# LU07.A05 - Mood measurement, realized with methods

#### **Prerequisites**

• Work type: Individual

• Means of aid: only teaching materials, no websearch, no use of ai.

• Timeframe: 10 Minutes

• Expected result: a vue application, that reflects the mood of the user.

#### Source

• You can take any script an adjust it to your needs.

### **Assignments**

Realize the assignment LU06.A04 - Events - Mood measurement, by using methods: - Display a heading: "Choose Your Mood.

- 1. Add three buttons, each representing a different mood:
  - ∘ ∏ Happy
  - ∘ ∏ Sad
  - ∘ 🛮 Angry
- 2. Use the v-on directive to update a data property called mood based on the button clicked.
- 3. Display a custom message below the buttons that changes based on the selected mood.
- 4. When no mood is selected, show a default message prompting the user to pick one.

#### **Solution**

Lösung

## **Vocabulary**

English	German
corresponding	entsprechend, passende



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