**字体彩色： props传递**

**背景彩色： 事件传递**

**下划线： 可复用方法/函数**

**data**

**teamList: [axios]**

**groupContainer: [axios]**

curRound: 0

**curGroup: 0**

**curTeam: {$emit}**

**curPos: ‘$emit’**

alert: ‘’

drawTeamFlag: false

drawPosFlag: false

**methods(general)**

skipRoundTwo()

skipRoundThree()

**mounted**

fetchTeams

fetchGroups

**computed**

**curPot: 1**

sequence: 1

sequenceName

groupName

**methods(scope)**

start()

setCurTeam(**team**)

setCurPos(**pos**)

**enterGroup()**

fetchTeams() {axios}

fetchGroups() {axios}

**drawPage**

**groupingResult**

**methods(scoped):**

confirmEnter→**enterGroup()**

**props: groupContainer**

**props: curPot** **curGroup**  drawPosFlag

**data:** posContainer: [much datas]

**groupRagion**



**teamRagion**



**drawShow**

**watch**

selectedTeam(val)

→this.drewTeams.push(val);

**data:** drewTeams:[]

**computed:**

potTeams() {teams}

selectedTeam() {this.curTeamName}

**selectedTeam**

**props:**

**:teams=teamList**

:**curTeamName="curTeam.teamNam**e"

**computed:** groupName

**methods(scoped):**

choosePos (pos,group)→setCurPos(**pos**)

shuffleGroup(idx)

**methods(general):**

randomSort(arr)

**mounted:**

fetchTeams

**methods(scoped):**

chooseTeam(team,potTeam)→setCurTeam(**team**)

shuffleTeam(idx)

fetchTeams() {axios}

**methods(general):**

randomSort(arr)

**data:** potTeams: [axios]

**props: curPot**  **curGroup**  drawTeamFlag

### submit

阻止系统默认，首先采用绑定事件

路由跳转

### 表单（正则,计算属性）

### 克隆一个对象

### 怎么增加一个端口？