

# LU07.A05 - Mood measurement, realized with methods

## Prerequisites

- Work type: Individual
- Means of aid: only teaching materials, no websearch, no use of ai.
- Timeframe: 20 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
  - Desperate
  - Confused
  - Glad
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

English	German
...	...

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Volkan Demir

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