Getting started with qooxdoo JavaScript library

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Introduction

The qooxdoo Javascript library is object-oriented, using minimized set of HTML, CSS and DOM. Classes in qooxdoo support full namespaces and do not extend the native JavaScript types, thus has global variables.

It is offering a wide set of "widgets" that remind closely their desktop counterparts. Qooxdoo implements advanced client-server communication using AJAX and implements an event-based model for handling asynchronous calls. Qooxdoo introduces a Web Toolkit (QWT), the Rich Ajax Platform (RAP), and Pustefix for creating RIA solutions.

In this article we will take this library into use in a Symbian Web Runtime app, and perform some basic tasks with it.

Prerequisites

You will need the qooxdoo JavaScript library for the example and it can be downloaded from the main site http://qooxdoo.org/

Full documentation for this library is at http://qooxdoo.org/docs

You can use a code editor of your choice, but this example is build with the Nokia Web Tools

A phone device supporting with Web Runtime support installed.

Example code

For this example we will create a default WRT S60 widget, with the following files

- index.html
- basic.css
- basic.js

In the qooxdoo library there are included several HTML controls, like labels, images,buttons,text fields, popups tooltips and a component called "atom". It consists of an image and a label. There is full control of creation and management of these components with cross-browser abstraction. E.g. if a component has not enough space to be displayed the text or line will wrap. Images in qooxdoo are pre-cached automatically, plus support PNG transparent. Namespace convention is to include the full package and class name e.g. qx.ui.basic.Label.

In the example code we will create some controls, like labels, text fields and a text area within the widget, as you would use them on a server web page.

index.html

basic.css

basic.js

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