

# Questions for Advanced Dojo

Category: Widgets - General - (17 questions)	
5 main ways to get widget reference	1. set jsld in tag and use it as JavaScript global variable. 2. dijit.byId to grab if you set id= in tag 3. dijit.byNode with DOM node 4. dijit.getEnclosingWidget if you have node within widget 5. Read attribute or call a method
Difference between dojo.byId and dijit.byId	dojo.byId returns the DOM node dijit.byId returns the widget object
When embedding code in Dijit element with <code>&lt;script type="dojo/method"&gt;</code> , how can you refer to enclosing widget	this keyword
Dojo: How to convert from dijit widget to DOM element	dijit.byId('id').domNode
What limitation is placed on dojo/connect scripts compared to dojo/method	can't return values through the call chain
How to convert from DOM node to a dijit widget	dijit.byNode(dojo.byId('id'))
Dojo pattern for simplifying dealing with form validation and multiple form elements needing to be aware of changes in the form	use the publisher / subscriber capabilities. Elements publish changes and other elements that depend on knowing it can subscribe.
How to destroy a dijit widget in code	.destroy() method on any widget
Dojo: How do you embed a script in a dijit widget to set an extension behavior	<code>&lt;script type="dojo/method" event="onClick" args="..." &gt;code here&lt;/script&gt;</code> nest this within the dijit declaration tags you want the behavior on
Difference between dojo/connect and dojo/method in script tag	dojo/connect adds the code to the the response chain dojo/method replaces any default behavior
Dojo: dBehavior if you insert a <code>&lt;script type="dojo/method"&gt;</code> tag without behavior described	any code is run when the dijit is parsed
Each Dijit widget is actually 2 objects	widget JavaScript object and DOM node
Dojo: how do you turn on Firebug light in browsers without Firebug	isDebug: true in djConfig object
Dojo: function to print an Javascripts objects hash values on Firebug console	console.dir

Dojo: how do you provide custom images for Button widget	iconClass: parameter, give class name that defines the background-image value
Dojo: how to set a context menu for certain elements	create a dijit.Menu with targetNodeIds parameter set to nodes the menu will apply to and contextMenuForWindow="false"
Dojo: how to turn progress bar into a "barber style" when you don't know the percent left to do	parameter indeterminate: true
Category: Tree - (17 questions)	
Dijit tree extension for supplying a class for specifying icon background picture for tree element	getIconClass
Dijit tree ForestStoreModel attribute to give name of root node	rootLabel="..."
2 built in Dijit model adapter for Tree widget	ForestStoreModel TreeStoreModel
Difference between TreeStoreModel and ForestStoreModel Tree adapters	ForestStoreModel assumes every item is a branch off of root which can be specified TreeStoreModel assumes there will be only one top level item and uses it as the root
In Dijit Tree widget how do you specify which attributes hold branches for multi-level	childrenAttr= can be multiple
Dijit Tree model methods for adding / deleting tree items	newItem deleteItem
What is the type of Dijit Tree contained widgets for each node	_TreeNode
Which objects map to MVC model when using Dijit Tree widget	model - dojo.data.Item view - DOM node controller - _TreeNode object
Dijit Tree method to convert from model item to the widget	treeObject._itemNodeMap[itemId]
Dijit Tree method for converting from DOM node to widget	.getEnclosingWidget
Dijit Tree method for converting from widget to an item	widget.item
Dijit Tree attribute to enable drag and drop	dndcontroller="dijit._tree.dndSource" you can over ride with you own controller
Dijit Tree extension points to allow control of dropping items on tree	checkAcceptance - can this item be dropped anywhere on this tree checkItemAcceptance - can this item be dropped on this node of tree

Dijit Tree method to convert from DOM node to data item	.domToItem
Dijit Tree sequence of events on drop event	1. user releases mouse 2. checkAcceptance and checkItemAcceptance are run if defined 3. Tree updates display and data store 4. Tree calls the onDndDrop extension point if defined
Dijit Tree feature added for onDndDrop extension	copy parameter that is true if user has Shift held when dragging
Dijit Tree onDndDrop extension syntax for grabbing the dropped item	this.dndController.current
Category: Form Widgets - (43 questions)	
Dojo widget that corresponds to HTML select form element	FilteringSelect
What class are Dojo form widgets descendents of	_FormWidget
How do you get / set the value of any Dojo Form widget	.value to read setValue to set
How do you disable / make read only Dijit Form widgets	setAttribute("disabled", true   false) setAttribute("readOnly", true   false)
Difference in read only / disabled Dijit Form widgets	they both look the same to the user but disabled widgets are not submitted by form
Method for Dijit Form widgets to set focus on widget	.focus()
Dijit Form widget extension point for when widget value changes	onChange
Dijit Form widget method to reset value to previous value before onChange event	.undo
How do you get a Dijit Form elements to submit normally in form submit	add dojoType="dijit.form.Form" to the <form> tag
What must be done first if you are going to submit Dijit Form elements using XHR	call form widget's validate method to see if form has valid data
2 main forms of dialog boxes in Dojo	dijit.Dialog dijit.TooltipDialog
What is the context for using dijit.TooltipDialog	connects to DropDownButton. When the user clicks the dialog appears underneath.
Suggested location for Dojo Dialog widgets	at bottom of page with display:none so they don't show during page load.

2 things to remember with Dojo TooltipDialog	1.) must always be inside a dijit.DropDownButton 2.) must use dojo.require("dijit.Dialog");
Dojo dijit widget that allows you to wrap a piece of text in an inline editor	dijit.InlineEditBox
Dojo: difference between SimpleTextarea and Textarea dijits	Textarea expands as you add information
Dojo: instead of cols how should you specify width in SimpleTextarea and Textarea widgets	style="width: 25px;"
What is the Dojo rich text editor	dijit.Editor
2 ways to embed Dojo rich text editor	1.) in fixed width and height box<div style="height: 200px;width: 300px;"><div dojoType="dijit.Editor"> 2.) use height="" and load dijit._editor.plugins.AlwaysShowToolbar plugin
When using Dojo Editor how do you specify which toolbars to show at top	plugins=["bold','italic']" use the plugins attribute
When using Dojo Editor how do you get a drop down box for choosing a font	dijit._editor.plugins.FontChoice plugin
Dojo Editor plugin to keep toolbar at top of text no matter how big the field	dijit._editor.plugins.AlwaysShowToolbar
Dojo Editor plugin to prevent each new line becoming a new paragraph on IE	dijit._editor.plugins.EnterKeyHandling
Dojo Editor plugin for adding links or image tags	dijit._editor.plugins.LinkDialog createLink - for hypertext link insertImage - for image tag
Dojo Editor plugin for setting text and background color	dijit._editor.plugins.TextColor foreColor - for text colorhiliteColor - for background editor
2 type of Dojo tooltips	anchored - using dijit.Tooltip - tied to specific element master tooltip - one per page that can be shown and hidden programmatically
How are Dojo anchored tooltips anchored to an element	via id= attribute of element that is the anchor connectId= attribute of Tooltip tag which points to id of anchor
2 methods for Dojo that show and hide the master tooltip	dijit.showTooltip(htmlContents, aroundNode, position) dijit.hideTooltip( aroundNode )
Caveat when using Dojo master tooltip	not a11y-compatible

Dojo ProgressBar dijit call to change the progress shown	<code>.update({maximum: xxx, progress: xxx})</code>
Dojo widget that provides toaster notification	<code>dojox.widget.Toaster</code>
Locales greatly affect the formatting of 4 things in particular for i18n display	numbers, currency, date, and time
What format does Dojo use for dates internally	ISO 8601 - <code>yyyy-mm-dd&lt;&lt;Thh:mi:ss&gt;&gt;</code>
Dojo's locale aware number format widget	<code>dijit.form.NumberTextBox</code>
What are constraints that can be used with Dojo <code>dijit.form.NumberTextBox</code>	<code>min</code> , <code>max</code> type ('percent','currency', or 'decimal') <code>places</code> (number of digits to right of decimal)
Dojo technique for converting from user input to standard input on numbers, currency, dates	mapped textboxes - one the user sees and a hidden one that has standard input only the hidden one is submitted
Dojo locale aware input widget for money	<code>dijit.form.CurrencyTextBox</code>
How do you specify the currency symbol when using Dojo <code>dijit.form.CurrencyTextBox</code>	<code>constraints="{ currency: 'JPY'}</code> " the currency is standard ISO 4217:2001 3 character code
Dojo <code>DateTextBox</code> attribute to control the display format of date	<code>formatLength</code> pattern - TR-35 Date Pattern format
Dojo form input attribute that sets a tooltip prompt message that is displayed when form widget gets focus	<code>promptMessage="..."</code>
Dojo form input widget attribute that sets a tooltip that shows if input is invalid	<code>invalidMessage="..."</code>
Dojo: functions on form dijit to get / set widget value of all form controls	<code>getValuessetValue</code>
Dojo: form method that can be overridden that is called when form is submitted	<code>.execute()</code>
Category: Toolbar/Menu - (6 questions)	
2 containers Dojo provides for compacting action buttons	<code>dijit.Menu</code> - for vertical stacks <code>dijit.Toolbar</code> - for horizontal stacks
What 2 dijit items can contain <code>dijit.Menus</code> and <code>dijit.Toolbars</code>	<code>dijit.form.DropDownButton</code> <code>dijit.form.ComboButton</code>
What is the difference in Dojo between <code>DropDownButton</code> and <code>ComboButton</code>	<code>ComboButton</code> has an action that occurs when it is clicked whereas in <code>DropDownButton</code> all actions are after drop down arrow clicked

Dojo syntax for creating a right click context menu	set the contextMenuForWindow=true on Menu dijit
3 items a Dojo dijit.Menu can contain	dijit.MenuItems - contains onClick handlers dijit.PopupMenu - contains other menu lists dijit.MenuSeparator - line between other items
When using Dojo dijit.Toolbar what widgets can you use to make a menu bar	DropDownButtons ComboButtons dijit.ToolbarSeparator
Category: Layout - (19 questions)	
Dojo: required properties when creating TabContainer dijit	style="height: ..px;width: xxpx;"
Dojo: 3 ways layout elements can grouped	Panes - blocks of contentAlignment containers - place panes by each otherstack containers - place panes on each other
Dojo: difference between dijit.layout.ContentPane and dijit.TitlePane	TitlePane adds an expando button to show or hide the content
Dojo: what handles widget parsing in ContentPane	setContent method
Dojo: what doesn't happen in setContent of ContentPane	code in <script> tags will not run
Dojo: ContentPane method to pull content from a url	setHref
Dojo: workaround for running code in ContentPane from loaded content	put the code in a <script type="dojo/method"> tag without event and it will run when widget is executed
Dojo: what is the alignment container	dijit.layout.BorderContainer
Dojo: how do you specify each regions content in a dijit.layout.BorderContainer	by using individual ContentPane's with region="" attribute
Dojo: how can you let user rearrange content in BorderContainer widget	add splitter="true" attribute
Dojo: how do you restrict sizing of splitter in BorderContainer widget	using minSize and maxSize attributes
Dojo: how to let BorderContainer remember a users splitter settings between page views	persist="true"
Dojo: 3 stack containers	dijit.layout.StackContainer - generic and must write own navigationn and control codedijit.layout.AccordianContainer and dijit.layout.TabContainer

Dojo: difference between AccordionPane and ContentPane	AccordionPane accepts widgets in the title attribute
Dojo: methods of StackContainer objects for adding / removing panes	addChildremoveChild
Dojo: movement methods for all StackContainer objects	selectChildforwardback
Dojo: Layout widget that provides a draggable split borders that allow user to change sizes	dijit.layout.SplitContainer
Dojo: functions for all Layout widgets that return next / previous ContentPane in layout container	getPreviousSiblinggetNextSibling
Dojo: functions for all LayoutWidgets that move focus to next / previous ContentPanes	focusNextfocusPrev
Category: Dojox Widgets - (4 questions)	
Dojo widget that pops up in a corner with notification messages	dojox.widget.Toaster
Dojo: Toaster parameter that indicates position of screen the toaster pops up in	positionDirection
Dojo: way to give a Toaster widget a topic to respond to	messageTopic="..."
Dojo: what is the hash signature for Toaster messages	{message: type: duration:}
Category: Connecting - (16 questions)	
Difference between dojo.hitch and dojo.partial	dojo.partial(function, ...) is equivalent to dojo.hitch(null, function, ...)convenience function to keep from having null context in dojo.hitch
Dojo: 3 methods for preventing further event handling	event.stopPropagation() - prevents event bubblingevent.preventDefault() - prevents default action such as form submitdojo.stopEvent(event) - combination of other 2
Dojo: 2 properties of event that tell you which original DOM element event started on and current DOM element that is receiving event	event.target - original targetevent.currentTarget - current DOM handling event
Dojo: when handling events via dojo.connect what is convention in using keyword: this	don't use, it won't refer to DOM element, use event.target or event.currentTarget

Dojo: when is dojo.addOnLoad called (3 conditions)	1.) DOM tree has been built and available 2.) dojo has loaded all dojo.require resources 3.) dojo widget parsing finished
Dojo: main difference between browser onload event and dojo.addOnLoad	browser onload waits for all resources to be loaded including images
Dojo: 2 different scenarios for dojo.connect	1. connect to a DOM event 2. trigger function based on another function being called first
Dojo: gotcha with replacing a function that has been connected using dojo.connect	must reconnect any handlers because dojo replaces original call with it's own code, so this is wiped out if you redefine.
Dojo: main purpose for dojo.Deferred object	allows you to connect asynchronous tasks with clear chain of functions that are run based on success or failure of asynchronous call
Dojo. Deferred object 3 methods for adding callbacks for responding based on success/failure of asynchronous call	addCallback - adds function to success chain addErrorback - adds function to failure chain addBoth - adds function to both success / error chain
Dojo: way to query the state of a Deferred object	.fired property
Dojo: how do you override the built in cancel function of Deferred object	the Deferred constructor can take an optional single object that is a function to replace built in canceller
Dojo: syntax for sending variables when calling dojo.publish	dojo.publish("/event/name",[var1, var2,...]);
Dojo: what is the signature of xhr* return for load: and error: functions	load - response, ioargs error - error, ioargs
Dojo: important step to remember when using JSONP if you are making multiple calls	you must delete the checkString variable in between calls or the next call will immediately think that it has finished delete varName;
Dojo: trick for uploading file in background with iframe	you point the form's target attribute at a hidden iframe and programmatically submit the form dojo.io.iframe.send({form: form, ....});
Category: Language Extensions - (4 questions)	
Dojo: what is the signature for array methods such as .forEach, .some, etc	(array, function, context) context is optional
Dojo: what is the signature for the callback function in array methods such as .forEach, .some, etc	(item, index, array) index is the index of current item array is array of all items being iterated over

Dojo: purpose of dojo.isString function	protects against fact that "hello" is not same as String("hello"), so makes it easier to detect
Dojo: function to convert array like objects to actual arrays	dojo._toArray(source, startIndex)
Category: DOM utilities - (11 questions)	
Dojo: when using dojo.addClass / dojo.removeClass in what direction are class names added / removed	added to the right side removed from the left side
Dojo: gotcha with dojo.addClass when adding more than one class at a time - dojo.addClass("c1 c2")	it will check for the inclusion of whole string, as is, so can add class names more than once if the string is not a match to existing class
Dojo: syntax for the 3 different ways to call dojo.style	with one argument - returns the computedStyle of node with 2 arguments - second argument is name of style to get or set with 3 arguments - third argument provides value to set the style attribute to
Dojo: how can you set more than one attribute at a time with dojo.attr call	provide a hash of name value pairs as second argument dojo.attr(node, { attr1: value1, attr2: value2, ...})
Dojo: how do you narrow the area of DOM searched by dojo.query	optional second parameter can specify a node to search within
Dojo: what is the effect of orphan in dojo.query(...).orphan	removes nodes from their parent and from the NodeList, return the orphaned nodes
Dojo: function to determine if one node is descendent of another	dojo.isDescendant(node, ancestor)
Dojo: object structure used to define node positions	l - left, t - top w - width, h - height y - vertical scroll offset, x - horizontal scroll offset
Dojo: utilities to get / set the margin / border boxes of DOM nodes	dojo.marginBox dojo.borderBox
Dojo: series of functions to set various DOM node box attributes beyond dojo.marginBox / dojo.borderBox	_getMarginExtents, _getPadExtents, _getBorderExtents, ....._get*Extents
Dojo: 2 ways to combine individual _Animate objects into single animation	dojo.chain - combines them to run one after the other dojo.combine - combines them to run in parallel
Category: Remote Scripting - (29 questions)	
Dojo: When creating JSON object what is rule for property names	all strings including names on left must be in quotes

Dojo: 3 main Javascript techniques for implementing native remote scripting	XMLHttpRequest objectloading iframe elementloading a script element that executes code
Dojo: when using iframes or dynamic script element for native Javascript remote scripting, what type of response is expected for both	iframes - expects an HTML response message dynamic script - expect a script for response message
Dojo: when using dojo.xhr* type calls how to prevent data call from being cached	preventCache hash parameter
Dojo: in dojo.xhr* calls what is always passed as second parameter to the load, error, handle functions	ioArgs hash that is composite of information used to create the underlying call
Dojo: how can you provide custom information in callbacks to dojo.xhr* functions	by putting them in to the original hash in the dojo.xhr* call, it will then be put into the ioArgs hash that is the second parameter passed into all callback functions
Dojo: what are the 3 types of handleAs for JSON data in dojo.xhr* functions	json - straight up JSON json-comment-filtered - text within /* ... */ is processed as JSON json-comment-optional - will use /* ... */ if available, otherwise treat whole thing as JSON
Dojo: 2 options for elimination of error message "consider using mimetype:text/json-comment-filtered" when using dojo.xhr* calls	use handleAs: "json-comment-filtered" or djConfig.usePlainJs on to true
Dojo: how to handle dojo.xhr* calls when server expects user / password	use args properties user / password in hash
Dojo: how to set HTTP request headers when using dojo.xhr* calls	args.headers hash parameter
Dojo: how to set the Content-Type HTTP header when making dojo.xhr* calls	args.contentType or args.headers["content-type"]
Dojo: which is used when using dojo.xhr* calls if form has a url and args.url is used	args value wins out over form
Dojo: when using dojo.rawXhrPost and dojo.rawXhrPut where is the data specified	postData and putData hash properties args.content and args.form information is ignored
Dojo: what is returned by all dojo.xhr* calls	Deferred object, which contains the callback chain
Dojo: what is significance of the name of JSONP (remote scripting technique)	JSON returned is prepended with a function call

Dojo: when using <code>dojo.io.script.get</code> , syntax for signalling completion by return script defining variables	use the <code>args.checkString: variableName</code>
Dojo: what is passed to callback when using <code>dojo.io.script.get</code>	<code>ioArgs</code> not the response of the server call
Dojo: how do you use JSONP when using <code>dojo.io.script.get</code>	use parameter: <code>callbackParamName</code> and on server wrap JSON in call to that function
Dojo: 2 additional parameters in <code>ioArgs</code> when using <code>dojo.io.script.get</code> calls	<code>id</code> - HTML id of script tag used to make the call <code>json</code> - argument passed to callback function (only when doing JSONP)
Dojo: difference in how <code>dojo.io.script.get</code> handles script tag when using JSON versus JSONP	JSONP - will automatically destroy script tag after callback JSON - must do this manually by <code>dojo.io.script.remove(ioArgs.id)</code>
Dojo: how to implement scripting with iframes	<code>dojo.io.iframe.send</code>
Dojo: what type of response does <code>dojo.io.iframe.send</code> expect from server	response must be wrapped in single HTML <code>textarea</code> element <code>&lt;html&gt;&lt;body&gt;&lt;textarea&gt;{result...}&lt;/textarea&gt;&lt;/body&gt;&lt;/html&gt;</code>
Dojo: when using <code>dojo.io.iframe</code> how can you specify the url for the initial <code>&lt;iframe&gt;</code> that is created	<code>djConfig.dojoBlankHtmlUrl</code> property
Dojo: <code>dojo.io.iframe</code> function to create a new iframe	<code>create( name, onload, src)</code>
Dojo: 2 popular ways to package the RPC request and response over HTTP	JSON-RPC XML-RPC
What is the service description language for JSON-RPC	Simple Method Description - SMD
Dojo: module for implementing JSON-RPC	<code>dojo.rpc.JsonService</code> or <code>dojo.proc.JsonpService</code> - uses JSONP instead of JSON
Dojo: difference between <code>dojo.io.script.attach</code> and <code>dojo.io.script.get</code>	<code>get</code> adds more features to detect when the script has loaded such as <code>callbackParamName</code> and <code>checkString</code>
Dojo: syntax to remove a <code>&lt;script&gt;</code> tag created with <code>dojo.io.script</code> namespace	<code>dojo.io.script.remove</code>
Category: Dojo.declare - (11 questions)	
Dojo: how do you create an initializer when using <code>dojo.declare</code>	make a function called <code>constructor</code> it will be called when new <code>ClassName</code> is called

Dojo: property created with dojo.declare that refers to prototype of mixin class if one is used	.mixin
Dojo. properties of objects created with dojo.declare that gives name of class	declaredClass
Dojo: syntax for calling the superclass method of class created with dojo.declare	this.inherited
Dojo: correct way to extend functions of class created with dojo.declare so you don't break this.inherited feature	ClassName.extend({...});
Dojo: syntax for changing how constructor arguments are passed to the superclass when using dojo.declare	create a function called preamblesuperclass constructor will be called with return of the function
Dojo: syntax for building a 2 phase construction where something is called after all of the superclass chain has been initialized when using dojo.declare	created a function with the name postscript which will be called at end of initialization of all superclass objects
Dojo: syntax for creating a dojo.declare created class without calling the constructor methods	dojo.delegate(object, properties)
Dojo: 3 arguments to dojo.declare	name of the classparent class it inherits from or an array with parent followed by mixinsobject literal defining methods and variables
Dojo: 2 arguments passed into constructor function in dojo.declare	args - object with variables defined in markupnode - reference to DOM element declaring the object instance
Dojo: syntax to provide different initializations for dojo.declare for programmatically versus declaratively creating a widget	if you have a markupFactory function in the dojo.declare it will be used when the object is created declaratively instead of constructor (which is always used when object is created programmatically)
Category: Data - (12 questions)	
Dojo: 2 ways to grab data for ItemFileReadStore	url="..."data="..." with string of data hash
Dojo: attributes for FilteringSelect widget that point to data stores value to show user and search against	labelAttr = to show usersearchAttr = to search against
Dojo: data stores basic syntax for queries	{ attribute1: "expression1" [, attribute2: "expression2", ...]}all expression will be combined in and statement

Dojo: data store query wildcard characters	* - for any sequence of characters? - for a single character
Dojo: data store queryOptions that modify query	ignoreCasedeep = searches nested items
Dojo: data store that is similar to ItemFileReadStore, but grabs data from server with each query	dojo.data.QueryReadStore
Dojo: when implementing dojo.data.QueryReadStore what must be done to change format of parameters sent to the server	must write a subclass of QueryReadStore and plug in code to override the fetch
Dojo: when using fetch on data source how do you specify the object that is mapped to keyword this	scope:
Dojo: when calling fetch on data store what are the 4 event handlers that can be specified	onBeginonItemonCompleteonError
Dojo: when building a custom data store, what property is it customary to include on every item that gives it's data store object	_S
Dojo: when creating a custom data store, what object can be used for standard fetching	dojo.data.util.simpleFetch
Dojo: data store that supports complex queries (like or's)	dojox.data.AndOrReadStoredojox.data.AndOrWriteStore
Category: Loader & Build - (3 questions)	
Dojo: how to employ the cross-domain loader	load dojo.xd.js in place of dojo.js
Dojo: what effect does debugAtAllCosts have on dojo's loader behavior	causes it to act more like cross-domain loader than regular synchronous system
Dojo: what are layers in the custom build profile	each layer corresponds to another .js file to build so that different pages can have different resources
Category: a11y - (7 questions)	
What does a11y mean in web standards	accessibilitya - 11 letters - y
Dojo: how to set tab order in Dijit form controls	tabindex attribute-1 - user can't move onto this control0 - visit in order that the control appears1-32767 - order by the number
What is ARIA standard in accessibility	Accessible Rich Internet Application

What attribute is used by ARIA to answer question "What is this object"	role
What attribute is used by ARIA to answer question "What meaningful properties does this object have at this time?"	state
What attribute does ARIA use to answer the question "What object am I working on?"	focus
Dojo: 3 steps to add extra state information using WAI standards	<ol style="list-style-type: none"> <li>1. Find template for the control in dijit/templates</li> <li>2. Find existing WAI roles, states and dojoAttachPoint attributes</li> <li>3. Construct a call to dijit.setWaiState</li> </ol>
Category: Themes - (4 questions)	
Dojo: how are browser differences handled within themes	a browser specific class name is added to the rules in theme style sheet ex: dj_ie6 and this is added to outermost <html> element on the page
Dojo: how can you override the theme of a specific widget or portion of a page	giving it a class name of the theme you want it to use class="soria" for example
Dojo: how does dojo detect impaired vision computer screen configurations	constructs a small red and green bordered box outside of user screen and then detects if the colors were actually drawn green and red then tags the document with an dijit_a11y class name
Dojo: how to get the screen to display in dijit a11y mode	dojo.addClass(dojo.body(), "dijit_a11y");
Category: Widget Class Creation - (20 questions)	
Dojo: how can you build a new widget declaritively in page HTML	using dijit.Declaration<div dojoType="dijit.Declaration" widgetClass="myWidgetName" defaults="{var1: default1, ...}">
Dojo: when building your own widget class, how can you substitute attributes back into the markup	\${attributeName}
Dojo: when building your own widget class how can you tell parser where to insert the body of the widget	<div dojoAttachPoint="containerNode" />
Dojo: when buiding widget classes what is <div dojoAttachPoint="arbitraryName"> accomplish	it makes arbitraryName a property of widget class and holds the DOM node for the div allowing you to insert other DOM elements this.arbitraryName.addChild(.....)

Dojo: when building your own widget classes with dijit. Declaration how do you add in event handlers	<code>&lt;div dojoAttachEvent="event1: handler1, ...." /&gt;</code>
Dojo: how do you programmatically create your own widget class	<code>dojo.declare("MyWidget", [dijit._Widget, dijit._Templated], ....</code> must subclass <code>_Widget</code> and mixin <code>_Templated</code> if you are using templates
Dojo: 3 ways to define a template when creating widget class with <code>dojo.declare</code>	<code>templateString</code> <code>templatePath</code> <code>templateNode</code>
Dojo: when creating a widget class with templates, syntax to include widgets in template	must set property <code>widgetsInTemplate</code> to true
Dojo: 4 handlers provided when creating a widget class object	<code>postMixinProperties</code> - after properties have been initialized <code>buildRendering</code> - gets the template and fills in details (normally not overridden) <code>postCreate</code> - widget has been turned into HTML but no child widgets created <code>startup</code> - after all children have been drawn
Dojo: what class implements Django Template Language for building widget templates	<code>dojox.dtl</code>
Dojo: when is <code>postMixinProperties</code> called	right after Dojo has mixed in all properties of widget's superclasses
Dojo: when is <code>postCreate</code> called in widget creation process	once the widget is visually inserted in the page
Dojo: when is <code>startup</code> called in the widget creation process	once all the widgets on page have been created but before any child widgets have been created
Dojo: what 2 templating languages are available with Dojo widgets	simple default Django Template Language
Dojo: what is the limitation of Dojo default template language when compared with Django Template Language	simple allows only one element in the template with any number of sub-widgets <code>dtl</code> - allows multiple high level templates
Dojo: what does dojo do with <code>AttachPoints</code> in dijit creation	makes a variable with <code>AttachPoint</code> name that is attached to this variable for the widget, so you can interact via: <code>this.myAttachPoint.style...</code>
Dojo: how do you switch to using Django Template language for widget creation	instead of mixin <code>dijit._Templated</code> used <code>dijit.dtl._Templated</code>

Dojo: how to do variable substitution in widget templates when using DTL (Django)	<code>{{var_name}}</code>
Dojo: how to do loops in widget templates when using DTL (Django)	<code>{% for item in item_list %}{% endfor %}</code>
Dojo: how to do conditionals in widget templates when using DTL (Django)	<code>{% if ..... %}{% else %}{% end %}</code>
Category: Core - (26 questions)	
Dojo object to gives ability to handle incoming data conditionally based on data type	<code>dojo.AdapterRegistry</code>
Dojo: AdapterRegistry method to register a data type to a function for handling	<code>.register( "rule name", dojo.isString, handlerFunction)</code>
Dojo: AdapterRegistry method to call the appropriate matching function based on data type	<code>.match( data )</code>
Dojo: series of functions to convert different types to dojo.Color object	<code>dojo.colorFromArray</code> <code>dojo.colorFromHex</code> <code>dojo.colorFromRgb</code> <code>dojo.colorFromString</code>
Dojo: how do you create a connection between a function running and a message being published	<code>dojo.connectPublisher</code>
Dojo: tests to see if an object supports a method	<code>dojo.exists("object.method")</code>
Dojo: purpose of dojo.getObject	grabs an object via an object hierarchy, and allows building intermediate objects <code>dojo.getObject("my.class.name", true);</code>
Dojo: build a query string from Javascript object	<code>dojo.objectToQuery</code>
Dojo: function to require modules based on platform browser is on	<code>dojo.platformRequire</code>
Dojo: function to convert from query string to a Javascript object	<code>dojo.queryToObject</code>
Dojo: function that loads modules based on conditional logic	<code>dojo.requireIf</code>
Dojo: function that sets the scope globally for all dojo functions that have optional scope parameter	<code>dojo.setContext</code>

Dojo: function for allowing the creation of a chain of objects such as company.names.first = "Mitch" without worrying if company and company.names exists	dojo.setObject
Dojo: function to set sections of page as selectable or not (can be highlighted by user)	dojo.setSelectable
Dojo: what is provided by dojo.OpenAjax	a publish-subscribe bus meant for allowing different Javascript libraries to communicate
Dojo: first function called when using dojo.back feature	dojo.back.init()
Dojo: when using dojo.back feature what is the call everytime you want to register another back position	dojo.back.addToHistory takes 2 functions, one to call when back button is hit and one to call when forward button is hit
Dojo: when using dojo.back feature how do you set up the initial state of application	dojo.back.setInitialState
Dojo: what is the purpose of the dojo.behavior namespace	allows you to create a collection of behaviors to attach and add all at once
Dojo: syntax for setting up set of behaviors with dojo.behavior	dojo.behavior.add - called to add behaviors dojo.behavior.apply - called once to add all previous defined behaviors
Dojo: how does dojo.fx.Toggler work	you register a node, and 2 functions which are used to show and hide the node
Dojo: syntax for setting a cookie	dojo.cookie("name", "value")
Dojo: syntax for reading a cookie	myVar = dojo.cookie("name");
Dojo: how to delete a cookie	dojo.cookie("name", null, {expire: -1})
Dojo: syntax to serialize whole objects to a cookie	dojo.cookie.useObject("name", { object } );
Dojo: dsConfig parameter to initialize paths to custom modules	modulePaths can replace dojo.registerModulePath calls in code
Category: Dijit - (3 questions)	
Dojo: function to destroy the DOM node part of dijit widget	.destroyRendering
Dojo: function to grab all sub-widgets of a dijit widget	.getDescendents
Dojo: dijit that is a ContentPane that user can show or hide content with tie down	TitlePane

Category: Charting - (6 questions)	
Dojo: namespace for creating graphs	dojox.charting.Chart2D
Dojo: how to add a data series to a dojox.charting.Chart2D	.addSeries("Series name", [ 5, 3, 2, ...])
Dojo: how to create an area type chart with dojox.charting.Chart2D	.addPlot("name", {type: "Areas"});then use addSeries to add data for area chart
Dojo: syntax to add Theme type to dojox.charting.Chart2D	.setTheme
Dojo: how to add an axis to 2D chart	addAxis("x",....
Dojo: how to update a series in 2D chart	.updateSeries("name", newdata)
Category: Dojox - (28 questions)	
Dojo: added functionality of dojox.fx.addClass / removeClass	animates the addition or removal of node
Dojo: dojox function to morph one element into another	dojox.fx.crossFade
Dojo: dojox function for resizing an element with animation	dojox.fx.sideTo
Dojo: initial step when drawing with dojox.gfx	var s = dojox.gfx.createSurface("dom", height, width)
Dojo: dojox.gfx function to draw a line on surface	createLine
Dojo: dojox.gfx functions to draw polyline, rectangle, circle, or ellipse	createPolylinecreateRectcreateCirclecreateEllipse
Dojo: dojox.gfx function to draw text on surface	createText
Dojo: dojox.gfx function for animating by applying transformations	applyTransform
Dojo: class for setting up complicated series of functions to be run with different delays between them	dojo.timing.sequence
Dojo: 2 widgets to set up a Fisheye toolbar	dojox.widget.FisheyeListdojox.widget.FisheyeListItem
Dojo: class to provide live browser measurements of user behaviors and interactions	dojox.analytics

Dojo: class that provides abstractions and wrappers for dealing with audio and video resources	dojox.av
Dojo: class for two way communication between JavaScript and Flash objects	dojox.flash
Dojo: class for creating web applications that work with and without network connectivity	dojox.off
Dojo: dojo package for slideshow and presentation engine	dojox.presentation
Dojo: crossbrowser drawing editor	dojox.sketch
Dojo: package for analyzing user interaction with web page	dojox.analytics
Dojo: package to create a carousel content display	dojox.layout.DragPane
Dojo: module that makes a contentPane that can be expanded or contracted like TitlePane	dojox.layout.ExpandoPane
Dojo: module that creates a non-modal floating window	dojox.layout.FloatingPane
Dojo: module that creates a TabContainer like interface with ability to wipe in / out different ContentPanes	dojox.layout.RadioButton
Dojo: module that provides a resize handle at lower-left part of ContentPane	dojox.layout.ResizeHandle
Dojo: module that organizes elements and rolls them back and forth based on where the mouse is - like an analog sliding scale	dojox.layout.ScrollPane
Dojo: upgraded color picker that is like Photoshop's	dojox.widget.ColorPicker
Dojo: module that can listen globally for xhr calls and do things like change mouse pointer	dojox.widget.Loader
Dojo: rating widget	dojox.widget.Rating
Dojo: widget that allows you to have multiple content panes that can be customized by user	dojox.layout.GridContainer

Dojo: module that shows different ContentPanes with a time delay between switching	dojox.layout.RotatorContainer
Category: Gears - (4 questions)	
Dojo: namespace for accessing Google gears storage	dojox.storage.manager
Dojo: syntax for determining if google gears database is ready to access	dojox.storage.manager.isInitialized()
Dojo: call to grab database data from google gears mechanism	dojox.storage.get("dbname");
Dojo: call to put data into Gears local storage	dojox.storage.put("dbname");
Category: Node Lists - (6 questions)	
Dojo: function to add nodes to a NodeList	.concat(...)
Dojo: function to return a range of nodes from NodeList	.slice(start_position, end_position)
Dojo: NodeList function to remove a range of nodes from list	.splice
Dojo: simple way to change an attribute on a NodeList	.attr('property', 'value')
Dojo: NodeList method to add html content to all nodes	.addContent
Dojo: NodeList method to place the nodes in list in another node	.place('id')
Category: Animations - (2 questions)	
Dojo: what optional parameter can control the rate that all animations execute and change from linear to more interesting transitions	easing: function( percent_complete )
Dojo: class with different animation easing functions available	dojox.fx.easing
Category: Events - (1 questions)	
Dojo: properties on events that refer to the relative x and y of mouse to the target	layerXlayerY
Category: Testing - (6 questions)	
Dojo: name of testing framework	DOH - Dojo Objective Harness

Dojo: testing harness functions to assert equality, truth, or falsity	assertEqualassertTrueassertFalse
Dojo: when creating a DOH test object what must be defined	a function called runTest which contains the unit test
Dojo: how do you register a DOH unit test	dojo.register( testCase ); or dojo.register("TestGroupName", testCase);
Dojo: how do you run the registered DOH tests	doh.run()
Dojo: how to track how long a piece of code runs using console print outs	console.time("Timer 1").....console.timeEnd("Timer 1");