

LU06.S01 - Events - Introductory example

Sourcecode of the solution

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Assignments

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

Your solution should look like as follows displayed :

```
<!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+=2"&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)
      }
    }
  })
  app.mount('#app')
&lt;/script&gt;</pre>

```

LU01.A01 - Example: Count Moose



Moose count: 12

Last

update:

2025/04/25 en:modul:m291:learningunits:lu06:loesungen:01 https://wiki.bzz.ch/en/modul/m291/learningunits/lu06/loesungen/01?rev=1745578238

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The screenshot shows a code editor with a sidebar and a main panel. The sidebar contains a file tree with files like `lu06.s01.html`, `lu06.s02.html`, `App.vue`, and `img_moose.jpg`. The main panel shows a code editor with a red box highlighting the title `<h1>LU01.A01 - Example: Count Moose</h1>`. Below it, there's an image of a moose and a button labeled "Count moose". The code includes comments explaining the logic: "Beschreibung: Das Programm inkrementiert einen Counter by 1", "Hier wird der Mousecount angezeigt", and "Beim Clicken des Buttons wird die vue-variable count zwei hochgezählt, durch den +=Operator". A script tag imports `vue.global.js`, and a `const app = Vue.createApp({})` block initializes the application with a `data() { return { count: 0 } }`.

Vocabulary

English	German
...	...



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