

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(e, msg, opp)`

Message to show is built up, step by step:

```

this.msgAndId = msg + ', ' // message
this.msgAndId += e.target.id + '! '
this.msgAndId += ' You look ' + opp;

```

Lösung

Vocabulary

English	German
...	...



Volkan Demir

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

Permanent link:
<https://wiki.bzz.ch/en/modul/m291/learningunits/lu07/loesungen/03?rev=1747560976>

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

