

Web Programming

Vue.js II. (components)

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Vue.js

installation

- <https://v3.vuejs.org/guide>
- Simply include the vue library.

```
<!-- Import Vue -->  
<!-- development version, includes helpful console warnings -->  
<script src="https://unpkg.com/vue@3.0.5/dist/vue.global.js"></script>
```

Vue.js

Recap

- Create element to contain vue app:

```
<div id="app"></div>
```

- Create vue app in JS:

```
<script>
  var app = Vue.createApp({
    // specify a template
    template: "<strong>{{ message }}</strong>",
    // the data used in this app
    data() {return { ... }},
    // methods used to change state
    methods: { ... },
    // computed properties
    computed: { ... }
  });
  // mount the app on the element #app
  app.mount("#app");
</script>
```

Example #1

🔗 <examples/js/vue2/list/index.html>

<input type="text" value="Song name"/>	<input type="text" value="Band name"/>	<input type="button" value="Add Song"/>
--	--	---

My favorite	This band	played 2 times	▶	✕
Second favorite	Other band	played 3 times	▶	✕

Shortcuts

- Instead of **v-bind:src="img"** you can use **:src="img"**

```
<img width="100px"  
  :src='image'  
  :alt='desc'>
```

- Instead of **v-on:click="x"** you can use **@click="x"**

```
<div  
  @mouseover="toggleMessage()"  
  @mouseout="toggleMessage()"  
>{{ message }}</div>
```

v-bind:class

- Object syntax for **v-bind:class="{ class: doApply }"**
- Only applied if **doApply == true**

```
<div v-bind:class="{ border: hasBorder }" > {{ message }} </div>
```

```
data() {  
  return {  
    message: "Hello Vue!",  
    hasBorder: true,  
  }  
}
```

- Can be combined with plain class:

```
<div v-bind:class="{ border: hasBorder }" class="box" >  
  {{ message }}  
</div>
```

v-bind:class

- Array syntax for **v-bind:class**="[class1, class2]"

-

```
<div v-bind:class="[ class1, class2 ]" > {{ message }} </div>
```

```
data() {  
  return {  
    message: "Hello Vue!",  
    class1: "box",  
    class2: "border",  
  }  
}
```

- Can be combined with object syntax:

```
<div v-bind:class="{ border: hasBorder }, 'box'" >  
  {{ message }}  
</div>
```

v-bind:style

- Object syntax for **v-bind:style="{ prop: value }"**

```
<div v-bind:style="{ backgroundColor: bcolour, color: textcolor }" >
  {{ message }} </div>
```

In JS use camelCase for CSS properties.
Alternative use string **'background-color'**.

```
data() {
  return {
    message: "Hello Vue!",
    bcolor: "lightblue",
    textcolor: "white"
  }
}
```

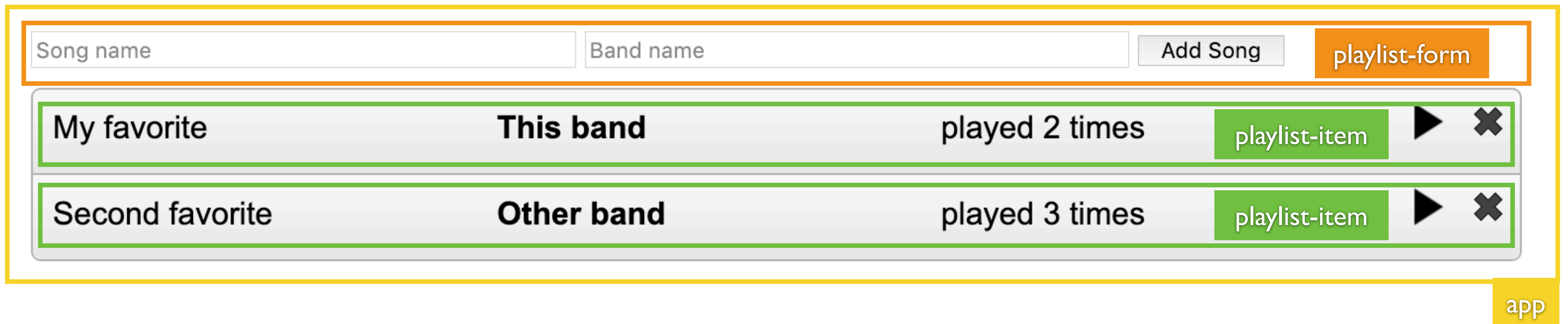

Exercise #1



[github.com/dat310-2022/info/tree/main/](https://github.com/dat310-2022/info/tree/main/exercises/js/vue2)
exercises/js/vue2

Components

- If a Vue application gets too big/bloated we can separate it in multiple components.



Use **components**, do **not** use **multiple app instances**.

Components

- A component is like a Vue instance, that you can reuse several times in your app.

- Define Component in JavaScript:

Use **kebab-case**.

Name must not conflict with html tag, i.e. **table**.

```
app.component('my-box', {  
  template: '<div class="box"> HW! </div>`  
});
```

- Use several times in your app:

```
<div id="app">  
  <div style="float: left;">  
    <my-box></my-box>  
  </div>  
  <div style="float: right;">  
    <my-box></my-box>  
  </div>  
</div>
```

Components

- The object passed to `createApp` is also a component
- Define components (possibly in separate file):

```
let mainC = {  
  data() { return { clicked: "" } },  
  methods: { ... }  
}  
  
let myboxC = { template: `<div class="box"> HW! </div>` }
```

- Create app, register components and mount:

```
let app = Vue.createApp(mainC);  
app.component('my-box', myboxC);  
app.mount("#app");
```

Components

- Can have **state**, **methods**, and **computed** properties:

```
app.component('my-counter',{
  template: `
    <div class="counter">
      <span id="count" class="count">{{ count }}</span>
      <button v-on:click="increment">Add</button>
    </div>`,
  data: function(){
    return {count: 0};
  },
  methods: {
    increment: function(){
      this.count++;
    }
  }
})
```

Props: passing values to components

- A component can state properties (props), i.e. values it receives from parent component.

```
app.component('my-box', {  
  // specify properties received  
  props: ["color", "title", "nr"],  
  
  // use properties in template  
  template: `  
    <div class="box"  
      v-bind:style="{ backgroundColor: color}">  
      #{{ nr }}. {{ title }}  
    </div>`  
});
```

```
<my-box color="green" title="Hello" nr="1" ></my-box>
```

Dynamic props

- Use v-bind on your property to:
 - Define state props based on JS and parent state
 - Reactively update props

```
<counter v-bind:init-count="count + 1"></counter>
```

```
<my-box v-bind:nr="2 + 1"></my-box>
```

Using props

Do not reassign to a prop!

- In the template

```
props: ["initCount"],  
template: `

{{ initCount }}

`,
```

- To assign initial state

```
props: ["initCount"],  
data: function(){  
  return {  
    count: this.initCount,  
  },  
},
```

Not reactive: Will not reflect changes in parent.

- To define computed property

```
computed: {  
  totalCount: function(){  
    return this.initCount + this.count;  
  },  
},  
data: function(){ return {count: 0}; },
```


Property validation

- You can define properties in more detail:
 - **type**: e.g. String, Number, Object, Array, Boolean
 - **required: true** raises error if property is not given
 - **default: defaultValue**
 - **validator: function(value)** ... if returns false, raise error

```
props: {  
  // color property is a string  
  myColor: String,  
  title: {  
    // if not specified, use default  
    default: "TBA",  
  },  
  nr: {  
    type: Number,  
    // raise error if not given  
    required: true,  
  },  
},
```

Property validation

- You can define properties in more detail:

```
props: {  
  // color property is a string  
  myColor: String,  
  title: {  
    // if not specified, use default  
    default: "TBA",  
  },  
  nr: {  
    type: Number,  
    // raise error if not given  
    required: true,  
  },  
},
```

```
<my-box my-color="green" v-bind:nr="1"></my-box>
```

Use **my-color** in html for **myColor** in JS,
i.e. kebab-case for camelCase.

To pass an object or number, use **v-bind**,
e.g. **v-bind:nr="3"**

(read the docs)

Events: communicating to the parent

- A component can emit events to inform its parent
- Use **\$emit('event-name')** in component

```
app.component('my-box', {  
  // emit inside template  
  template: `  
    <div class="box"  
      v-on:click="$emit('hello')">  
      #{{ nr }}. {{ title }}  
    </div>`,  
  data: {  
    nr: 1,  
    title: 'the green one'  
  },  
  methods: {  
    clicked: function() {  
      this.$emit('hello');  
    }  
  }  
});
```

```
// emit inside method  
methods: {  
  clicked: function() {  
    this.$emit('hello');  
  }  
}
```

- Use **v-on:event-name** in parent

```
<my-box  
  v-on:hello="clicked('the green one')"  
  color="green"  
  v-bind:nr="1"  
></my-box>
```

Events: communicating to the parent

- Use kebab-case for composed event names

```
this.$emit('my-click');
```

```
<my-box  
  v-on:my-click="handle()  
></my-box>
```

- Emit an event with value, by additional parameters to **\$emit**

```
this.$emit('my-click', value);
```

1. Access value explicitly as **\$event**

```
v-on:my-click="handle($event)"
```

2. Value passed as first argument to handler

```
<my-box  
  v-on:my-click="handle"  
></my-box>
```

```
// value as first argument  
methods: {  
  handle: function(value){ ... }  
}
```

Events: communicating to the parent

- You can declare what a component **emits**:

```
app.component('my-box', {  
  // declare events this component emits:  
  emits: ["my-click"],  
  template: `...`,  
})
```

- This allows type checking like in props.
- If you want to overwrite default events, e.g. click you need to declare them.

```
app.component('my-box', {  
  // declare events this component emits:  
  emits: ["click"],  
  template: `...`,  
})
```

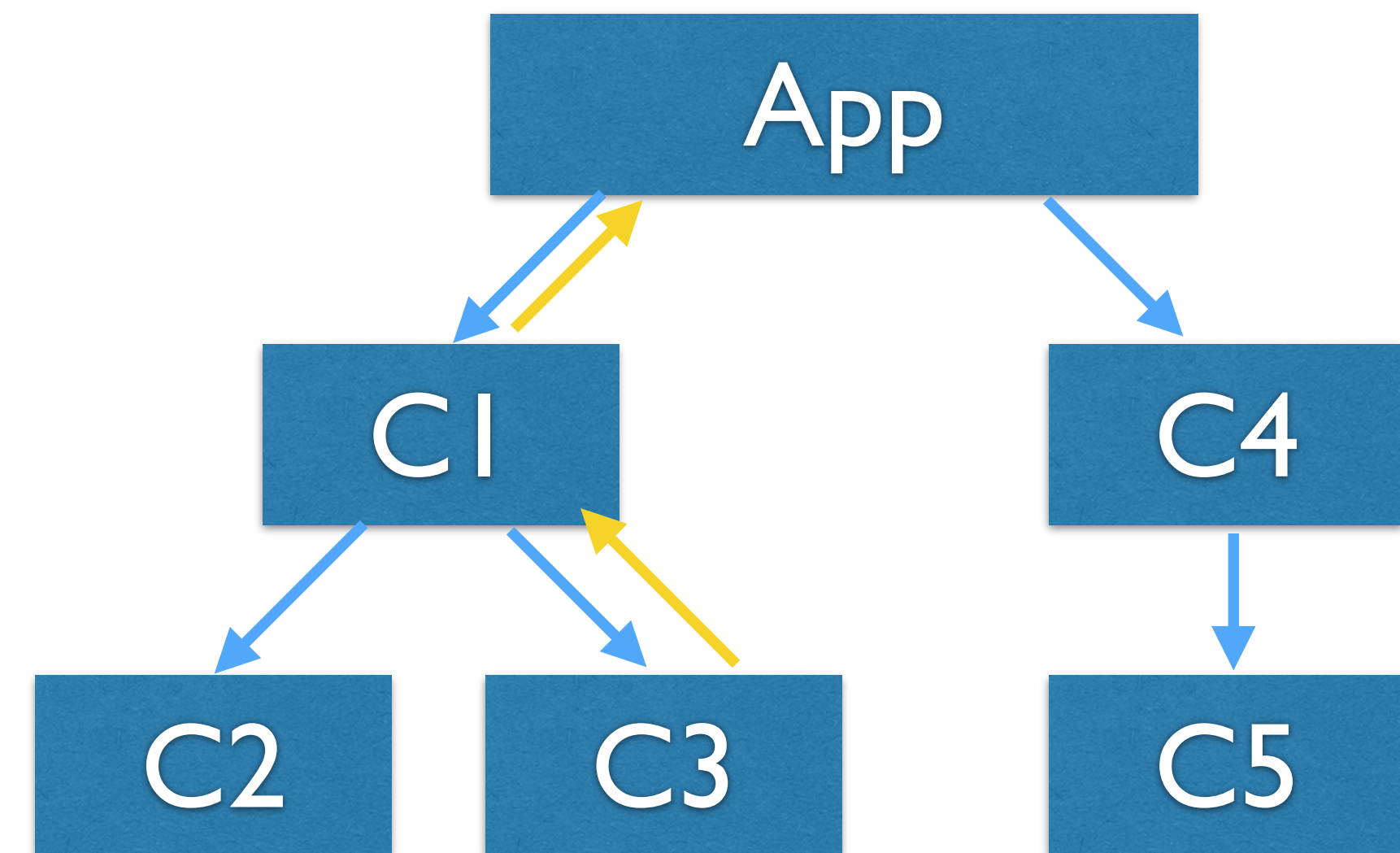
Exercise #2, #3



[github.com/dat310-2022/info/tree/main/](https://github.com/dat310-2022/info/tree/main/exercises/js/vue2)
exercises/js/vue2

State management

- If multiple components access the same state, it needs to be passed down using props and changed using events.
- State shared by C3 and C5 must be located in App.
- If shared state is changed in C3, change is propagated using events and props



A different pattern: External store

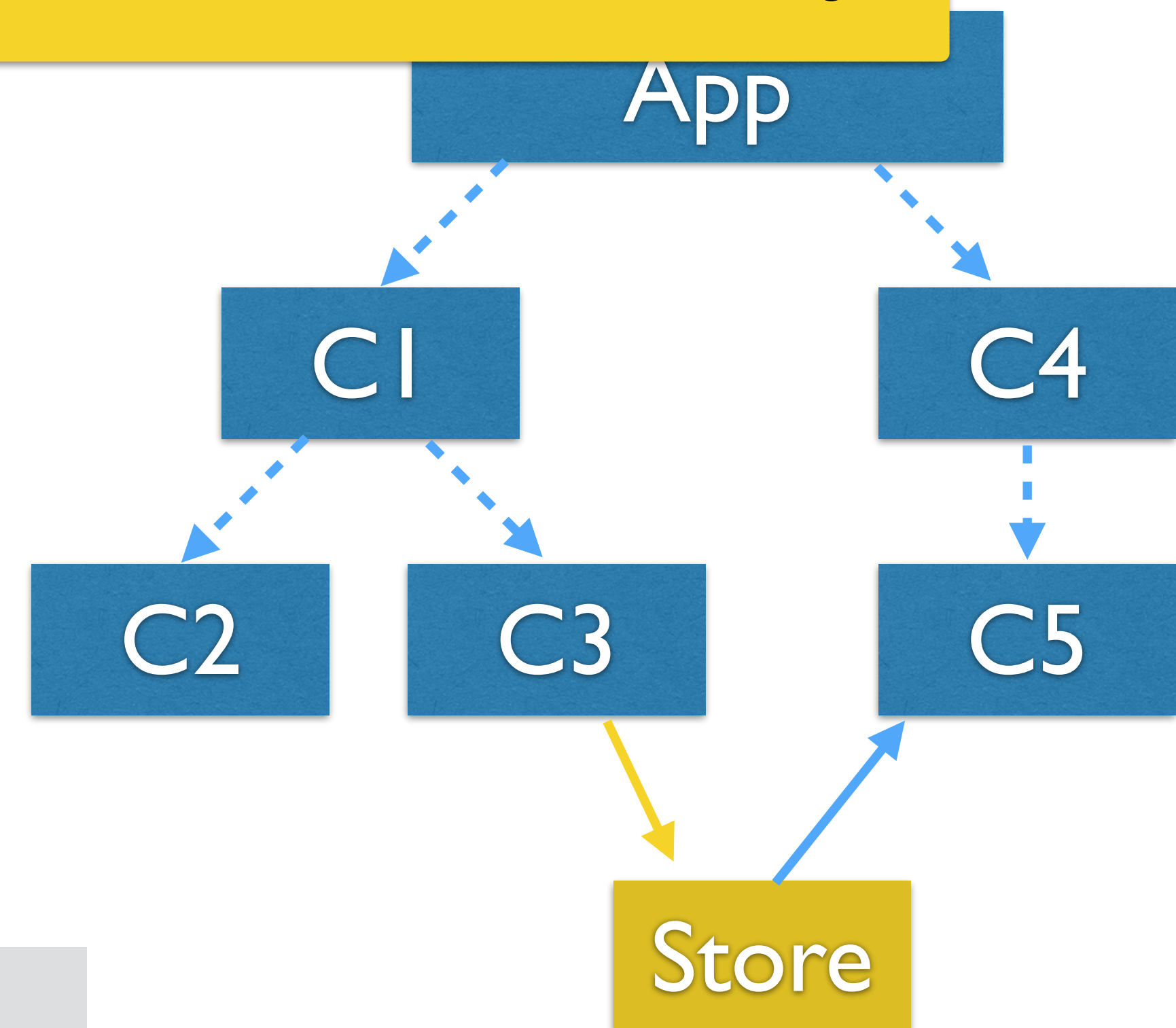
Vue.reactive() allows Vue to react to changes.

- Outside of your app, define a store.

```
function DataStore(data){  
  this.data = Vue.reactive(data);  
  this.getter = function(){}  
  this.setter = function(){}  
}  
  
let store = new DataStore(data);
```

- Retrieve data from store, e.g. on component creation

```
data() {  
  return store.data;  
}
```



(read the docs)

Example #2

📁 examples/js/vue2/global-store-playlist

gstate.js

```
class GState { ... }

const gState = new GState();

let app = Vue.createApp({
  data() {
    return gState.state;
  }
});
```

songListItem.js

```
Vue.component("song-list-item",{
  props: ['song'],
  template: ...
  methods: {
    remove: function(){
      gState.remove(this.song);
    }
  },
});
```

songForm.js

```
Vue.component("song-form",{
  template: ...
  methods: {
    addSong: function() {
      gState.add(new Song(this.song, this.band));
    }
  },
});
```

Update global state instead of emitting event.

Exercise #4, #4b



[github.com/dat310-2022/info/tree/main/](https://github.com/dat310-2022/info/tree/main/exercises/js/vue2)
exercises/js/vue2