

LU07.S04 - Methods with arguments - Animal-count

Assignment A - 3'

- A01: Test the code example above which was provided to you. Describe the behaviour of the script using HTML comments.
- A02: Check to basic function of the script. When clicking the tiger-image the a message which greets the tiger should appear in the green field below the image.
- A03: Make sure that you have the title `<h1>` and have correctly named the file: **lu07.s03.html**
- A04: Safe it.

Assignment B: Extend the argument list - 10'

- B01: Kindly as we are, we not only want to greet the tiger, but also show a title to the image.
- B02: There must be a message commencef as well, „you look terrifying!!
- B03: Note: The signature of the method must therefore be extended by additional arguments: title and message.

Assignment C: Add more animals to greet - 7'

- C01: As we were able to greet the tiger properly, we are seeking new challanges. Add two more animals to be greeted with the corresponding title and message.

Solution

Lsung

A20: Count several Animals by passing arguments and event object with methods

In this example we are able to count tigers, moose and kangaroos, with different increments, all buttons referring to the same method. This is possible by passing the numbers counted as an argument, and by passing the event.

02_v-if

03_v-show

04_v-for

05_combined

06_events

07_methods

LU07.s00_Introduction.html

lu07.s01.html

lu07.s02.html

lu07.s03.html

lu07.s04.html

assets

components

media

hawaii_view.jpg

img_burrito.svg

img_cake.svg

img_fish.svg

img_pizza.svg

img_rice.svg

img_salad.svg


img_soup.svg

kangaroo.png


```
resetAll() {
  this.tigers = 0;
  this.lions = 0;
  this.keas = 0;
  this.moose = 0;
  this.kangaroos = 0;
},
addAnimal(e, number) {
  if (e.target.parentElement.id === "tigers") {
    if (this.tigers + number >= 0) {
      this.tigers += number;
    }
  } else if (e.target.parentElement.id === "lions") {
    if (this.lions + number >= 0) {
      this.lions += number;
    }
  } else if (e.target.parentElement.id === "keas") {
    if (this.keas + number >= 0) {
      this.keas += number;
    }
  } else if (e.target.parentElement.id === "kangaroos") {
    if (this.kangaroos + number >= 0) {
      this.kangaroos += number;
    }
  }
}
```

methods

In this example we are able to count tigers, moose and kangaroos, with different increments, all buttons referring to the same method. This is possible by passing the numbers counted as an argument, and by passing the event.



+1 +5 -1 -5



+1 +5 -1 -5

07_methods

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```
<br>
<button v-on:click="addAnimal($event,1)">+1</button>
<button v-on:click="addAnimal($event,5)">+5</button>
<button v-on:click="addAnimal($event,-1)">-1</button>
<button v-on:click="addAnimal($event,-5)">-5</button>
</div>

<button v-on:click="resetAll(0)">Reset all</button>

<ul>
  <li>Tigers: {{ tigers }}</li>
  <li>Lions: {{ lions }}</li>
  <li>Keas: {{ keas }}</li>
  <li>Kangaroos: {{ kangaroos }}</li>
  <li>Moose: {{ moose }}</li>
</ul>
</div>
```



+1 +5 -1 -5



+1 +5 -1 -5

Reset all

- Tigers: 0
- Lions: 0
- Keas: 0
- Kangaroos: 0
- Moose: 0

Vocabulary

English	German
...	...



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