```
/***

    EditableBulletList

    (optional) values : list

    (optional) noValuesLabel : str

    (optional) editLabel : str

    (optional) addLabel : str

    (optional) saveLabel : str

    (optional) cancelLabel : str

    (optional) publish : str

    (optional) class : str

    (optional) readOnly : bool

    (optional) readOnlyAlert : str

    (optional) message : map

***/

// TODO (steveb):
// 1) reset the contents of the textboxes when the edit operation is
canceled
// 2) update the bullet list after save is confirmed


// read parameters
var values = $values ?? [ ];
var novalueslabel = $novalueslabel ?? 'There are no values.';
var editlabel = $editlabel ?? 'edit';
var addlabel = $addlabel ?? 'add';
var savelabel = $savelabel ?? 'save';
var cancellabel = $cancellabel ?? 'cancel';
var channel = $publish ?? 'default';
var class = $class;
var readonly = $readonly ?? user.anonymous;
var readonlyalert = $readonlyalert ?? 'You must login to edit these
values.';
var message = $message ?? { };

// render controls
```

```
<div id=(@div) class=(class)>

    // check if the edit button should be enabled
    if(readonly) {
        <input type="button" value=(editlabel) id=(@edit) ctor="
            when($this.click) alert({{ readonlyalert }});
        "/>
    } else {
        <input type="button" value=(editlabel) id=(@edit) ctor="
            when($this.click) @toggle();
        "/>
    }

    // render current values as a bulleted list
    <div id=(@displayspan)>
        if(#values == 0) {
            <div id=(@resizeonedit)>
                novalueslabel
            </div>
        } else {
            <ul>
                foreach(var value in values) {
                    <li> value </li>
                }
            </ul>
        }
    </div>

    // render the edit form
    <form id=(@changeform)>
        if(#values != 0) {
            foreach(var value in values) {
                <textarea>
                    value
                </textarea>
            }
        } else {
            <textarea />
        }

        // separate the input boxes from the controls
        <div class="cleardiv">   </div>

        // render the add button
        <input type="button" id=(@add) value=(addlabel) ctor="
            when($this.click) $('#' + {{ @changeform }} + '
textarea:last').after('<textarea></textarea>');
        "/>

        // render the save button
```

```
         ;
        <input type="button" id=(@save) value=(savelabel) ctor="
            when($this.click) {
                var newvalues = [ ];
                $('#' + {{ @changeform }} + ' textarea').each(function() {
                    var val = $(this).val();
                    if(val != '') newvalues.push(val);
                });
                var msg = {{ message }};
                msg.values = newvalues;
                msg.completed = function() { @toggle(); };
                Deki.publish({{ channel }}, msg);
            }
        "/>

        // render the cancel button
         ;
        <input type="button" id=(@cancel) value=(cancellabel) ctor="
            when($this.click) @toggle();
        "/>
    </form>
</div>

// script
<script type="text/jem">"
when(@toggle) {
    $('#' + {{ @changeform }} + ',#' + {{ @displayspan }} + ',#' + {{
@edit }}).slideToggle();
    var resizeonedit = $('#' + {{ @resizeonedit }});
    if(resizeonedit.css('padding-top') == '0px') {
        resizeonedit.css('padding-top', '1.6em');
    } else {
        resizeonedit.css('padding-top', '0px');
    }
}
"</script>

// styles
<style type="text/css">"
#" .. @resizeonedit .. " {
    padding-top: 1.6em;
}
#" .. @changeform .. " {
    display: none;
}
#" .. @changeform .. " textarea {
    width: 50%;
    float: left;
    margin-bottom: 5px;
}
```

```
#" .. @div .. " .cleardiv {
    height:1px;
    clear:both;
}
"</style>
```