

# LESSON 12

## Practical JavaScript





I know, I know

**MORE PRACTICE**

# JQUERY METHODS

What does this do?

```
.val();
```

# JQUERY IN ACTION

What do these do?

```
$("#textarea").parent().css("border", "1px  
solid red");
```

```
$("#input").val('container');
```

# RETURNS IN ACTION

```
var valueHolder;
```

```
$(document).ready(function {  
    $('value-button').scroll(function {  
        valueHolder = $('input').val();  
    });  
});
```

```
function valueDisplay (valWord) {  
    return valWord + valueHolder;  
}
```

```
valueDisplay("Your value was");
```

Try to do

# ASSIGNMENT ##1

60 Minutes for This  
Use All Your Knowledge





**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

```
$('.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](https://github.com/flesler/jquery.scrollTo)

# SCROLLTO() USAGE

```
$( '#ID' ).click(function() {  
    $.scrollTo( $( '#ID' ), {  
        duration: 600  
    });  
    return false;  
});
```



# WAYPOINTS

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

[https://github.com/  
imakewebthings/waypoints](https://github.com/imakewebthings/waypoints)

# CODE ALONG

Look at the PlugIn Assignments #2-5

# NEXT TIME

Forms  
JS Lab