

jQuery \$(Begins)

The Coding Bootcamp

Admin Items

Not the Way to Learn Coding

DEATH BY POWERPOINT



www.pigsdontfly.com

True Way to Learn Coding



***Be prepared to have classes that
are increasingly “just code”***

You will appreciate it in the long-run

Today's Class

Objectives

In today's class we'll be covering:

- DOM Manipulation using Plain Javascript
- DOM Manipulation using jQuery
- Responding to click events

DOM Manipulation

Understanding the “DOM”

todos

✓ *What needs to be done?*



Learn jQuery



Watch The Ring 5 more times



Lift 200 pounds



Create portfolio

4 items left

All

Active

Completed

- Every HTML page begins as static content..
- However, with Javascript / jQuery we can “modify the DOM” and change this static content in real-time.
- This allows us to build dynamic sites.

Basic Example: <http://todomvc.com/examples/jquery/#/all>

Instructor: Demo

(1-5.html | 1-JSGenerators)

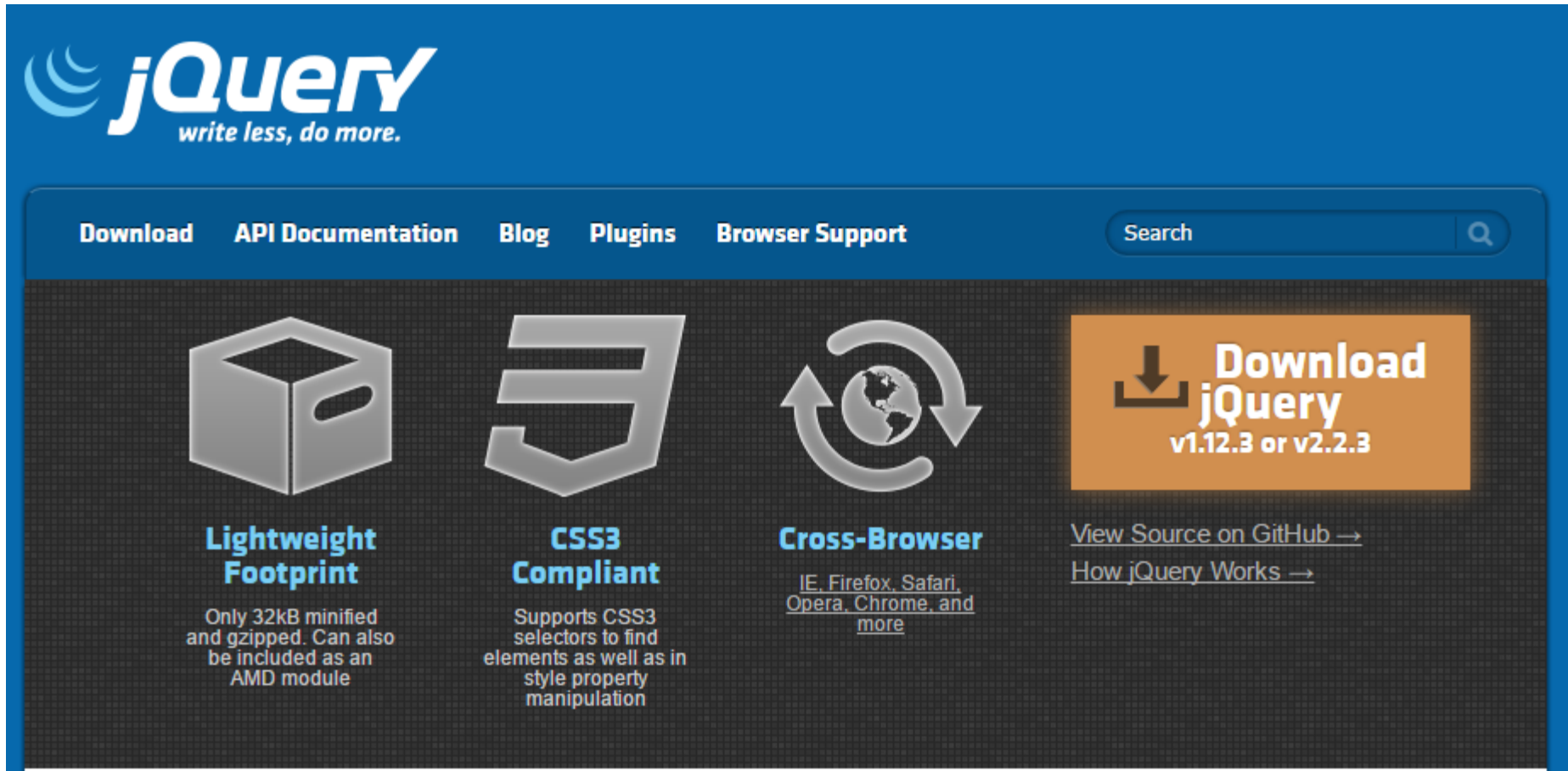
Code Creation: Generating HTML with Javascript

- Using the file sent to you as a starting point, add the missing code such that your Javascript generates HTML content that displays all of the drink options.
- **HINT:** You will need a for-loop. Inside your for loop you will need to use each of the following methods: createElement, innerHTML, and appendChild.

Intro to jQuery

Intro to jQuery

<https://jquery.com/>



jQuery is a cross-platform **Javascript library** for easier of client-side HTML scripting.

jQuery Helper Library

jQuery can be useful for tasks like:

- Dynamically Inserting, Updating, or Removing HTML
- Registering click or other change events
- Animating HTML elements
- Download data from databases
- And much more!



Working with jQuery generally involves...

1. Including a CDN Link to the jQuery script...

```
<!-- Added link to the jQuery Library -->  
<script src="https://code.jquery.com/jquery-2.2.3.js" integrity="sha256-  
laXWtGydpwqJ8JA+X9x2miwmaiKhN8tVm0VEigRNtP4=" crossorigin="anonymous"></script>
```

2. Utilizing the jQuery specific (\$) selector...

```
$("#clickMe")
```

3. Then applying jQuery methods on the selected elements.

```
$("#clickMe").on("click", function(){  
    // Trigger an alert.  
    alert("I've been clicked!");  
})
```

Instructor: Demo

(1-3.html | 3-jQueryGenerators)

Code Creation: Generating HTML with jQuery

- Re-factor (re-write) your previous drinkList code from earlier, but this time use jQuery to complete all of the same tasks.
- Your final code should NOT have any of the following methods: createElement, innerHTML, or appendChild.
- **HINT:** Don't forget to "incorporate" jQuery before you begin.
- **BONUS:** Instead of using a `for` loop try searching about the use of the jQuery `.each` method.

Instructor: Demo
(OnClick.html | 5-OnClickBasic)

Code Creation: Click Events with jQuery

- Add in the missing code such that clicking any of the sandwiches causes...
 - An alert message to popup saying something snarky about the sandwich type.
 - A second alert message that displays to the user the number of that specific sandwich they've eaten.
- **HINT:** You will need counter variables.
- **BONUS:** Add an image to the `image-div` on the click event.

Code Creation: Generating Numbers with jQuery

- Add in the missing code such that clicking the big blue button triggers a random number (between 1 and 1000) to be selected and prominently displayed in the randomNumber div.
- **Hint:** None. You got this.

Code Creation: Lottery Numbers with jQuery

- Using the code from the previous random number generator as a starting point, create a lottery generator.
- In our case, the lottery number should pick 9 random numbers (and always 9 numbers). As an example 886563264.
- Display this number in the randomNumber div.
- Then when a user clicks again, have the code create a new row with the latest number at the top.

Questions?

Extra!

Code Creation: Checking Numbers with jQuery

- Using the displayed application as an example, create code in which:
 - A computer picks a random number between 1 and 4
 - Users then “click” buttons numbered 1 – 4.
 - If the user’s number matches the computer’s number display text informing them of this in the Result panel. Otherwise, display text informing them they lost.
- If you finish early, try to improve the aesthetics.

Questions
