

# 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.s0s.html**
- 04: : You need to wo more animals to the list and greet them correspondingly to the provided example.

## Solution

**Methods with several arguments**

In this example we see that it is possible to send both the event object and a text as an argument with a method. To do this we must use the reserved name for event methods: 'Sevent'.

Click on the image of the animals above, gto get a proper response:

Signature of the method including argument list: `myMethod($event, msg, 'Hello', opp): 'kingly indeed'`

Message to show is built up, step by step: `myMethod(e, msg, opp) { this.msgAndId = msg + ', // message to show is built up, step by step this.msgAndId += e.target.id + "!"; this.msgAndId += ' You look ' + opp; }`

Output: `"Hello Lion! You look kingly indeed"`

## Lösung

## Vocabulary

English	German
...	...



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