FBJS

A brief overview

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Goals

- Allow application developers to create rich applications on Facebook.
- Don't endanger our user's privacy.



Features

• Large subset of ECMA-262... except

- eval() and with(){}
- Prototypes of native objects [Objects, Array, Number, etc]
- Several undocumented quirks
- DOM manipulation
 - Non-standard getters: getChildNodes, getFirstChild, setValue, etc. Most DOM attributes are supported in some fashion.
 - innerFBML, innerXHTML



Features

• Facebook-specific host objects

- Ajax (XMLHttpRequest wrapper)
 - Capable of returning blessed FBML strings
 - Breaks same origin policies
- Animation
- Dialog
 - Capable of extending an application's DOM authority



DOM Authority

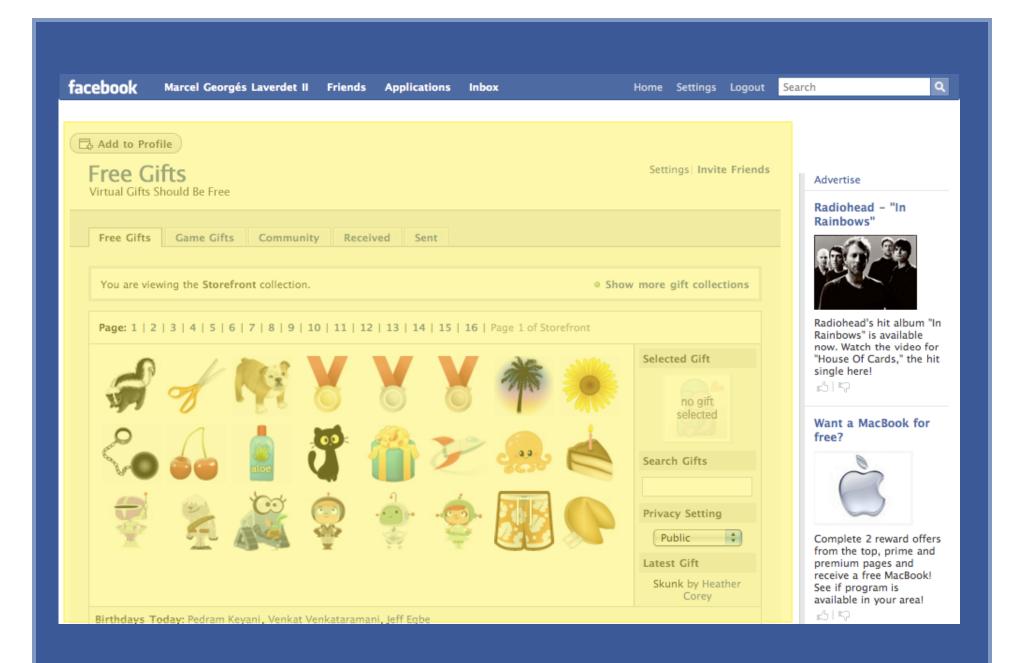
 Applications are granted authority to entire DOM branches

 There are exceptions -- opaque nodes

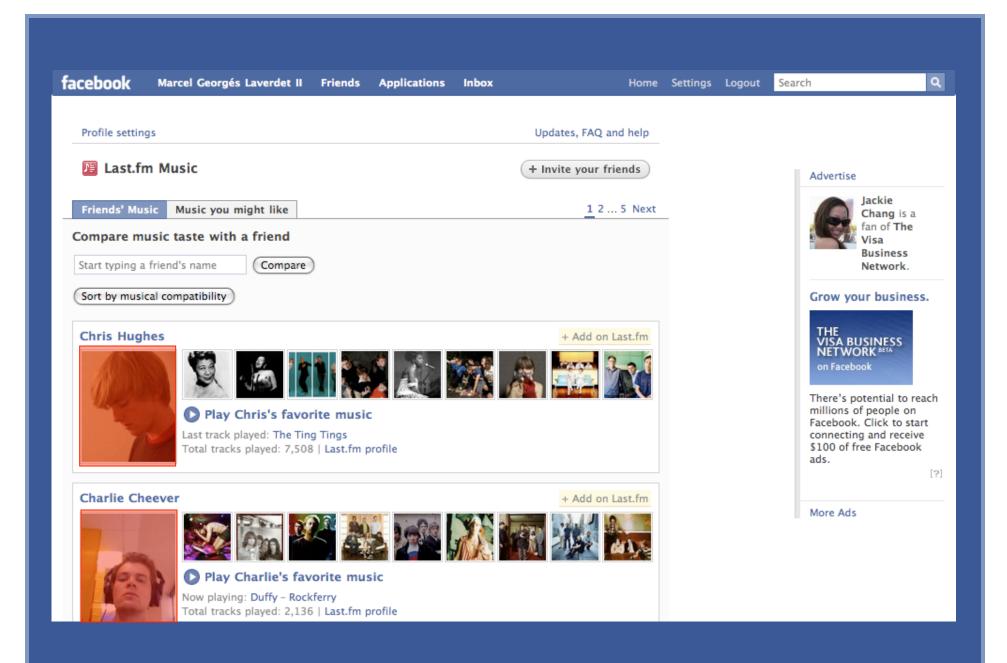
 Host objects may grant authority to

more branches.

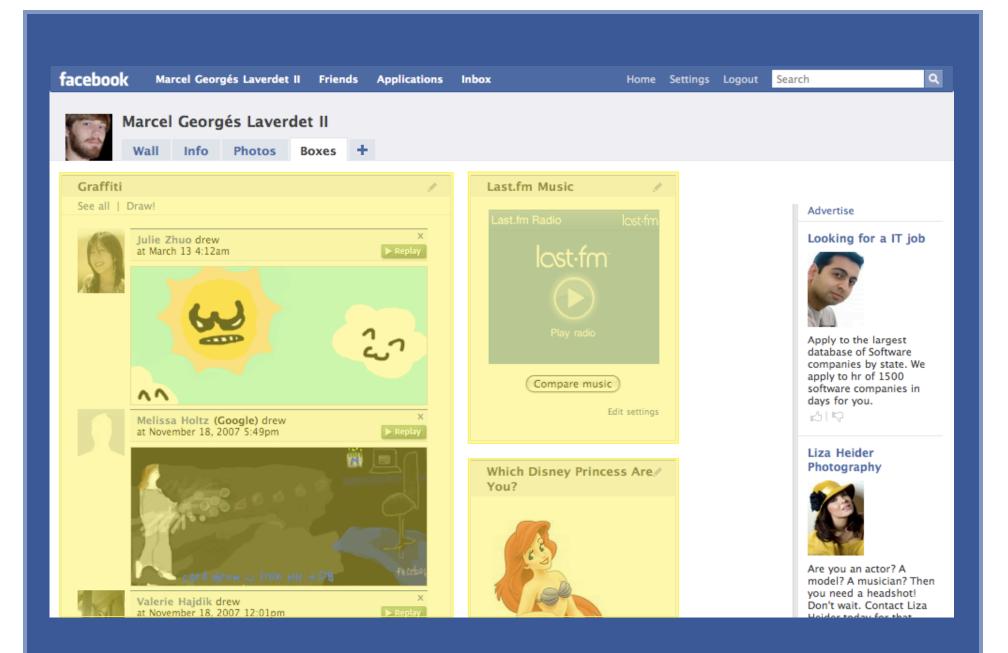




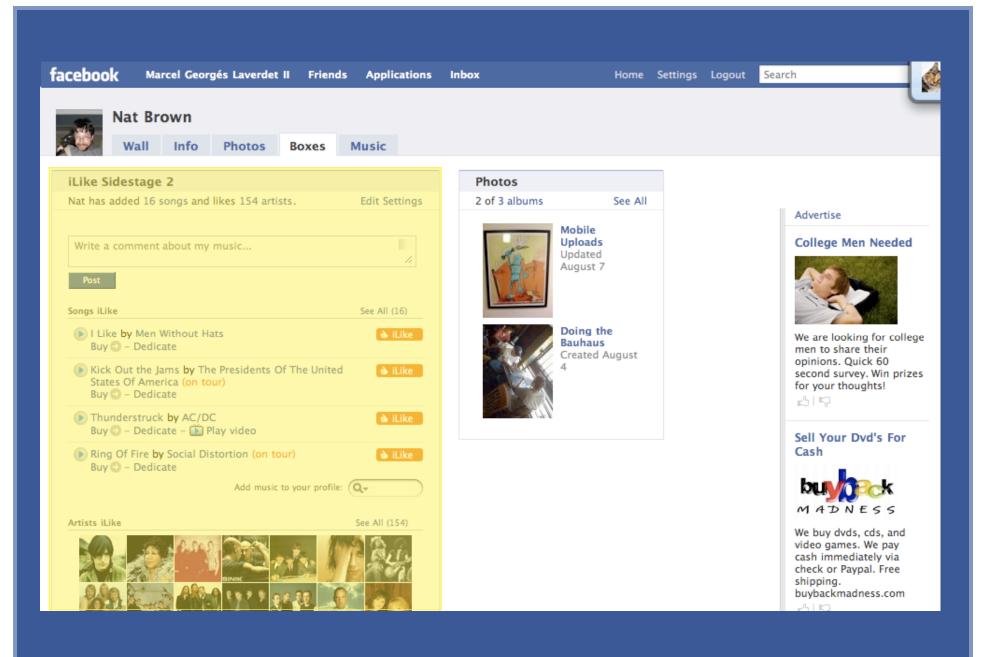
facebook



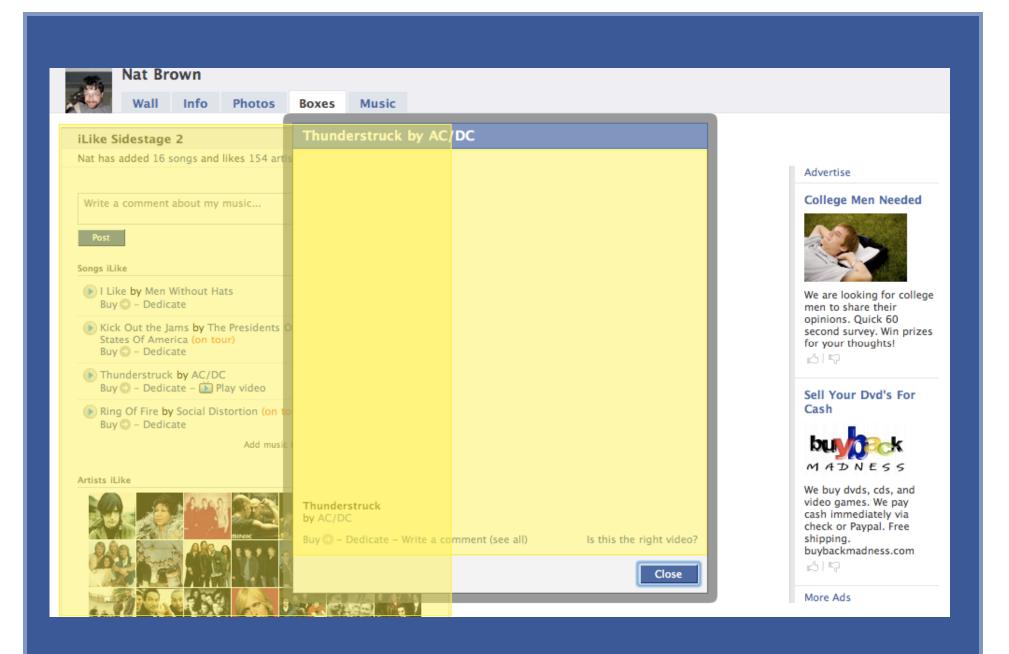














Entry Points

- Canvas pages may execute Javascript onDOMReady
- FBJS embedded on a profile must receive an "active" DOM event before being activated



Implementation

- Lexer [not a parser :(]

 Namespaces identifiers by using a unique application id
- Statically removes known evils:
 - constructor, caller, __proto__,
 __parent__, etc
- Run-time which also imposes the static limitations



What We Don't Address

- Communication between applications
- Information leakage: img.src, Ajax (XMLHttpRequest)
- Method stealing, and mutability



The Future

- Secure and implicit getters and setters -getParentNode is cumbersome
- Browser eccentricities be gone!
- Allow simulated mutability of native objects
- `eval(str)` and `new Function(str)` under controlled circumstances
- Selected features from future iterations of Javascript



Thanks

