

## Workshop 6: jQuery looping & Mouse Clicks

There are 2 exercises in this workshop. One deals with the jQuery each() function. The second one will deal with mouse events and single clicks vs double clicks.

1- jQuery each() function: Start with the starter file workshop6.html. Add the javascript file, workshop6Start.js that will go through each of the elements in the list and sends an alert for the value of each item as well as listing each item in console.log. Zip up both the final html and workshop6.js file, call it your name\_workshop6.zip and submit it to your blog in BB. Your javascript file should start like this:

```
$(document).ready(function(){  
    $("button").click(function(){  
        // your code will go here  
    });  
});
```

Question b: How is console.log different from the alert? Why is console.log behaving in this manner? How would you modify it so that console.log also lists one item at a time every time you click the button?

You will hand in 2 javascript files in your solution, one using the button.click and a second using an event handler, ('li').on('click', function(), in response to the Question b above.

In the first case, the button.click will use more memory because every time you click it will create a new handler. In the case of the event handler, only **one** event gets created and reused every time you click, and besides it will work on dynamically created elements as well!

2- Double Click: Start with the starter file doubleClickStart.zip. Add to the javascript file doubleClickStart.js to count the number of clicks and report this as an alert. If your program is working correctly, you should put out an alert when the user

Clicks only once: "Single Click"

Clicks more than once: "Double Click"

The trick here is to count the clicks, report it and then clear both timer and click count for the next time the user clicks the link.