

LU07.A01 - Events - 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: increment by 1

- 2.1: Add in a new variable *cnt* and initialize it with 0.
- 2.2: Add a method **increment**, that increments the *cnt-variable* with step-size 1
- 2.3: And finally create in the *HTML-area* a *div*, which increments the *cnt-variable* by making use of the increment-methods

Assignment 3: increment by 2

- A3.1: Add another variable *cnt2* for a second increment-method
- A3.2: Add another method *increment2*, which uses the step-size 2.
- A3.3: Define another *div* for making use of the method *increment2*

Assignment 4: cascading use of methods

- A4.1: Define a final method *alltogether*, which uses both methods *increment* and *increment2* to display the result.
- A4.2: The methods *alltogether* greets furthermore the Universe.
- A4.3: Be content and happy, as you finished the complete assignment.

Solution

[Lösung](#)

Vocabulary

English	German
prerequisite	Grundvoraussetzung
rectangle	Rechteck
content	zufrieden



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