



### Who I Am

#### Andy Blum

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#### Define: "Libraries"

Found in core.libraries.yml

Defined in core's libraries yaml file

Defines one or more front-end assets

CSS or JavaScript files

May or may not depend on other libraries

Core libraries will only rely on other core libraries

Your theme or module can use them

You can depend on them, extend them, or override them

#### Define: "Libraries"

#### **Avoid Internal Libraries**

Some third-party libraries are marked "internal". These might have major changes in minor version releases

#### **Avoid Deprecated Libraries**

There are some polyfills that aren't needed with



You should probably already be using this.





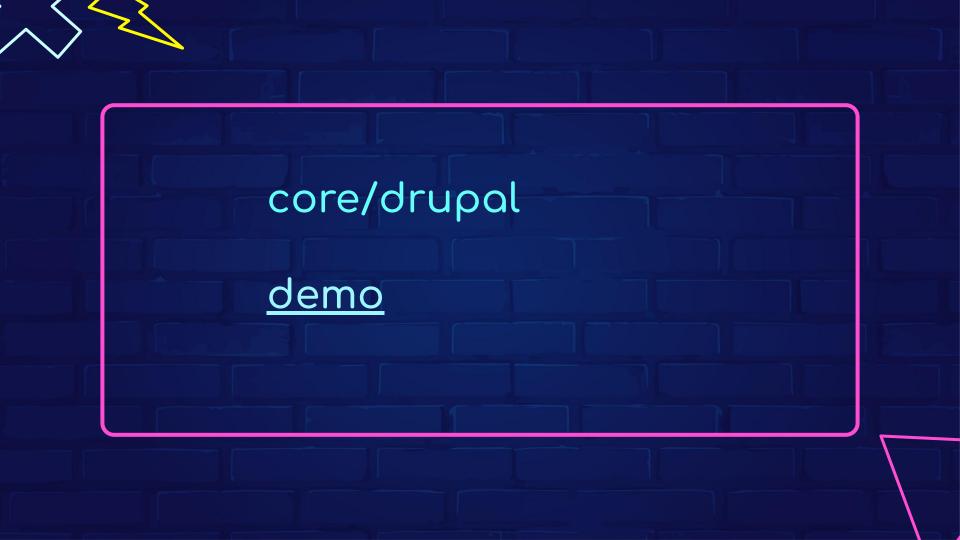
- Creates a globally-scoped object "Drupal"
- Allows Drupal core and contrib to keep all JS objects under a single namespace to avoid collisions
- Drupal behaviors (JavaScript functionality)
  - Behaviors are attached on page load and when content is added or changed
  - Behaviors can also be detached before content is pruned, moved, or serialized





```
((Drupal) => {
 Drupal.behaviors.my_behavior = {
   attach: (context, settings) => {
    detach: (context, settings, trigger) => {
})(Drupal);
```

Drupal.attachBehaviors(); Drupal.detachBehaviors(); Drupal.behaviors.my\_behavior.attach(); Drupal.behaviors.my\_behavior.detach();





Getting backend data to the frontend



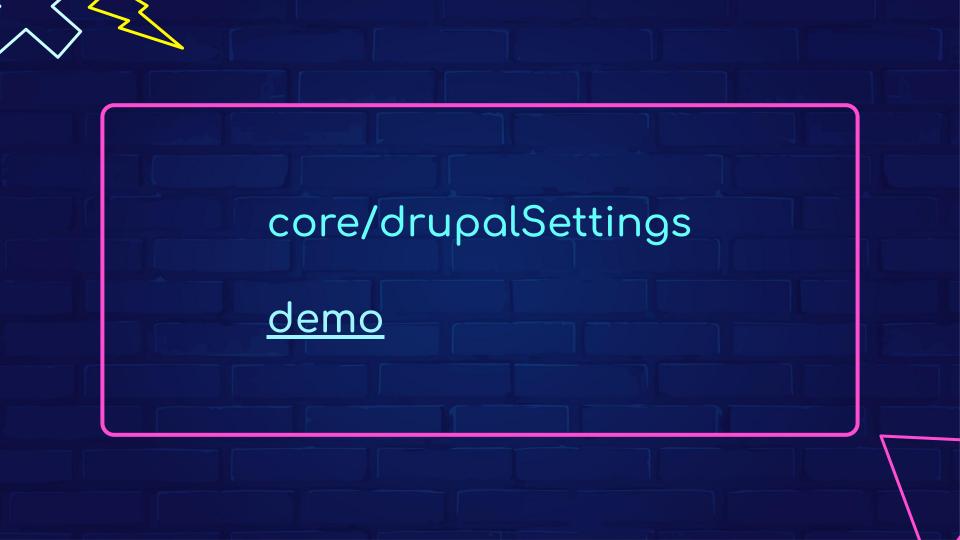
# core/drupalSettings

- Creates a second globally-scoped object
- On page load, searches for a specific script element
- <script data-drupal-selector="drupal-settings-json">
- Parses the JSON within, and stores it in drupalSettings
- Serves as a way to pass data from Drupal's backend to the frontend





console.log(drupalSettings.mySetting);
// 'my value'





Starting Styles Off Right.



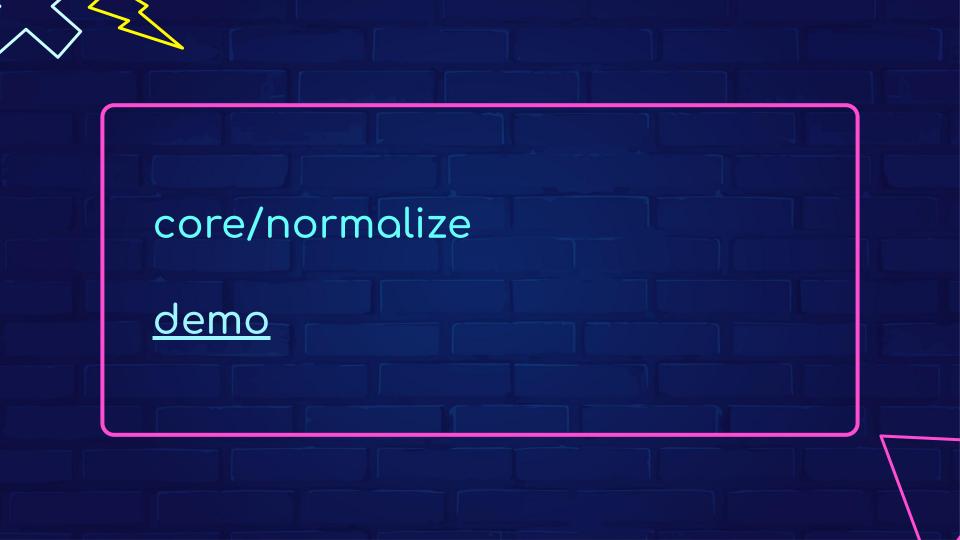
# core/normalize

- Implements the widely-used normalize.css file
- Used in Claro, Umami, Stable9, and Starterkit themes
- "Makes browsers render all elements more consistently and in line with modern standards. It precisely targets only the styles that need normalizing."
- Make it a dependency of your theme's global styles
  - Avoid putting it in modules









# 04 Debounce

Handling events performantly





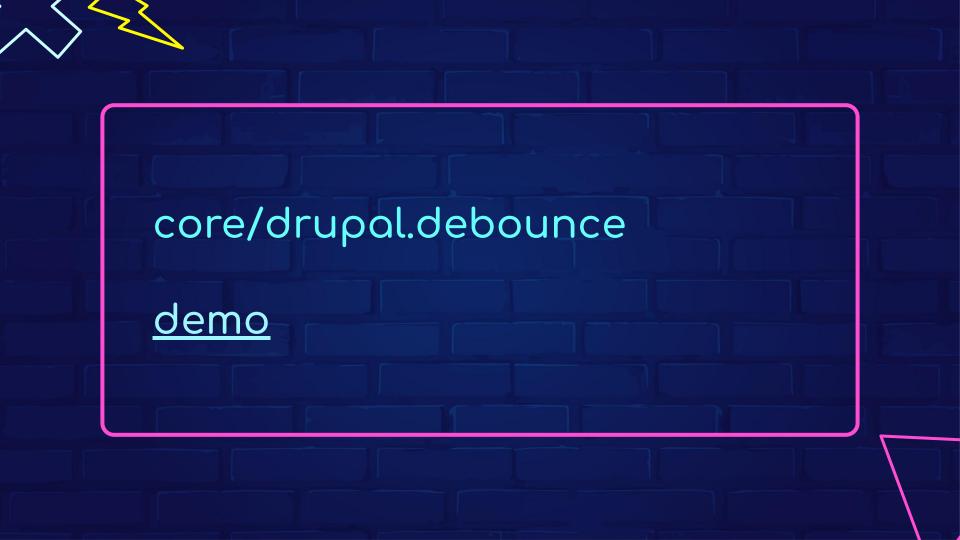
- Some events can happen very rapidly
- More performant to act when a rapid sequence starts or ends instead of on every event.
- Drupal.debounce() returns a function that you can use as an event handler
  - Still runs on every event, but we can prevent thread-blocking operations





# core/drupal.debounce

```
const target_one = document.querySelector('.target-1');
const target_two = document.querySelector('.target-2');
const handler = (event) => {};
const handlerFiresAtStart = Drupal.debounce(handler, 250, true);
const handlerFiresAtEnd = Drupal.debounce(handler, 250, false);
target one.addEventListener('scroll', handlerFiresAtStart);
target_two.addEventListener('scroll', handlerFiresAtEnd);
```



# 05 Announce

Making client-side updates accessible



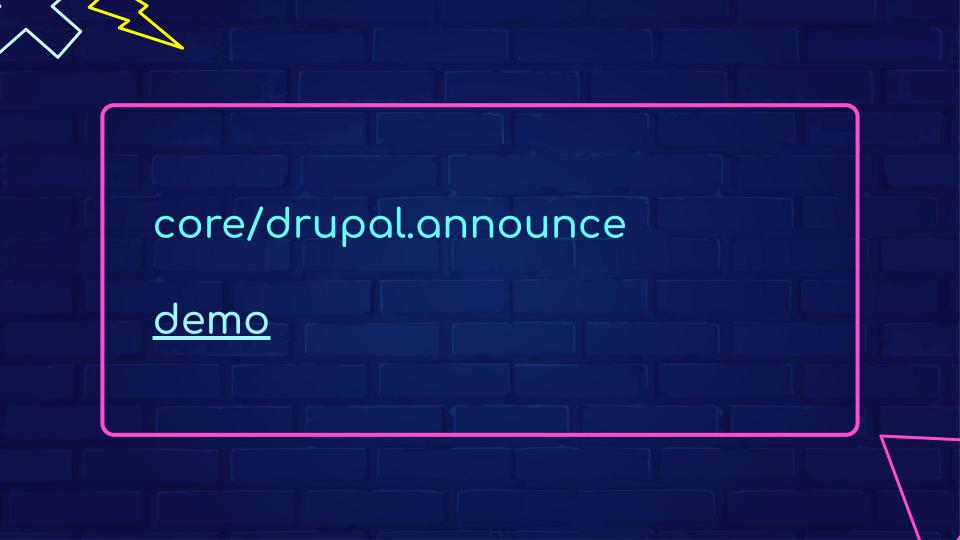


- Provides a simple-to-use function that creates & updates an aria-live region
  - aria-live regions are read out by screen readers when their content changes
  - Provides a way to share content changes with AT users they might otherwise miss





Drupal.announce('This text will be read to AT users.'); Drupal.announce('Will be read when other announcments end.', 'polite'); Drupal.announce('Will interrupt other announcements.', 'assertive');



# 06 Displace

Organizing layouts with fixed content



# core/drupal.displace

- Creates an API to create, store, and retrieve offset values
- Helps prevent hiding content under fixed-position elements docked to edge of viewport
  - o e.g. Admin Toolbar
- In addition to storing values in JS, creates a CSS variable
  - --drupal-displace-offset-top: 100px;





# core/drupal.displace

```
const topOffset = Drupal.displace.offsets.top;
Drupal.displace.offsets.left = 100;
```

```
header {
   margin-top: var(--drupal-displace-offset-top, 0px);
}
```



# 07 Message

Alerting users in a uniform way





- Creates a JS class that can be used to insert messages to the DOM that match the current theme
- Messages can be added to the messages block, or to another location in the DOM
- Messages can be added/removed/cleared
- Messages can be typed as status/warning/error

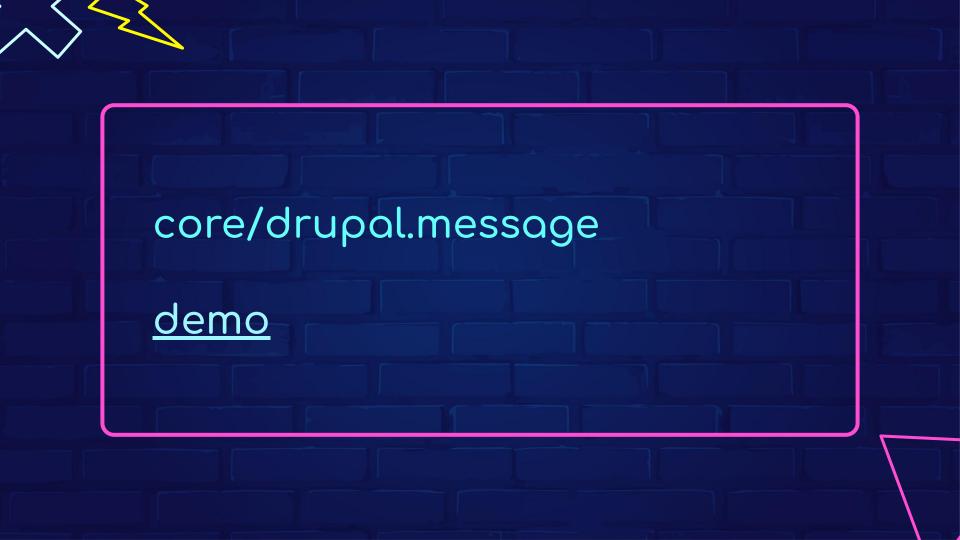




# core/drupal.message

```
const messenger = new Drupal.Message();
const errMsgId = messenger.add('Error Message', {type: 'error'});
  // Returns id
messenger.remove(errMsqId)
  // Removes just this message
messenger.clear()
```

// Removes all messages affiliated with this class



# 08 Once

Doing things and then never doing them again



### core/once

- Creates function that can be used to select items that have not been selected before
- Returns an array of selected items
- After an item has been selected, it is marked with the attribute "data-once"
- Items can be selected from "context"



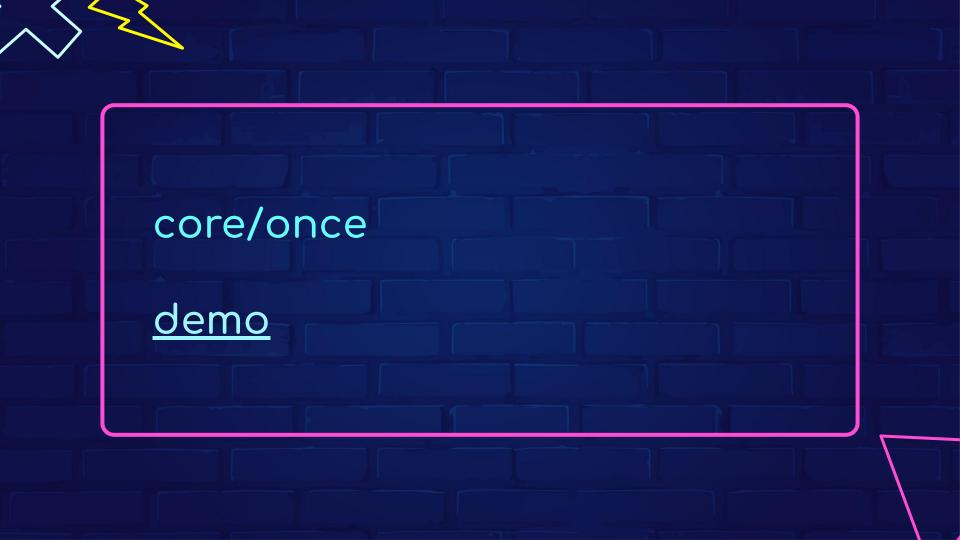


#### core/once

- Multiple ways to select
  - Using a selector string
  - Passing reference to a Node (querySelector())
  - Passing reference to a NodeList (querySelectorAll())
  - Passing reference to an Array of Nodes (\$())

```
const allButtons = document.querySelectorAll('button');
const unprocessedButtons = once('my-buttons', allButtons);
```

```
const links = once('my-links', 'a', Document);
```



# 09 Sortable

Move things around



### core/sortable

- Imports the SortableJS library for drag-and-drop lists
- Used by CKEditor5, Layout Builder, and the Media Library
- Has a huge variety of options & configurations
  - SortableJS
  - Better documentation in the repository

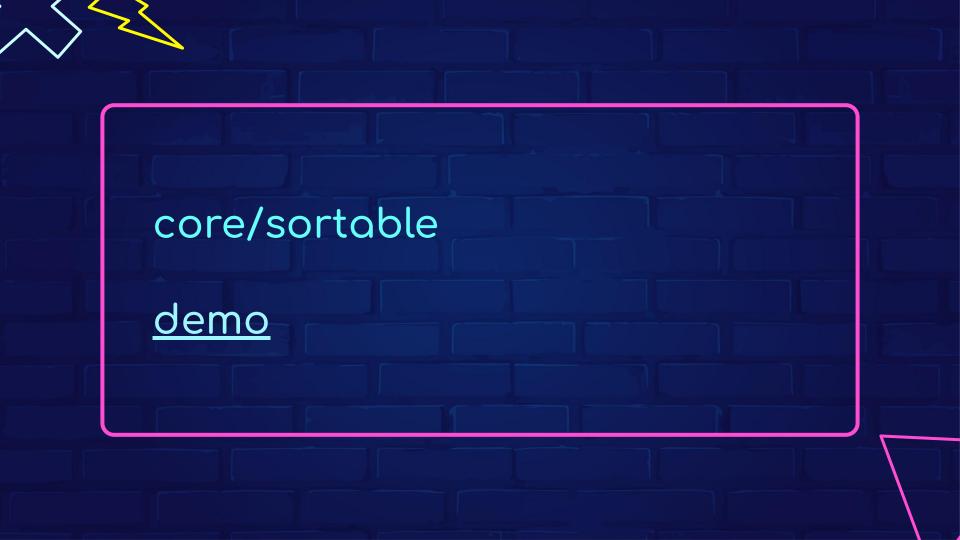




# core/sortable

```
    Item #1
    Item #2
    Item #3
    Item #4
    Item #5
```

const list = document.querySelector('.reorderable');
const sortable = Sortable.create(list);



# 10 Tabbable

Finding items that are keyboard focusable



## core/tabbable

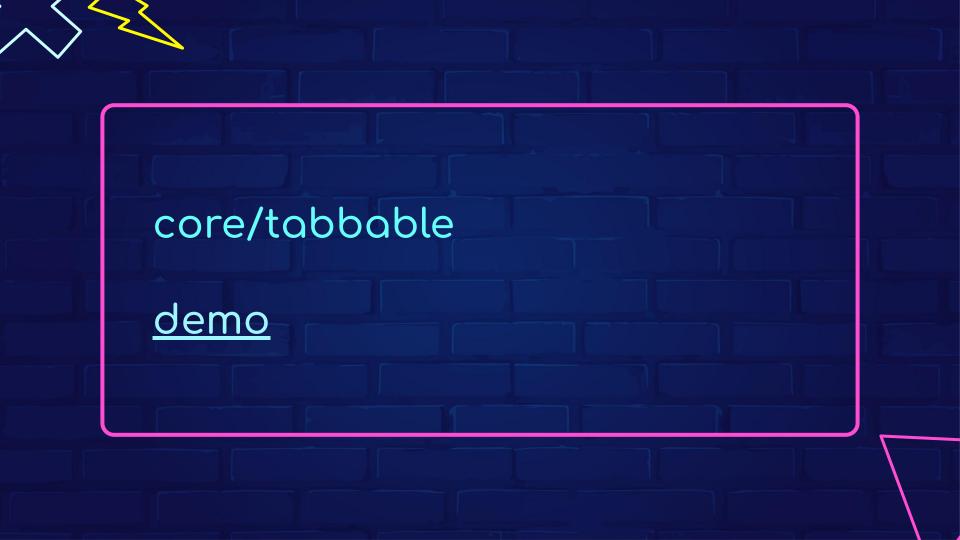
- Provides 4 utility functions
  - o tabbable()
  - o focusable()
  - o isTabbable()
  - o isFocusable()
- There are config options available in the repo's readme





## core/tabbable

```
((Tabbable) => {
 const {
   tabbable.
   focusable,
   isTabbable,
   isFocusable
  } = Tabbable;
 tabbable(document)
   // Returns array of all tabbable elements (in tabindex order)
 focusable(document)
   // Returns array of all focusable elements (in DOM order)
 isTabbable(document.guerySelector('a'))
 isFocusable(document.querySelector('a'))
   // Returns boolean indicating if the element is tabbable/focusable
})(tabbable);
```





## Thank You!

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