

The background is a solid teal color overlaid with various faint, white line drawings and sketches. These include architectural elements like a brick wall, a spiral staircase, and a building facade. There are also scientific or technical sketches, such as a circular structure with concentric rings, a ladder, and a diagram with nodes and lines. A small crescent moon is visible in the upper right corner.

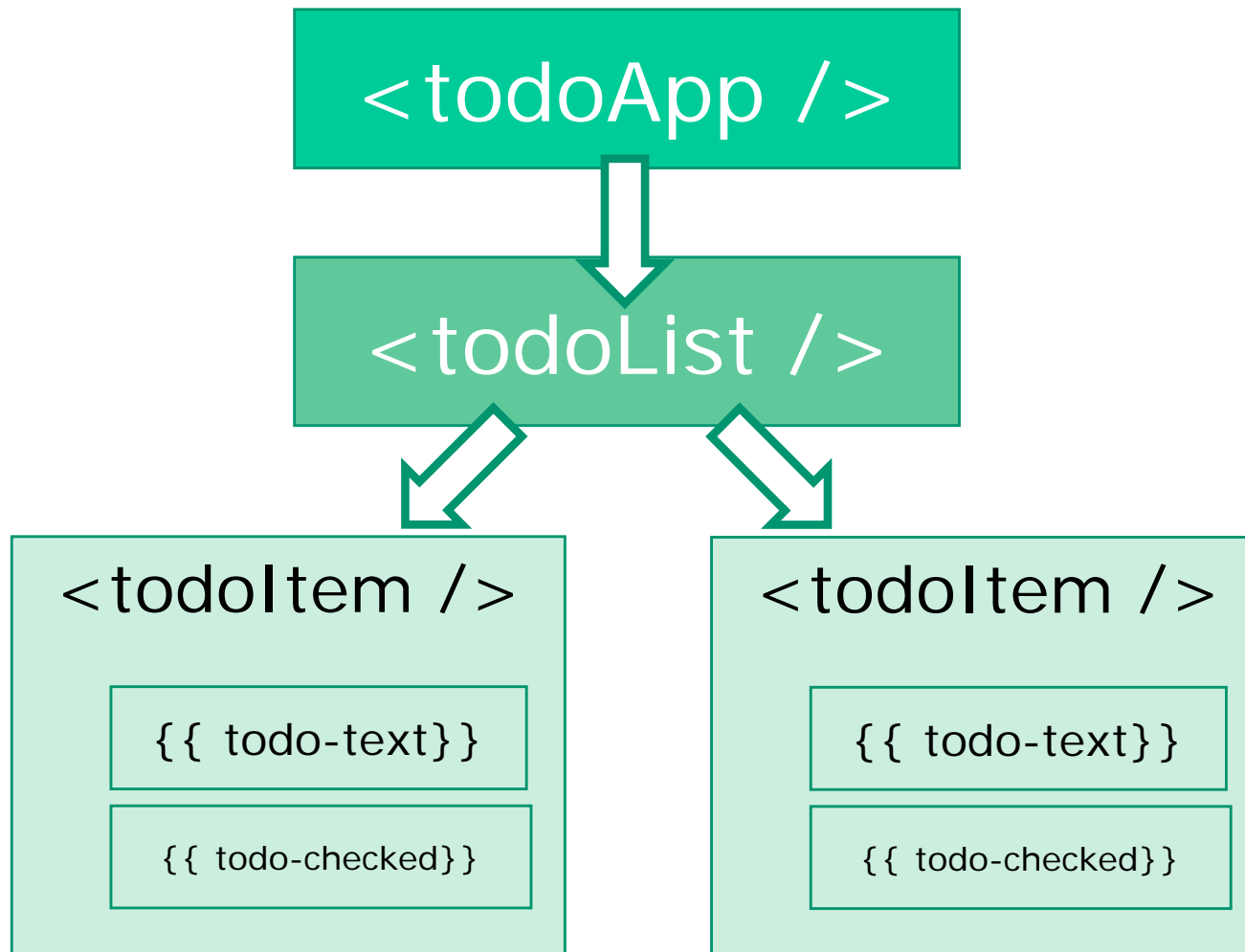
# Vue Fundamentals - KPN Component Communication

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# Contents

- **Parent–child** communication:
  - Using props to share data with child components
  - Validating component properties
- **Child–parent** communication
  - Passing data back to parent components
- **Injecting content** into child components using **slots**

# Vue app : Tree of components



# Recap – Multiple components?

1. Create new `.vue` components
2. Import them in the parent component using `import ...`
3. Reference them in the HTML, using `<ComponentName />`
4. Repeat for every component

# Creating a CountryDetail Component

- We're creating a separate CountryDetail Component and move the HTML from the parent Component

```
<template>
  <div>
    <h2>{{country.name }}</h2>
    <ul class="list-group">
      <li class="list-group-item">{{ country.id}}</li>
      ...
    </ul>
  </div>
</template>

<script>
  export default {
    name: "CountryDetail",
  }
</script>
```

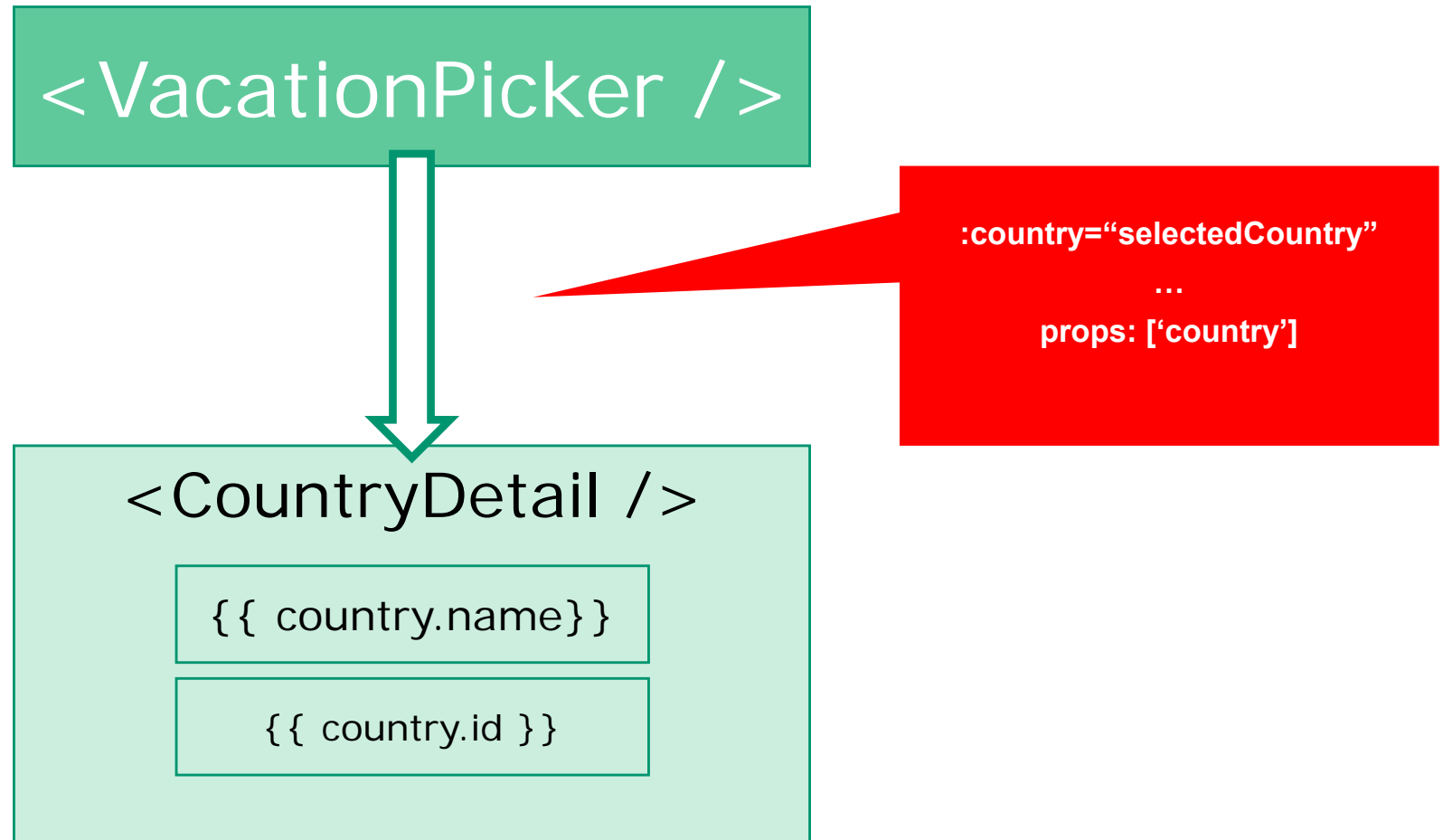


## Data flow between components

*"Data flows in to a component via  
v-bind: bindings"*

*Data flows out of a component via  
v-on: or @event events"*

# Parent-Child flow: v-bind: or :



# 1. Prepare Detail component to receive data


- The data you pass to a component are called *props*.
- Props can be strings, numbers, arrays, objects and so on.
- Props is an array on the component, like:

```
export default {  
  name: "CountryDetail",  
  props: ['country'],  
}
```

We can then bind to the properties of  
the passed in country with `country.id`, `country.name`, etc.



## 2. Update Parent component to send data down



```
<div class="col-6">
  <CountryDetail v-if="showDetails" :country="country" />
</div>
...
<script>
  // import the country data
  import data from '../data/data';
  import CountryDetail from "../CountryDetail";

  export default {
    name: 'VacationPicker',
    components: {CountryDetail},
    ...
  },
</script>
```



# Move methods and computed properties

- Move or copy the necessary methods from the parent component to child component,
- In this example:
  - `getImgUrl(img)`
  - `isExpensive()`
  - `isOnsale()`

```
export default {  
  name: "CountryDetail",  
  props: ['country'],  
  methods: {  
    getImgUrl(img) {  
      console.log(img);  
      return require('../assets/countries/' + img);  
    }  
  },  
  computed: {  
    isExpensive() {  
      return this.country.cost > 4000;  
    },  
    isOnSale() {  
      return this.country.cost < 1000;  
    }  
  }  
}
```

# Casing of props

- HTML attributes are case-*insensitive*
- If you use camelCase on prop-names, use a hyphen in the html
  - i.e. props: [ 'countryDetail', 'countryName' ] become  
`<DetailComponent country-detail="..." country-name="..." />`
- If you are using string templates this limitation does not apply

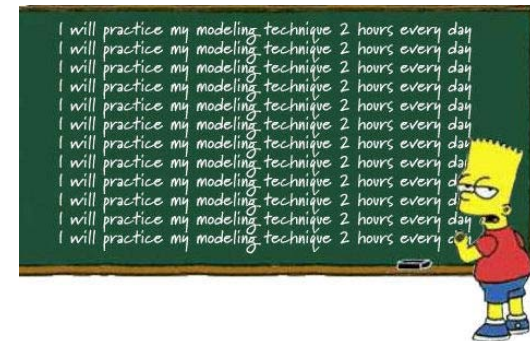
```
JS
Vue.component('blog-post', {
  // camelCase in JavaScript
  props: ['postTitle'],
  template: '<h3>{{ postTitle }}</h3>'
})
```

```
HTML
<!-- kebab-case in HTML -->
<blog-post post-title="hello!"></blog-post>
```

<https://vuejs.org/v2/guide/components-props.html>

# Workshop

- Create a DetailComponent on your own application and pass data. OR:
  - Create an extra prop on the CountryDetailComponent and pass it.
- New: create a new component with a textbox and a button.
  - When the button is clicked, the text in the box is passed as a prop to a child component.
  - Tip: Use `v-model` on the textbox.
- Optional: implement the lifecycle hook `beforeupdate` on the child component, showing a counter that says how many times the component is updated.
- Generic Example on props: [.../200-props](#)





# Validating props

Making sure only specific kinds of data get passed

# Validating props

- Prevent bad data being passed in.
- Use a keyed object instead of a simple array of props
- Optional: add extra attributes, like `required` or a `validator()` function.
- (With TypeScript the type checking of props is much easier)

Usually though, you'll want every prop to be a specific type of value. In these cases, you can list props as an object, where the properties' names and values contain the prop names and types, respectively:

```
props: {  
  title: String,  
  likes: Number,  
  isPublished: Boolean,  
  commentIds: Array,  
  author: Object  
}
```

JS

# Simple validation of CountryDetail props

```
export default {  
  name: "CountryDetail",  
  props: {  
    country: {  
      type: Object,  
      required: true  
    },  
    name: {  
      type: String,  
      required: true  
    }  
  },  
  ...  
}
```



# Console errors if prop has wrong value

```
<CountryDetail v-if="showDetails"  
  :name="country.name"  
  :country="'test'" />
```

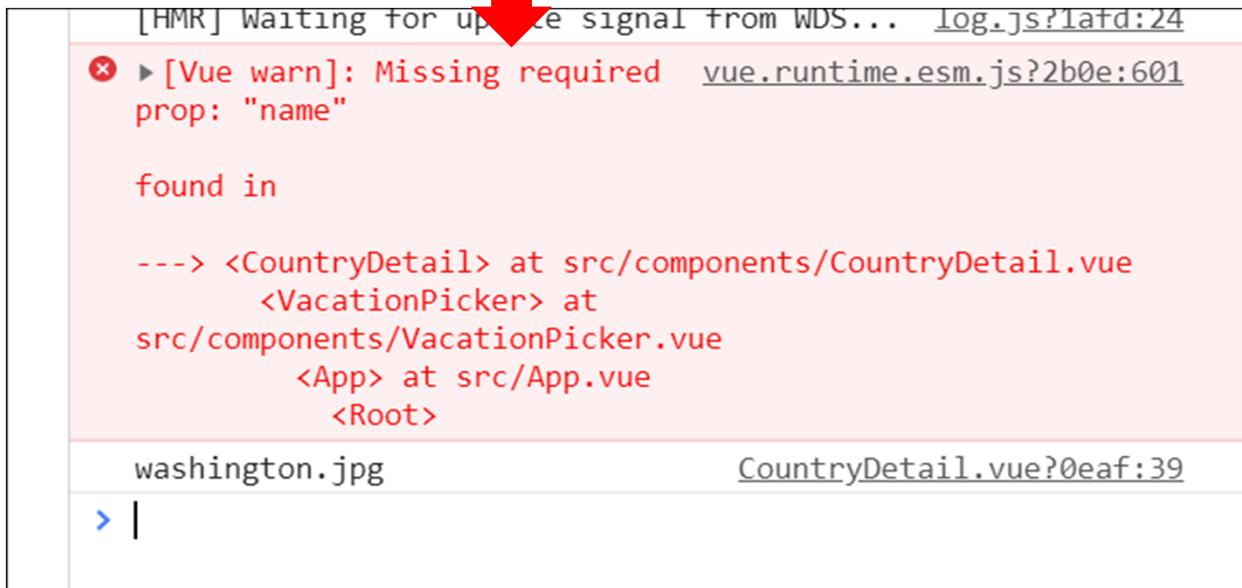


```
WDS...  
✖ [Vue warn]: Invalid prop: vue.runtime.esm.js?2b0e:601  
  type check failed for prop "country". Expected Object,  
  got String with value "test".  
  
found in  
  
---> <CountryDetail> at src/components/CountryDetail.vue  
      <VacationPicker> at  
src/components/VacationPicker.vue  
      <App> at src/App.vue  
      <Root>  
  
undefined CountryDetail.vue?0eaf:39
```



# Errors if you do not pass a required prop

```
<CountryDetail v-if="showDetails"  
  :country="country" />
```



The application *will* continue to run, but shows the error in the console to help you further.

This kind of 'validation' does *not* stop you from assigning bad values.

# Validator functions for props

- You can pass in a `validator` function to validate the input. For example:
  - we want to pass in an `id`,
  - It has to fall inside a specific range
  - (in real life apps of course you wouldn't hardcode this).
  - Validator has to return `true` or `false`

```
id:{
  type: Number,
  required:true,
  validator:function (value) {
    return [1, 2, 3, 4, 5, 6].includes(value)
  }
}
```

# Errors in console on validation

```
countries: [  
  {  
    id: 100,  
    name: 'USA',  
    capital: 'Washington',  
    ...  
  },  
],
```



```
[HMR] waiting for update signal from WDS... log.js?1a1d:24  
✖ [Vue warn]: Invalid prop: vue.runtime.esm.js?2b0e:601  
custom validator check failed for prop "id".
```

found in

```
---> <CountryDetail> at src/components/CountryDetail.vue  
      <VacationPicker> at  
src/components/VacationPicker.vue  
      <App> at src/App.vue  
      <Root>
```

washington.jpg

CountryDetail.vue?0eaf:46

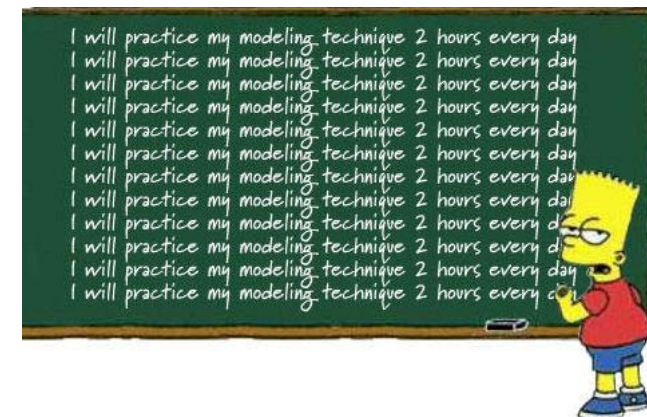
> |

# One-way data binding

*“All props form a **one-way-down binding** between the child property and the parent one: when the parent property updates, it will flow down to the child, but **not the other way around**. This prevents child components from accidentally mutating the parent’s state.”*

# Workshop

- Use your own component, add validation to the props it receives.
- Check different types: `String`, `Number`, `Boolean`, and so on
- Write a validation function on a string.
  - Use the `.includes()` (array), or `indexOf()` (string) methods to check if a requested value is available.
- Optional: use a default value for props!
  - We haven't covered this, look this up for yourself
  - <https://alligator.io/vuejs/property-validation/>
- Generic example: [../210-props-validation](#)

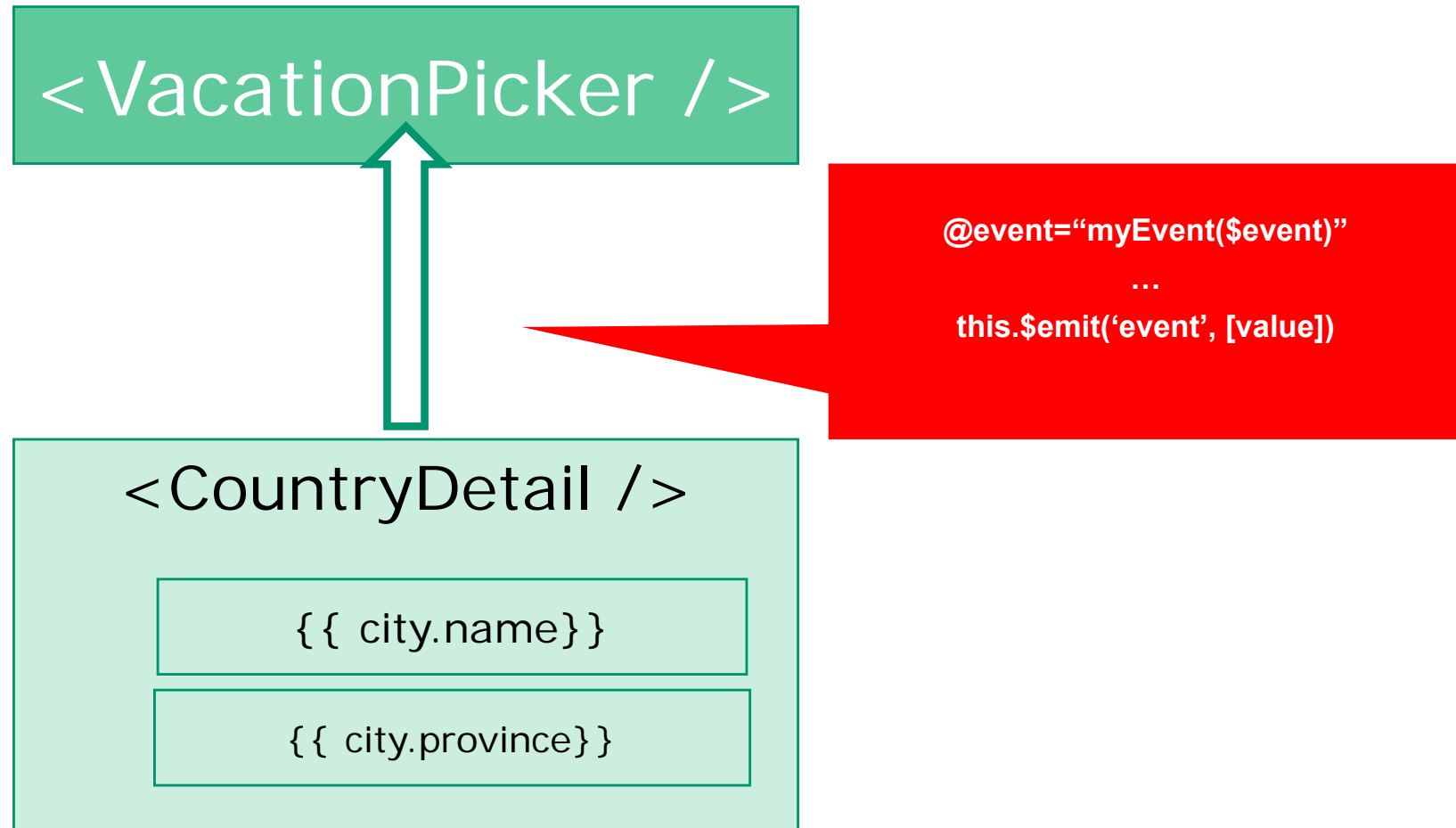




# Passing data back

Communicating from child to parent component by sending events

# Child-Parent flow: custom events



# Binding to custom events

- Custom component can throw custom events, by using the `this.$emit( 'eventName' )` method
  - It is automatically available on every component
  - You can define the name of the event yourself
  - You can pass data in the event
- In the parent component, use the well-known `@eventName="handler( $event )"` notation
  - Call a local event handler to handle the event
  - `$event` is a magic variable, containing the value from the child



# Vue 3 – register the event to emit

- In Vue 3 applications you *have* to tell Vue that a Child component emits an event.
- Otherwise, you'll get an error/warning in the browser console

```
export default {  
  name: "CountryDetail",  
  ...  
  emits: ['rating', 'favorite'],  
  ...  
}
```

# Example custom events - Child

Prepare the child component to emit its custom event(s)

```
<span class="float-right">  
  <button @click="setRating(1)">+1</button>  
  <button @click="setRating(-1)">-1</button>  
</span>
```




```
methods: {  
  ...  
  setRating(value){  
    this.$emit('rating', value);  
  }  
}
```

# Example custom events – parent

Prepare the parent component to receive custom event(s)


```
<CountryDetail v-if="showDetails"
  @rating="onRating($event)"
  :country="country" />
```

1. Catch event



```
onRating(rating){
  console.log('rating received for ' + this.country.name);
  this.data.countries[this.currentCountryIndex].rating += rating;
}
```


2. Handle event



```
<div v-if="country.rating !== 0">
  my rating:
  <span class="badge badge-secondary badge-pill">{{country.rating}}</span>
</div>
```

3. Show result in UI

# Result



## Vue vacation picker

### USA

Capital: Washington

my rating: 4

[<< Back](#)[Forward >>](#)[Hide details](#)


### USA

1

+1-1

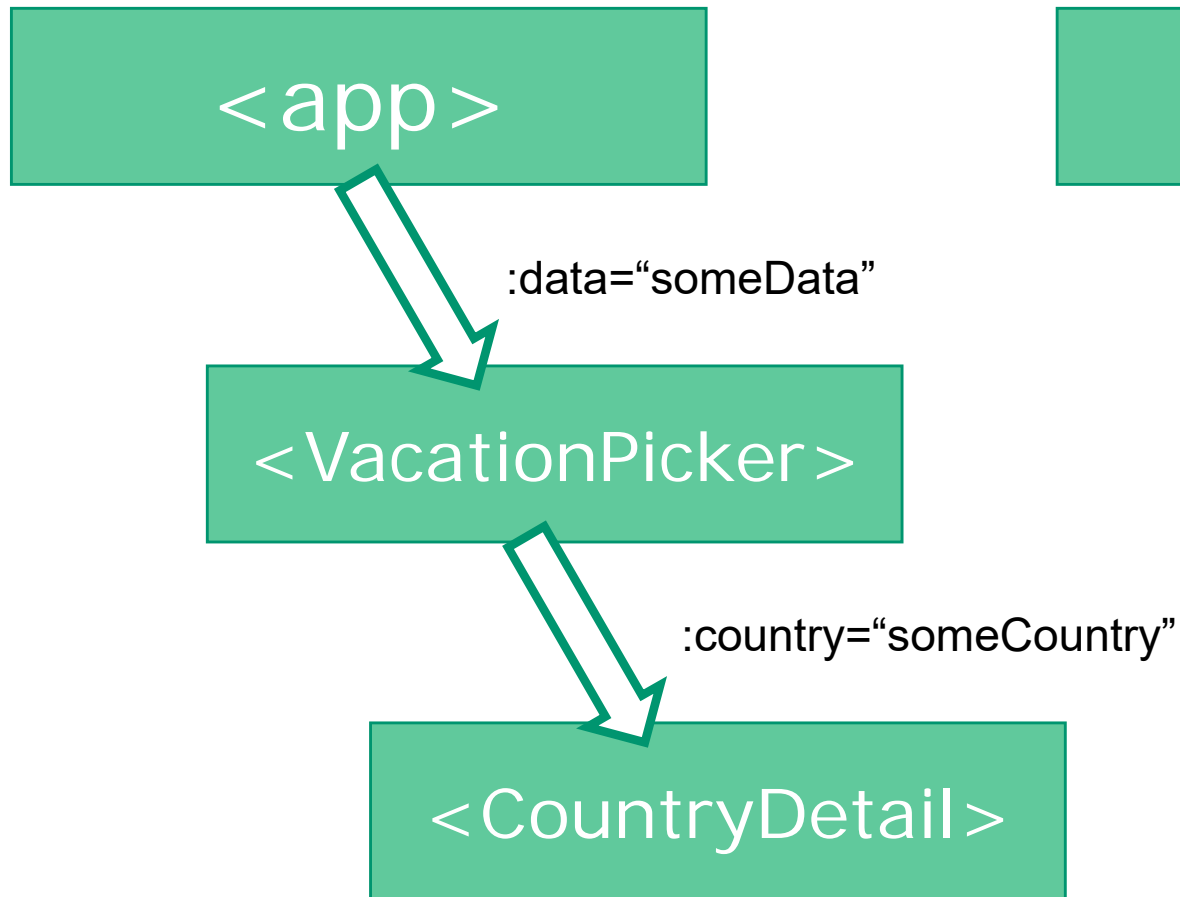
USA

Washington

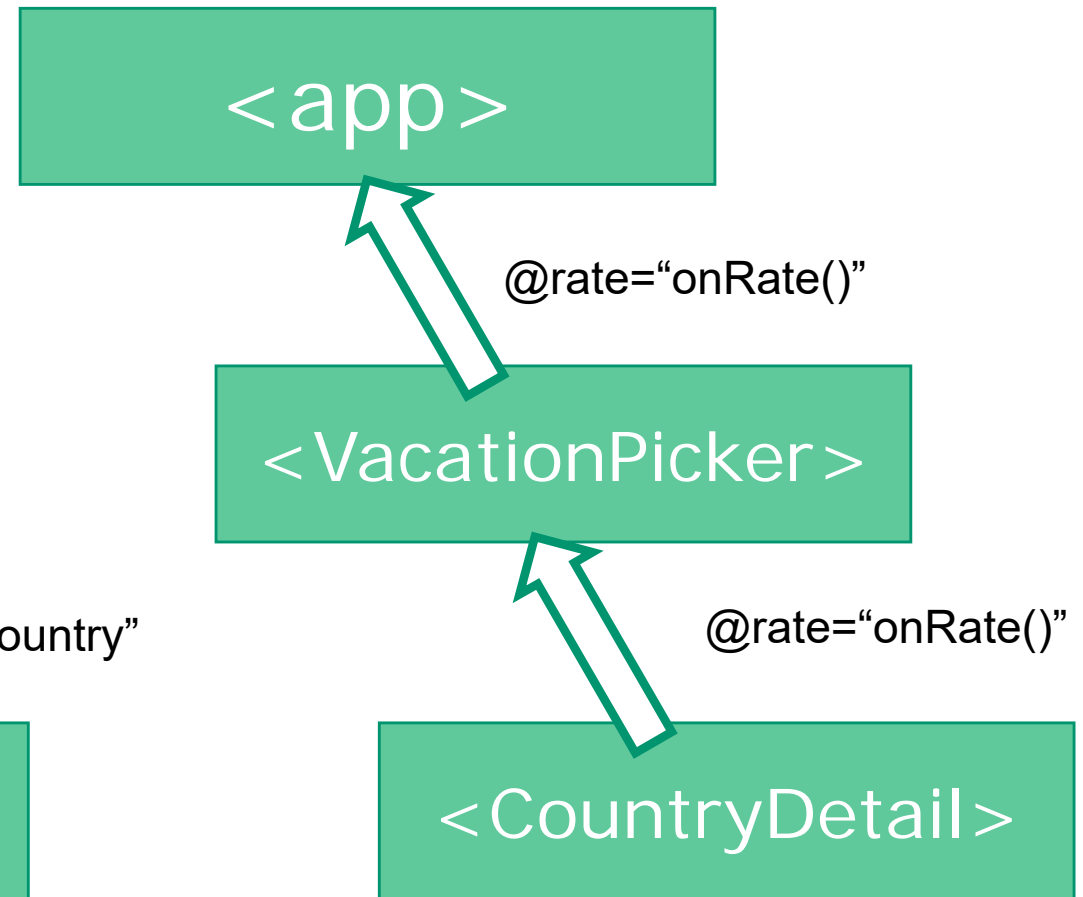


# Summary

Parent → Child

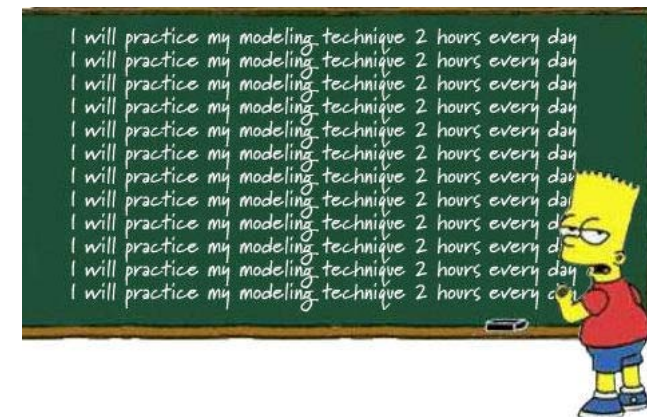


Child → Parent



# Workshop

- Use `../220-emit-events` as a source, or use your own project
- Add a `favorite` event to the `CountryDetail` component, so a user can mark a country as favorite.
  - Update the data model with a `favorite` property.
  - Update the child component to `$emit` the event.
  - Update the parent component to receive and handle the event
- Generic example: `../220-emit-events`





# Injecting content

Using slots on the child component

# Inject data into a component

- Sometimes you want to create a component that you can pass content into.
- This component is responsible for showing the data in the right place.
- For instance, we want `<CountryDetail />` to be in a collapsible `div`.
  - The show/hide content is on the header of this `div`, instead of somewhere else
- The structure then becomes like:

```
<CollapsibleSection>  
  <CountryDetail @rating="onRating($event)"  
                  :country="country" />  
</CollapsibleSection>
```



# Reusing components

- We create a reusable component `<CollapsibleSection />`, that takes all kinds of content
- Best practice: put reuseables in a `\shared` folder
- We can then also simplify our parent component
  - No more button needed (as the `CollapsibleSection` is responsible for showing/hiding content)
  - No more variable and `v-if` needed on the `CountryDetail` component (idem).



# Structure of CollapsibleSection

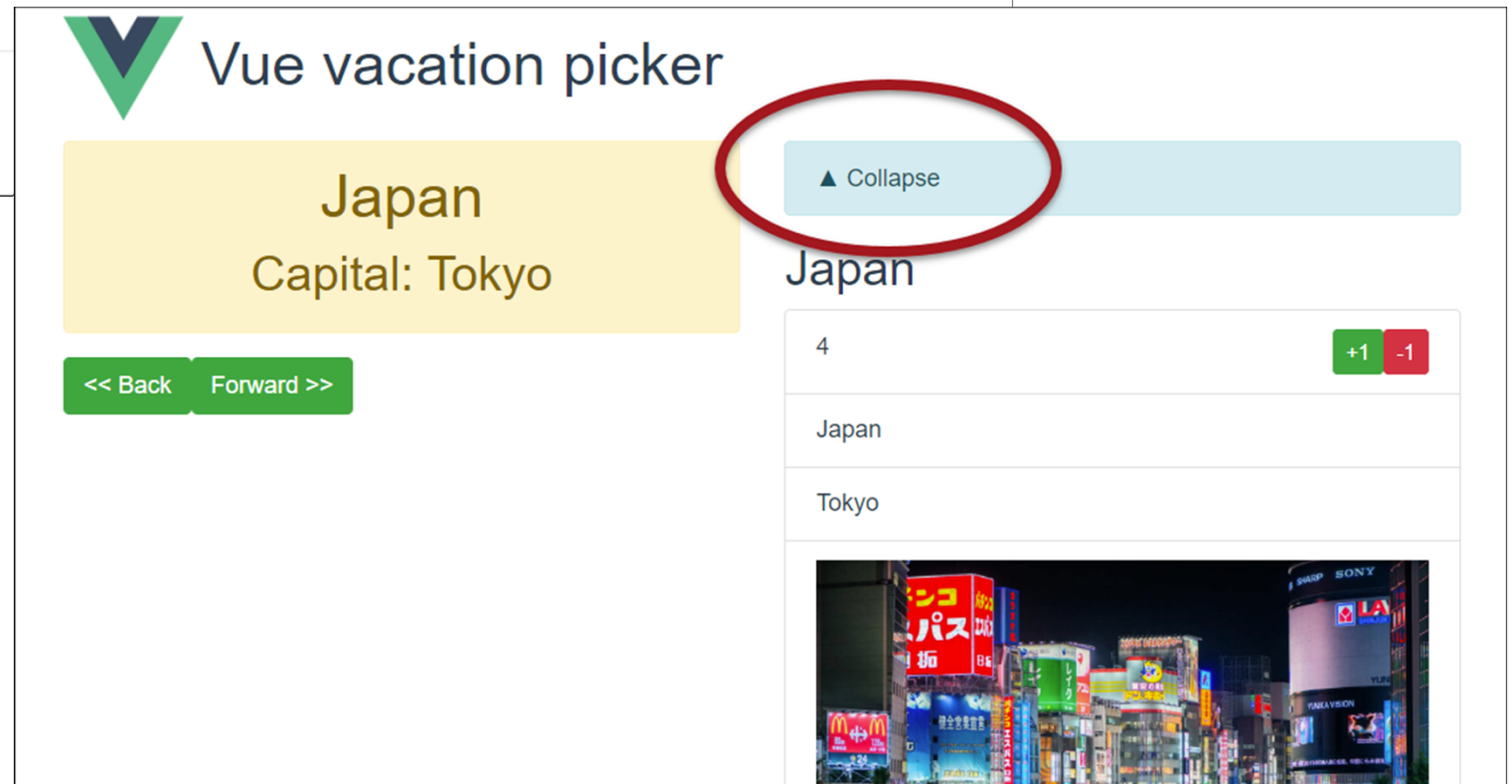
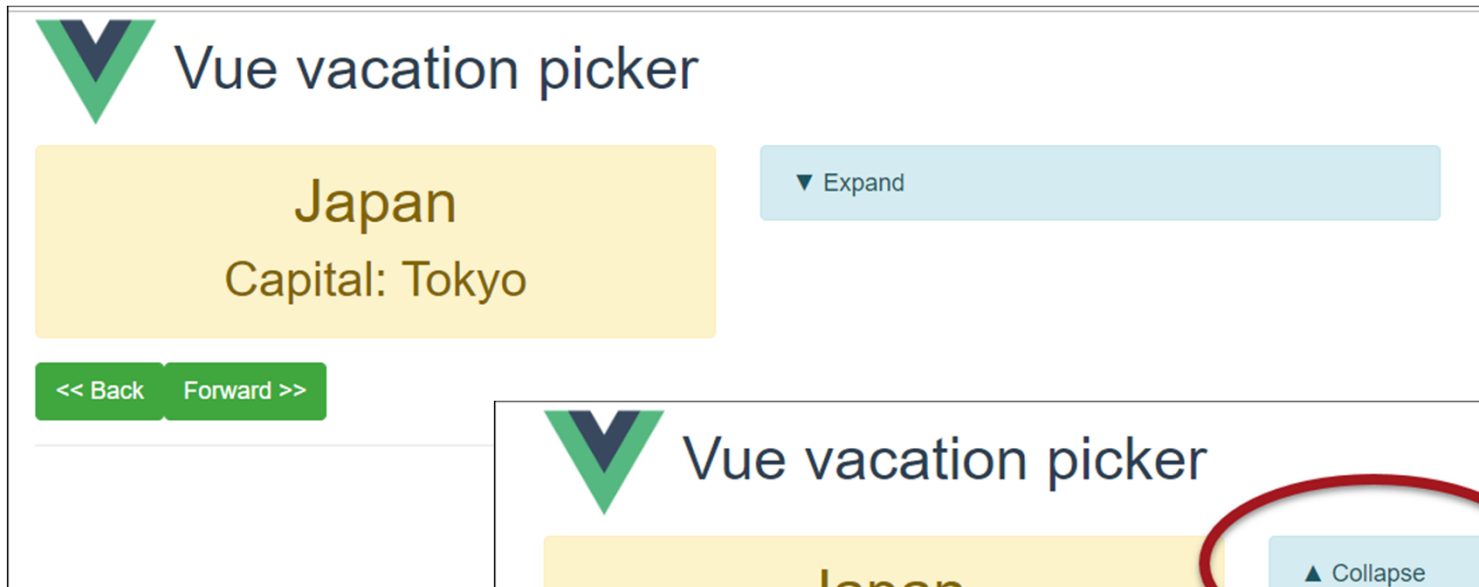
Just a template and a toggle/flag open:

```
<template>
  <div>
    <div class="alert alert-info" style="cursor: pointer">
      <span v-if="open" @click="open = !open">&#x25B2; Collapse</span>
      <span v-if="!open" @click="open = !open">&#x25BC; Expand</span>
    </div>
    <!--Injected content here-->
    <slot v-if="open"></slot>
  </div>
</template>

<script>
  export default {
    name: "CollapsibleSection",
    data(){
      return {
        open: false
      }
    }
  }
</script>
```

- The &#x25B2 is just the HTML code for up/down arrow
- We use a simple bootstrap alert class here
- We give the header a style so a cursor is shown
- The <slot> is where the magic happens
- It is only visible if the collapsible is open

# Result



## Extra info on <slot> 's

- You can add default content inside a slot, like so:
  - `<slot> <div>...my default content...</div> </slot>`
- We can pass data into shared/reusable/slot component with props like normal.
- As you saw, slots can contain, HTML, or other components.
- We can have multiple slots on a component (see next slide)
  - Every slot gets its own `name`
  - You can target a slot by using its `name` in the parent component
  - Unnamed slots act as a 'catch all' slot for unnamed content

# Multiple slots in a component

```
<div class="container">
  <slot name="header"></slot>
  <slot></slot>
  <slot name="footer"></slot>
</div>
```

Option 1: using template tag

```
<template slot="header">
  <h1>This is the page title</h1>
</template>
<p>No name - so a paragraph for the main content.</p>
<p>And another one.</p>
<template slot="footer">
  <p>Footer contains contact info, disclaimer, etc</p>
</template>
```

Option 2: simple HTML,  
using the slot attribute

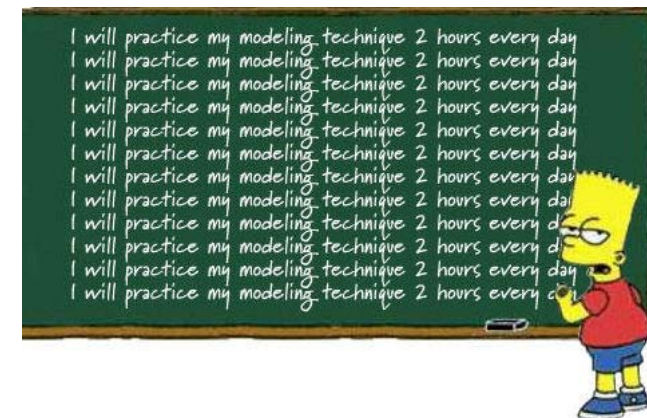
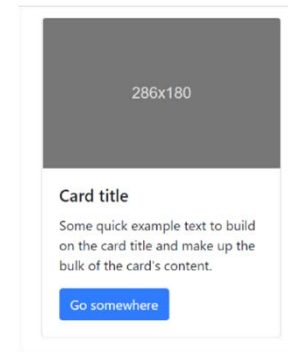
```
<h1 slot="header">This is the page title</h1>

<p>No name - so a paragraph for the main content.</p>
<p>And another one.</p>

<p slot="footer">Footer contains contact info, disclaimer, etc</p>
```

# Workshop

- Use `../230-slots` as a source, or use your own project
  - In your own project: create a generic component using slots
- In example project: Create a new component, designed as a Bootstrap Card component
  - Create a `.vue` component and use slots to inject content
  - Documentation:  
<https://getbootstrap.com/docs/4.0/components/card/>
  - Call this component inside the `CountryDetail` component and pass data to the correct slots.
  - I.e. We want your `CountryDetail` to look like a Bootstrap Card.
- Generic example: `../230-slots`



# Animation

- You can animate content if you want to
  - Use the `<transition name="someName">...</transition>` element as a wrapper
  - Write CSS-classes providing the transformation / animation
- For instance:

```
<!--Injected content here-->
<transition name="fade">
  <slot v-if="open"></slot>
</transition>
```

```
<style scoped>
  .fade-enter-active, .fade-leave-active {
    transition: opacity .5s;
  }
  .fade-enter, .fade-leave-to {
    opacity: 0;
  }
</style>
```

# Checkpoint

- You know how to pass data down the component chain by creating and using **props**.
- You know about extending props with types and **validating** props.
- You can pass data back up the component chain by creating and capturing **custom events**.
- You know about working with [multiple] **slots** in your project to project content from parent components.