

Acknowledgments

Introduction

Chapter 1: Toolset

- Item 1: Know what core functionality you need NR/WK
- Item 2: Build your own toolset
- Item 3: Familiarize yourself with third party libraries NR/WK

Chapter 2: Debugging

- Item 4: Know the debugging APIs WK
- Item 5: Explore unknown objects WK
- Item 6: Be smart about logging WK
- Item 7: Develop in the browser WK
- Item 8: Understand the shortcomings of profiling WK

Chapter 3: General Language

- Item 9: Embrace side effects WK
- Item 10: Consider both methods and operators WK

Chapter 4: The Constructor

- Item 11: Use the constructor for easy access to statics NR
- Item 12: Consider constructor return alternatives NR
- Item 13: Think about moving expensive setup code into the constructor

Chapter 5: Methods

- Item 14: Favor good API design over OO design TT
- Item 15: Accept functions TT
- Item 16: Consider both instances and generic objects TT
- Item 17: Don't perform complicated argument detection TT
- Item 18: Define a clone function when creating groups of objects TT
- Item 19: Provide meaningful return values TT

Chapter 6: Ajax

- Item 20: Standardize server communication
- Item 21: Consider intermediary data management
- Item 22: Prefer portable file references

Chapter 7: Browsers and the DOM

- Item 23: Understand browser rendering WK
- Item 24: Understand script source loading WK
- Item 25: Consider using templates WK
- Item 26: Provide graceful degradation WK

Item 27: Consider binding objects to nodes [NR]

Item 28: Utilize the DOM hierarchy [NR]

Chapter 8: Responsiveness

Item 29: Amortize the cost of expected computations

Item 30: Understand the purpose of animation

Item 31: Build a solid loading UI [NR]

Item 32: Consider using lazy evaluation

Item 33: Use an overlay

Chapter 9: Resource Management

Item 34: Consider object registries [WK]

Item 35: Clean up expensive returns [WK]

Item 36: Know how to properly remove nodes [WK]

Chapter 10: The Prototype Object

Item 37: Understand delegation and defaults [NR]

Item 38: Avoid class creation tools that you don't understand [NR]

Item 39: Know your options when creating a prototype [NR]

Chapter 11: Scope

Item 40: Retain scope in returned functions and objects [NR]

Item 41: Use delegation to protect scope [NR]

Item 42: Rescope closures [NR]

Item 43: Internalize globals [NR]

Chapter 12: Performance

Item 44: Know when performance matters

Item 45: Implement a global timer [NR]

Item 46: Minimize function calls

Item 47: Consider caching strategies

Item 48: Avoid bottlenecks by batching

Item 49: Use publish and subscribe to hot-swap functionality [NR]

Item 50: Package code into modules [NR]

Item 51: Optimize code for deployment