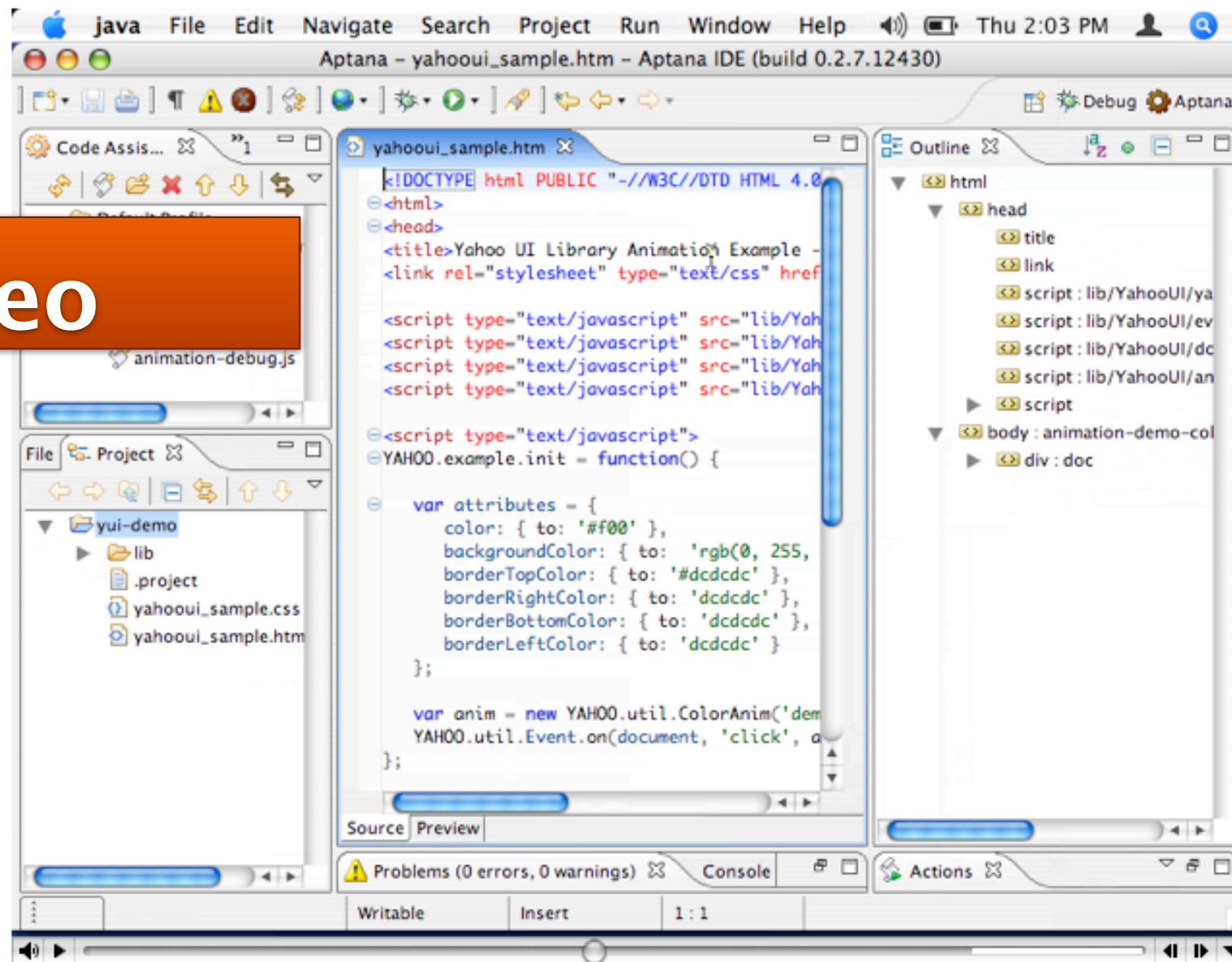
Done

YSlow

1.62s



# Video











Y! Search

WEB SEARCH

Search Y! Video

SEARCH

Explore

Networks ▾

Upload



My Video

HOT TOPIC: ◀ ▶ [Primetime in](#)[Butterfinger](#) FUNNY: ◀ ▶ [Weird Arr](#)

## Douglas Crockford: "Ajax Performance"

## JavaScript: The Good Parts

## Part Six: Ajax Performance

Douglas Crockford  
douglas@crockford.com



Share

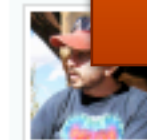
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Favorite



Average: 5.0 from 15 people

Video



Published 4 months ago

[full transcript: <http://ericmiraglia.com/blog/?p=140>]

Douglas explains why reducing the value of "n" via Ajax is the secret to building fast web applications.

Category: [Action](#)

+ tag it

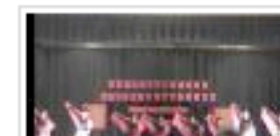
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[ajax](#)from [uploadtest\\_de](#)

0:44 | 1,463 views

[performance](#)from [yijinwert](#)

5:33 | 118 views



## Simple Use Case

### Markup:

```
<div id="myAutoComplete">
  <input id="myInput" type="text">
  <div id="myContainer"></div>
</div>
```

### Script:

```
var myAutoComp = new YAHOO.widget.AutoComplete ("myInput",
  "myContainer", myDataSource);
```

Instantiates a new AutoComplete object, `myAutoComp`, which queries an existing DataSource `myDataSource`.

## Constructor

```
YAHOO.widget.AutoComplete(str | el ref input field, str |
  el ref suggestion container, obj DataSource instance[,
  obj configuration object]);
```

### Arguments:

element.

object; see below

defines property

values of an AutoComplete instance.

# Cheatsheets

## Solutions

### Custom cell formatting:

```
myAC.resultsTypeList = false; // pass data as an object
myAC.formatResult = function(oData, sQuery, sMatch) {
  return (sMatch + "(" + oData.param + ")");
}
```

### Custom local filtering:

```
myAC.applyLocalFilter = true; // pass results thru filter
myAC.filterResults = function(sQuery, oFullResponse,
  oParsedResponse, oCallback) {
  var matches = [], matchee;
  for(var i=0; i<oParsedResponse.results.length; i++) {
    if(oParsedResponse.results[i].someValue > 0) {
      matches[matches.length] =
        oParsedResponse.results[i]
    }
  }
  oParsedResponse.results = matches;
  return oParsedResponse;
}
```

## Interesting Moments

Event	Arguments (passed via <i>args</i> array)
textboxFocusEvent/ textboxBlurEvent/ textboxChangeEvent	[0] AC instance
textboxKeyEvent	[0] AC instance; [1] keycode int
dataRequestEvent	[0] AC instance; [1] query string; [2] request object
dataReturnEvent	[0] AC instance; [1] query string; [2] results array
dataErrorEvent	[0] AC instance; [1] query string
containerExpandEvent/ containerCollapseEvent/ containerPopulateEvent	[0] AC instance
itemArrowToEvent/ itemArrowFromEvent	[0] AC instance; [1] <li> element
itemMouseOverEvent/ itemMouseOutEvent	[0] AC instance; [1] <li> element
itemSelectEvent	[0] AC instance; [1] <li> element; [2] item data object or array
selectionEnforceEvent	[0] AC instance
typeAheadEvent	[0] AC instance; [1] query string; [2] prefill string
unmatchedItemSelectEvent	[0] AC instance; [1] user selected string
Subscribe to AutoComplete Custom Events on your AutoComplete instance: <code>myAC.containerExpandEvent.subscribe(myFn[, myObj, bScope]);</code>	

## Abstract Methods

Method	Description
doBeforeLoadData	This overridable abstract method gives implementers access to the DataSource response before it is consumed by the AutoComplete instance and rendered into the results container.
doBeforeExpandContainer	This overridable abstract method gives implementers access to result data and DOM elements after the container has been rendered with results but before it is displayed to the user, for example to move the container to a different position on the screen.

## Dependencies

AutoComplete requires the YAHOO Global Object, Dom, and Event, and DataSource. Animation (for animated opening of the suggestion container) is optional.

YAHOO.widget.  
AutoComplete Key  
Properties:

**alwaysShow**  
Container (b)  
**animHoriz** (b)  
**animSpeed** (int)  
**animVert** (b)  
**applyLocalFilter** (b)  
**autoHighlight** (b)  
**delimChar** (char || array)  
**forceSelection** (b)  
**highlightClassName** (string)  
**maxResultsDisplayed** (int)  
**minQueryLength** (int)  
**prehighlightClass** Name (string)  
**queryDelay** (int)  
**queryMatchCase** (b)  
**queryMatchContains** (b)  
**queryMatchSubset** (b)  
**queryQuestionMark** (b)  
**resultsTypeList** (b)  
**supressInputUpdate** (b)  
**typeAhead** (b)  
**typeAheadDelay** (int)  
**useFrame** (b)  
**useShadow** (b)



## Simple Use Case: YAHOO.widget.DataTable

Markup (container can be empty or pre-populated for progressive enhancement):

```
<div id="myContainer"><div>
```

Script:

```
var myColumnDefs = [{key:"col1", label:"Col 1"},
    {key:"col2", label:"Col 2"}, ...];
var myDS = new YAHOO.util.DataSource([...]);
var myDataTable = new YAHOO.widget.DataTable(
    "myContainer", myColumnDefs, myDS);
```

## Constructor: YAHOO.widget.DataTable

```
YAHOO.widget.DataTable(str|HTMLElement el, array
    column defs, obj DataSource[, obj config]);
```

Arguments:

May be

# Cheatsheets

property

## Constructor: YAHOO.widget.ScrollingDataTable

```
YAHOO.widget.ScrollingDataTable(str|HTMLElement
    el, array column defs, obj DataSource[, obj
    config]);
```

Arguments:

- (1) **el**: HTML ID or HTMLElement for a DataTable container. May be empty or already contain <table> markup.
- (2) **column defs**: An array of object literals defines Columns.
- (3) **DataSource**: DataSource instance.
- (4) **configuration object**: An optional object literal defines property values of a DataTable instance, including width and height of scrollable area.

## Cell Editing

```
var myCE = new YAHOO.widget.TextboxCellEditor;
var myColumnDefs = [{key:"col1", {key:"col2",
    editor: myCE}];
...
myDT.subscribe("cellClickEvent",
    myDT.onEventShowCellEditor)
```

## Key Interesting Moments in DataTable

Not all event types are available for all elements and units. See online docs for full list of DataTable Events.

Event	oArgs Properties
elementClickEvent, elementDbclickEvent, elementMouseDownEvent, elementMouseoutEvent, elementMouseoverEvent	oArgs.event (HTMLElement) oArgs.target (el)  An <i>element</i> is a DOM element, such as button, cell, row, theadCell, theadLabel, etc.
unitHighlightEvent, unitSelectEvent, unitUnhighlightEvent, unitUnselectEvent, cellFormatEvent	oArgs.el (el) oArgs.record (YAHOO.widget.Record)  When <i>unit</i> is a cell: oArgs.key (string)  A <i>unit</i> is a cell, row, or column.
columnSortEvent	oArgs.column (YAHOO.widget.Column) oArgs.dir (string) YAHOO.widget.DataTable.CLASS_ASC    YAHOO.widget.DataTable.CLASS_DESC
editorRevertEvent, editorSaveEvent	oArgs.editor (object), oArgs.newData (object), oArgs.oldData (object)
initEvent, renderEvent	n/a
rowAddEvent	oArgs.record (YAHOO.widget.Record)
rowDeleteEvent	oArgs.oldData (object) oArgs.recordIndex (number) oArgs.trElIndex (number)
rowUpdateEvent	oArgs.record (YAHOO.widget.Record) oArgs.oldData (object)
All DataTable events are Custom Events (see Event Utility docs); subscribe to these events using "subscribe": (e.g. <code>myDataTable.subscribe("rowSelectEvent", fn);</code> ).	

## Key DataTable Attributes

Option (type)	Default	Description
caption (s)	null	String values for caption element and summary attribute.
summary (s)	null	
draggableColumns (b)	false	Enables Drag & Drop Column reordering.
initialLoad (b o)	true	Enables or customizes data load at instantiation.
initialRequest (mixed)	null	Request value to send to DataSource at instantiation for data to populate the table, if initialLoad is set to true.
paginator (o)	null	Instance of YAHOO.widget.Paginator.
renderLoopSize	0	Number of rows to render into the DOM each timeout loop.
scrollable (b)	false	Enables scrolling.
width (s)/height (s)	null	
selectionMode (s)	"standard"	Configures row or cell selection.
sortedBy (o)	null	Displays sorted Column UI.

## Abstract Methods

Method	Description
doBeforeLoadData	Overridable method gives implementers a hook to access data before it gets added to RecordSet and rendered to the TBODY.
doBeforeShowCellEditor	Overridable abstract method to customize CellEditor before showing.
doBeforeSortColumn	Overridable method gives implementers a hook to show loading message before sorting Column.

## YAHOO.widget.Column: Properties

abbr  
children  
className  
editor  
formatter  
hidden  
key  
label  
maxAutoWidth  
minWidth  
resizeable  
selected  
sortable  
sortOptions.defaultDir  
sortOptions.sortFunction  
width

## YAHOO.widget.ScrollingDataTable Key Attributes

COLOR\_COLUMNFILLER  
height  
width

## YAHOO.widget.BaseCellEditor Subclasses

CheckboxCellEditor  
DateCellEditor  
DropdownCellEditor  
RadioCellEditor  
TextareaCellEditor  
TextboxCellEditor

**Note:** Refer to online documentation for a complete API reference.

## Dependencies

DataTable requires the YAHOO Global Object, Event Utility, Dom Collection, Element Utility, and DataSource Utility.



### Simple Use Case: YAHOO.widget.Editor

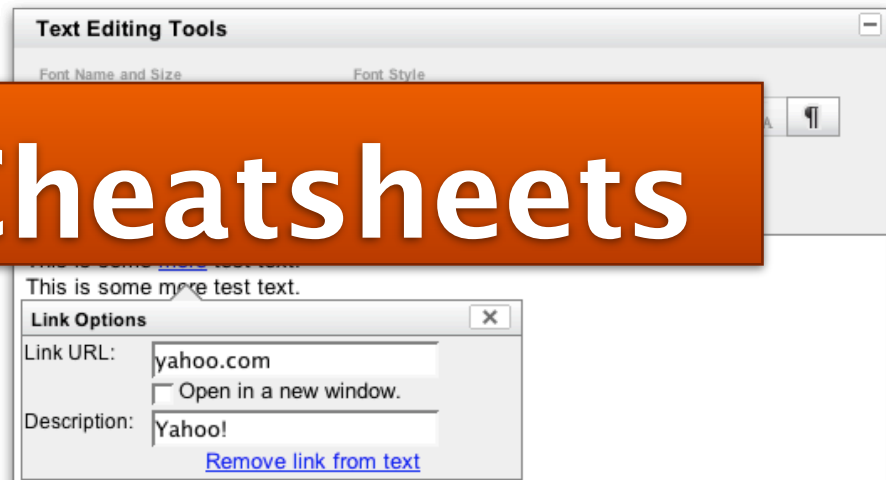
#### Markup:

```
<body class="yui-skin-sam">
<textarea id="msgpost">Preloaded HTML goes here.
</textarea>
</body>
```

#### Script:

```
var oEditor = new YAHOO.widget.Editor('msgpost',
    {
        height: '300px',
        width: '500px'
    });
oEditor.render();
```

Creates an Editor instance with default configurations.



### Interesting Moments in Rich Text Editor & Toolbar

See online docs for complete list of Rich Text Editor and Toolbar events.

Event	Fires...
editorContentLoaded	Fires after the editor iframe's document fully loads.
editorMouseUp, editorMouseDown, editorDoubleClick, editorKeyUp, editorKeyDown	Fires in response to the corresponding Dom event.
beforeExecCommand, afterExecCommand	Fires at the beginning/end of the execCommand process. Reference YAHOO.util.Element.html#addListener for more details.
beforeOpenWindow, afterOpenWindow	Fires before/after an editor window is opened.
closeWindow	Fires after an editor window is closed.
toolbarExpanded, toolbarCollapsed	Fires when toolbar is expanded/collapsed via the collapse button.
buttonClick	Fires when a toolbar button receives a click event.

All Editor events are Custom Events (see Element docs); subscribe to these events using their subscribe method: `oEditor.on('afterNodeChange', fnMyHandler);`.

### Key Rich Text Editor Configuration Options

See online docs for complete list of Rich Text Editor configuration options.

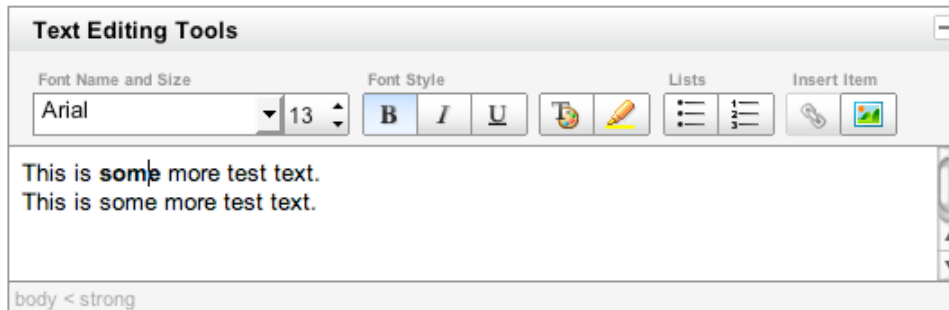
Option (type)	Default	Description
height, width	best guessed size of textarea	The height/width of the editor iframe container not including the toolbar.
animate	false	Indicates whether or not the editor should animate movements.
disabled	false	Toggle for the editor's disabled state. When disabled, design mode is off and a mask is placed over the iframe so no interaction can take place.
dompath	false	Toggles the display of the current Dom path below the editor.
toolbar	See editor.js.html	The default toolbar config.
handleSubmit	false	When true, the editor will attempt to attach a submit listener to the parent form that would trigger the editor's save handler and place the new content back into the textarea before the form is submitted.

Editor options can be set in the constructor's second argument (eg, `{height: '300px'}`) or at runtime via `set` (eg, `oEditor.set("height", "300px");`).

### Constructor: YAHOO.widget.SimpleEditor

```
YAHOO.widget.SimpleEditor(str | el ref container[, obj config])
```

Creates a SimpleEditor instance with default configurations. SimpleEditor is a lighter version of the Editor Control.



### YAHOO.widget.Editor:

#### Methods

**render()** Causes the toolbar and the editor to render and replace the textarea.

**setEditorHTML(string html)**

Loads HTML into the editor's body.

**getEditorHTML()** Returns the unprocessed HTML from the editor.

**saveHTML()** Cleans the HTML with the cleanHTML method and places the string into the textarea.

**cleanHTML(string html)**

Processes the HTML with a few regexes to clean it up and stabilize the output.

**clearEditorDoc()** Clears the editor doc.

**destroy()** Destroys the editor along with all of its elements and objects.

**toString()** Returns a string representing the Editor.

**nodeChange()** Handles toolbar setup, getting the Dom path, and fixing nodes.

**execCommand(str command[, str arg])** Levels the differences in the support by various browsers of execCommand actions.

### YAHOO.widget.Toolbar:

#### Methods

**addButton(obj config)** Add a new button to the toolbar.

**addButtonGroup(obj config)**

Adds a new button group to the Toolbar.

**addButtonToGroup(obj**

**config)** Adds a new button group to a toolbar group.

**addSeparator()** Adds a new button separator to the toolbar.

**getButtonByValue(str | obj command)** Gets a button instance or a menuitem instance from the toolbar by its value.

**disableButton(str | number | obj button)** Disables a button in the toolbar.

**enableButton(str | number | obj button)** Enables a button in the toolbar.

**selectButton(str | number | obj button)** Selects a button in the toolbar.

**deselectButton(str | number | obj button)** Deselects a button in the toolbar.

### Constructor: YAHOO.widget.Editor

```
YAHOO.widget.Editor(str | el ref container[, obj config])
```

#### Arguments:

- (1) **Container element:** <textarea> element or element id for the <textarea> that will be transformed into a Rich Text Editor.
- (2) **Configuration object:** When instantiating an Editor, you can pass all configurations in as an object argument or configure the instance after instantiation. See Configuration Options section for common configuration object members.

### Dependencies

**Editor:** Yahoo, Dom, Event, Element, ContainerCore; Animation, Menu and Button are optional. **SimpleEditor:** YAHOO, Dom, Event, and Element; Animation and ContainerCore are optional.

Cheatsheets





## Yahoo! UI Library

cookie

3.0.0pr2

Yahoo! UI Library &gt; cookie &gt; Cookie

Search:

## Modules

- anim
- attribute
- base
- classnamemanager
- console
- cookie
- dd
- dd-plugin
- dom
- dump
- event
- io
- json
- node
- node-menunav
- oop
- overlay
- plugin
- profiler
- queue
- slider
- substitute
- widget
- widget-position

static Class **Cookie**

Cookie utility.

## Methods

**get**

static Variant

Returns the cookie value for the given name.

**Parameters:**`name` <String> The name of the cookie to retrieve.`converter` <Function> (Optional) A function to run on the value before returning it. The function is not used if the cookie doesn't exist.**Returns:** Variant

If no converter is specified, returns a string or null if the cookie doesn't exist. If the converter is specified, returns the value returned from the converter or null if the cookie doesn't exist.

**getSub**static Variant **getSub** ( `name` , `subName` , `converter` )

Returns the value of a subcookie.

**Parameters:**`name` <String> The name of the cookie to retrieve.`subName` <String> The name of the subcookie to retrieve.`converter` <Function> (Optional) A function to run on the value before returning it. The function is not used if the cookie doesn't exist.

API Docs



Autocomplete Interaction Storyboard

©2006 Yahoo! Inc.

The Yahoo! User Interface Library

http://developer.yahoo.net/yui

Actor/Event	Page Load	Mouse Over Input Field	Input Field Gains Focus	User Input Detected on Input Field	AC Data Requested	AC Container Opens	AC Container Data Is Refreshed with New Results	AC Data Retrieval Results in Error	AC Type-Ahead Pre-populates Input <sup>1</sup>	AC Container Closes	Mouse To AC Item	Mouse Away from AC Item	Arrow to AC Item	Arrow Away from AC Item	Selection Made	Selection Cleared	Input Field Loses Focus
<i>API Event (on AC object):</i>	(use DOM event)	(use DOM event)	textboxFocus Event	textboxKeypress Event	dataRequestEvent	containerExpand Event	dataReturnEvent	dataErrorEvent	typeAhead Event	containerCollapse Event	itemMouseOver Event	itemMouseOut Event	itemArrowTo Event	itemArrowFrom Event	itemSelectEvent or unmatchedItem SelectEvent	selectionEnforce Event	textboxBlur Event
<i>Page</i>															After selection is made, return or enter in the input field may post form.		
<i>Input Field</i>			May highlight, depending on browser.													Contents of field automatically cleared.	Loses default browser highlighting,
<i>Cursor</i>		Automatically becomes text cursor.															
<i>Carat</i>			Carat blinks in text field.						Typed-ahead portion of text is highlighted using OS-default highlight color. <sup>2</sup>						In multi-select mode, delimiter is added and	Carat remains in text input field.	Carat disappears.
<i>AutoComplete Container</i>	Not visible.	Not visible.	Not visible.	AC container unaffected until after widget delay has passed.	Default: Unaffected. Animation or other treatment could visually convey “loading” state.	Opens. Animation (slide down) is a built-in option, as are shadow and iFrame shim.	Changes to reflect new content. Animation is a built in option to ease the change in container size, if applicable.	Default: Closes.	No impact.	Closes. Animation (slide up) is a built-in option, as are shadow and iFrame shim.	No impact.	No impact.					
<i>Moused-over Item in AC Container</i>											Highlightng treatment.	Highlighting treatment removed.	Pre-selection treatment, which is stronger than mouseover highlighting, applies.	Pre-selection treatment removed; returns to naked or moused-over treatment.			
<i>Pre-Selected Item in AC Container<sup>3</sup></i>											No impact; pre-selection is stronger and takes precedence.	No impact.	Item being pre-selected gets pre-selection treatment.	Pre-selection treatment removed.			
	What indicators are present to suggest AC (e.g., in the case of content-filtering)	What happens when the mouse moves over the input field?	What happens when the user clicks in or tabs to the input field?	What happens when user input is detected in the input field?	What happens when the AC widget requests data?	What happens when the AC container opens?	What happens when the AC container, once open, gains a different data to display?	What happens when the AC widget requests data and gets malformed data (or other error occurs)?	What happens when AC autofills the input field with the top choice in the result set?	What happens when the AC container closes?	What happens when the mouse moves over an item in the AC container?	What happens when the mouse moves away from an item in the AC container?	What happens when an item is pre-selected using arrow keys?	What happens when an item in the AC container is de-selected using arrow keys?	What happens when a selection is made, via mouse click, enter key, or tab key?	What happens when the AC widget clears the input field because user selection did not match any valid options?	What happens when the input field loses focus (user clicks or tabs away, or submits the form)?

Storyboards

<sup>1</sup> TypeAhead is an optional setting; when selected, the AC widget will “complete” the user’s entry with the characters needed to complete the first item in the returned set. The completion characters are “selected” in the input field, so additional typing deletes them. The first item in the AC container becomes pre-selected, as it would if arrowed to.

<sup>2</sup> Safari does not support scriptological text selection; TypeAhead does not prepopulate the input field in Safari.

<sup>3</sup> An item becomes “pre-selected” by navigating to it via the arrow keys. It is not a *selection*, because it does not convey a final decision. However, it is a stronger gesture than when an item is moused-over, which is not taken to indicate a decision at all — but may convey an interest in the item or a desire for more information.

more information.

an item becomes “pre-selected” by navigating to it via the arrow keys. It is not a *selection*, because it does not convey a final decision. However, it is a stronger gesture than when an item is moused-over, which is not taken to indicate a decision at all — but may convey an interest in the item or a desire for more information.

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an item becomes “pre-selected” by navigating to it via the arrow keys. It is not a *selection*, because it does not convey a final decision. However, it is a stronger gesture than when an item is moused-over, which is not taken to indicate a decision at all — but may convey an interest in the item or a desire for more information.



Note: This is the YUI 3.x site. Looking for the YUI 2.x site?

## YUI 3: YUI Library Examples: Cookie: Subcookie Example

[Download YUI 3](#)

### YUI 3.X PROJECT

- [YUI 3 Home](#)
- [YUI 3 Examples](#)
- [YUI 3 API Docs](#)
- [YUI on GitHub](#)
- [Dependency Configurator](#)

### YUI 3 COMPONENT INFRASTRUCTURE

- [Attribute](#)
- [Base](#)
- [Plugin](#)
- [Widget](#)

### YUI 3 UTILITIES

- [Animation](#)
- [Cookie](#)

This example shows how to get and set subcookies as well as using conversion functions when retrieving subcookie values.

## Subcookie Example

es attempt to read the values stored in subcookies of the "example" cookie:

```
Y.Cookie.getSub("example", "name");  
var today = Y.Cookie.getSub("example", "today", function(value){  
    return new Date(value);  
});  
var count = Y.Cookie.getSub("example", "count", Number);
```

The "name" subcookie stores a string so it is retrieved without specifying a third argument. The "today" subcookie stores a date string, which should be converted to a `Date` object upon retrieval; the third argument of `getSub()` is specified as a custom function that will convert the returned value into a `Date` object. The "count" subcookie contains a number and is converted to an actual JavaScript number by passing in the native `Number` function. If any of these subcookies don't exist, `getSub()` returns `null` (this should be the case the first time you run the example). The retrieved values are output in the logger.

After that, new values are assigned to the various subcookies:

[view plain](#) | [print](#) | ?

```
Y.Cookie.setSub("example", "name", "Yahoo!");
```

### Cookie Examples:

- [Simple Cookie Example](#)
- [Advanced Cookie Example](#)
- [Subcookie Example](#)

### More Cookie Resources:

- [API Documentation](#)

# Isolated



## YAHOO! DEVELOPER NETWORK

## YUI Library Examples: Rich Text Editor: Flickr Image Search

## Yahoo! UI Library

Home  
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YUI Discussion Forum  
YUI on GitHub  
API Documentation  
**YUI Examples Gallery**  
Community & Contributions  
Powered by YUI  
YUI Theater  
YUI License  
YUI 3.x Preview

## YUI Articles

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Bug Reports/Feature Requests  
Building Custom Widgets  
Configuration and Hosting  
Graded Browser Support  
Skinning YUI  
Security Best Practices  
YUI Roadmap

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Animation  
AutoComplete  
Browser History Manager  
Button  
Calendar  
Carousel **BETA**  
Charts (experimental)  
Color Picker  
Connection Manager  
Cookie  
Container  
DataSource  
DataTable

## Rich Text Editor: Flickr Image Search

This example provides a new button (🎨) in the toolbar that opens a custom panel.

This custom panel contains an [AutoComplete Control](#) that queries Flickr for tags and displays the images.

A selected image will be inserted into the Editor for ease of use.

[View example in new window.](#)

## Text Editing Tools

Font Name and Size: Arial 12

Font Style: B I U A A<sup>x</sup>

Alignment: Left Center Right Justify

Undo/Redo: ↶ ↷

This is some more test text. This is some more test text. This is some more test text. This is some more test text. This is some more test text. This is some more test text.

# Integrated

## YUI Logger Output:

**Note:** Logging and debugging is currently turned off for this example.

[Reload with logging  
and debugging enabled.](#)

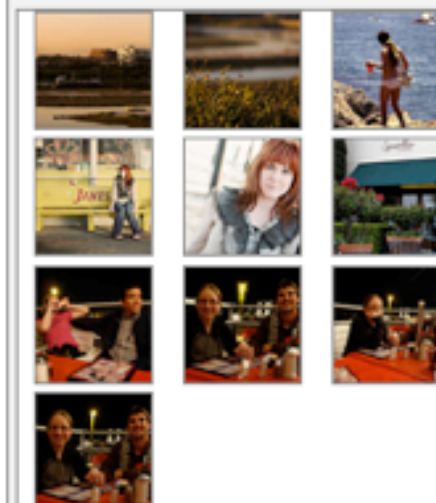
## Rich Text Editor Examples:

**Flickr Image Search**  
[Calendar Plugin](#)

## Flickr Image Search

Tag:

Enter flickr tags into the box above, separated by commas. Be patient, this example may take a few seconds to get the images..



sources:





Skinning

[YAHOO.widget.MenuItem](#) and [YAHOO.widget.ContextMenuItem](#) HTML Elements



Due Date	Account Number ▲	Quantity	Amount Due
08/09/1999	11348	1	\$34.99
09/30/2001	224747	14	\$56.78
01/23/1999	29e8548592d8c82	12	\$150.00
01/23/2000	29e8548592d8c82	10	\$1.00
04/28/2000	37892857482836437378273	123	\$33.32

Due Date ▼	Account Number	Quantity	Amount Due
01/23/1999	29e8548592d8c82	12	\$150.00
05/19/1999	83849	8	\$60.00
08/09/1999	11348	1	\$34.99
01/23/2000	29e8548592d8c82	10	\$1.00
04/28/2000	37892857482836437378273	123	\$33.32

**Skimming**



```

128 /**
129  * Subscriber listener signature constant. The FLAT type returns two
130  * parameters: the first argument passed to fire and the optional
131  * custom object
132  * @property YAHOO.util.CustomEvent.FLAT
133  * @static
134  * @type int
135  */
136 YAHOO.util.CustomEvent.FLAT = 1;
137
138 YAHOO.util.CustomEvent.prototype = {
139
140     /**
141      * Subscribes the caller to this event
142      * @method subscribe
143      * @param {Function} fn      The function to execute
144      * @param {Object}  obj      An object to be passed along when the event
145      *                            fires
146      * @param {boolean|Object} override If true, the obj passed in becomes
147      *                                    the execution scope of the listener.
148      *                                    if an object, that object becomes the
149      *                                    the execution scope.

```

# Readable

```

151     subscribe: function(fn, obj, override) {
152
153         if (!fn) {
154             throw new Error("Invalid callback for subscriber to '" + this.type + "'");
155         }
156
157         if (override) {
158             if (obj) {
159                 obj = obj;
160             }
161         }
162
163         this._listeners.push({fn: fn, obj: obj, override: override});
164     }

```

\*.js



```

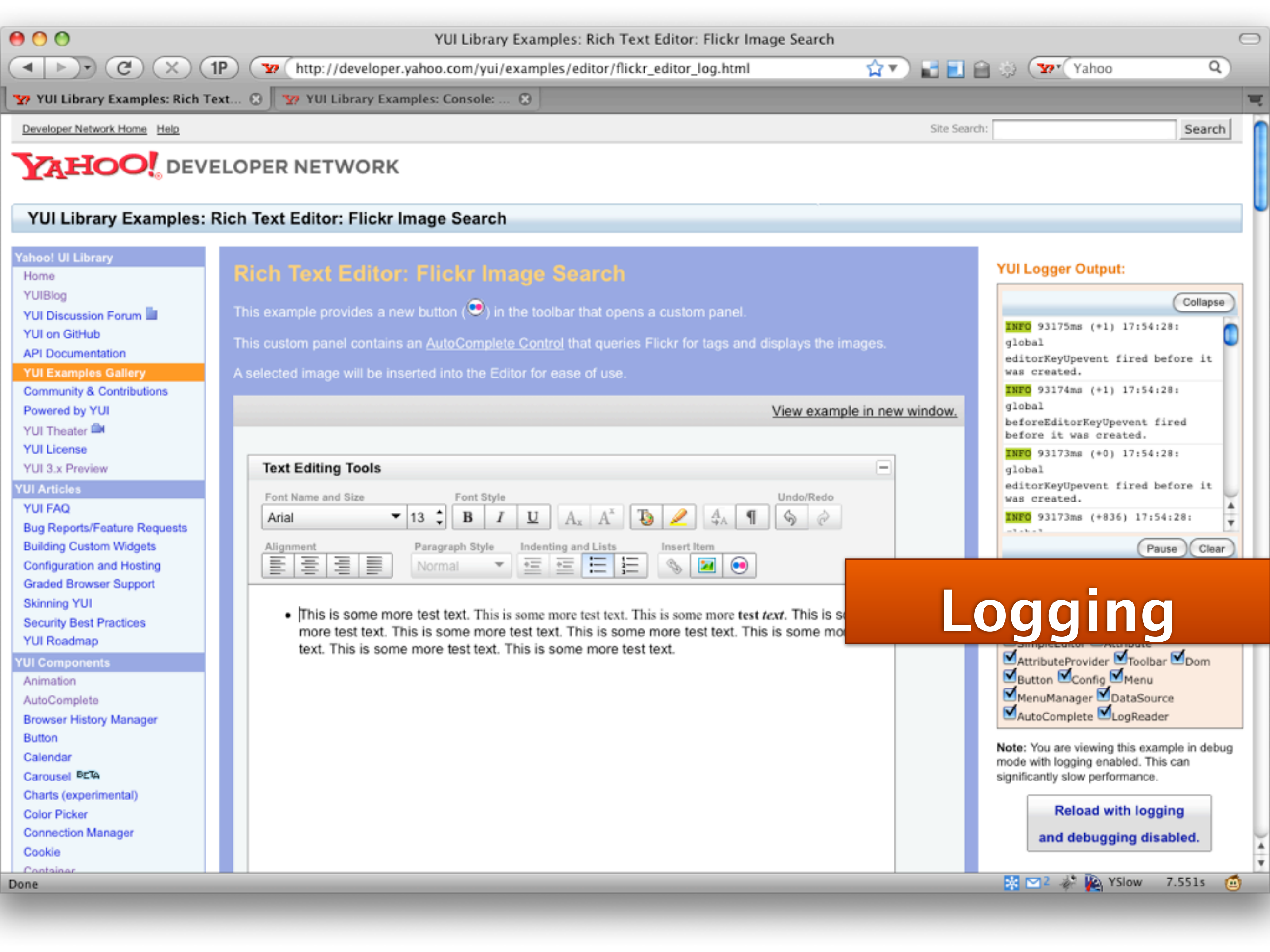
242 if (this.signature == YAHOO.util.CustomEvent.FLAT) {
243     var param = null;
244     if (args.length > 0) {
245         param = args[0];
246     }
247
248     try {
249         ret = s.fn.call(scope, param, s.obj);
250     } catch(e) {
251         this.lastError = e;
252         YAHOO.log(this + " subscriber exception: " + e,
253             "error", "Event");
254     }
255 } else {
256     try {
257         ret = s.fn.call(scope, this.type, args, s.obj);
258     } catch(e) {
259         this.lastError = e;
260         YAHOO.log(this + " subscriber exception: " + e,
261             "error", "Event");
262     }
263 }
264 if (for...)
265     if (...
266         YAHOO.log("Event cancelled, subscriber " + i +
267             " of " + len, "info", "Event");
268 }
269

```

Debug

\*-debug.js





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This custom panel contains an [AutoComplete Control](#) that queries Flickr for tags and displays the images.

A selected image will be inserted into the Editor for ease of use.

[View example in new window.](#)

## Text Editing Tools

Font Name and Size: Arial 13  
Font Style: B I U A<sub>x</sub> A<sup>x</sup>  
Alignment: Left Center Right Justify  
Paragraph Style: Normal  
Indenting and Lists: Bulleted Numbered  
Insert Item: Link Image 🎨  
Undo/Redo: Undo Redo

- This is some more test text. This is some more test text. This is some more **test text**. This is some more test text. This is some more test text. This is some more test text. This is some more test text. This is some more test text. This is some more test text.

## YUI Logger Output:

**Collapse**

```
INFO 93175ms (+1) 17:54:28:
global
editorKeyUpevent fired before it
was created.
INFO 93174ms (+1) 17:54:28:
global
beforeEditorKeyUpevent fired
before it was created.
INFO 93173ms (+0) 17:54:28:
global
editorKeyUpevent fired before it
was created.
INFO 93173ms (+836) 17:54:28:
global
```

**Pause Clear**

# Logging

☒ AttributeProvider ☒ Toolbar ☒ Dom  
☒ Button ☒ Config ☒ Menu  
☒ MenuManager ☒ DataSource  
☒ AutoComplete ☒ LogReader

**Note:** You are viewing this example in debug mode with logging enabled. This can significantly slow performance.

[Reload with logging and debugging disabled.](#)



**Develop the  
Community**



ydn-javascript : Messages : 36-65 of 47864

⏪

⏩

↺

✖

1P

http://tech.groups.yahoo.com/group/ydn-javascript/m

▼

Yahoo

http://...vent.js

Flickr: Search

Flickr: Search

web designer...

nye\_shield o...

Flickr Photo ...

ydn-javas...

Yahoo! Groups Tips

Did you know...

Want your group to be featured on the Yahoo! Groups website? [Add a group photo to Flickr.](#)

Best of Y! Groups

Check them out and nominate your group.

<input type="checkbox"/>	38	<a href="#">Re: Changing layout of tree view</a> ... Can you elaborate on this a bit? The labels should be at the bottom rather than the top of what? The best way to tweak the presentation of the nodes is to...	Adam Moore <a href="#">adam.moore</a> 	Feb 14, 2006 3:54 pm
<input type="checkbox"/>	39	<a href="#">Calendar component / flickr mashup example</a> Hi all, I'm so pleased to see so many people diving right in to using the components! :) It's very exciting. I wanted to provide you with an example of how the...	y_stevenp 	Feb 14, 2006 4:01 pm
<input type="checkbox"/>	40	<a href="#">Re: Changing layout of tree view</a> ... of everything. Every tree shows the contents below the label. I'd like the contents to show up above the labels. ... I don't see anything in the css that...	JeremiahMorÿffffe9e <a href="#">moreejt</a> 	Feb 14, 2006 4:25 pm
<input type="checkbox"/>	41	<a href="#">Re: Connect.abort Does Not Clear Polling Interval</a> ... Thanks for posting this, Kyle. A fix will be incorporated into the next build. Regards, Thomas...	Thomas S. Sha <a href="#">tssha</a> 	Feb 14, 2006 4:35 pm
<input type="checkbox"/>	42	<a href="#">Save treeview state in cookie</a> Hi there. I was looking at your treeview as possible navigation menu for a website. For this I would like to save the menu expand state between page loads in a...	pbentsen 	Feb 14, 2006 4:35 pm
<input type="checkbox"/>	43	<a href="#">Re: how to make leaf nodes with TreeView.setDynamicLoad()</a> Eric, Thanks for the response. The workaround you suggest is pretty good except that empty nodes that can have children (like empty folders in a file browser)...	ggederer 	Feb 14, 2006 4:48 pm
<input type="checkbox"/>	44	<a href="#">Re: Save treeview state in cookie</a> Peter, The TreeView does incorporate an API that can notify you when a node is expanded. Check out TreeView's methods listed on the API page for a full list,...	Eric Miraglia <a href="#">ericmiraglia</a> 	Feb 14, 2006 4:52 pm

Find:

Next Previous ☐ Highlight all ☐ Match case

Done

YSlow

0.993s





12

11

1

2

3

4

5

6

PARIS  
DEPUIS 1928

POUR  
BIEN MANGER  
*Café de la Tour*

















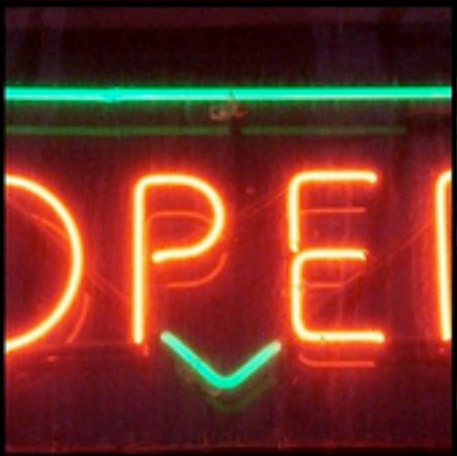






- **Respond quickly**
- **Sleep on it**
- **Be generous**
- **Take the high road**
- **Recognize people**
- **Be honest**
- **Work hard**





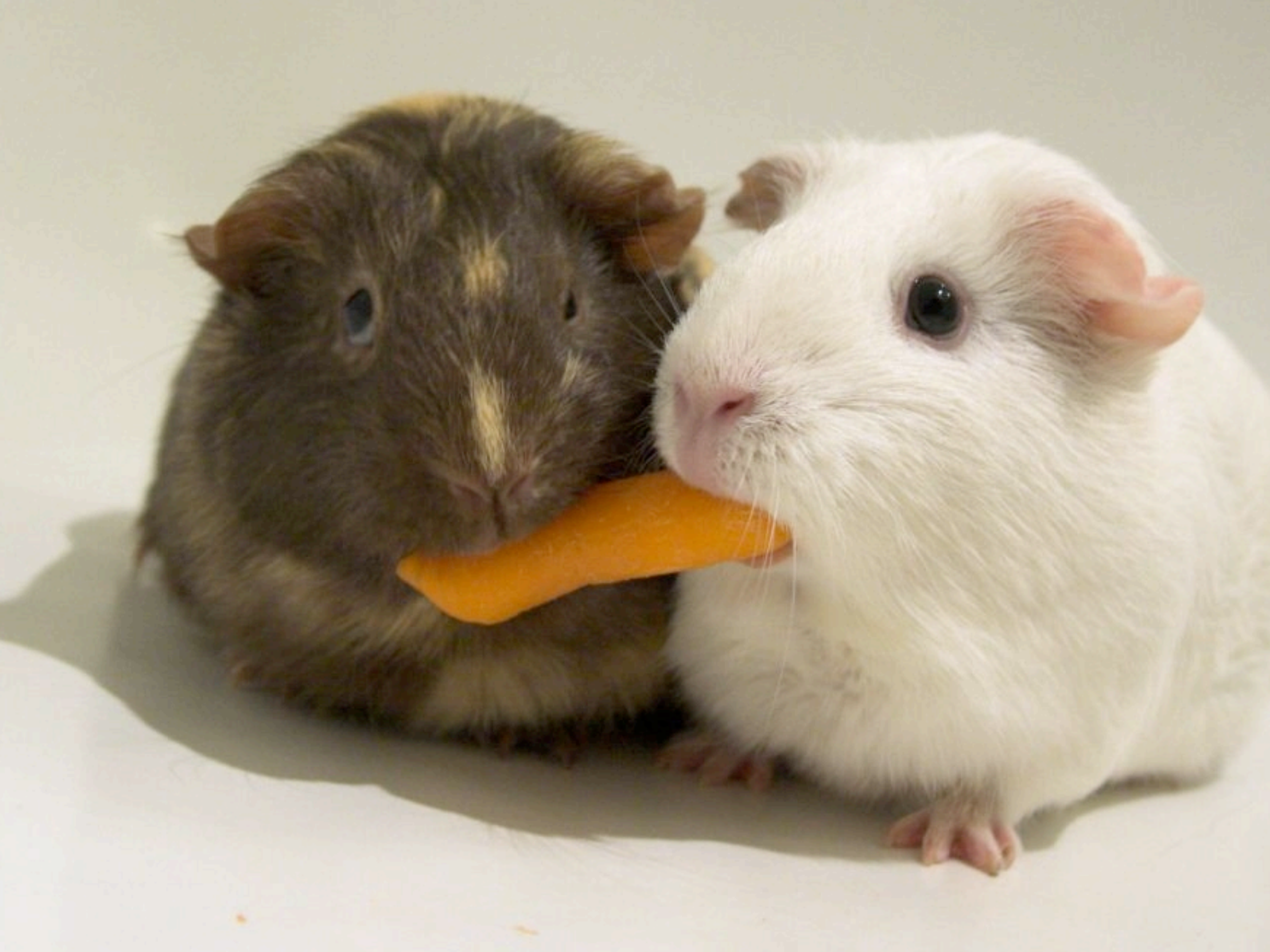






# **YUI's Keys to Success**

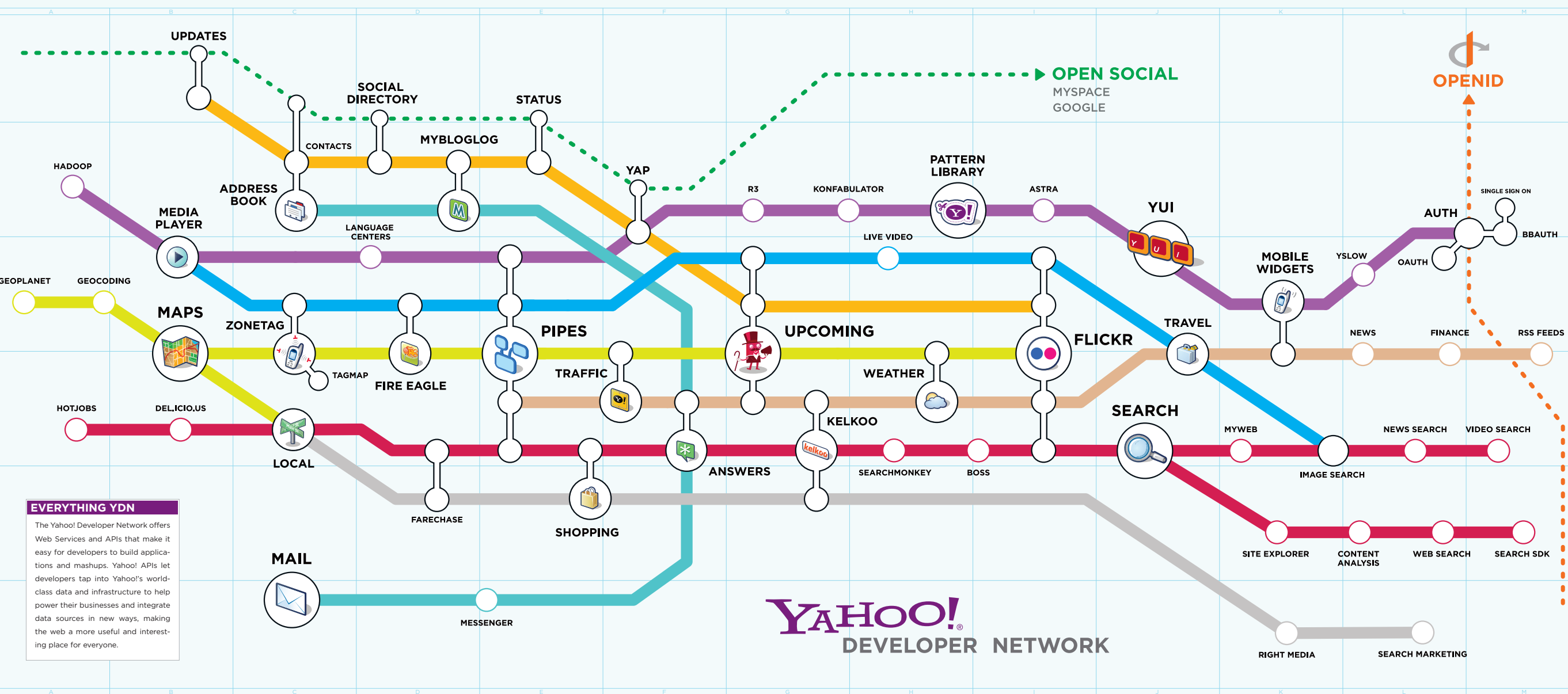




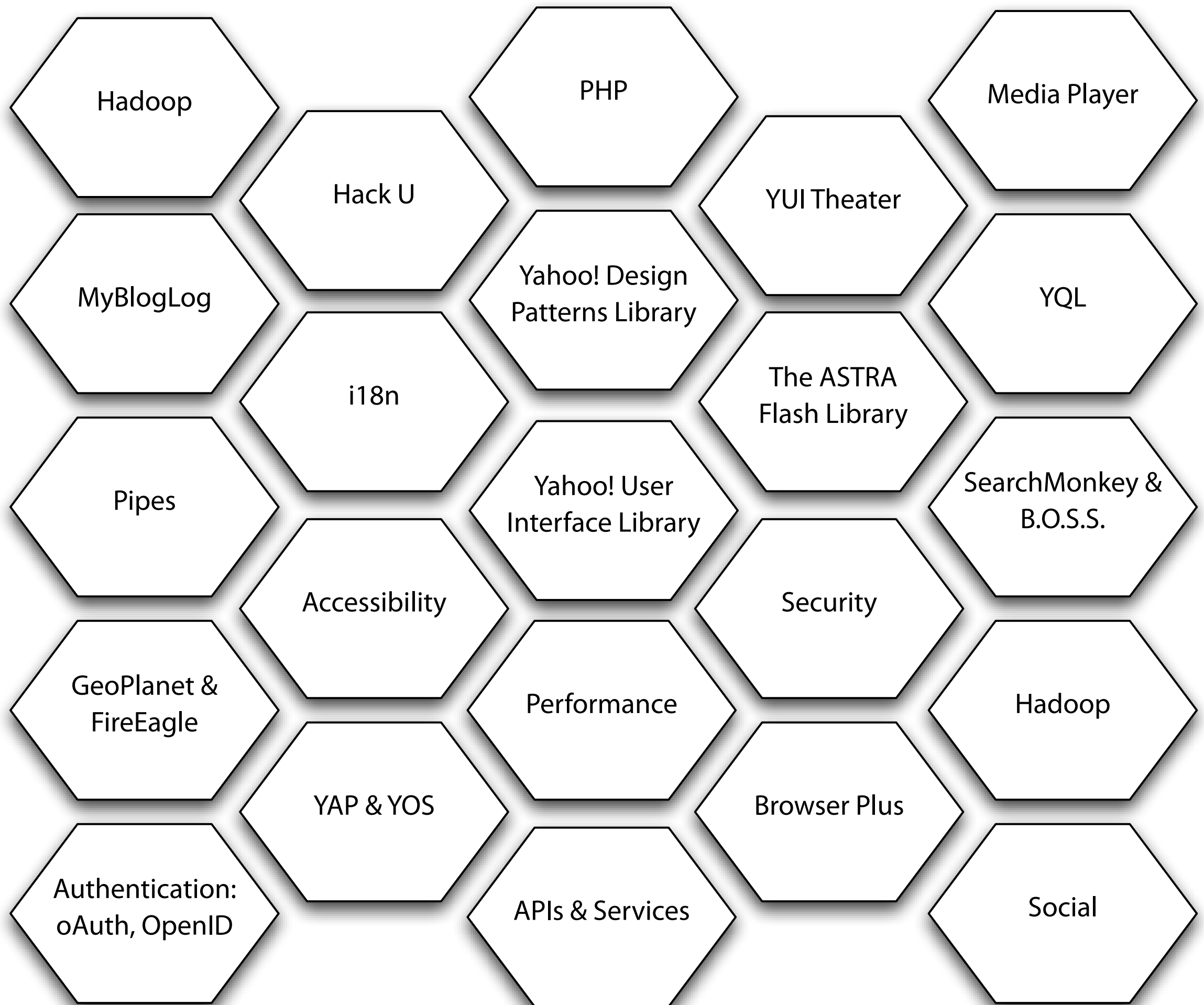




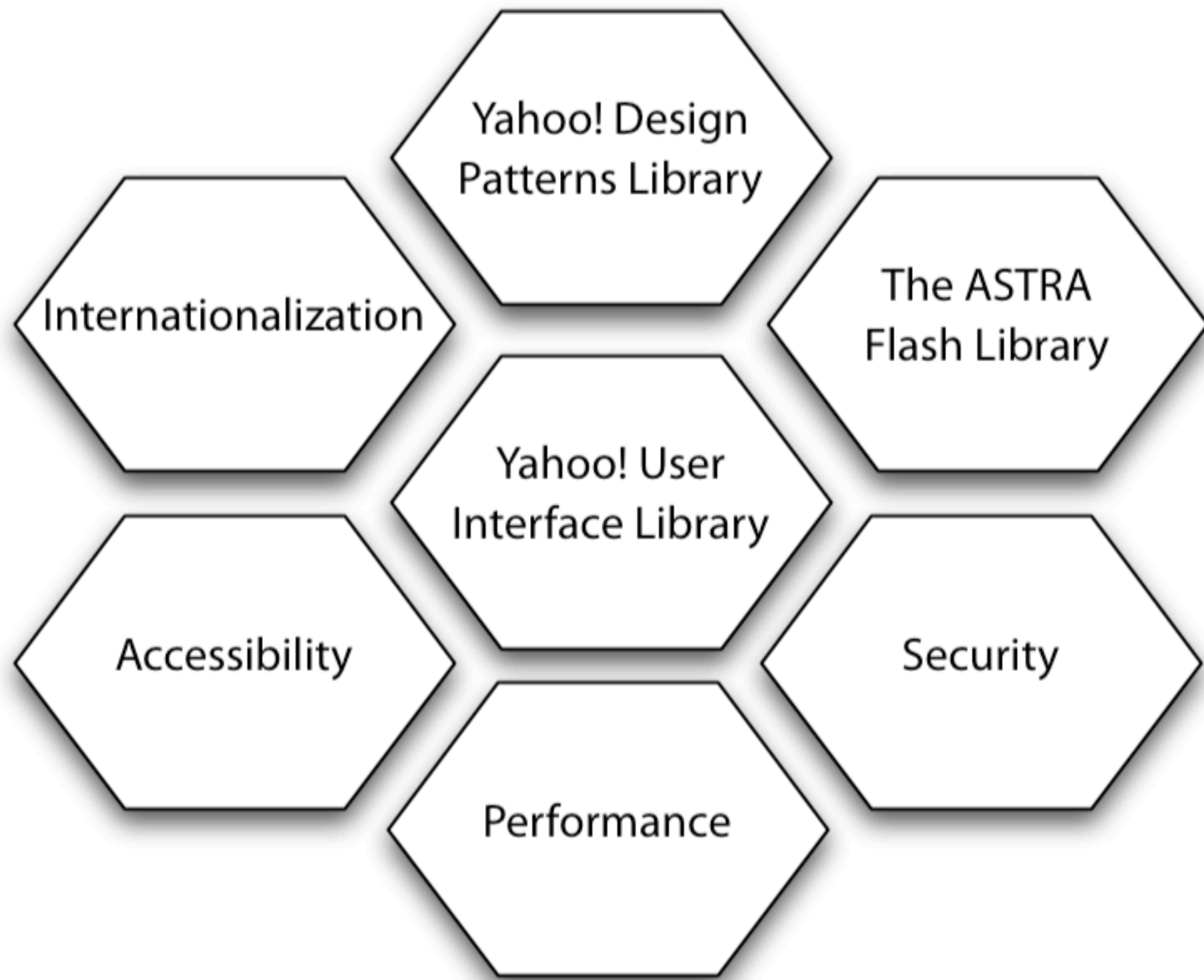


















- **Shared purpose.**
- **Easier than not.**
- **Part of a larger story.**
- **Sacred promise.**
- **Platforms are not products.**



# Summary



# **The Power of Unity**



**Design + Develop**



**Us + Users**



**Internal + Open**



**Unity = Empathy**



Thank you.