

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:

```

<!DOCTYPE html>
<html>
<head>
  <title>Count Moose</title>
  <style>
    #app {
      border: dashed black 1px;
      width: 200px;
      padding: 20px;
    }
    img {
      width: 80%;
      height: 80%;
    }
  </style>
</head>
<body>

<!-- 1: Beschreibung: Das Programm inkrementiert einen Counter by 1 beim Klicken
lines Buttons -->

<h1>LU01.A01 - 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')

```

LU01.A01 - Example: Count Moose



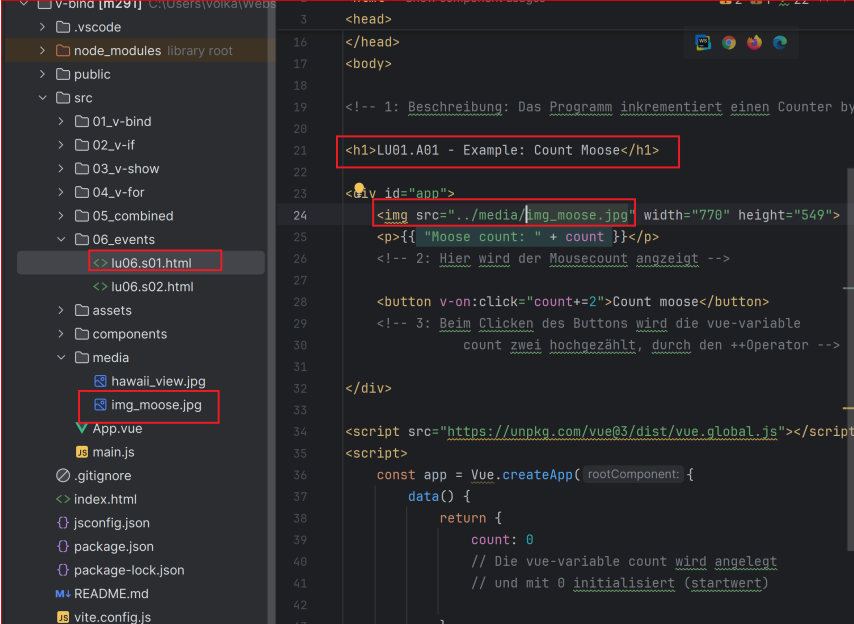
Moose count: 12
Count moose

Assignment 2

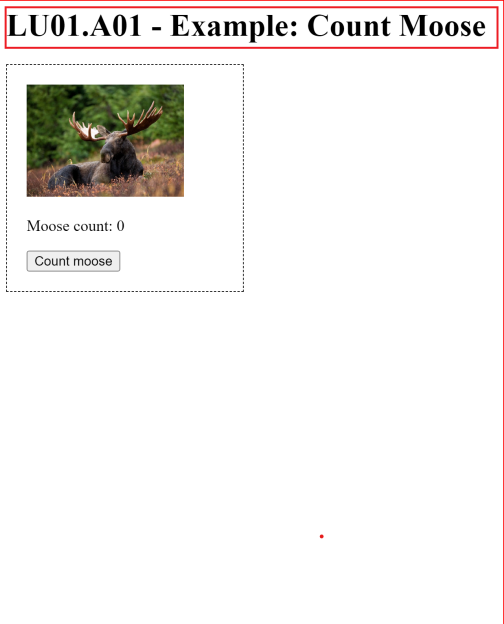
1. Establish in your webstorm-editor a new directory and name it **06_events**. Save the script in this directory.
2. To make sure, that the moose is visible as well, save the image of the image in the media-

directory in webstorm

3. Adjust in your script the path to the moose-image in order to make it visible again.



LU01.A01 - Example: Count Moose



Vocabulary

English	German
...	...



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