

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 solution consists of two parts: the HTML template and the JavaScript code.

HTML Template (lu07.s01.html):

```
<p>Click on the box below:</p>
<div v-on:click="setText">
  1-setText {{ text1 }}
</div>
<br>
<div v-on:click="resetText1">
  2-resetText1 Hello World
</div>
<br>
<div v-on:click="increment1">
  3-Increment1 {{ cnt1 }}
</div>
<br>
<div v-on:click="increment2">
  4-Increment2 {{ cnt2 }}
</div>
<br>
<div v-on:click="alltogether">
  5-alltogether Hello World 8 8
</div>
<br>
<div v-on:click="resetAll">
  6-resetAll
</div>
```

JavaScript Code (App.vue):

```
const app = Vue.createApp({
  rootComponent: {
    data() {
      return {
        text1: 'default',
        cnt1: 0,
        cnt2: 0,
        text2: ''
      }
    },
    methods: {
      setText() {
        this.text1 = 'Hello World'
      },
      resetText1() {
        this.text1 = ''
        this.text2 = ''
      },
      increment1() {
        this.cnt1++
      },
      increment2() {
        this.cnt2+=2
      }
    }
  }
})
```

The UI buttons are:

- 1-setText Hello World
- 2-resetText1 Hello World
- 3-Increment1 8
- 4-Increment2 8
- 5-alltogether Hello World 8 8
- 6-resetAll

Source-code of the solution

Vocabulary

English	German
...	...



Volkan Demir

From:

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

Permanent link:

<https://wiki.bzz.ch/en/modul/m291/learningunits/lu07/loesungen/01>

Last update: **2025/05/09 09:34**

