

# LU07.A05 - Mood measurement, realized with methods

## Prerequisites

- Work type: Individual
- Means of aid: only teaching materials, no websearch, no use of ai.
- Timeframe: 15 Minutes
- Expected result: a vue application, that reflects the mood of the user.

## Source

- Take the solution LU06.S04 and adjust it as required.

## Assignments

Realize the assignment **LU07.A05 - Events - Mood measurement** by using methods:

1. Display a heading: „Choose Your Mood\*\*.
2. Add three buttons, each representing a different mood:
  - Happy
  - Sad
  - Angry
3. Use the v-on directive to update a data property called mood based on the button clicked.
4. Display a custom message below the buttons that changes based on the selected mood.
5. When no mood is selected, show a default message prompting the user to pick one.

## Hint

1. When clicking a button, just pass a number to the method with the messages.
2. In that methods a if (selction) checks the content of the argument and displays the corresponding message.

## Solution

[Lösung](#)

## Vocabulary

Last update: 2025/05/20 13:25 en:modul:m291:learningunits:lu07:aufgaben:05 <https://wiki.bzz.ch/en/modul/m291/learningunits/lu07/aufgaben/05?rev=1747740340>

English	German
...	...



Volkan Demir

From: <https://wiki.bzz.ch/> - **BZZ - Modulwiki**

Permanent link: <https://wiki.bzz.ch/en/modul/m291/learningunits/lu07/aufgaben/05?rev=1747740340>

Last update: **2025/05/20 13:25**

