

Simple Use Cases: YAHOO.widget.Button

Create a Button instance using existing markup:

Markup:

```
<input type="button" id="mybutton" name="mybutton" value="Press Me!">
```

Script:

```
var oButton = new YAHOO.widget.Button("mybutton");
```

Create a Button instance using script alone:

```
var oButton = new YAHOO.widget.Button({ label:"Press Me!"});
```

Constructor: YAHOO.widget.Button

```
YAHOO.widget.Button(str|HTMLElement|obj element[, obj configuration object]);
```

Arguments:

- (1) **element**: HTML ID or HTMLElement of existing markup to use when building Button. If neither, this is treated as the Configuration object.
- (2) **configuration object**: JS object defining configuration properties for the Button instance. See Configuration section for full list.

Simple Use Cases: YAHOO.widget.ButtonGroup

Create a ButtonGroup instance using existing markup:

Markup:

```
<div id="mybuttongroup">
  <input type="radio" name="myfield" value="One">
  <input type="radio" name="myfield" value="Two">
  <input type="radio" name="myfield" value="Three">
</div>
```

Script:

```
var oButtonGroup = new YAHOO.widget.ButtonGroup("mybuttongroup");
```

Constructor: YAHOO.widget.ButtonGroup

```
YAHOO.widget.ButtonGroup(str|HTMLElement|obj element[, obj configuration object]);
```

Arguments:

- (1) **element**: HTML ID or HTMLElement of existing markup to use when building ButtonGroup. If neither, this is treated as the configuration object.
- (2) **configuration object**: JS object defining configuration properties for the ButtonGroup instance. See Configuration section for full list.

Key Interesting Moments in Button

See online docs for a complete list of Button's Events.

focus	blur
click	option
All Button events are Custom Events (see Event Utility docs); subscribe to these events using "addListener": (e.g. <code>oButton.addListener("click", fn);</code>).	

Key Interesting Moments in ButtonGroup

See online docs for a complete list of ButtonGroup's Events.

Event:	Event Fields:
checkedButtonChange	type (s), prevValue (s), newValue (s)
All ButtonGroup events are Custom Events (see Event Utility docs); subscribe to these events using <code>addListener</code> (e.g. <code>oButtonGroup.addListener("checkedButtonChange", fn);</code>).	

Key Button Configuration Options

See online docs for complete list of Button configuration options.

Option (type)	Default	Description
type (s)	"push"	String specifying the button's type. (Possible values are: "push," "link," "submit," "reset," "checkbox," "radio," "menu," and "split.")
label (s)	null	The button's text label or innerHTML.
name (s)	null	The name for the button.
value (o)	null	The value for the button.
checked (b)	false	Boolean indicating if the button is checked. (For buttons of type "radio" and "checkbox.")
disabled (b)	false	Boolean indicating if the button should be disabled. (Disabled buttons are dimmed and will not respond to user input or fire events.)
href (s)	null	The href for the button. (For to buttons of type "link.")
menu (o)	null	Element id, array of YAHOO.widget.MenuItem configuration attributes, or YAHOO.widget.Menu instance. (For buttons of type "menu" and "split.")
menumaxheight (n)	0	The max height height of a Menu before it scrolls.
menualignment (a)	["t","b"]	How the Menu is aligned to the Button.
Button options can be set in the constructor's second argument (eg. <code>{disabled: true}</code>) or at runtime via <code>set</code> (eg. <code>oButton.set("disabled", true);</code>).		

Key ButtonGroup Configuration Options

See online docs for complete list of ButtonGroup configuration options.

Option (type)	Default	Description
name (s)	null	The name for the button group (will be applied to each button in the button group).
disabled (b)	false	Boolean indicating if the button group should be disabled. (Disabling the button group will disable each button in the button group.)
value (o)	null	Object specifying the value for the button.
checkedButton (o)	null	The checked button in the button group.
ButtonGroup options can be set in the constructor's second argument (eg. <code>{disabled: true}</code>) or at runtime via <code>set</code> (eg. <code>oButtonGroup.set("disabled", true);</code>).		

YAHOO.widget.Button: Properties

CSS_CLASS_NAME
NODE_NAME

YAHOO.widget.Button: Methods

blur()
destroy()
focus()
getForm()
getMenu()
hasFocus()
isActive()
set([attr name], [attr value])
get([attr name])

YAHOO.widget.ButtonGroup: Properties

CSS_CLASS_NAME
NODE_NAME

YAHOO.widget.ButtonGroup: Methods

addButton(button)
addButtons([]buttons)
check(index)
destroy()
focus(index)
getButton(index)
getButtons()
getCount()
removeButton(index)
set([attr name], [attr value])
get([attr name])

Dependencies

Button requires the YAHOO Object, Event, Dom, and Element. **Optional:** Container Core and Menu.