



# jQuery Begins

Web Development Boot Camp  
Lesson 2.4



# Admin Items

# Death by PowerPoint: **Not the Way to Learn Coding**



# True Way to Learn Coding





Be prepared to have classes that are increasingly “**just code.**”

**(You will appreciate it in the long run.)**

# Today's Class

# Agenda

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In today's class we'll be covering:



DOM manipulation using plain JavaScript



DOM manipulation using jQuery



Responding to click events

# DOM Manipulation



# Understanding the DOM

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Basic Example: [todomvc.com/examples/jquery/#/all](https://todomvc.com/examples/jquery/#/all)



Every HTML page begins as static content.



However, with Javascript/jQuery, we can **modify the DOM** and change this static content in real time.



This allows us to build dynamic sites.



# Instructor Demonstration

## DOM Manipulation with Plain JavaScript



## **Activity:**

# Generating HTML with Plain JavaScript

**Suggested Time:**  
10 minutes



# Activity: Generating HTML with Plain JavaScript

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Using the file sent to you as a starting point, add the missing code so that your JavaScript generates HTML content that displays all drink options.



**Hint:** You will need a for loop. Inside the for loop, you will need to use each of the following methods: `createElement`, `innerHTML`, and `appendChild`.

**Suggested Time:** 10 minutes



# Intro to jQuery

# Intro to jQuery

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[jquery.com](http://jquery.com)

jQuery is a cross-platform **JavaScript library** designed to simplify client-side HTML scripting.



# Query Helper Library

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jQuery can be useful for tasks such as:



Dynamically inserting, updating, or removing HTML



Registering click or other change events



Animating HTML elements



Downloading data from databases



And much more!

# Working with jQuery

01

Include a CDN (Content Delivery Network) link to the jQuery script.

```
<!-- Added Link to the jQuery Library -->  
<script src="https://code.jquery.com/jquery-2.2.3.js" integrity="sha256-  
laXWtGydpwqJ8JA+X9x2miwmaiKhn8tVmOVEigRNtP4=" crossorigin="anonymous"></script>
```

02

Utilize the jQuery specific (\$) selector.

```
$("#clickMe")
```

03

Apply jQuery methods on the selected elements.

```
$("#clickMe").on("click", function(){  
  
    // Trigger an alert.  
    alert("I've been clicked!");  
})
```





# Instructor Demonstration

## DOM Manipulation with jQuery



## **Activity:**

### Generating HTML with jQuery

**Suggested Time:**  
10 minutes



# Activity: Generating HTML with jQuery

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Refactor (rewrite) your previous `drinkList` code from earlier, but this time use jQuery to complete all of the same tasks.



Your final code should NOT have any of the following methods: `createElement`, `innerHTML`, or `appendChild`.



**Hint:** Don't forget to "incorporate" jQuery before you begin.



**Bonus:** Instead of using a for loop, look up how to use the jQuery `.each` method.

**Suggested Time:** 10 minutes





# Instructor Demonstration

## On-Click Basic



## **Partner Activity:** Sandwich Clicking

**Suggested Time:**  
20 minutes



# Partner Activity: Sandwich Clicking

Add the missing code so that clicking any of the sandwiches causes:



An alert message that says something snarky about the sandwich type.



An alert message that displays how many of a specific sandwich the user has eaten.



**Hint:** You will need counter variables.



**Bonus:** Add an image to the `image-div` on the click event.

Suggested Time: 20 minutes



# jQuery Recap

# jQuery in a Nutshell

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01

Find some HTML.

02

Attach to an event.

03

Do something in response.





# jQuery in a Nutshell

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We use the jQuery `$( )` identifier to capture HTML elements:

<code>\$(".classname")</code>	<code>\$("div")</code>
<code>\$("#idname")</code>	<code>\$("p")</code>

Then, we tie the element to a jQuery method of our choice to capture events:

<code>.on("click")</code>	<code>.ready()</code>
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Finally, we modify the selected element or add or remove elements from the DOM:

<code>.animate()</code>	<code>.append()</code>	<code>.remove()</code>
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# jQuery: A Common Example

```
$(".growButton").on("click", function() {  
    $(".captainplanet").animate({ height: "500px" });  
});
```

01

Click the Grow button.

02

Make Captain Planet grow.

Superpowers: Change Sizes!

Normal

Grow

Shrink





Use Documentation When Needed:  
[api.jquery.com](https://api.jquery.com)



Questions?