

Coding Prototype

Project 3 Pt.2

Great sites for references:

<https://www.w3schools.com/>

<https://codepen.io/>

<https://github.com/>

Great sites for troubleshooting:

<https://stackoverflow.com/>

<https://www.google.com/>

<https://chat.openai.com/chat> (I know, right? 😺)

File/Folder Name

NO SPACE/SPECIAL CHARACTERS cAsE Sensitive

- **camelCase**: the first letter of the first word is lowercase, while the first letter of every subsequent word is uppercase
- **snake_case**: underscore
- **kebab-case**: dash ✨✨✨✨

Page.html
fancy.js
myStyles.css
one_big_turtle.jpg
i-love-design.html



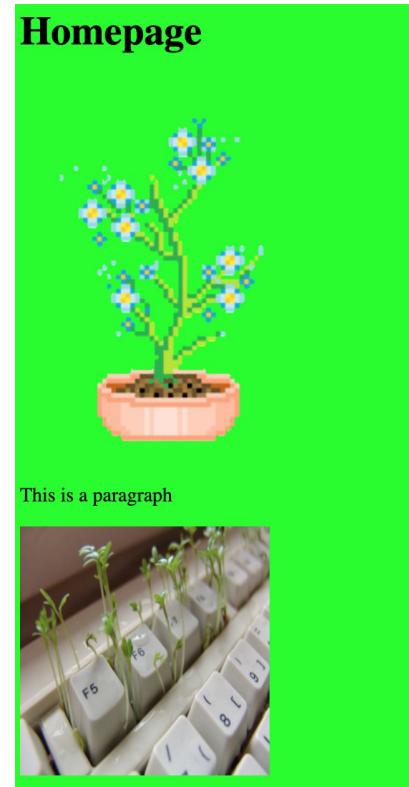
In-class working session



jQuery intro exercise

1. Remix from this link: <https://codesandbox.io/p/sandbox/967j7v>
2. Add code in the **script.js** and **style.css**, to achieve effects below:
 - a. Click the flower gif image to toggle the ‘This is a paragraph’ sentence
 - b. Click the keyboard image to toggle its size from original to width: 400px; height:400px
 - c. (Optional) add some other interactivity using jQuery you learnt today to this page, like make the images draggable

Homepage



P5 DOM or jQuery?

Whats better p5 dom or jquery for you? #1737

Closed

monikasharma1999 opened this issue on Jan 2, 2017 · 1 comment



Imccart commented on Jan 2, 2017

Member



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It really depends on what you find more comfortable for yourself and what you're trying to do. p5.dom has a basic set of DOM methods to create and manipulate HTML elements. jQuery has a much more extensive set of features. If you are doing a primarily HTML based project and need to do a lot of intensive DOM manipulation, I would recommend jQuery. If you are just trying to add in some DOM integration to a canvas-based sketch, p5.dom might make more sense.

For future reference, the [forum](#) is a great place for questions like these and longer discussions.



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<https://github.com/processing/p5.js/issues/1737>