

Talk @ 2

Chaining with jQuery

Find things, do stuff.

Finding things

- Most common CSS3 selector support
- Basic xpath support
- Additional custom selectors like
:even :odd :first :last :visible :parent

Doing stuff

- DOM manipulation
- DOM Traversal
- CSS & attributes
- Events
- AJAX
- FX

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jQuery <3 Prototype

```
jQuery.noConflict();  
$j = jQuery;
```

\$(selector, scope)

- accepts: DOM nodes, CSS, xpath or ID's
- fetches matched elements
- returns elements wrapped in a jQuery collection
- scope is optional

I've found stuff,
what's next?

Chainability

```
$('#a.button').html('hello').show()
```

- Every jQuery method returns the collection it was called on (almost)
- Exceptions: traversal helpers, accessors and `end()`

DOM Manipulation

- `before()` - `after()`
- `append()` - `prepend()`
- `wrap()` - `empty()`
- `clone()` - `remove()`

DOM Traversal

- `is()` - `not()`
- `next()` - `prev()`
- `parents()` - `siblings()`
- `find()` - `filter()`

CSS & Attributes

- `css(attr, value)`
- takes camelCase names
- `width()` - `height()` - has basic dimensions support.

Events

- lot's of events.
- `bind()` - `unbind()`
- `ready()`

AJAX

- `load()`
- `$.get()` - `$.post()`
- `$.ajax()`
- `serialize()`
- global callbacks

FX

- `show()` - `hide()`
- `fadeIn()` - `fadeOut()`
- `toggle()`
- `animate()`

Plugins

- lots of plugins available
- add to `jQuery.fn` object to extend
- anything extending `jQuery.fn` must return itself
- try to use `jQuery` rather than `$` to eliminate conflicts.

Putting it all together

A real world example...

New Stuff!

- jQuery 1.2 due for release in September
- jQuery UI coming soon
 - Official plugins for UI widgets
 - Dimensions, Mouse, advanced FX