

Virtual Drink Tutorial

Method - `getElementById('id')` - method returns an element with the specified id
Property - `innerHTML` - sets or returns the HTML content (inner HTML) of an element.
Property - `value` - sets or returns the value of the attribute

Download the folder named ***virtual_drinks.zip*** – extract and open in the editor of your choice, I'm using Visual Code

Inside ***virtualBar.html*** insert a button before the closing **`</form>`** tag that when clicked calls a function named **`selectDrink()`**

`selectDrink()` collects the ***value*** inside the drop-down menu with the ID of ***'selection'***, then passes this value as an argument to the **`selectDrink`** function inside the linked JavaScript file named ***bar_script.js***

```
<button type="button" id="btn" onClick="selectDrink(document.getElementById('selection').value)">CollectYour Drink</button>  
</form>
```

Preview with Live Server - Nothing will work at this point till we add the JavaScript



```
<form id="myform">  
  <select id="selection">  
    <option value="">Choose Drink...</option>  
    <option value="Tea">Tea</option>  
    <option value="Coffee">Coffee</option>  
  </select><br />  
</form>
```

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Open the file named **bar_script.js**

Set up **2** variables that will store the path to where the images are stored (*this is good practice, if we move the images, we only need to change the path in one place*)

```
1 //set path to images - store in variables
2 let outputImageTea = "images/tea.png";
3 let newoutputImageCoffee = "images/coffee.png";
```

Create the selectDrink function with the parameter named **drink**(you can name it anything you like)

The **drink** variable is a *local* variable to the **selectDrink** function and will temporarily store the incoming argument collected earlier using the **.value** property (either 'Tea' or 'Coffee')

```
4 //selectDrink function - recieves selected drink
5 //then displays drink image using the <p> tags o virtualBar page
6 function selectDrink(drink) {
7     -----
8 }
```

Inside the function create an **If statement** to determine what drink has been passed into the function

- `getElementById` retrieves the output element with the ID **'imageDisplay'** and stores it in the variable **imageTea** or **imageCoffee**
- **imageTea** and **imageCoffee** use the **innerHTML** property to output an image tag pointing to the variable created at the top of the file with the paths to the stored images (**outputImageTea/outputImageCoffee**)

```
6 function selectDrink(drink) {
7     //test to define what type of drink was selected
8     if (drink === "Tea") {
9         let imageTea = document.getElementById("imgDisplay");
10        imageTea.innerHTML = "";
11
12    } else if (drink === "Coffee") {
13        let imageCoffee = document.getElementById("imgDisplay");
14        imageCoffee.innerHTML = "";
15    }
```

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Again, `getElementById` retrieves the values the user enters inside the two text inputs on the form using the `.value` property

```
16 //capture the values from the milk & sugar input fields
17 let sugar = document.getElementById('sugar').value;
18 let milk = document.getElementById('milk').value;
```

NOTE: It's good practice to log the returned value to the console before proceeding, this makes sure the value is being returned - troubleshooting as you go – e.g., `console.log(sugar)`

- `getElementById` retrieves the output ID named `drinkDetails` and stores in variable of the same name(**`drinkDetails`**)
- `drinkDetails` uses **innerHTML** property – **HOWEVER** this time we are using the newer technique '*String Literals*' to compile the output message

NOTE: String Literals use back ticks instead of quotation marks these can be found to the left of the number one key on the keyboard – they also allow you to output variables if you surround the variable with a `$` sign and curly brackets – **no more + signs or quotation marks required**

```
19 //capture a reference to the <p> tag with an ID of 'output'
20 let drinkDetails = document.getElementById("drinkDetails");
21 //change the innerHTML of the <p> tag
22 drinkDetails.innerHTML = `You've chosen ${drink} with ${sugar} sugar & ${milk}% Milk...ENJOY!`;
23 //set the form value fields back to empty
24 document.getElementById("myform").reset();
```

Tasks:

- Add more drink choices to the program – use a switch statement instead of if else...
- Add a drop-down menu asking if they want to sit in or take away
- Have a think and add your own ideas to this program making it better!