

dojo-widgets

Widget Project

Dojo will be split into three separate projects: dojo-core, dojo-widgets, and dojo-extensions (aka dojox). The dojo-widget project will contain:

- Widget infrastructure
- Core widgets
- a11y

Goals (general)

- basic widgets for building common apps
- A11Y (keyboard support, high-contrast mode support) w/minimal code impact
- I18N
- standardize API
- Declarative or programmatic instantiation (including `createWidget("Button")`)
- Data??? (non-intrusive way to add data support)

Goals (L&F)

- Common look & feel (Tundra)
- Single CSS file w/rules like

```
.dojoButtonActive, .dojoTabActive, ... {  
    (specify background-color, background-image, plus special stuff  
for IE6) ...
```
- Simplify templates to just support tundra theme
(no button rounded corners or sliding-door tabs)

Goals (stylability)

- Every widget has a single class attribute that controls all CSS classes for that widget instance. (button's default class attr is “dojoButton” and generates “dojoButtonActive”, etc.)
- You can specify style tag on each widget that is applied to `Widget.domNode`, so you can at least adjust the position of the widget.

Non goals

- support an app that looks like windows
- support a webOS / eyeOS type system
- support mobile phones, or SWT, or anything else besides the browser
- Support all existing widgets (non-core widgets will be moved to dojox project)

Performance & Size (Widgets)

- reduce widget functionality and options: limited datepicker functionality, etc.
- Limited customization: no special support for rounded buttons, rounded tab labels, etc.
- Minimize JS:
 - No sizing code unless absolutely necessary
 - Remove onmouseover/onmouseout for hover (IE6 won't look as good)
- Support A11Y / I18N w/minimal code possible

Performance (infrastructure)

- Alex's changes for parsing/instantiation?
- Deferred creation of hidden widgets?
- Combine Widget.js, DomWidget.js, HtmlWidget.js (remove SvgWidget, SwtWidget)
- Modularity: Scott's work to switch declarative/imperative dependency, and make things modular

Widget List

Reduced list of widgets in the widget core:

- Form widgets
- Layout widgets
- Miscellaneous widgets
- Charting (separate project?)

Form widgets

- Common forms API
- Input: validation widgets (integrate hinting, remove date validation?), simplified DDP, something for picking time??
- Integer spinner, simplified slider
- Select, autocompleter (simple select?)
- Buttons, checkbox, radiobutton
- Form, repeater

Layout Widgets

- Maybe something like UI BorderLayout.
Otherwise, SplitContainer and LayoutContainer
- TabContainer, Accordion, PageContainer
(sizable if size specified via CSS)
- TitlePane
- ContentPane (simplified?)
- Dialog (nee ModalFloatingPane) – questionable
about whether or not we need 2 things

Miscellaneous Widgets

- Menus, Tooltips
- Editor (sizable inside layout container?) - ask Greg
- Table (dojo.data, sizable, styling)
- TreeV3 (need owner, completion, and probably simplification)
- InlineEditBox, Toaster, ProgressBar, Toggler

Charting

- Charting has mainly base code (non-widgets)
- Tom has 21 charting widgets to check in
- Given the magnitude, I'd suggest a separate project for charting (dojo-charting? dojoc?)

Issues

- dojo.data integration (especially for trees, table)
- Degradation? Undecided. We sort of support it but not really. Tree w/lists doesn't work (DnD)
- Tree needs owner

Key players

- Bill: benevolent dictator of widgets
- Doug, Koranteng: helping on all the widgets
- Torrey: in charge of theme (HTML and CSS)
- Becky: in charge of A11Y
- Alex, Scott – infrastructure
- Cougar: editor, etc.