Custom Events with Data

Edit file Block.vue

Block.vue

```
<template>
  <div class="block" v-show="showBlock" @click="stopTimer">
    click me
  </div>
</template>

<script>
export default {
  props: ['delay'],
  data() {
    return {
      showBlock: false,
      timer: null,
      reactionTime: 0
    }
  },
  mounted() {
    setTimeout(() => {
      this.showBlock = true
      this.startTimer()
    }, this.delay)
  },
  methods: {
    startTimer() {
      // start the timer, tick every 10ms
      this.timer = setInterval(() => {
        this.reactionTime += 10
      }, 10)
    },
    stopTimer() {
      // stop the timer
      clearInterval(this.timer)

      this.$emit('end', this.reactionTime)

    }
  }
}
</script>

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

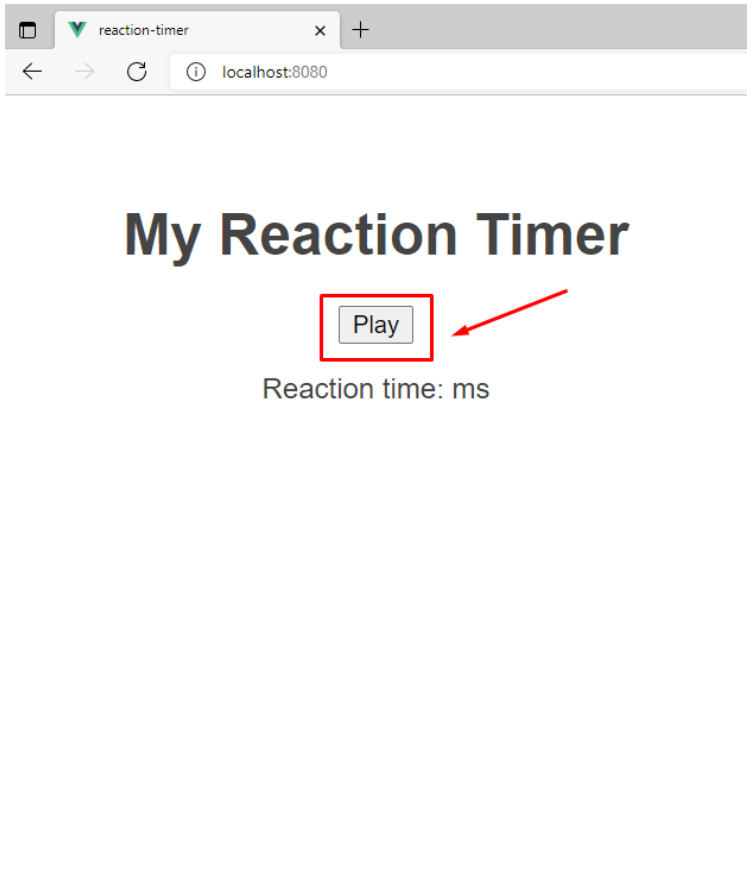
Add code

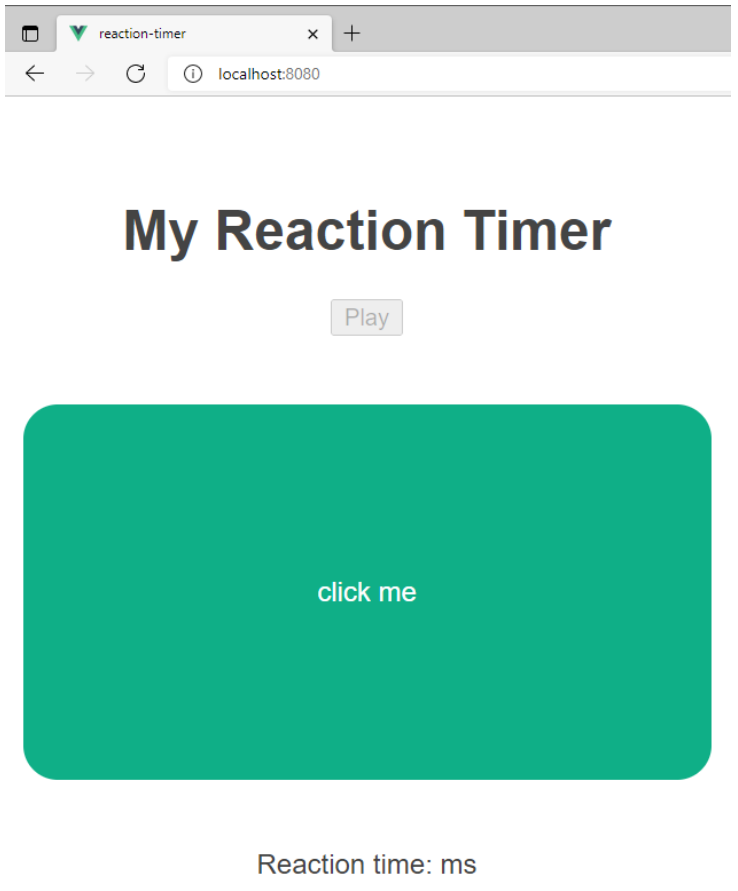
Edit file App.vue

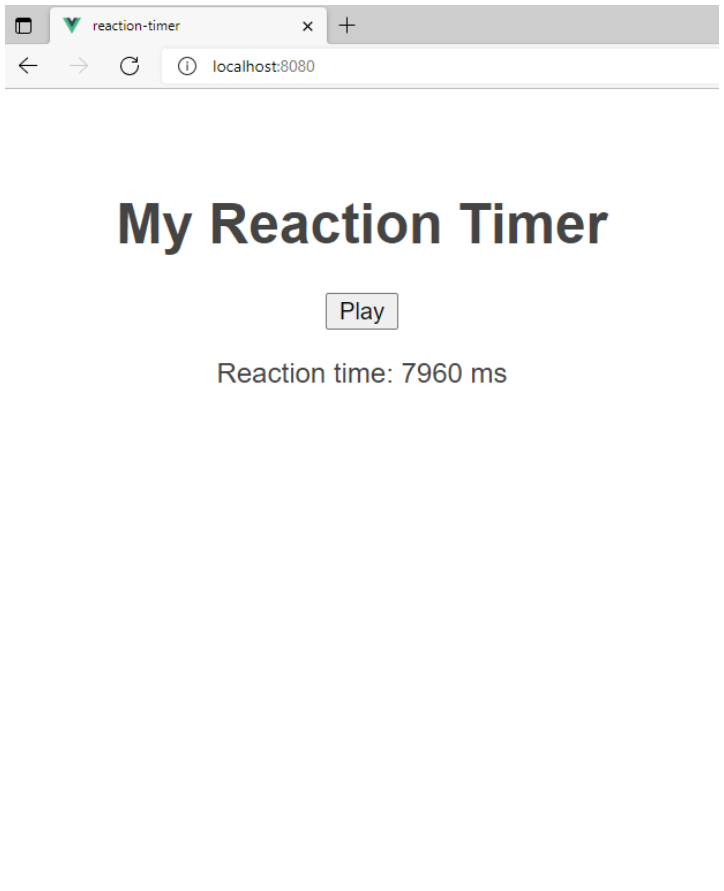
App.vue

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

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

  <p>Reaction time: {{ score }} ms</p>

</template>

<script>
import Block from './components/Block.vue'

export default {
  name: 'App',
  components: { Block },
  data() {
    return {
      isPlaying: false,
      delay: null,

      score: null

    }
  },
  methods: {
    start() {
      this.delay = 2000 + Math.random() * 5000
      this.isPlaying = true
    },

    endGame(reactionTime) {
      this.score = reactionTime
      this.isPlaying = false
    }

  }
}
</script>

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

Add code


reaction-timer
localhost:8080
My Reaction Timer
Play
Reaction time: ms


reaction-timer
localhost:8080
My Reaction Timer
Play
click me
Reaction time: ms

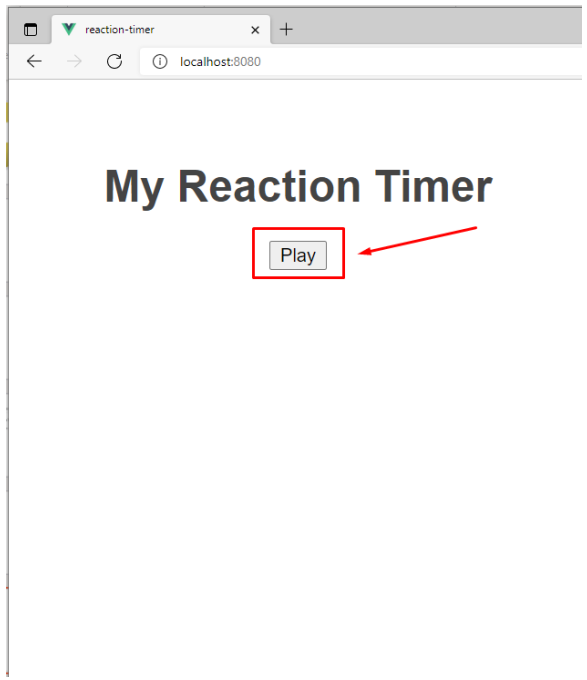

reaction-timer
localhost:8080
My Reaction Timer
Play
Reaction time: 7960 ms

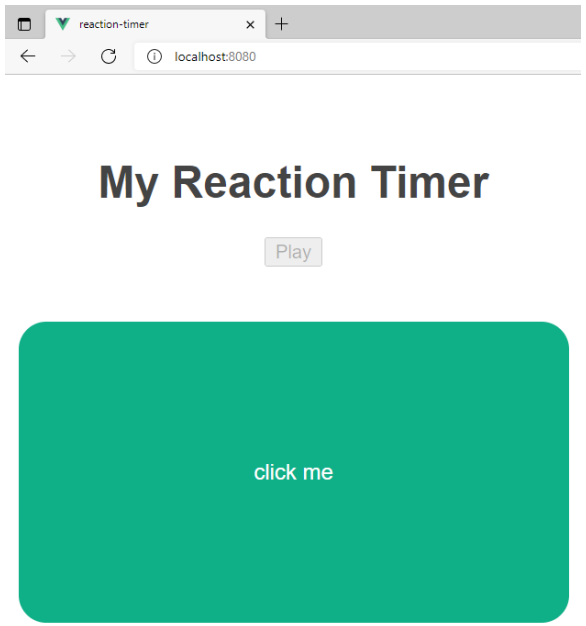
Edit file App.vue

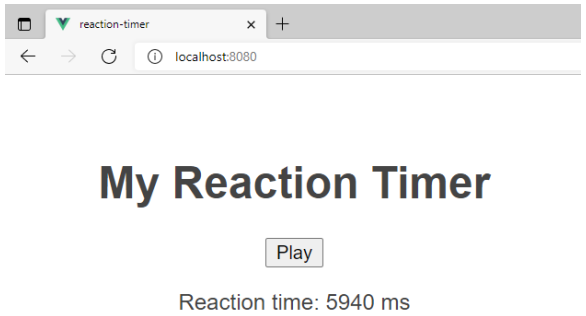
App.vue

```
<template>
  <h1>My Reaction Timer</h1>
  <button @click="start" :disabled = "isPlaying" >Play</button>
  <Block v-if="isPlaying" :delay = "delay"   @end="endGame" />

  <p v-if="showResults" >Reaction time: {{ score }} ms</p>

</template>

<script>
import Block from './components/Block.vue'

export default {
  name: 'App',
  components: { Block },
  data() {
    return {
      isPlaying: false,
      delay: null,
      score: null,

      showResults: false

    }
  },
  methods: {
    start() {
      this.delay = 2000 + Math.random() * 5000
      this.isPlaying = true
    },
    endGame(reactionTime) {
      this.score = reactionTime
      this.isPlaying = false

      this.showResults = true

    }
  }
}
</script>

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

Add code


reaction-timer
localhost:8080
My Reaction Timer
Play


reaction-timer
localhost:8080
My Reaction Timer
Play
click me


reaction-timer
localhost:8080
My Reaction Timer
Play
Reaction time: 5940 ms