



Frontend development course

Review of tasks

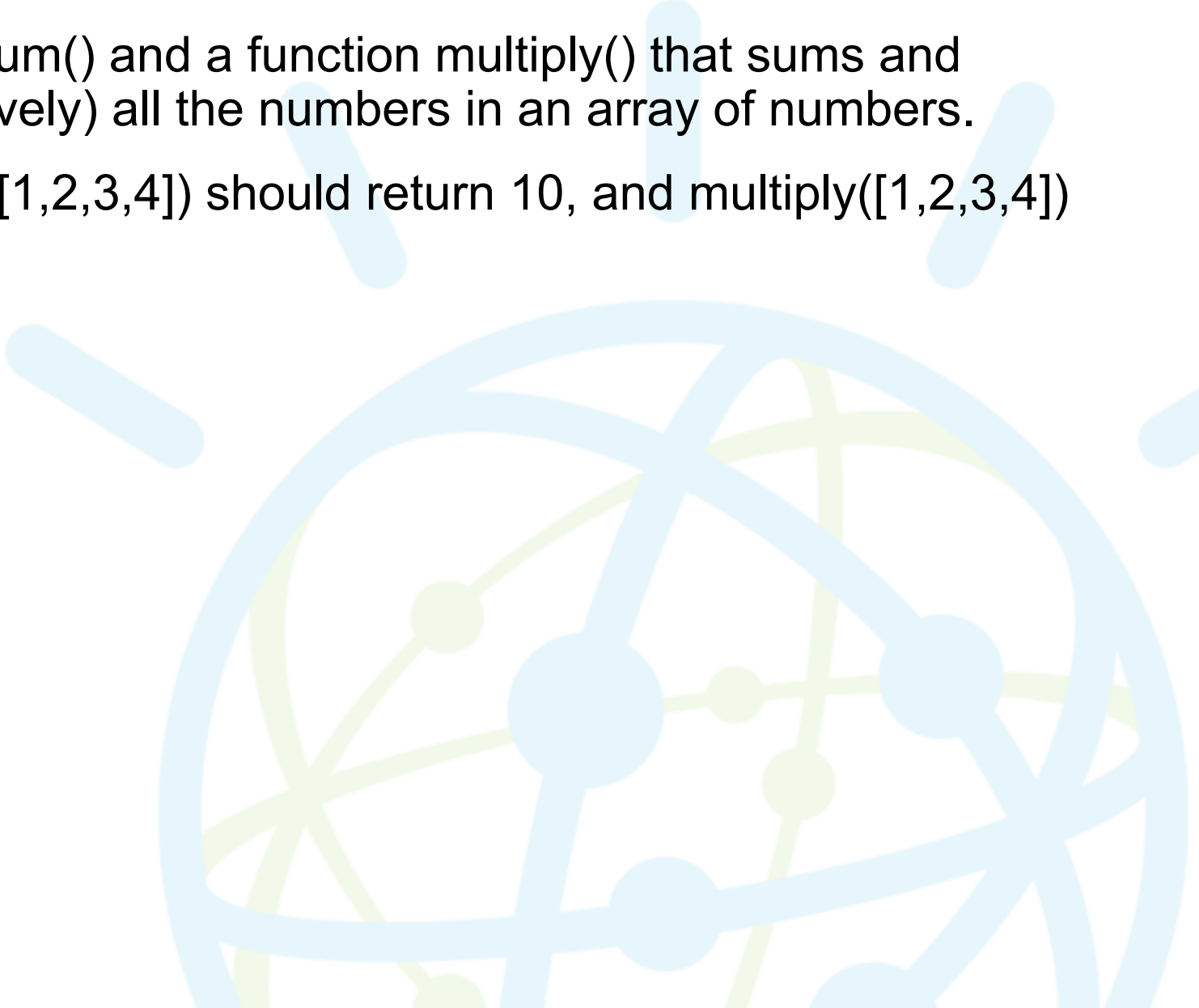
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Task 1

Define a function `sum()` and a function `multiply()` that sums and multiplies (respectively) all the numbers in an array of numbers.

For example, `sum([1,2,3,4])` should return 10, and `multiply([1,2,3,4])` should return 24.

A decorative background graphic featuring a large, light blue sphere with a network of lines and nodes. The lines are a mix of light blue and light green, and the nodes are small circles in the same colors. The sphere is partially obscured by several thick, light blue diagonal bars.

Task 1 - solution

```
function sum(numbers) {  
    var result = 0;  
    for (var i = 0; i < numbers.length; i++) {  
        result += numbers[i];  
    }  
    return result;  
}
```

```
function multiply(numbers) {  
    var result = 1;  
    for (var i = 0; i < numbers.length; i++) {  
        result *= numbers[i];  
    }  
    return result;  
}
```

Task 2

Represent a small bilingual lexicon as a Javascript object in the following fashion {"merry":"veselé", "christmas":"Vánoce", "and":"a"} and use it to translate the text "Merry Christmas and Happy New Year".

You can access object attributes by variable with this notation: myObject[word]. The variable word here for example contains string "christmas" and so it would return string "Vánoce" as a result. More info at https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Operators/Property_accessors.

You might also find the following methods useful:

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/split

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/join

Task 2 - solution

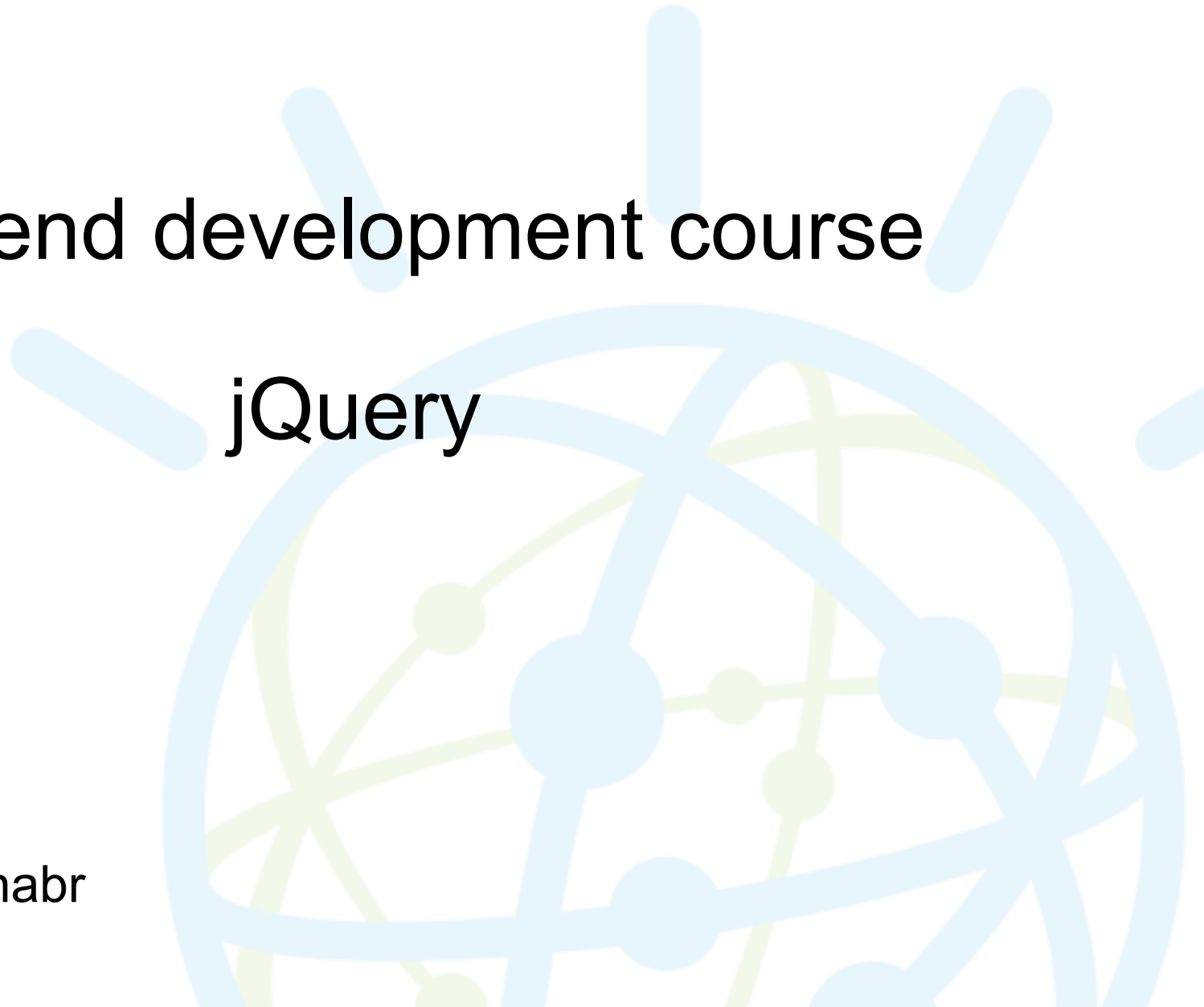
```
var text = "Merry Christmas and Happy New Year";
var engToCze = {
  "Merry"      : "Veselé",
  "Christmas"  : "Vánoce",
  "and"        : "a",
  "Happy"      : "šťastný",
  "New"        : "Nový",
  "Year"       : "rok"
};

function translate (text) {
  var words = text.split(' ');
  for (var i = 0; i < words.length; i++) {
    //words[i] = engToCze[words[i]];
    for (var j = 0; j < engToCze.
  }
  return words.join(' ');
}
```

Frontend development course

jQuery

Author: Daniel Chabr



What is jQuery?

jQuery is a fast, small, and feature-rich JavaScript library. It makes things like HTML document traversal and manipulation, event handling, animation, and Ajax much simpler with an easy-to-use API that works across a multitude of browsers



How to use jQuery

jQuery is a library, thus it needs to be loaded before we start using it. The library can be downloaded at <http://jquery.com/> and then imported into website as following:

```
<!doctype html>
<html>
<head>
  <meta charset="utf-8">
  <title>Demo</title>
</head>
<body>
  <a href="http://jquery.com/">jQuery</a>
  <script src="jquery.js"></script>
  <script>

    // Your code goes here.

  </script>
</body>
</html>
```

jQuery vs \$

The jQuery library provides the jQuery function, which lets you select elements using CSS selectors.

```
var listItems = jQuery( 'li' );
```

Of course, if you've seen any jQuery code, you're probably more accustomed to seeing something like this:

```
var listItems = $( 'li' );
```

The \$ in the code above is just a shorter, more convenient name for the jQuery function

Launching code at the right moment

To run code as soon as the document is ready to be manipulated, jQuery has a statement known as the ready event:

```
$( document ).ready(function() {  
    // Your code here.  
});
```

Selecting DOM elements

DOM definition: The Document Object Model (DOM) is a cross-platform and language-independent convention for representing and interacting with objects in HTML, XHTML, and XML documents. The nodes of every document are organized in a tree structure, called the DOM tree.

jQuery provides a convenient way for selecting the element in the DOM structure.

```
$( '#header' ); // select the element with an ID of 'header'
$( 'li' );      // select all list items on the page
$( 'ul li' );   // select list items that are in unordered lists
$( '.person' ); // select all elements with a class of 'person'
```

The jQuery selector returns an array of matched elements. So to check if the selection returned any elements, we can use do following:

```
if ( $( '#nonexistent' ).length ) {
    // This code will only run if there's a matching element
}
```

Chaining methods

One of the most lucrative parts of jQuery is the ability to "chain" methods together. This means that we can call a series of methods on a selection without having to repeat the selection or store the selection in a variable.

```
var listItems = $( 'li' );  
var spans = listItems.find( 'span' );  
  
listItems  
    .click(function() {  
        $( this ).addClass( 'clicked' );  
    });  
  
spans.attr( 'title', 'Hover over me' );
```

Element Manipulation

jQuery's manipulation methods allow you to alter the DOM of your page using a syntax that's much friendlier than the one provided by native DOM manipulation methods.

Class manipulation

```
$( 'li' ).addClass( 'hidden' );  
$( 'li' ).removeClass( 'hidden' );  
$( 'li' ).toggleClass( 'hidden' ); // The following code adds the  
class hidden if it is not present, and removes it if it is present.
```

Changing style

```
$( 'li' ).eq( 1 ).css({  
  'font-size': '20px',  
  'padding-left': '20px'  
});  
var color = $( 'li' ).css('color'); // returns current color
```

Changing other attributes

```
$( 'a' ).attr( 'href', function(index, value) {  
  return value + '?special=true';  
});
```

Creating new elements

The `$` function has one last role: creating new elements. If you pass an HTML snippet to `$()`, it will create a new element in memory — that is, the element will be created, but it won't be placed on the page until you place it on the page.

```
$( '<p>' ); // creates a new <p> element with no content
$( '<p>Hello!</p>' ); // creates a new <p> element with content
$( '<p class="greet">Hello!</p>' ); // creates a new <p> with
content and class
```

You can also create an element by passing an object with information about how to create the element:

```
$( '<p>', {
  html: 'Hello!',
  'class': 'greet'
});
```

Placing elements in the document

You could append the item to the list by calling `.appendTo()` on the list item:

```
var listItem = $( '#my-unordered-list li' ).first();  
listItem.appendTo( '#my-unordered-list' );
```

Or you could append the item to the list by calling `.append()` on the list:

```
var listItem = $( '#my-unordered-list li' ).first();  
$( '#my-unordered-list' ).append( listItem );
```

Copying and Removing elements

You can make a copy of an element or a set of elements using jQuery's `.clone()` method.

```
var clones = $( 'li' ).clone();  
$( '#my-unordered-list' ).append( clones );
```

To remove an item from the DOM tree, you can use the `.remove()` method.

```
var removedListItem = $( '#my-unordered-list  
li' ).first().remove();
```


Events #1

jQuery makes it easy to respond to user interaction with a web page. This means that you can write code that runs when a user clicks on a certain part of the page, or when she moves her mouse over a form element.

Methods such as `.click()`, `.blur()`, `.change()`, and others are "shorthand" methods for event binding. jQuery provides a number of these shorthand methods, each of which corresponds to a native DOM event:

Native Event Name	Shorthand Method
click	<code>.click()</code>
keydown	<code>.keydown()</code>
keypress	<code>.keypress()</code>
keyup	<code>.keyup()</code>
mouseover	<code>.mouseover()</code>
mouseout	<code>.mouseout()</code>
mouseenter	<code>.mouseenter()</code>
mouseleave	<code>.mouseleave()</code>
scroll	<code>.scroll()</code>
focus	<code>.focus()</code>
blur	<code>.blur()</code>
resize	<code>.resize()</code>

```
$( 'li' ).click(function( event ) {  
    console.log( 'clicked', $( this ).text() );  
});
```

Events #2

Under the hood, all of the shorthand methods make use of jQuery's `.on()` method. You can use the `.on()` method in your own code; indeed, doing so gives you a lot more flexibility. When you use the `.on()` method, you pass the native event name as the first argument, and then the handler function as the second argument:

```
$( 'li' ).on( 'click', function( event ) {  
    console.log( 'clicked', $( this ).text() );  
});
```

Exercise: enable submit button when both email and password input values are at least 6 characters long

```
var signIn = $('#btn[type="submit"]');
signIn.attr("disabled", true);
var valid = {
  'email' : false,
  'password' : false
}
$('#inputEmail').on('input', function () {
  if ($(this).val().length > 5) {
    valid.email = true;
    if (valid.email && valid.password) {
      signIn.attr("disabled", false);
    }
  }
});
$('#inputPassword').on('input', function () {
  if ($(this).val().length > 5) {
    valid.password = true;
    if (valid.email && valid.password) {
      signIn.attr("disabled", false);
    }
  }
});
```

Resources

<http://jquery.com/>

<http://jqfundamentals.com/>

