

LU07.A01 - Methods simple - Introductory example

Prerequisites

- Work type: Individual
- Means of aid: only teaching materials, no websearch, no use of ai.
- Timeframe: 20 Minutes
- Expected result: A vue script with a methods, that can display a text on the screen.

Learning Objectives

1. Use of Vue Methods.
2. Writing own methods und make use of them.

Source

- [Code-example: Methods in VUE](#)

Assignment 1: Preparatory work

- 1.1: Establish in your webstorm a new directory and name it **07_methods**
- 1.2: Transfer the above provided script to this new directory.
- 1.3: Make sure that you have the title `<h1>` correctly named: **lu07.s01.html**
- 1.4: Execute the script. As a result, in the right window there will be a green rectangle. After clicking on that green area there should be a message-box with the content **Hello World**

Assignment 2: resetText

- 2.1: Add a method **resetText**, that sets the content of the variable *text* to "" (empties the content)
- 2.2: Use this new method *resetText* within a separate *div*
- 2.3: The text *Hello world* appears, when clicking the first area, and disappears when pushing the second area.

Assignment 3: increment by 1

- 3.1: Add a new variable *cnt1* and initialize it with 0.
- 3.2: Add a method **increment1**, that increments the *cnt1-variable* with step-size 1
- 3.3: Create in the HTML-area a *div*, which increments the *cnt1-variable* by making use of the

increment1-method

Assignment 4: increment by 2

- 4.1: Add a new variable *cnt2* and initialize it with 0.
- 4.2: Add a method **increment2**, that increments the *cnt2-variable* with step-size 2
- 4.3: Create in the HTML-area a *div*, which increments the *cnt2-variable* by making use of the *increment2-method*

Assignment 5: cascading use of methods

- A5.1: Create a new method **alltogether** which, in turn, uses the methods *setText*, *increment1*, *increment2*
- A5.2: Add a variable *text2* to store the combined content of the variables *text*, *cnt1* and *cnt2*
- A5.3: Create in the HTML-area a *div*, in which the content of the variable *text2* is displayed

Assignment 6: Reset all variables

- A6.1: Define a final method *resetAll* which resets the content off all variables (*text1*, *cnt1*, *cnt2*, *text2*)
- A6.2: Create in the HTML-area a *div*, that resets all variables when clicked.

Solution

[Lösung](#)

Vocabulary

English	German
prerequisite	Grundvoraussetzung
rectangle	Rechteck
content	zufrieden
which, in turn	die ihrerseits



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