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Note generali	Includes index.
Nota di contenuto	Cover; Copyright; About the Authors; About the Reviewers; Table of Contents; Preface; Chapter 1: Getting Started with YUI; What is the YUI?; Who is it for and who will it benefit the most?; Why the Yahoo! User Interface Library?; Graded browser support; What comes with the YUI?; The library topography; The core files; The Utilities; The controls; The CSS Tools; The developer tools; The library's structure; What else does Yahoo! provide?; Are there any licensing restrictions?; Installing the YUI; Creating an offline library repository; Using the library files in your own web pages Code placement Perfect date selection with the Calendar Control; The basic Calendar class; The CalendarGroup class; Implementing a Calendar; The initial HTML page; Highly eventful; The DateMath class; Summary; Chapter 2: Creating Consistency with the CSS Tools; Tools of the trade; Element normalization with reset.css; Element rules; First base; Tidying up text with fonts.css; Layout pages with ease using grids.css; Setting up your page structure; The basic building blocks of your pages; Grid nesting; A word on Sam; Summary; Chapter 3: DOM

Manipulation and Event Handling; Working with the DOM

DOM concepts; Common DOM scripting techniques; Common DOM methods; Further reading; DOM-the old way; DOM-the YUI way; DOM manipulation in YUI; Many DOMs make light work; The Dom class; Using the Dom class; The Region class; Additional useful Dom methods; Other classes; The Selector Utility; Listening for Events the easy (YUI) way; Event models; Old styled events; YUI event capturing; Evolving event handlers; Reacting when appropriate; A look at the Event Utility; Listeners; Event delegation; Other plugins; Custom events; The evolution of Custom Events; EventProvider; Custom event basics  
The Element Utility; Subclassing from Element; Adding custom methods and properties; Using AttributeProvider; Summary; Chapter 4: Calling Back Home; Introduction to Connection Manager; The XMLHttpRequest object interface; A closer look at the response object; The Callback object; Basic communication; Sending forms; Posting; Yahoo Query Language (YQL); Overcoming the XDS restriction; Working with XML; Processing a JSON reply; Using JSONP with the Get utility; Loading library components via Get; Summary; Chapter 5: Animation, the Browser History Manager, and Cookies  
Introducing the Animation Utility; The class structure of the Animation Utility; The Animation constructor; Animation's attributes; Custom Animation events; The subclasses; Additional classes; Using Animation to create an Accordion Widget; Listening to the end of the Animation; The CSS for Accordion; Using Element; Dealing with motion; Restoring the browser's expected functionality; The BHM class; Using BHM; The BHM script; Cookies; Summary; Chapter 6: Content Containers and Tabs; Meet the YUI Container family; Module; Overlay; Panel; Tooltip; Dialog; SimpleDialog; Container Effects  
OverlayManager

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Sommario/riassunto

Develop your next-generation web applications with the YUI JavaScript development library

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