

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 eines Buttons --&gt;

&lt;h1&gt;LU01.A01 - Example: Count Moose&lt;/h1&gt;

&lt;div id="app"&gt;
  &lt;img src="img_moose.jpg" width="770" height="549"&gt;
  &lt;p&gt;{{ "Moose count: " + count }}&lt;/p&gt;
  &lt;!-- 2: Hier wird der Mousecount angezeigt --&gt;

  &lt;button v-on:click="count+=1"&gt;Count moose&lt;/button&gt;
  &lt;!-- 3: Beim Clicken des Buttons wird die vue-variable count zwei hochgezählt, durch den ++Operator --&gt;
&lt;/div&gt;

&lt;script src="https://unpkg.com/vue@3/dist/vue.global.js"&gt;&lt;/script&gt;
&lt;script&gt;
  const app = Vue.createApp({
    data() {
      return {
        count: 0
        // Die vue-variable count wird angelegt
        // und mit 0 initialisiert (startwert)
      }
    }
  }).mount('#app')
&lt;/script&gt;</pre>

```

LU01.A01 - Example: Count Moose



Assignment 2

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

The screenshot shows the WebStorm interface with the project tree on the left and the code editor on the right. The code editor contains a Vue.js component named App.vue. The component has a heading 'LU01.A01 - Example: Count Moose'. It includes an image element with a source path relative to the media directory. A button with the text 'Count moose' increments a counter variable 'count'. The code also includes a script tag pointing to a global Vue.js library and a script block defining the Vue application with a starting value of 0 for the 'count' variable.

Vocabulary

English	German
...	...



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