

ESCOLA SUPERIOR DE MEDIA ARTES E DESIGN POLITÉCNICO DO PORTO

ATIVIDADE LETIVA

FICHA DE EXERCÍCIOS

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Web Programming I
UNIDADE CURRICULAR
Exercise Sheet n°5
FICHA
M01 - INTRODUCTION TO VUE.JS
MÓDULO
```

- 1) Create a project called F05EX01 that aims to familiarize the student with event management. Features:
 - a. Create the following instance Vue:

```
<script>
  const vm = new Vue({
    el: "#intro",
   data: {
     msg: "Programação Web I"
  })
</script>
```

- b. Create a button that when clicked calls an event handler that displays the message (msg property) in an alert box:
 - i. Through a method without parameters
 - ii. Through a parameterized inline method
- c. Get additional information about the previous event through the event object (native from DOM). Print on console:
 - i. The name of the element that triggered the event
 - ii. The event type (hint: inspect the event object)
- d. Create the HTML template by adding a new button for each paragraph.:

```
<div v-on:click="showMessage">
 <button v-on:click="showMessage">CLICA-ME</button>
</div>
```

- i. Click the button and check bubbling behavior
- ii. Make bubbling stop after clicking the button
- iii. Make the button work only once
 - iv. Press the button by pressing TAB