



A new baseline for front-end developers

Rebecca Murphey • April 2012 • BerlinJS

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A Baseline for Front-End Developers

I wrote a README the other day for a project that I'm hoping other developers will look at and learn from, and as I was writing it, I realized that it was the sort of thing that might have intimidated the hell out of me a couple of years ago, what with its casual mentions of Node, npm, Homebrew, git, tests, and development and production builds.

Once upon a time, editing files, testing them locally (as best as we could, anyway), and then FTPing them to the server was the essential workflow of a front-end dev. We measured our mettle based on our ability to wrangle IE6 into submission or achieve pixel perfection across browsers. Many members of the community – myself included – lacked traditional programming experience. HTML, CSS, and JavaScript – usually in the form of jQuery – were self-taught skills.

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Today's featured article

[Ezra Pound, one of the prime movers of Imagism](#)

[Imagism](#) was a movement in early [20th-century](#) Anglo-American [poetry](#) that favoured precision of imagery, and clear, sharp language. The Imagists rejected the sentiment and artifice typical of much [Romantic](#) and [Victorian](#) poetry. This was in contrast to their contemporaries, the [Georgian poets](#), who were by and large content to work within that tradition. Group publication of work under the Imagist name in magazines and in four anthologies appearing between [1914](#) and [1917](#) featured writing by many of the most significant figures in [Modernist poetry in English](#), as well as a number of other [Modernist](#) figures who were to be prominent in fields other than poetry. Based in [London](#), the Imagists were drawn from [Britain](#), [Ireland](#) and the [United States](#) and, somewhat unusually for the time, featured a number of women writers amongst their major figures. Historically, Imagism is also significant because it was the first organised [Modernist](#) English-language literary movement or group. At the time Imagism emerged [Longfellow](#) and [Tennyson](#) were considered the paragons for poetry, and the public valued the sometimes moralising tone of their writings. In contrast to this, Imagism called for a return to what were seen as more [Classical](#) values, such as directness of presentation and economy of language, as well as a willingness to experiment with non-traditional verse forms.

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-- press space for next page --

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H)elp O)ptions P)rint G)o M)ain screen Q)uit /=search [delete]=history list



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Blogography

April 2012 Edition

An Objective Look at Table Based vs. CSS Based Design | May 12, 2004

Over the years there have been many great articles extolling the virtues of CSS based design and bemoaning table based design. However there have been very few articles looking at things from the other side of the fence. This is probably because you really have to understand and use CSS based design before you can criticise it. Yet once converted, few (if any) people go back to the old way of coding.

In order to bring some balance back to the equation, and to have a bit of fun playing devils advocate, I've decided to write an article about why in some instances, traditional table based design can be as good, if not better than CSS and standards based design.

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Gmail by Google BETA

Search Mail Search the Web [Show search options](#) [Create a filter](#)

Compose Mail Archive Report Spam More Actions ... Refresh 1 - 33 of 33

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

Inbox

- ★ Brian, me (2) » Re: rac developer position - oh cool... i'll ask him and see when's a good day... how are things... 3:27pm
- ★ nonstatic - LJ Comment » Reply to your comment... - nonstatic (nonstatic) replied to your LiveJournal comment in which ... 2:49pm
- ★ me, Raj (2) » a very sad day - Oh No! That's terrible news. I was just talking about him to Sheena and his Ba... 1:37pm
- ★ me, raul (3) » one of my favorite people in the world is dead - yeah, t'would of been nice... relive the memorie... 12:42pm
- ★ Hooshang, me (3) » family Planning for trip to Iran - No problem, we thought you might want to take a beak in betwe... 12:14pm
- ★ Ario Jafarzadeh » FW: Important notice regarding Real's 401(k) Match - From: Tracy Tomassi [mailto:tracyt@rea... 11:34am
- ★ Ario Jafarzadeh » FW: Mono and Massage - Original Message From: Miriam Howard [mailto:miriam@ohanastud... 11:20am
- ★ ario » FW: [TC-euorads] [SIGCHILLWI CHI 2005 "sneak preview" talks tomorrow] - Original Mes... 12:46am
- ★ ario » FW: [TC-e...
- ★ donte parks » m.i.a.'s co...
- ★ donte parks (3) » keepin' it n...
- ★ Ario ... me, Leslie (8) » FW: Inter...
- ★ ersartzsuperjew - LJ » Reply to yo...
- ★ Ali Afkhami (2) » Join my fri...
- ★ Ario Jafarzadeh » FW: do yo...
- ★ me .. Alireza (61) » "Noruz" dir...
- ★ Dinah, me (5) » seattle - h...
- ★ Joseph Goldberg » Tom & Joy...
- ★ The Aleen » gettin' wit t...
- ★ me, Exo (2) » the real us...
- ★ superjew » fodder for c...
- ★ Theo Spanos » no go (Nov...
- ★ me, Eiman (3) » seizdehbed...
- ★ donte, Jizosh, Jeff (3) » crossfader...
- ★ Hooshang, me (2) » family we a...
- ★ Rakesh, me, Joan (3) » condo che...
- ★ Sharif, Soren » some of th...
- ★ me, Evan (2) » tashakor -...
- ★ Pegah Arshia » Fwd: Carib...
- ★ Ario Jafarzadeh » FW: Renat...
- ★ Ario Jafarzadeh » FW: [TC-e...

Labels

- action
- family
- friends
- info
- LJ
- research
- to
- teme
- work

[Edit labels](#)

Invite a friend

Give Gmail to:

[Send invite](#) 50 left [preview invite](#)

Done

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Dublin City University Ireland

The map will start on Dublin City University, Ireland next time you visit the site.

Can't find what you're looking for?

- [Add a place to the map](#) new!

500 ft 100 m

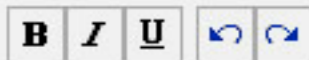
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Done



Connected

hide >



Introduction

Lizzer is a linking and content embedding service that works with blogs, websites, and web-based email. It is launched as a bookmarklet from the user's web browser and provides search results from a wide variety of content providers, including Google, Yahoo, Delicious, Flickr, and YouTube. Users can then preview these results, including images, documents, and video, from the bookmarklet and choose to insert or embed the content directly in their text editor.

History

Lizzer was created by Digital Scientists in 2008 as a web publishing aid. It is designed to reduce the time and steps it takes to search for and add links to blog posts. Content can be inserted with a single mouse click (1) and requires no knowledge of HTML on behalf of the user. It is currently in its Alpha stage of testing. Users must sign-up for an account and install the bookmarklet to be able to use the Lizzer service.

In 2009, Lizzer partnered with Docstoc(2), a web-based document sharing service, to offer Lizzer functionality to Docstoc users (3), as well as add Docstoc to Lizzer's list of content providers (4). Users can access both public documents and their personal Docstoc accounts through the Lizzer bookmarklet and insert these documents (including .doc, .xls, .ppt., .pdf) into their blog posts and emails.

Technology

Lizzer is built on the Ruby on Rails framework. It relies on standardized API's across the web to search for and display results, using jQuery to generate XHR requests to the various web services selected by the user, which include:

- Delicious
- Delicious Accounts
- Google Web Search
- Yahoo Web Search
- Docstoc
- Docstoc Accounts
- Flickr
- Flickr Accounts
- Google Image Search
- Yahoo Images
- Google Blog Search
- Google News Search
- Google Video Search
- YouTube

Connected Users

- Maggie edit name/color
76.111.39.140/Firefox3.0.10
- Steve
76.111.39.140/Firefox3.0.9
- John
76.111.39.140/Firefox3.0.10

To invite someone to this pad, just copy and paste them the URL to this page.

Or we can send them an invitation for you:

Email:

hide

Chat

- Maggie (10:42): Can we improve the history?
- John (10:42): Perhaps we could include something about customer requests?
- John (10:43): Like the addition of twitter support?

Say:

Import/Export

Download as:

- | | |
|--------------------------------|--------------------------------|
| HTML | Microsoft Word |
| Plain text | PDF |
| Bookmark file? | OpenDocument |

Facebook (10) Facebook | <https://www.facebook.com>

facebook | Search | Rebecca Murphey | Home

Update Status | Add Photo / Video | Ask Question

What's on your mind?

Rebecca Murphey

FAVORITES

- News Feed
- Messages 17
- Events 2

APPS

- Apps and Games 6
- Photos
- Music
- Notes
- Questions
- Links
- Pokes
- Developer
- Ads

GROUPS

- JavaScript Develop... 3
- Create Group...

INTERESTS

- Add Interests...

PAGES

- Official yayQuery 1

MORE

Rebecca Holcomb commented on her own photo.

Profile Pictures

Like · Comment · Share · April 11 at 8:42pm ·

Jeni Chase and 2 others like this.

Bobby Crabtree This is the coolest thing ever. How did you set this up? Did you like, walk in there, walk up to the cashier and be like, "I would like to take a picture of myself on all your security cameras please." ?
7 hours ago · Like · 1

Rebecca Holcomb hee hee! it was just a display at costco :)
2 hours ago · Like

Jason Laster I know that woman. She is nothin' but trouble!
2 hours ago · Like · 1

Write a comment...

Garrett Murphey listened to Clap Your Hands Say Yeah on Spotify.

- Hysterical Clap Your Hands Say Yeah
- Satan Said Dance Clap Your Hands Say Yeah
- Love Song No. 7 Clap Your Hands Say Yeah
- Mama, Won't You Keep Them Castles In The Air

Create Event

6 Lucky Slots - Free Slot Machines requests

Friend Requests See All

- Shidhin Cr 3 mutual friends Confirm Friend
- Samuel Breed 9 mutual friends Confirm Friend
- Maura Jo Lynch 6 mutual friends Confirm Friend
- Lois Wilson 13 mutual friends Confirm Friend
- Mathias Bynens 23 mutual friends Confirm Friend

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Learn about Kaplan University's 'RN to Master of Science in Nursing' online degree program

Steve De Jonghe :!) <http://www.youtube.com/watch?v=bFEo...>
Sweet Brown - Ain't Nobod...

Barack Obama Even President Reagan said it was wrong for a millionaire to pay a lower tax rate than a bus driver.
President Reagan on tax f...

Carrie Sue Whitehill shared Jr 'Sidestreet Reny' Collette's photo.

Garrett Murphey listened to Do What You Do by Noah And The Whale on Spotify.

Garrett Murphey listened to The Last Hour by Elliott Smith on Spotify.

Melissa Juniper

OFFLINE FRIENDS

These friends can't see you on chat. Edit

- Aaron Forsander
- adam j. sontag
- Alex Sexton
- Angela Gray
- Chris Williams
- Garrett Murphey
- Kalika Kharkar Sharma
- Marcus Schwartz
- Nicole Holleran Sweeney
- Paul Irish
- Ralph Holzmann

Search



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- Chris Williams
- Garrett Murphey
- Kalika Kharkar Sharma
- Marcus Schwartz
- Nicole Holleran Sweeney
- Paul Irish
- Ralph Holzmamm

Search



Our emphasis shifts from trivia to tools as we are required to automate, streamline, and bullet-proof our processes.

bit.ly/front-end-dev-baseline

javascript

you already know:

jQuery, underscore, basic JavaScript

you should know:

jQuery-less JavaScript, prototypal inheritance, Function.bind, basics of Backbone, Ember, canJS or similar

https://github.com/rmurphey/js-assessment

The screenshot shows a web browser window with the title 'Mocha Tests' and the address bar 'localhost:4444'. The page content displays test results for a suite named 'arrays'. At the top right, a summary shows 'passes: 1 failures: 20 duration: 0.09s' and a '100%' completion indicator. The first test case is 'you should be able to determine the location of an item in an array', which has failed. The error message is 'Error: expected undefined to equal 2', followed by a stack trace. The second test case is 'you should be able to add the values of an array (view source)', which has also failed with the error 'Error: expected undefined to equal 10' and its own stack trace.

passes: 1 failures: 20 duration: 0.09s 100%

arrays

- ✖ you should be able to determine the location of an item in an array

```
Error: expected undefined to equal 2
  at Assertion.assert (http://localhost:4444/tests/libs/expect.js:99:13)
  at Assertion.equal (http://localhost:4444/tests/libs/expect.js:200:10)
  at Assertion.be (http://localhost:4444/tests/libs/expect.js:73:24)
  at Context.<anonymous> (http://localhost:4444/tests/app/arrays.js:17:27)
  at Test.run (http://localhost:4444/tests/libs/mocha.js:2974:32)
  at Runner.runTest (http://localhost:4444/tests/libs/mocha.js:3256:10)
  at http://localhost:4444/tests/libs/mocha.js:3300:12
  at next (http://localhost:4444/tests/libs/mocha.js:3184:14)
  at http://localhost:4444/tests/libs/mocha.js:3193:7
  at next (http://localhost:4444/tests/libs/mocha.js:3143:23)
```

- ✖ you should be able to add the values of an array (view source)

```
Error: expected undefined to equal 10
  at Assertion.assert (http://localhost:4444/tests/libs/expect.js:99:13)
  at Assertion.equal (http://localhost:4444/tests/libs/expect.js:200:10)
  at Assertion.be (http://localhost:4444/tests/libs/expect.js:73:24)
  at Context.<anonymous> (http://localhost:4444/tests/app/arrays.js:22:24)
  at Test.run (http://localhost:4444/tests/libs/mocha.js:2974:32)
  at Runner.runTest (http://localhost:4444/tests/libs/mocha.js:3256:10)
  at http://localhost:4444/tests/libs/mocha.js:3300:12
```

```
4
5   beforeEach(function() {
6     a = [ 1, 2, 3, 4 ];
7     b = {
8       foo : 'bar',
9       baz : 'bim'
10    };
11
12    fn = function() { };
13  });
14
15  it("you should be able to determine the location of an item in an array", function() {
16    // define a function for fn so that the following will pass
17    expect(fn(a, 3)).to.be(2);
18  });
19
20  it("you should be able to add the values of an array", function() {
21    // define a function for fn so that the following will pass
22    expect(fn(a)).to.be(10);
23  });
24
25  it("you should be able to remove an item from an array", function() {
26    // define a function for fn so that the following will pass
27    var result = fn(a, 2);
28    expect(result).to.have.length(3);
29    expect(result.join(' ')).to.be('1 3 4');
30  });
31
32  it("you should be able to add an item to the end of an array", function() {
33    // define a function for fn so that the following will pass
34    var result = fn(a, 10);
35    expect(result).to.have.length(5);
36    expect(result[result.length - 1]).to.be(10);
37  });
38
39  it("you should be able to create an array from two arrays", function() {
40    // define a function for fn so that the following will pass
41    var c = [ 'a', 'b', 'c' ],
42        result = fn(a, c);
```



eloquentjavascript.net

git & github

you already know:

creating a new repo, cloning a repo, branching and merging locally

you should know:

collaboration workflow, pull requests, code reviews

Time

Feature for future release

Major feature for next release

Severe bug fixed for production: hotfix 0.2

0.1

From this point on, "next release" means the release after 1.0

may be continuously merged back into **develop**

1.0

[edit]

Fix a bug from a ticket filed at bugs.jquery.com:

NEVER write your patches to the master branch - it gets messy (I say this from experience!)

ALWAYS USE A "TOPIC" BRANCH! Like so (#### = the ticket #)...

Make sure you start with your up-to-date master:

```
$ git checkout master
```

Create and checkout a new branch that includes the ticket #

```
$ git checkout -b bug_####
```

(Explanation: this useful command will:
"checkout" a "-b" (branch) by the name of "bug_####"
or create it if it doesn't exist)

Now you're on branch: bug_####

Determine the module/file you'll be working in...

Open up the corresponding /test/unit/?????.js and add the initial failing unit tests. This may seem awkward at first, but in the long run it will make sense. To truly and efficiently patch a bug, you need to be working against that bug.

Next, open the module files and make your changes

Run <http://localhost/jquery/test> --> ALL TESTS MUST PASS

Browser: Pull Requests · jquery/learn... x
 URL: <https://github.com/jquery/learn.jquery.com/pulls>
 Search: Search... | Explore Gist Blog Help | Profile: rmurphey | 1533 notifications

jquery / learn.jquery.com | Watch | Fork | Pull Request | 445 | 83

Code | Network | **Pull Requests 6** | Issues 52 | Wiki 2 | Stats & Graphs

All Requests 6

Yours

Find a user...

- Jakobud 1
- connormontgomery 1
- mklabs 1
- johnkpaul 1
- stevenhauser 1
- Schnauzer 1

6 open requests | Keyboard shortcuts available

Read | Open | Closed | Submitted | Updated | Popularity

Added triggering handlers section
 I filled out the triggering event handlers section. It doesn't go into extreme detail, but explai...
 johnkpaul submitted to [jquery/learn.jquery.com](#) 4 days ago | Updated 4 days ago | 0 comments

Replaced 'browser-feature-detection.md' with gist 2285900 & moved it.
 As per the discussion in the previous PR with @addyosmani and @ajpiano, the content has been upda...
 connormontgomery submitted to [jquery/learn.jquery.com](#) 7 days ago | Updated 6 days ago | 4 comments

Added "Introduction to Events" chapter
 Added a chapter to introduce users to events in jQuery (in response to issue #79). Perhaps it's a...
 stevenhauser submitted to [jquery/learn.jquery.com](#) 21 days ago | Updated 10 days ago | 13 comments

Changes to Plugins Section
 This contains some major changes to the plugins section as discussed in issues #72 and #61. Merged
 Schnauzer submitted to [jquery/learn.jquery.com](#) a month ago | Updated 9 days ago | 4 comments

Changed "Previous" and "Next" to use « and » in article footer
 In the article footer layout, I removed the words Previous and Next and replaced them with the HT...
 Jakobud submitted to [jquery/learn.jquery.com](#) 2 months ago | Updated 2 months ago | 0 comments

Solution for Exercises: Gists, jsFiddles
 Hello there, So here is a pull request asking you to review and merge the work @addyosmani and I ...
 mklabs submitted to [jquery/learn.jquery.com](#) 5 months ago | Updated a month ago | 22 comments

modularity & builds

you already know:


to keep scripts out of your <head>,
to limit the number of http requests,
to reduce http overhead via minification

you should know:

AMD, RequireJS / Almond,
UglifyJS, Closure Compiler

RequireJS Optimizer


requirejs.org/docs/optimization.html



A JAVASCRIPT
MODULE LOADER

- Home
- Start
- Download
- API
- Optimization
- Use with jQuery
- Use with Node
- Use with Dojo
- CommonJS Notes
- FAQs
- Common Errors
- Writing Plugins
- Why Web Modules
- Why AMD
- Requirements
- History

REQUIREJS OPTIMIZER



Requirements	§ 1
Download	§ 2
Example setup	§ 3
Optimizing one JavaScript file	§ 4
Shallow exclusions for fast development	§ 5
empty: paths for network/CDN resources	§ 6
Optimizing one CSS file	§ 7
Optimizing a whole project	§ 8
Integration with has.js	§ 9
All configuration options	§ 10
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RequireJS has an optimization tool that does the following

- Combines related scripts together into build layers and minifies them via *UglifyJS* (the default) or *Closure Compiler* (an option when using Java).
- Optimizes CSS by inlining CSS files referenced by `@import` and removing comments.

The optimizer is part of the [r.js adapter for Node and Rhino](#), and it is designed to be run as

```
1 ({
2   baseUrl : 'app',
3   dir : 'build',
4   paths : {
5     lib : '../lib',
6     plugins : '../lib/plugins',
7     app : '.',
8
9     jquery : '../lib/jquery',
10    underscore : '../lib/underscore',
11    backbone : '../lib/backbone',
12
13    use : '../lib/plugins/use',
14    text : '../lib/plugins/text'
15  },
16
17  use : {
18    underscore : {
19      attach : '_'
20    },
21    backbone : {
22      deps : [ 'use!underscore', 'jquery' ],
23      attach : [ 'Backbone' ]
24    }
25  },
26
27  modules : [
28    {
29      name : 'app/main'
30    }
31  ]
32 })
```

```
r.js -o your.build.js
```

Developer Tools - http://localhost:4444/#search/cats

Elements Resources Network Scripts Timeline Profiles Audits Console Search Network







Name Path	Method	Status Text	Type	Initiator	Size Content	Time Latency	Timeline	736ms	1.10s	1.47s	1.84s
/lib		Not Mod		Script	242.42K	4ms					
router.js /app	GET	304 Not Mod	applic...	require.js:1785 Script	242B 441B	9ms 5ms					
app.js /app/models	GET	304 Not Mod	applic...	require.js:1785 Script	242B 399B	9ms 5ms					
underscore.js /lib	GET	304 Not Mod	applic...	require.js:1785 Script	244B 34.34KB	60ms 3ms					
controllers.js /app	GET	304 Not Mod	applic...	require.js:1785 Script	242B 105B	59ms 2ms					
search.js /app/data	GET	304 Not Mod	applic...	require.js:1785 Script	242B 497B	59ms 5ms					
searches.js /app/collections	GET	304 Not Mod	applic...	require.js:1785 Script	242B 464B	58ms 5ms					
backbone.js /lib	GET	304 Not Mod	applic...	require.js:1785 Script	244B 51.91KB	4ms 3ms					
search.js /app/controllers	GET	304 Not Mod	applic...	require.js:1785 Script	243B 1.37KB	17ms 3ms					
results.js /app/components	GET	304 Not Mod	applic...	require.js:1785 Script	243B 2.05KB	4ms 3ms					
searchForm.js /app/components	GET	304 Not Mod	applic...	require.js:1785 Script	242B 384B	6ms 4ms					
recentSearches.js /app/components	GET	304 Not Mod	applic...	require.js:1785 Script	242B 844B	5ms 3ms					
base.js /app/components	GET	304 Not Mod	applic...	require.js:1785 Script	243B 1.42KB	11ms 10ms					
text.js /lib/plugins	GET	304 Not Mod	applic...	require.js:1785 Script	243B 3.05KB	12ms 10ms					

18 / 147 requests | 4.27KB / 45.84KB transferred | 1.84s (onload: 382ms, DOMContentLoaded: 92ms)

All Documents Stylesheets Images Scripts XHR Fonts WebSockets Other

Developer Tools - http://localhost:8080/

Elements Resources Network Scripts Timeline Profiles Audits Console Search Network

Name Path	Method	Status Text	Type	Initiator	Size Content	Time Latency	Timeline	122ms	183ms	244ms	305ms
 require.js /lib	GET	200 OK	applic...	:8080/:45 Parser	15.42KB 15.13KB	10ms 7ms					
 config.js /app	GET	200 OK	applic...	<u>require.js:6</u> Script	655B 364B	32ms 2ms					
 main.js /app	GET	200 OK	applic...	<u>require.js:6</u> Script	130.33K 130.04K	116ms 3ms					

3 / 5 requests | 146.39KB / 237.50KB transferred | 217ms (onload: 305ms, DOMContentLoaded: 90ms)

All Documents Stylesheets Images Scripts XHR Fonts WebSockets Other

dev tools

you already know:

console.log, console.dir, editing CSS,
the network tab, Firebug or Chrome dev tools

you should know:

breakpoints & step debugging, \$0,
timelines & profiles, other browsers

Google Chrome Developer Tools

www.youtube.com/watch?v=nOEw9iiopwl


Read Later pinboard Subscribe... Pin It weather Visitors Overview - git mulberry tools toura Other Bookmarks

YouTube

Google Developers

Google Chrome Developer Tools: 12 Tricks to Develop Quicker

Subscribe 1,054 videos



Paul Irish
Developer Advocate - Chrome Team

0:05 / 4:37

Like Add to Share 87,378

Uploaded by GoogleDevelopers on Feb 24, 2011

In this video, Paul Irish, a Chrome developer advocate, presents 12 tips and

633 likes, 5 dislikes

- Learn Scrum in 10 Minutes by axosoft 36,413 views Ad
- Google Campfire One: Apps Marketplace, Part by GoogleDevelopers 73,347 views
- Google I/O 2010 - Google Chrome's by GoogleDevelopers 44,781 views
- Google I/O 2011: Chrome Dev Tools by GoogleDevelopers 41,871 views
- Become a Javascript Console Power-User by GoogleDevelopers 42,739 views

Opera Dragonfly - Bug contr... X

my.opera.com/dragonfly/blog/


Read Later pinboard Subscribe... Pin It weather Visitors Overview - C git mulberry tools toura Other Bookmarks

My Opera Community Opera Sign up Log in

Opera Dragonfly

Blog Archive Members

Subscribe to RSS feed

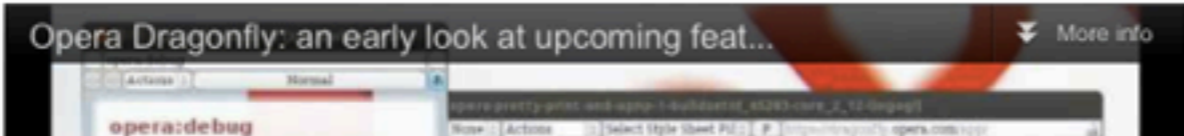


Early look at upcoming features: "pretty print", function return values, UPnP

By Patrick H. Lauke (patrickhlauke). Friday, April 13, 2012 1:14:45 PM
[pretty print](#), [remote debugging](#), [gogi](#), [experimental](#) ...

The blog may have been a bit quiet in recent weeks, but the Opera Dragonfly team has certainly not been idly sitting around twiddling their thumbs. There are some nice little features being worked on behind the scenes, but unfortunately they're not quite ready to be pushed to the experimental channel just yet, as they require actual changes to the underlying browser architecture itself...but here's a short video teaser, where I run through some of the new features in what we call a GOGI build. You'll notice that the interface of these builds is very spartan, to say the least, but we use these builds internally at Opera to test core functionality, before any of the regular browser UI is applied.

Opera Dragonfly: an early look at upcoming feat... [More info](#)



Next builds

- <https://dragonfly.opera.com/app/experi>
- <https://dragonfly.opera.com/app/cuttin>
- <https://dragonfly.opera.com/app/>

i New features are added to the experimental branch as soon as they're ready. Once tested, they move to the cutting-edge branch as a release candidate. Unless any problems arise, they are then promoted to the stable branch.

To switch to these builds, enter the relevant URL in `opera:config#DeveloperTools`, save the configuration change and (re-)open Opera Dragonfly.

Preview builds

command line

Is it **unreasonable to ask for a GUI** so that whatever I'm doing works like all the other programs I use all day?

Dark_Prism on Reddit

Now you can berate me for not understanding the Terminal if you like, but I'll trade your ruby gems for my under-colour removal and dot gain, any day of the week. **How hard should this be?**

Andy Clarke, author of "Hardboiled Web Design"

you already know:

either that the command line is amazing,
or the command line is terrifying

you should know:

ack, ssh, find, curl, git, npm; creating aliases
for commonly used commands

Browser tabs: gf3/dotfiles

Address bar: <https://github.com/gf3/dotfiles>

Navigation: Read Later, pinboard, Subscribe..., Pin It, weather, Visitors Overview, git, mulberry, tools, toura, Other Bookmarks

GitHub navigation: github, Search..., Explore, Gist, Blog, Help, rmurphey, 1533

Repository: gf3 / dotfiles

Actions: Watch, Fork, 154, 17

Navigation tabs: Code, Network, Pull Requests 0, Issues 4, Stats & Graphs

My dotfiles — [Read more](#)

Clone options: Clone in Mac, ZIP, HTTP, Git Read-Only, <https://github.com/gf3/dotfiles.git>, Read-Only access

Branch: master

Navigation: Files, Commits, Branches 1, Tags, Downloads

Latest commit to the master branch

Added alias to highlight arbitrary files, use c instead of cat

gf3 authored 2 days ago commit fbd9e795e1

dotfiles /

name	age	message	history
.fonts	2 months ago	add: Powerline Menlo [gf3]	
.hgext	a year ago	added: Bundling mercurial extensions. [gf3]	
.scripts	4 months ago	add: Better clojure wrapper and clojure completion script. [gf3]	
.vim	2 days ago	Added ruby.vim from GitHub [gf3]	
.ackrc	2 years ago	Renamed all the files/dirs. Reformatted some of the files. Stole a co... [gf3]	
.aliases	2 days ago	Added alias to highlight arbitrary files, use c instead of cat [gf3]	
.aprc	2 years ago	added: Awesome Print RC. [gf3]	
.bash_profile	a year ago	updated: Simplified bash profile. [gf3]	
.bash_prompt	2 years ago	Renamed all the files/dirs. Reformatted some of the files. Stole a co... [gf3]	

templates

you already know:

to send data, not HTML, from the server; to build HTML as a string & insert it into the DOM all at once*

you should know:

various templating libraries & tradeoffs, the RequireJS text! plugin

So you need a template engine? garann.github.com/template-chooser/ [Fork me on GitHub](#)

AMAZING MAGICAL TEMPLATE-ENGINE-CHOOSER!

- ▶ IS THIS FOR USE ON THE CLIENT OR THE SERVER?
- ▶ HOW MUCH LOGIC SHOULD IT HAVE?
- ▶ DOES IT NEED TO BE ONE OF THE VERY FASTEST?
- ▶ DO YOU NEED TO PRE-COMPILATE TEMPLATES?
- ▶ DO YOU NEED PARTIALS?
- ▶ DO YOU WANT A DOM STRUCTURE, OR JUST A STRING?
- ▶ ASIDE FROM TEMPLATE TAGS, SHOULD IT LOOK THE SAME BEFORE AND AFTER RENDERING?

DOM.JS github	DOT.JS project	EJS project	HANDLEBARS.JS project	HOGAN.JS project
ICANHAZ.JS project	JADE TEMPLATES github	MICROTEMPLATING blog post		
MUSTACHE.JS github	PLATES.JS github	UNDERScore TEMPLATES project		

```
1 define([
2   'app/components/base',
3   'text!app/templates/searchForm.html'
4 ], function(C, tpl) {
5   return C({
6     template : tpl,
7
8     events : {
9       'submit .search-form' : '_onSearch'
10    },
11
12    _onSearch : function(e) {
13      e.preventDefault();
14      var term = $.trim(this.query('.js-input').val());
15      if (!term) { return; }
16      this.trigger('search', term);
17    }
18  });
19 });
```

CSS

you already know:

that CSS is difficult to maintain, that you should be modularizing your CSS, that you should combine & minify CSS for production

you should know:

SASS, Stylus, and/or LESS; RequireJS
for plain CSS optimization

```
1 border-radius()
2   -webkit-border-radius arguments
3   -moz-border-radius arguments
4   border-radius arguments
5
6 body
7   font 12px Helvetica, Arial, sans-serif
8
9 a.button
10  border-radius 5px
```



```
1 $blue: #3bbfce;
2 $margin: 16px;
3
4 .content-navigation {
5     border-color: $blue;
6     color:
7         darken($blue, 9%);
8 }
9
10 .border {
11     padding: $margin / 2;
12     margin: $margin / 2;
13     border-color: $blue;
14 }
```

LESS « The Dynamic Stylesheet Language

lesscss.org

Fork me on GitHub

less

The dynamic stylesheet language.

LESS extends CSS with dynamic behavior such as variables, mixins, operations and functions. LESS runs on both the client-side (Chrome, Safari, Firefox) and server-side, with Node.js and Rhino.

Download less.js version 1.3.0

Write some LESS:

```
@base: #f938ab;

.box-shadow(@style, @c) when (iscolor(@c)) {
  box-shadow: @style @c;
  -webkit-box-shadow: @style @c;
  -moz-box-shadow: @style @c;
}

.box-shadow(@style, @alpha: 50%) when (isnumber(@alpha)) {
  .box-shadow(@style, rgba(0, 0, 0, @alpha));
}

.box {
  color: saturate(@base, 5%);
  border-color: lighten(@base, 30%);
  div { .box-shadow(0 0 5px, 30%) }
}
```

Include less.js with your styles:

```
<link rel="stylesheet/less" type="text/css" href="styles.less">
<script src="less.js" type="text/javascript"></script>
```

overview usage language source about Follow

Variables

Variables allow you to specify widely used values in a single place, and then re-use them throughout the style sheet, making global changes as easy as changing one line of code.

```
// LESS /* Compiled CSS */
```

CAUTION: THIS IS A LIE

testing

you already know:

you should be testing your code, but it's hard to know where to start

you should know:

modularizing code makes testing easier;
baby steps are better than no steps at all



simple, flexible, fun

Mocha is a feature-rich JavaScript test framework running on **node** and the browser, making asynchronous testing simple and fun.

Mocha tests run serially, allowing for flexible and accurate reporting, while mapping uncaught exceptions to the correct test cases. Hosted on **GitHub**.

Features

browser support

test coverage reporting

javascript API for running tests

simple async support

string diff support

proper exit status for CI support etc

*We **desperately** need more resources to teach people how to get started with testing.*

automation

cowboy/grunt

GitHub, Inc. [US] https://github.com/cowboy/grunt

github Search... Explore Gist Blog Help rmurphey 1533

cowboy / grunt Unwatch Your Fork 1,000 58

Code Network Pull Requests 1 Issues 27 Stats & Graphs

Grunt: a task-based command line build tool for JavaScript projects. — [Read more](#)

Clone in Mac ZIP HTTP Git Read-Only https://github.com/cowboy/grunt.git Read-Only access

branch: master Files Commits Branches 3 Tags Downloads

Latest commit to the master branch

Bumping version to v0.3.9 and publishing.

cowboy authored a day ago commit 6b320d7598

grunt /

name	age	message	history
bin	13 days ago	Grunt will, when run globally, attempt to load a locally installed ve... [cowboy]	
dev	24 days ago	Minor updates to expect script. [cowboy]	
docs	6 days ago	Updating FAQ to mention this.async. Closes #122. [cowboy]	
lib	13 days ago	Breaking grunt.file.findup into its own internally-used lib. [cowboy]	
tasks	2 days ago	Append a semicolon after minifying with UglifyJS. [scottgonzalez]	
test	13 days ago	Adding file_template helper. Closes #97. [cowboy]	
.gitignore	3 months ago	Removing unnecessary stuff from .gitignore. [cowboy]	
LICENSE-MIT	3 months ago	Removing redundant metadata from grunt.js, Updating copyright to 2012. [cowboy]	

code quality

you already know:

subtle flaws in code can ruin your day,
a project's existing style

you should know:

JSHint, pre-commit hooks, editor plugins

JSHint Options

www.jshint.com/options/

JSHint About Options Platforms Change Log Download Node Package Source

Enforcing Options

These options tell JSHint to be more strict towards your code. Use them if you want to allow only a safe subset of JavaScript—very useful when your codebase is shared with a big number of developers with different skill levels.

Name	Description
<code>bitwise</code>	<p>This option prohibits the use of bitwise operators such as <code>^</code> (XOR), <code> </code> (OR) and others. There are two reasons why you would want to enable this option:</p> <ol style="list-style-type: none">1. Since JavaScript doesn't have integers (only double precision floating-point numbers) the bitwise operators here is very slow.2. Bitwise operations are very rare in JavaScript programs and very often <code>&</code> is simply a mistyped <code>&&</code>.
<code>curly</code>	<p>This option requires you to always put curly braces around blocks in loops and conditionals. JavaScript allows you to omit curly braces when the block consists of only one statement, for example:</p> <pre>while (day) shuffle();</pre> <p>However, in some circumstances, it can lead to bugs:</p> <pre>while (day) shuffle(); sleep(); // You would think that this is a part of your loop, but it is not.</pre> <p>Generally, unless you are careful, it is safer to require curly braces around all blocks.</p>

docs

you already know:

w3schools.com is abhorrent

you should know:

MDN, dochub.io; prefix all your JS searches with “mdn” (or !js on duckduckgo)

DocHub | Instant Documenta x

dochub.io/#javascript/array.indexOf

DocHub CSS HTML JavaScript DOM jQuery PHP Python^{beta} GitHub @documenthub About Feedback

Type a JavaScript class/function name

- Arithmetic Operators
- Array
- Array.Reduce
- Array.ReduceRight
- Array.concat
- Array.constructor
- Array.every
- Array.filter
- Array.forEach
- Array.indexOf
- Array.isArray
- Array.join
- Array.lastIndexOf
- Array.length
- Array.map
- Array.pop
- Array.prototype
- Array.push
- Array.reverse
- Array.shift
- Array.slice
- Array.some
- Array.sort
- Array.splice
- Array.getSource
- Array.toString
- Array.unshift
- ArrayBuffer
- ArrayBufferView
- Assignment Operators
- Bitwise Operators
- Boolean
- Boolean.constructor
- Boolean.prototype

Array.indexOf

Summary

Returns the first index at which a given element can be found in the array, or -1 if it is not present.

Method of **Array**

Implemented in JavaScript 1.6
ECMAScript Edition ECMAScript 5th Edition

Syntax

```
array.indexOf(searchElement[, fromIndex])
```

Parameters

searchElement
Element to locate in the array.

fromIndex
The index at which to begin the search. Defaults to 0, i.e. the whole array will be searched. If the index is greater than or equal to the length of the array, -1 is returned, i.e. the array will not be searched. If negative, it is taken as the offset from the end of the array. Note that even when the index is negative, the array is still searched from front to back. If the calculated index is less than 0, the whole array will be searched.

Description

indexOf compares **searchElement** to elements of the Array using **strict equality** (the same method used by the `===`, or triple-equals, operator).

Compatibility

indexOf is a recent addition to the ECMA-262 standard; as such it may not be present in all browsers. You can work around this by inserting the following code at the beginning of your scripts, allowing use of **indexOf** in implementations which do not natively support it. This algorithm is exactly the one specified in ECMA-262, 5th edition, assuming **Object**, **TypeError**, **Number**, **Math.floor**, **Math.abs**, and **Math.max** have their original value.

```
if (!Array.prototype.indexOf) {  
  Array.prototype.indexOf = function (searchElement /*, fromIndex */) {  
    "use strict";
```

A good programmer is a lazy programmer; only lazy programmers will want to write the kind of tools that might replace them in the end. But for a lazy programmer to be a good programmer, **he or she must be incredibly unlazy when it comes to learning how to stay lazy.**

*Paraphrased from Philipp Lenssen,
“Why Good Programmers are Lazy and Dumb”*

rmurphey.com • @rmurphey • bocoup.com

bit.ly/front-end-dev-baseline

