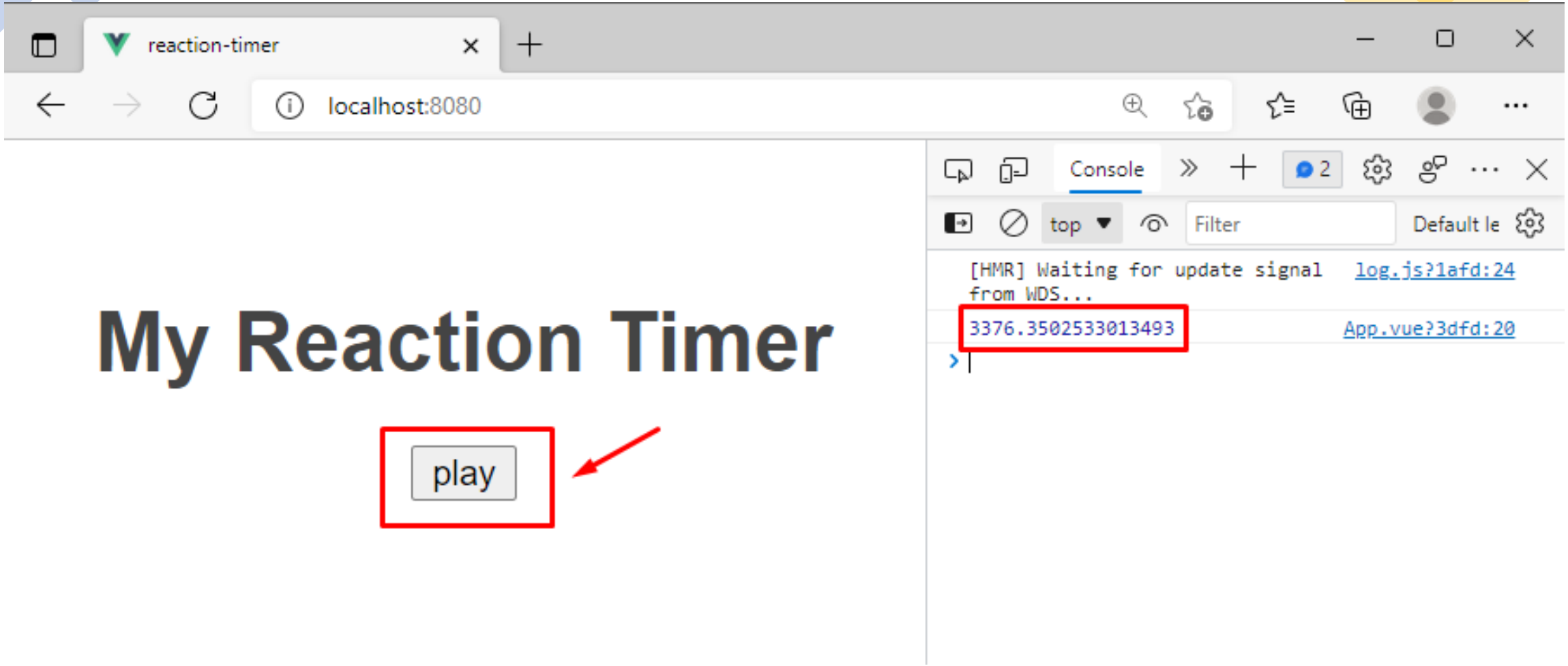
Starting a New Game

Edit file App.vue

App.vue

```
<template>
  <h1>My Reaction Timer</h1>

  <button @click="start">Play</button>

</template>

<script>
export default {
  name: 'App',
  components: {},

  data() {
    return {
      isPlaying: false,
      delay: null,
    }
  },
  methods: {
    start() {
      this.delay = 2000 + Math.random() * 5000
      this.isPlaying = true
      console.log(this.delay)
    },
  }

}
</script>

<style>
  #app {
    font-family: Avenir, Helvetica, Arial, sans-serif;
    -webkit-font-smoothing: antialiased;
    -moz-osx-font-smoothing: grayscale;
    text-align: center;
    color: #444;
    margin-top: 60px;
  }
</style>
```

Add code


reaction-timer
localhost:8080
My Reaction Timer
play
Console
2
top
Filter
Default le
[HMR] Waiting for update signal from WDS...
log.js?1afd:24
3376.3502533013493
App.vue?3dfd:20

Edit file Block.vue

Block.vue

```vue
<template>
  <div class="block">
    Click Me
  </div>
</template>

<script>
export default {
  props: ['delay']
}
</script>

<style>
  .block {
    width: 400px;
    border-radius: 20px;
    background:  #0faf87;
    color: white;
    text-align: center;
    padding: 100px 0;
    margin: 40px auto;
  }
</style>
```

Add code

Edit file App.vue

App.vue

```
<template>
  <h1>My Reaction Timer</h1>
  <button @click="start">Play</button>

  <Block />

</template>

<script>

import Block from './components/Block.vue'

export default {
  name: 'App',

  components: { Block },

  data() {
    return {
      isPlaying: false,
      delay: null,
    }
  },
  methods: {
    start() {
      this.delay = 2000 + Math.random() * 5000
      this.isPlaying = true
      console.log(this.delay)
    },
  }
}
</script>

<style>
...
</style>
```

Add code

My Reaction Timer

Play

Click Me

Edit file App.vue

App.vue

```
<template>
  <h1>My Reaction Timer</h1>
  <button @click="start">Play</button>

  <Block v-if="isPlaying" />

</template>

<script>

import Block from './components/Block.vue'

export default {
  name: 'App',
  components: { Block },
  data() {
    return {
      isPlaying: false,
      delay: null,
    }
  },
  methods: {
    start() {
      this.delay = 2000 + Math.random() * 5000
      this.isPlaying = true
      console.log(this.delay)
    },
  }
}
</script>

<style>
...
</style>
```

Add code

My Reaction Timer

Play

My Reaction Timer

Play

Click Me

Edit file App.vue

App.vue

```
<template>
  <h1>My Reaction Timer</h1>

  <button @click="start" :disabled = "isPlaying" >Play</button>

  <Block v-if="isPlaying" :delay = "delay" />

</template>

<script>

import Block from './components/Block.vue'

export default {
  name: 'App',

  components: { Block },

  data() {
    return {
      isPlaying: false,
      delay: null,
    }
  },
  methods: {
    start() {
      this.delay = 2000 + Math.random() * 5000
      this.isPlaying = true
      console.log(this.delay)
    },
  }
}
</script>

<style>...</style>
```

Add code

My Reaction Timer

Play

Click Me