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, Remember:

jQuery is written in Javascript.

jQuery is a Javascript library

It was developed to make DOM manipulation easier



Old Javascript had no way to query the DOM



Javascript only had document.getElementById()



A lot of tools for DOM manipulation (e.g., attr, css, animate)



Affect multiple elements without a for loop (e.g., \$ ("myclass") .on ("click"...))



Code is more expressive, declarative



Has been extended by the community (search for jQuery plugins)

Drawbacks of jQuery

There is no free lunch



It is feature rich, which means a lot of code to download (bad for slow internet on mobile)



jQuery's simple syntax is built on a lot of Javascript (less efficient in some cases)



Plain Javascript now has querySelector and querySelectorAll



Has been overtaken by newer front end technologies (React, Angular, Vue)



Doesn't work on the server-side (i.e., node)

jQuery in a Nutshell

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

\$(".classname")	\$("div")
\$("#idname")	\$("p")

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

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

.animate() .append() .remove()	
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jQuery Jubilee 5

	Plain Javascript	jQuery
Get by id	<pre>document.getElementById("myId") document.querySelector("#myId")</pre>	\$("#myId")
Get element by CSS Selector	document.querySelector(".myClass") Gets the first element that matches the selector	\$(".myClass")
Get elements by CSS selector	document.querySelectorAll(".myClass")	\$(".myClass")

```
Plain Javascript
                                                                 jQuery
Change
            var items = document.guerySelectorAll("li.myClass"); $("li.myClass").css("color", "#0000FF");
elements
            for (var i = 0; i < items.length; i++) {
               items[i].style.color = "#0000FF";
            Or
            items.forEach(function(el){
              el.style.color = "#0000FF"
            })
```

```
Plain Javascript
                                                                       jQuery
Add
            // console.log a button's data attribute
                                                                       $("button").on("click", function(){
                                                                         // this refers to event.target
event
            var buttons = document.guerySelectorAll("buttons");
                                                                         // but it is not a jQuery object
handlers
                                                                         console.log($(this).data("command"));
            for(var i = 0; i < buttons.length; i++) {</pre>
                                                                       })
               buttons[i].addEventListener("click",
                 function(event){
                   console.log(
                     event.target.getAttribute("data-command"));
                   };
               );
```

	Plain Javascript	jQuery
Add	<pre>var newEl = document.createElement("div");</pre>	<pre>var newEl = \$("<div>");</div></pre>
Element to DOM	<pre>newEl.textContent = "Here is a new Element";</pre>	<pre>newEl.text("Here is a new Element");</pre>
to DOIVI	document.body.appendChild(newEl);	<pre>\$("body").append(newEl);</pre>
		OR
		\$("body").append(\$(" <div>").text("Hello"));</div>

