

# CAPH

The root namespace caph also has several utility methods. Those utility functions are 'equal', 'namespace', 'extend', 'clone' and so on. Using equal function, a user can get a boolean result from checking whether two given objects are identical or not. Using namespace function, a user can bind an object with a namespace string given. Using extend function, a user can get an extended object based on two objects given. Also, Using clone function, a user can get a a cloned object using an object given as a parameter.

## Contents

### Constructor

#### Class

### Methods

#### equal

#### Class

#### extend

#### clone

#### namespace

#### getRevision

#### getVersion

#### noConflict

## Constructor

Class	
Description	
The constructor of dummy class, in order to create class object.	
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var cls = new caph.Class();</pre>	

## Methods

equal	
Description	
Returns a boolean result from checking whether two given objects are identical or not.	
Parameters	<ul style="list-style-type: none"><li>■a<ul style="list-style-type: none"><li>- Object</li><li>- a value to be compared with b-value.</li></ul></li><li>■b<ul style="list-style-type: none"><li>- Object</li><li>- a value to be compared with a-value.</li></ul></li></ul>

Return	<b>■Boolean</b> - true : if equals - false : otherwise
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var a = 1; var b = 1; var c = 2;  var isAEqualsToB = caph.equal(a, b); console.log(isAEqualsToB); // Displays 'true'  var isAEqualsToC = caph.equal(a, c); console.log(isAEqualsToC); // Displays 'false'</pre>	
<b>Class</b>	
Description	
(Constructor) The constructor of dummy class, in order to create class object.	
Parameters	<b>■Void</b>
Return	<b>■Object</b> - The instance of class
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var cls = new caph.Class();</pre>	
<b>extend</b>	
Description	
Returns an extended object based on two objects given.	
Parameters	<b>■base</b> - Object - a base object to extend. <b>■ext</b> - Object - an object to make the extended object with the base object.
Return	<b>■Object</b> - An object extended.
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var foo = {BACKSPACE: 8,   TAB: 9,   ENTER: 13,   LEFT: 37 }; var bar = {RIGHT: 38}; caph.extend(foo, bar);  // console.log(foo) displays //   {BACKSPACE: 8, TAB: 9, ENTER: 13, LEFT: 37, RIGHT: 38} console.log(foo);</pre>	

# clone

## Description

Returns a cloned object using an object given as a parameter.

## Parameters

- obj
  - Object
  - an object to be cloned.

## Return

- Object
  - An object cloned.

## Emulator Support

Y

## SDK Constraint

none

## Example

```
var obj = {'a', 'b'};  
var clonedObject = caph.clone(obj);
```

# namespace

## Description

Binds an object with a namespace string given. Once the object is bound, then it becomes accessible through the defined namespace.

## Parameters

- ns
  - String
  - a string to define the namespace.
- obj
  - Object
  - an object to be bound with the namespace.
- base (Optional)
  - Object
  - an object to set a root object. In case that it's omitted, the global "window" object is the base.

## Return

- Void

## Emulator Support

Y

## SDK Constraint

none

## Example

```
var objA = {  
  get : function() {  
    return 0;  
  }  
}  
caph.namespace("caph.example", {  
  "Foo" : objA  
});  
caph.example.Foo.get(); // Returns 0
```

# getRevision

## Description

Returns the "Framework Revision".

## Parameters

- Void

## Return

- String
  - The revision string of the framework

## Emulator Support

Y

## SDK Constraint

none

Example	
var revisionString = caph.getRevision();	
<b>getVersion</b>	
Description	
Returns the "Framework Version".	
Parameters	■Void
Return	■String - The version string of the framework
Emulator Support	Y
SDK Constraint	none
Example	
var versionString = caph.getVersion();	
<b>noConflict</b>	
Description	
Restores the old references of the framework which are saved during the framework initialization.	
Parameters	■Void
Return	■Object - caph's root namespace object
Emulator Support	Y
SDK Constraint	none
Example	
<pre> window.caph = {   'foo' : 'bar' };  window.baz = caph.noConflict(); </pre>	