

LU07.S03 - Methods with several arguments

Assignment

- 01: Test the code example above which was provided to you. Describe the behaviour of the script using HTML comments.
- 02: Make sure that everything is working correctly: When clicking on the tiger image there must appear a text below the image „Hello, tiger“.
- 03: Make sure that you have the title `<h1>` and have correctly named the file: **lu07.s03.html**
- 04: You need to add two more animals to the list and greet them correspondingly to the provided example.

Solution

The screenshot shows a code editor with a dark theme. On the left is a file tree with files like `lu07.s01.html`, `lu07.s02.html`, and `lu07.s03.htm`. The `lu07.s03.htm` file is open. The code uses Vue.js components and methods. Red boxes highlight parts of the code and the sidebar text. A sidebar panel on the right is titled "Methods with several arguments". It contains text explaining the use of the `$event` parameter and a note about the `opp` argument. It also includes a note to click on animal images. Below the sidebar is a grid of three animal images: a lion, a kea, and a tiger. The bottom right image has a red box around it and a green box containing the text "Hello, Lion! You look kingly indeed".

```

<html lang="en"> Show component usages
<body>
<div id="app">
    <!-- Clicking the image triggers the call of the method with the arguments event, greeting, oppinon -->
    <br>
    
    <br>
    
    <br>
    <p id="green">{{ msgAndId }}</p>
</div>

<script src="https://unpkg.com/vue@3/dist/vue.global.js"></script>
<script>
    const app = Vue.createApp({ rootComponent: {
        data() {
            return {
                msgAndId: ''
            }
        },
        methods: {
            myMethod(e, msg, opp) { / signature of the method including argument list
                this.msgAndId = msg + ', ' // message to show is built up, step by step
                this.msgAndId += e.target.id + "!"
                this.msgAndId += ' You look ' + opp;
            }
        }
    } })
    app.mount('#app')
</script>

```

Lösung

Vocabulary

English	German
...	...



Volkan Demir

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Last update: **2025/05/18 11:36**