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 disapears 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
…	…

From: