Favourite Thing App RoadMap

Assignment Description

This following assignment was about showing 4 Different things using JSON object as data and showing it using a lightbox, where user can click on the certain area to retrieve another data.

JavaScript

Problem: Making JSON and adding data, but now fetch the data and show it on the html markup.

Solution: Using fetch function, we retrieve the data and exported it as 'getData' variable.

Now on main.js, we imported the data and made a global variable for it

FavData = data

, and then made a function which will build the data on the HTML markup using

Function buildDesc (data), where we made our JSON data an array using:

```
Const things = Object.keys(data)
```

HTML: With that, we also created a template where its content will be rendered and it will be used to paste certain part of data

Here the Game starts now:

Now we made another variable that will paste our data into the template , By specifically selecting a certain part of container by using

```
let Title = containers[0].querySelector('h1');
```

we put a certain part of data in it too:

```
Title.textContent = thing
Title.id = thing;
```

Then added an event handler to show light box that will showcase another certain selected data.

```
Title.addEventListener('click', showLightbox);
```

For this lightbox, we created a function that will show it:

```
function showLightbox () {
    debugger;

    //making id for the data for this function
    let CurentData = FavData[this.id];
```

declared the variable values with specifically selected data by using textContent.

SCSS

We styled our selected data by using SCSS.