

# LU06.S01 - events

## Sourcecode of the solution

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### Assignment 1

1. Test the code example provided to you. Describe the behaviour of the script using HTML comments.
2. Which 3 lines of code are the core for incrementing the counter? Identify these and comment on them in a meaningful way.
3. Change the increment of the counter to 2, i.e. it should count up in steps of 2.

Your solution is supposed to look like the following image:


```

padding: 20px;
}
img {
width: 80%;
height: 80%;
}
</style>
</head>
<body>
<!-- 1: Beschreibung: Das Programm inkrementiert einen Counter by 1 beim Klicken eines Buttons -->
<h1>Example: Count Moose</h1>
<div id="app">

<p>{{ "Moose count: " + count }}</p>
<!-- 2: Hier wird der Mousecount angezeigt -->
<button v-on:click="count+=2">Count moose</button>
<!-- 3: Beim Klicken des Buttons wird die vue-variable
count zwei hochgezählt, durch den ++Operator -->
</div>
<script src="https://unpkg.com/vue@3/dist/vue.global.js"></script>
<script>
const app = Vue.createApp({
data() {
return {
count: 0
// Die vue-variable count wird angelegt
// und mit 0 initialisiert (startwert)
}
}
})
app.mount('#app')
</script>

```

### Example: Count Moose



Moose count: 10

## Sourcecode of the solution

### Assignment 2

1. Establish in your webstorm-editor a new directory and name it **06\_events**. Save the script in this directory.
2. To make sure, that the moose is visible as well, save the image of the image in the media-directory in webstorm
3. Adjust in your script the path to the moose-image in order to make it visible again.

# Vocabulary

English	German
...	...

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