VUE ESSENTIALSCHEAT SHEET (Part 1)

EXPRESSIONS

```
<div id="app">
  I have a {{ product }}
  {{ product + 's' }}
  {{ isWorking ? 'YES' : 'NO' }}
  {{ product.getSalePrice() }}
  </div>
```

DIRECTIVES

Element inserted/removed based on truthiness:

```
{{ product }}
...
...
```

Toggles the display: none CSS property:

```
...
```

Two-way data binding:

```
<input v-model="firstName" >

v-model.lazy="..." Syncs input after change event

v-model.number="..." Always returns a number

v-model.trim="..." Strips whitespace
```

LIST RENDERING

```
    {{ item }}

    key always recommended
```

To access the position in the array:

```
...
```

To iterate through objects:

```
v-for="(value, key) in object">...
```

Using v-for with a component:



Need help on your path to Vue Mastery?

Checkout our tutorials on **VueMastery.com**

BINDING



```
<a v-bind:href="url">...</a>
```

```
shorthand
```

<a :href="url">...

True or false will add or remove attribute:

```
<button :disabled="isButtonDisabled">...
```

If isActive is truthy, the class 'active' will appear:

```
<div :class="{ active: isActive }">...
```

Style color set to value of activeColor:

```
<div :style="{ color: activeColor }">
```

ACTIONS / EVENTS

Calls addToCart method on component:



<button v-on:click="addToCart">...

```
shorthand
```

<button @click="addToCart">...

Arguments can be passed:

```
<button @click="addToCart(product)">...
```

To prevent default behavior (e.g. page reload):

```
<form @submit.prevent="addProduct">...
```

Only trigger once:

```
<img @mouseover.once="showImage">...
```

.stop

Stop all event propagation

.self

Only trigger if event.target is element itself

Keyboard entry example:

```
<input @keyup.enter="submit">
```

Call onCopy when control-c is pressed:

```
<input @keyup.ctrl.c="onCopy">
```

Kev modifiers:

5			
.tab	. up	.ctrl	
.delete	. down	.alt	
.esc	.left	.shift	
.space	.right	.meta	

Mouse modifiers:

.left .right .middle

VUE ESSENTIALS CHEAT SHEET (Part 2)

COMPONENT ANATOMY



```
const firstName = ref('Vue')
const lastName = ref('Mastery')

const fullName = computed(() => {
    return firstName.value + ' ' + lastName.value
})

    Return cached values until
    dependencies change

watch(firstName, (value, oldValue) => {
    Called when firstName changes value
})

</script>
```

CUSTOM EVENTS

<template>

</template>

Use props (above) to pass data into child components, custom events to pass data to parent elements.

Set listener on component, within its parent:

{{ message }}

```
<ButtonCounter v-on:incrementBy="incWithVal">
```

Inside parent component:

```
const incWithVal = function(toAdd) { ... }
```

```
Inside ButtonCounter template: Custom event name defineEmits(['incrementBy']) emit('incrementBy', 5) Data sent up to parent
```



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LIFECYCLE HOOKS



onBeforeUnmount
onMounted onUnmounted
onBeforeUpdate onActivated
onUpdated onDeactivated

USING A SINGLE SLOT

Component template:



Use of component with data for slot:

```
<MyComponent >
  This will go in the slot
</MyComponent >
```

MULTIPLE SLOTS

Component template:

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

Use of component with data for slot:

```
<AppLayout >
    <template v-slot:header><h1>Title</h1></template>
    The main content.
    <template v-slot:footer>Footer</template>
</AppLayout >
```

LIBRARIES YOU SHOULD KNOW

create-vue

Command line interface for rapid Vue development.

Vue Router

Navigation for a Single-Page Application.

Vue DevTools

Browser extension for debugging Vue applications.

Nuxt.js

Library for server side rendering, code-splitting, hot-reloading, static generation and more.