

# WHAT IS JQUERY?

- jQuery is a Javascript library
- JS libraries are sets of functions that complete routine code tasks for you. Everything in jQuery is JS and you can use JS and jQuery together.
- jQuery is great for AJAX, CSS manipulations, HTML switches, and event handling

# IS JQUERY DYING?

- jQuery's original reason for being was to smooth over vastly different implementations of JS in the different browsers
- While that problem has been solved, jQuery still makes DOM manipulation easier
- As you learn JS, it can be both a blessing and a curse: it has simpler syntax but can hinder your JS development.

# USING JS AND JOQUERY

Include at the bottom of your BODY:

```
<script src="js/jquery.min.js"></script>
```

```
<script src="js/main.js"></script>
```

Why do we put jQuery first?

# USING JQUERY FROM CDN

A CDN is special kind of website that you can link to for assets like jQuery and other JS libraries.

```
<script src="https://  
code.jquery.com/  
jquery-3.1.0.min.js"></script>
```

What is .min.js - what does that mean?

# WHAT DOES IT LOOK LIKE?

Initialize

Selector

Method

`$ ( ' #e1 ' ) . css ( ' color ' , ' red ' ) ;`

Parameters

Close

# THE JQUERY SELECTOR

- CSS selectors query HTML for certain elements
- Use the same selectors you write in CSS!

```
$('div') // select all <div>'s  
$('h2') // select all <h2>'s  
$('p a') // select all <a>'s inside of all <p>'s  
$('p, a') // select all <p>'s and <a>'s
```

The `$ ( ' x ' )` function takes any CSS selector

# SELECTOR TEST

What do each of these do?

`$('li')`

`$('#funny-bone')`

`$('.silly-clown')`

`$('div a.balloon-animal')`

- All list items on the page.
- The #funny-bone ID only
- All .silly-clown classes
- Anchor tags with balloon-animal class inside divs

# SELECTOR CITY

Lets review some CodePens on selectors:

Classes:

<http://codepen.io/staypuftman/pen/BKOXqK>

IDs:

<http://codepen.io/staypuftman/pen/reKPNg>



# METHODS

In JavaScript, a method modifies an object. Most of the time (for your purposes), the object is an HTML element.

# METHODS

```
console.log("Word, man.");
```

Console is an object (that hidden area of your browser) and log is a method that writes to the object.

# METHODS ARE FUNCTIONS

Another way to think about methods is to think of them as specialized functions you get for free, out of the box with JS and jQuery.

# METHODS

```
$ ( '#e1' ) .css ( 'color', 'red' );
```

In this case, jQuery fetches an HTML element with the ID '#e1' and creates an object out of it. The .css method modifies that object by changing its color to red via CSS.

# BIG IDEA

jQuery selectors almost always create objects that you will modify with jQuery methods. Objects/methods are the cornerstone of JS.



## Change / add CSS property to selector

```
// Makes color of element red  
$('#funny-bone').css('color', 'red');
```

```
// Multiple property  
$('#ID').css({  
    'height': '100px',  
    'width': '100px'  
});
```



If you just put the property name in as a parameter on the jQuery method, it will return the CSS value

```
// Makes color of element red  
var colorTime = $('#funny-bone').css('color');  
console.log(colorTime); // returns 'red'
```

**CODEALONG**



# .HTML

## Select and replace HTML content

```
// Selects  
$('#funny-bone').html();  
  
// Put something in the parenthesis to replace  
$('#funny-bone').html('<span>content</span>');
```

# .TEXT

Select and replace content inside an HTML element

```
// Selects  
$('#funny-bone').text();  
  
// Put something in the parenthesis to replace  
// But no HTML tags with this one  
$('#funny-bone').text('content');
```

# TEST YOURSELF

Use `.html()` and `.text()` to print HTML elements from Assignment #1 into the console

Let's Review

# ASSIGNMENT #2

**JQUERY EVENT**

**.CLICK()**

# .CLICK() W/ FUNCTION

Attach .click() to jQuery selector and you can build an event handler function right into your selector

```
// Function to be run
function somethingCool() {
    var coolBeans = $('.element').html();
    console.log(coolBeans);
}

// Executes function when #button is clicked
$('#button').click(somethingCool);
```

# ANONYMOUS .CLICK()

You can build a click event with a function on the fly. I don't like this as much but it works and you'll see this A LOT.

```
// Executes function when #button is clicked
$('#button').click(function() {
    var interestingHTML = $('#element').html();
    console.log(interestingHTML);
});
```

# **.HIDE / .SHOW**

Hides elements by setting inline style to  
`display: none;`

Shows elements by setting inline style to  
`display: block.`

```
// Hides all <p>'s  
$('p').hide();
```

```
// Shows all <p>'s  
$('p').show();
```



# **.HIDE / .SHOW**

**.hide and .show both have duration elements**

```
// Hides all <p>'s slowly  
$('p').hide('slow');
```

```
// Shows all <p>'s in 300ms  
$('p').show(300);
```

**Try it out:**

<http://codepen.io/staypuftman/pen/rLdrXG>

# **.ADDCLASS / .REMOVECLASS**

.addClass adds a class to an element, .removeClass takes it away

```
$( 'p' ).click( function{  
    $( '.big-element' ).addClass( 'activate' );  
});
```

```
$( 'p' ).click( function{  
    $( '.big-element' ).removeClass( 'activate' );  
});
```

**MORE  
CODEALONG**

# OTHER METHODS

```
// Hides all <p>'s slowly  
$('p').slideUp('slow');  
$('p').slideDown(300);
```

Let's Explore:

<http://api.jquery.com/>

# DOCUMENT.READY()

Wrapping your code in `$(document).ready()` is best practice for jQuery - this makes your JS wait until the rest of your page has loaded:

```
$(document).ready(function() {  
    // WRITE OTHER CODE HERE!!  
})
```

# JS VS JQUERY

Creating zebra-stripped rows

JS:

<http://codepen.io/staypuftman/pen/YWaWgZ>

jQuery:

<http://codepen.io/staypuftman/pen/akYkZJ>

Work in teams - this will be hard

# ASSIGNMENT #3

Make the traffic lights work

Think about the PROGRAM before you CODE!