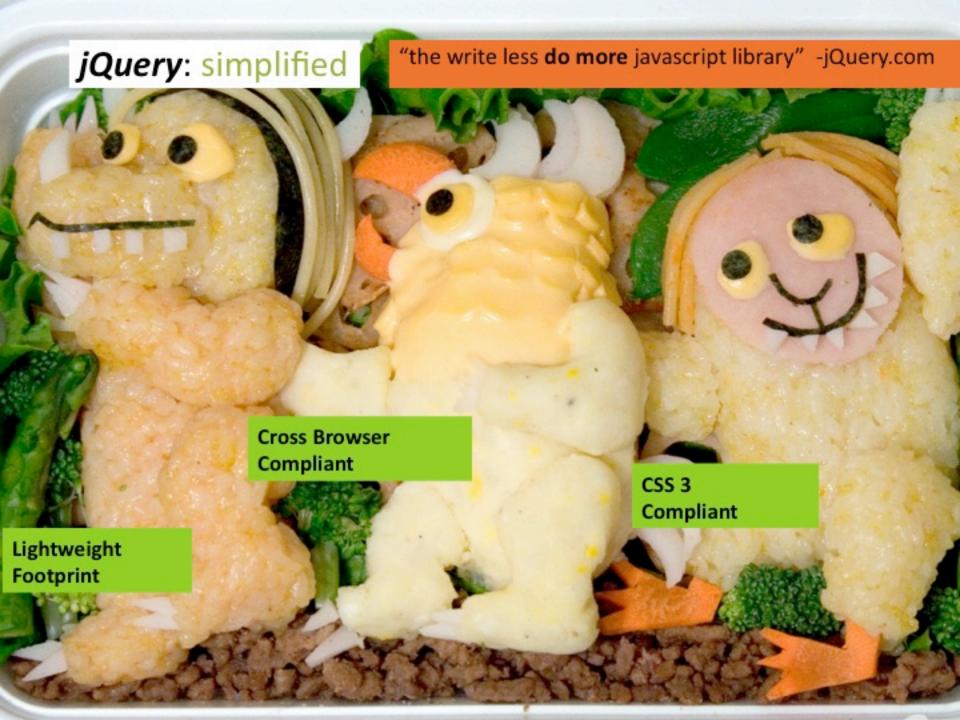


jQuery: introduction

# What is it?

"jQuery is a fast and concise JavaScript Library that simplifies HTML document traversing, event handling, animating, and Ajax interactions for rapid web development."

-jQuery.com



## jQuery: the business end

# **Open License**

Available for personal and private use under MIT and GPL licenses.

# **Ongoing Refinement**

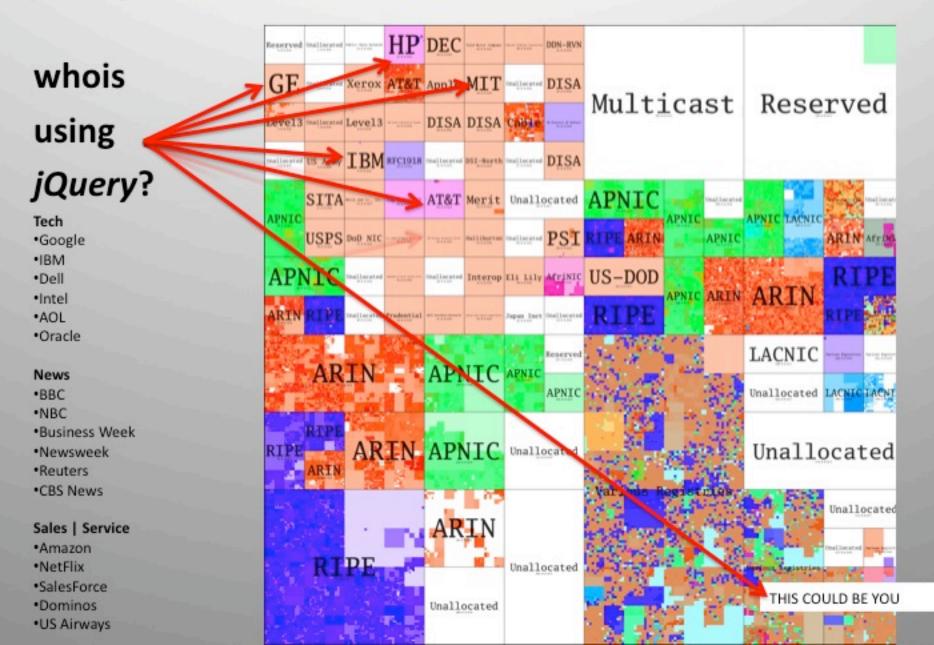
#### 5 Core Teams

- Development Team
- Evangelist Team
- UI Team
- Plugins Team
- Web and Design Team

#### There's also

- The web community
- jQ extension authors
- 3<sup>rd</sup> party contributors
- ... and you.

## jQuery: shameless visual punning



## jQuery: ROI

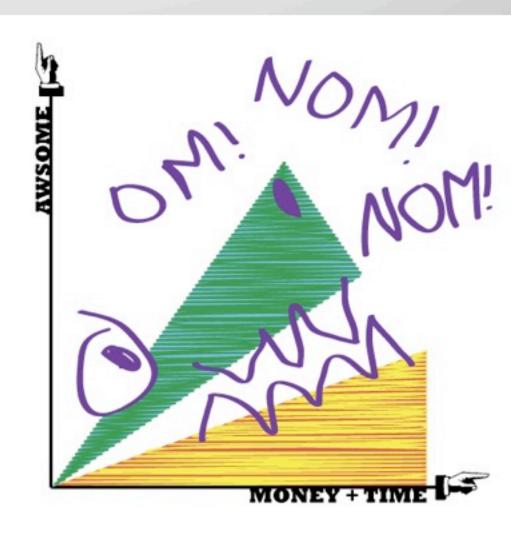
# \$ return on investment

The rule still holds that for all development projects a certain amount of custom code needs to be developed. This should be accounted for in the planning phase. The goal with moving to a code library like jQuery is to abbreviate the amount of code developers need to develop from scratch.

```
Javascript.library = 
{ cheaper : true , 
better : true, 
faster : true};
```

#### BONUS!

A unified base from back to front!



## jQuery: studio approach

\$ designer.idea + developer.code = client.satisfaction

## Everyone knows a little html and css.

jQuery uses that knowledge as a stepping stone into javascript library usage. Getting your feet wet does not require any prior knowledge of javascript. There are tons of resources available from a very active and engaged developer community.

When designers and developers share a vision of the possibilities, everyone does better work.

jQuery: multi-tallented

# Some things that jQuery is good at:

- Events
- Traversing and selecting just about anything.
- Animation & Effects
- Manipulation of Attributes, DOM, & CSS
- AJAX

## jQuery: thanks for the visit

```
$("a").click(function(event){
  alert("Thanks for the visit!");
});
```



**CARS GO MOO**