Learning WeApp Day 2 Instructions

Step 1:

Follow the import instructions we learned from day 1, import the folder "Day 2".

Step 2:

For today's practice, you will only need to edit the "pages/index/index.js" file.

You will see a calculator once you open the project. However, it is not working. You'll need to edit the "click()" function to make it work.

Hint 1: think about what does"data-id" in the following picture for.

```
<div id="container">
  <div class="item" wx:for="{{cells}}" bindtap="click" data-id="{{item}}">{{item}}</div>
</div>
```

check out this link and take a closer look at the description about "dataset"

https://developers.weixin.qq.com/miniprogram/en/dev/framework/view/wxml/event.html

Hint 2: Whenever you click a button, the console will log out the details about the click event "e" as shown below. You should also be mindful about this. It is very helpful in finding the value of the grid you clicked on.

```
▼ {type: "tap", timeStamp: 10806, target: {…}, currentTarget: {…}, mark: {…}, …} ⓘ
  ▶ changedTouches: [{…}]
  ▶ currentTarget: {id: "", offsetLeft: 40, offsetTop: 296, dataset: {…}}
  ▶ detail: {x: 41.838233947753906, y: 345.2904052734375}
  ▶ mark: {}
    mut: false
  ▶ target: {id: "", offsetLeft: 40, offsetTop: 296, dataset: {…}}
    timeStamp: 10806
  ▶ touches: [{…}]
    type: "tap"
    _userTap: true
  ▶ __proto__: Object
>
```