

Risks of prototype.js

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I've been doing some reading into using Adobe's Spry Framework (more about that later), and I've found that apparently prototype.js isn't quite as awesome as I had thought. Prototype works by extended the array and object prototypes to include new functionality, unfortunately this breaks some code (including Spry and Google's xpath.js library). While I've not gotten to look into the full ramifications of this, it sounds like prototype can cause headaches if you want to mix-in other code.