

# LU07.A01 - Events - 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

Source-code of the solution

## Vocabulary

English	German
...	...



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