

Using jQuery on your pages

Interactivity the JavaScript library way



Why jQuery?

jQuery is one of the most – if not **the** most – popular JavaScript libraries

A JavaScript library

A library is a set of pre-written JavaScript (or other language) that can help speed up your code production

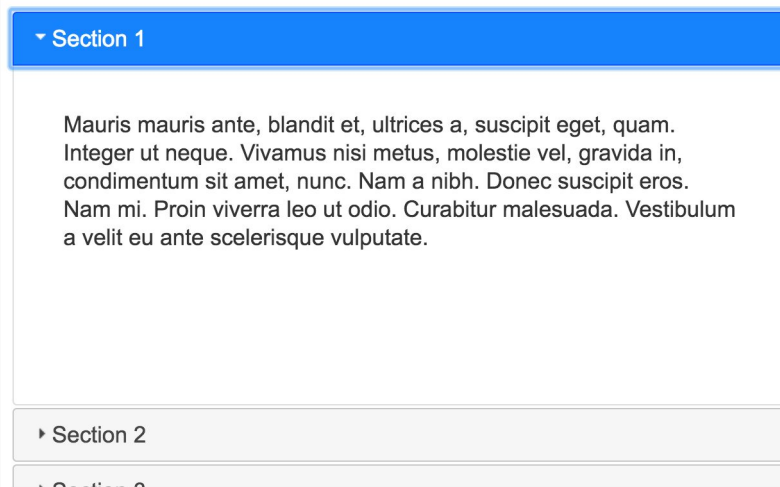
jQuery User Interface

From the jQuery UI website:

“jQuery UI is a curated set of user interface interactions, effects, widgets, and themes built on top of the jQuery JavaScript Library. Whether you're building highly interactive web applications or you just need to add a date picker to a form control, jQuery UI is the perfect choice.”

Widget example:

The Accordion:



Accordion widget code

Click “view source”

Click headers to expand/collapse content that is broken into logical sections, much like tabs. Optionally, toggle sections open/closed on mouseover.

The underlying HTML markup is a series of headers (H3 tags) and content divs so the content is usable without JavaScript.

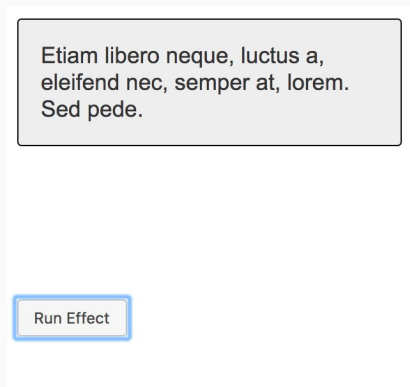
 [view source](#)

Want to learn more about the accordion widget? Check out the [API documentation](#).

Effects example

Most effects available in jQuery UI are more easily available with CSS.

However, “Add Class” is a nice catch-all one:



Effects example, part 2

The class “newClass” gets added to the #effect div to make this:



```
Etiam libero  
neque, luctus a,  
eleifend nec,  
semper at,  
lorem. Sed  
pede.
```

Run Effect

Getting jQuery to work

Need to either:

1. Download jquery.js to your local machine (and then upload it to your hosting)
2. Use a cloud version of it (and link to it in your HTML file)

(More advanced: use npm or Bower)

Getting jQuery to work, part 2

Then make sure your id's and/or classes are properly named according to the jQuery code

document.ready

```
$( document ).ready(function() {  
    // Your code here.  
});
```

Runs code when DOM ready to be manipulated (but before all files are loaded)

Rubric: use link to jquery.js and that will count for the project