PRACTICAL JS

CODEALONG REVIEW

1- Create a dropdown menu with three national park options (acadia, banff, zion).

2- If user chooses one option, display corresponding image and a message.

3- Let's make this page actually look good with some custom fonts and thoughtful use of color.

CODEALONG REVIEW

Now lets make the dropdown into a multi-select element. What do we have to change about our program?

MAKING COOL STUFF

Check Out

ASSIGNMENTS #2-6

While the Lecture is Going On

WHY JQUERY PLUGINS?

Many developers have hit the same walls as you - stand on the shoulders of giants instead of rebuilding components you don't have to.

+'S AND -'S

+You will create awesome stuff faster
+This is how real developers get websites done so quickly
+Open-source ethos is a great thing
-You won't learn as much doing this
-Long term plugin reliability is always a question vs doing it yourself

WHAT TO LOOK FOR

-Make sure your plugin has some Github stars, usually a good sign other devs have found it useful

-See how many versions have been published - look for at least 3-4 so the bugs are gone

HOW TO PARTICIPATE

-READ THE DOCS CAREFULLY!

-If you have issues 95% of the time it's you. Sorry but it's true.

-If you still have questions, read the docs again!

-Ok, now make an issue for the dev if you really really really think you've found a bug

-Better yet, give them a pull request that fixes the problem you've found.

HOW PLUGINS WORK

Typically they define a new function and use JSON to include options inside of that new function:

```
$('.selector').pluginName({
  // options
  option1: 123,
  option2: 'xyz',
  option3: true
});
```

FLICKITY

Physics-based carousel, smooth on mobile:

https://github.com/metafizzy/flickity

FLICKITY USAGE

```
// Flickity attaches to jQuery selector
just like any method

// Notice how the options supplied to
flickity look just like .css() - using
JSON notation

$('.carousel-container').flickity({
  // options
  autoPlay: 2000,
  cellAlign: 'left',
  contain: true,
  setGallerySize: false,
  wrapAround: true
});
```

SCROLLTO()

Moves user around the page fluidly, used often for those 'back to top' buttons

https://github.com/flesler/jquery.scrollTo

SCROLLTO() USAGE

```
// scrollTo requires two parameters
// 1- the scroll target, in this case ID2
// 2- duration of the scrollTo action (ms)

$('#ID1').click(function(){
  $.scrollTo('#ID2', 600);
});
```

WAYPOINTS

Detect scroll points on a page as a user moves through it

https://github.com/imakewebthings/waypoints

WAYPOINTS USAGE

```javascript
// You don't have to use the conditional
directions but I use them every time with
waypoints, so you probably will too

var firstWaypoint = $('#ID-
selector').waypoint({
  handler: function(direction) {
    if (direction === 'down') {
      // do something
    }
    if (direction === 'up') {
      // do something
    }
  }
});
```

CODE ALONG

Look at the Plug-in Assignments #2-5

YOU DO IT

Make Assignment #6 Work