

LU07.S04 - Events 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: Save 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

Source-code of the solution

lu07.s01.html

lu07.s02.html

lu07.s03.htm

assets

components

media

hawaii_view.jp

img_burrito.sv

img_cake.svg

img_fish.svg

img_moose.jp

img_pizza.svg

img_rice.svg

img_soup.svg

img_tiger_squ

kea.jpg

leo.jpg

tiger.jpg

test

App.vue

main.js

.gitignore

index.html

jsconfig.json

package.json

package-lock.json

README.md

vite.config.js

<html lang="en">

Show component usages

<body>

<div id="app">

<!-- clickin the image triggers the call of the method with the arguments event, greeting, opinion -->

<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 stepp

this.msgAndId += e.target.id + "!"

this.msgAndId += ' You look ' + opp;




}

}

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:



"Hello, Lion! You look kingly indeed"

Vocabulary

| English | German |
|---------|--------|
| ... | ... |



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