

SIT120 Practical

Week 4 – Vue.js Framework



GOALS:

- Gain better understanding of Vue.js Framework and its different components.
- Introduction to framework and In-depth components.
- Revise your first draft of the project proposal (Assignment -1): feedbacks from peers and unit staffs (book a slot for helphub and individual support).

Please do not use examples from the web or unit site for your tasks and try to be as creative as possible.

Note 1-2 sentences reflections for each tasks

Getting Started with Vue Framework

- The easiest way to try out Vue is by building a Hello world app.
- The Installation page provides setup of installing Vue and how to setup the project.
- Create a .vue file and visit the the link for available examples.

<https://vuejs.org/v2/guide/#Getting-Started>

Task 1 – Declarative Rendering

- At the core of Vue, it is a system that enables us to declaratively render data using straightforward template syntax.
- Visit <https://vuejs.org/v2/guide/#Declarative-Rendering> for more information on Declarative Rendering.
- Study examples, implement creative pages using these concepts

Task 2 – Conditionals and Loops

- **See the following:** <https://vuejs.org/v2/guide/#Conditionals-and-Loops>
- V-if : Conditionally renders the element or View.
- V-else : Conditionally renders the else block of a v-if directive.
- V-show : Conditionally display an element or View.
- V-for : Renders a list of items using the data from an Array.
 - V-for demonstrates that we can bind data, and dynamically render the UI elements to the View based on the values inside the Array we are looping through. V-for is basically a For Each loop.
- Please code and observe all the conditional and loops in your pages

Improve responsive web page



- Explore the guidelines for responsive web design (search the web). Develop insights to improve your web page and make it responsive.
- Develop plan to quantify your ideas for the proposal : focus on performance and responsiveness

Improve User stories and UI/UX



- Write additional user stories other than previous week.
- Design corresponding UI/UX to the new user stories.

The Proof of Concept



- Finalise your proof of concept
- Make it responsive and progressive
- Note down new ideas you want to implement for your project

Task 3 – Discuss your proposal with tutor and peers

- Discuss (think how to implement) the current state of your project proposal , user stories and UX design with your tutor and classmates.
- Note down insightful ideas and revise it.

Polish your Proposal



- Compare your proposal with the marking rubric available in the assessment details and try to improve the proposal, proof of concept based on the criteria.
- Check your work (for plagiarism) before submitting the assignment.