

# LU07.S01 - Methods simple - Introductory example

## 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

The screenshot shows two code editors side-by-side, each with a sidebar containing a file tree and a status bar at the bottom.

**Top Editor:** This editor displays the contents of `src/lu07.s01.html`. The code includes several `v-on:click` events that trigger different functions: `setText`, `resetText1`, `increment1`, `increment2`, `alltogether`, and `resetAll`. Red boxes highlight the event handlers and the corresponding function definitions in the code. To the right, a series of green boxes show the output of clicking these buttons in sequence: "Click on the box below:" followed by "1-setText Hello World", "2-resetText1 Hello World", "3-Increment1 8", "4-Increment2 8", "5-alltogether Hello World 8 8", and "6-resetAll".

**Bottom Editor:** This editor displays the contents of `src/lu07.s01.html` but from a different perspective. It shows the `data()` and `methods` sections. Red boxes highlight the implementation of `setText`, `resetText1`, `increment1`, and `increment2` methods. A red arrow points from the `increment1` method in the top editor's code to its implementation in the bottom editor's code. To the right, the same sequence of green boxes shows the output of clicking the buttons: "Click on the box below:" followed by "1-setText Hello World", "2-resetText1 Hello World", "3-Increment1 8", "4-Increment2 8", "5-alltogether Hello World 8 8", and "6-resetAll".

Source-code of the solution

## Vocabulary

English	German
...	...



Volkан Demir

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