

KSS Tutorial

Plone Conference

Seattle 2006

Godefroid Chapelle – BubbleNet

Balazs Ree – Greenfinity

Thanks

- Plone community
- Framework team
- Sprinters
- Balazs

Today

- Demo
- Design/Architecture
- Tutorial

Online

- <http://kukit.org/documentation/tutorials/tutorial-urls>

Goals

- Business logic should be computed on the server.

Goals

- Business logic should be computed on the server.
- Good integration with current development process.

Goals

- Business logic should be computed on the server.
- Good integration with current development process.
- Ensure we keep accessibility.

Goals

- Business logic should be computed on the server.
- Good integration with current development process.
- Ensure we keep accessibility.
- As few JS as possible.

Design

- **Generic client-side engine**
 - as HTML or CSS
 - HTML snippets manipulation

Design

- **Generic client-side engine**

as HTML or CSS

HTML snippets manipulation

- **Behavioral stylesheets**

KSS

event binding

Design

- **Generic client-side engine**

as HTML or CSS

HTML snippets manipulation

- **Behavioral stylesheets**

KSS

event binding

- **Simple server-side API**

DOM on the server

commands

Design

- **Generic client-side engine**
 - as HTML or CSS
 - HTML snippets manipulation
- **Behavioral stylesheets**
 - KSS
 - event binding
- **Simple server-side API**
 - DOM on the server
 - commands
- **Plugins**
 - avoid dependency on JS librarys