**VUE2.0+ELEMENT UI学习报告**

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一. 学习目标

学习Vue2.0的基本操作，熟悉Element UI的应用与嵌套。

二. 学习背景

Element UI 是一套采用 Vue 2.0 作为基础框架实现的组件库，它面向企业级的后台应用，能够帮助你快速地搭建网站，极大地减少研发的人力与时间成本。

1. 一致性 Consistency

与现实生活一致：与现实生活的流程、逻辑保持一致，遵循用户习惯的语言和概念；

在界面中一致：所有的元素和结构需保持一致，比如：设计样式、图标和文本、元素的位置等。

2. 反馈 Feedback

控制反馈：通过界面样式和交互动效让用户可以清晰的感知自己的操作；

页面反馈：操作后，通过页面元素的变化清晰地展现当前状态。

3. 效率 Efficiency

简化流程：设计简洁直观的操作流程；

清晰明确：语言表达清晰且表意明确，让用户快速理解进而作出决策；

帮助用户识别：界面简单直白，让用户快速识别而非回忆，减少用户记忆负担。

4. 可控 Controllability

用户决策：根据场景可给予用户操作建议或安全提示，但不能代替用户进行决策；

结果可控：用户可以自由的进行操作，包括撤销、回退和终止当前操作等。

三. 学习内容

1. 安装

* 使用 npm 的方式安装，它能更好地和 [webpack](https://webpack.js.org/) 打包工具配合使用。

npm i element-ui –S

* 通过 [unpkg.com/element-ui](https://unpkg.com/element-ui/) 获取到最新版本的资源，在页面上引入 js 和 css 文件即可开始使用。

<!-- 引入样式 -->

<link rel="stylesheet" href="https://unpkg.com/element-ui/lib/theme-default/index.css">

<!-- 引入组件库 -->

<script src="https://unpkg.com/element-ui/lib/index.js"></script>

* 引入element-ui

在app.vue引入element-ui，然后就可以在其他任何页面中使用了

import Element from 'element-ui'

import 'element-ui/lib/theme-default/index.css'

Vue.use(Element)

2. 使用Element UI

* 将app.vue改为以下内容

<template>

<div id="app">

<!-- 头部导航 -->

<header class="header">

<el-row>

<el-col :span="24">

<el-menu default-active="5" class="el-menu-demo" mode="horizontal" @select="">

<el-menu-item index="1">高级插件</el-menu-item>

<el-menu-item index="2">在线商城</el-menu-item>

<el-menu-item index="3">客户管理</el-menu-item>

<el-menu-item index="4">系统设置</el-menu-item>

<el-menu-item index="5">活动发布</el-menu-item>

</el-menu>

</el-col>

</el-row>

</header>

<div style="position: relative;height: 60px;width: 100%;">

</div>

<main>

<!-- 左侧导航 -->

<div class="main-left">

<el-menu default-active="/activePublic" class="el-menu-vertical-demo" :router="true">

<el-menu-item index="/activePublic" :class="{'isActive': active}">活动发布

</el-menu-item> <el-menu-item index="/activeManage" :class="{'isActive': !active}">活动管理

</el-menu-item> </el-menu>

</div>

<!-- 右侧主内容区 -->

<div class="main-right" >

</div>

</main>

</div>

</template>

<script>

import Vue from 'vue'

import Element from 'element-ui'

import 'element-ui/lib/theme-default/index.css'

Vue.use(Element)

export default {

name: 'app',

data: function (){

return { active:true }

}

}

</script>

<style>

body{margin: 0;}

#app {

min-width: 1200px;

margin: 0 auto;

font-family: "Helvetica Neue","PingFang SC",Arial,sans-serif; }

/\* 头部导航 \*/

header{z-index: 1000;min-width: 1200px;transition: all 0.5s ease; border-top: solid 4px #3091F2; background-color: #fff; box-shadow: 0 2px 4px 0 rgba(0,0,0,.12),0 0 6px 0 rgba(0,0,0,.04); }

header.header-fixed{position: fixed;top: 0;left: 0;right: 0;}

header .el-menu-demo{padding-left: 300px!important;}

/\* 主内容区 \*/

main{ display: -webkit-box; display: -ms-flexbox; display: flex; min-height: 800px; border: solid 40px #E9ECF1; background-color: #FCFCFC; }

main .main-left{text-align: center;width: 200px;float: left;}

main .main-right{-webkit-box-flex: 1; -ms-flex: 1; flex: 1; background-color: #fff; padding: 50px 70px; }

main .el-menu{background-color: transparent!important;}

</style>

* 预览项目

$ npm run dev

3. 使用ui

* 属性
* BaseUI

Contains the base UI configuration from which this UI will inherit all properties, rules, and content.

* **内容**

Specifies the type of content item, which must be one of the following elements (only one direct child of a Content element is allowed):

[Clip](https://msdn.microsoft.com/en-us/bb189001)

[ColorFill](https://msdn.microsoft.com/en-us/bb189009)

[Graphic](https://msdn.microsoft.com/en-us/bb189144)

[Host](https://msdn.microsoft.com/en-us/bb189158)

[NowPlaying](https://msdn.microsoft.com/en-us/bb189419)

[Panel](https://msdn.microsoft.com/en-us/bb189438)

[Repeater](https://msdn.microsoft.com/en-us/bb189530)

[Scroller](https://msdn.microsoft.com/en-us/bb189585)

[Text](https://msdn.microsoft.com/en-us/bb189663)

[Video](https://msdn.microsoft.com/en-us/bb189765)

* Flippable

Specifies whether this UI should mirror on right-to-left (RTL) systems. If content is specified in the derived class, that content will entirely replace the content of the same name defined in the base class of the same name.

* Locals

Specifies a set of private objects for use by the UI. A local consists of a type, a name, and a value. A local can be any type. Every instance of the UI will get its own instance of the locals. Use these variables when you need to store data pertinent to the scope of the current UI element only.

The following child elements are typical, but not limited to this set:

[ArrayListDataSet](https://msdn.microsoft.com/en-us/bb188932)

[BooleanChoice](https://msdn.microsoft.com/en-us/bb188941)

[BooleanTransformer](https://msdn.microsoft.com/en-us/bb188945)

[ByteRangedValue](https://msdn.microsoft.com/en-us/bb188949)

[Choice](https://msdn.microsoft.com/en-us/bb188983)

[ClickHandler](https://msdn.microsoft.com/en-us/bb188998)

[Command](https://msdn.microsoft.com/en-us/bb189022)

[DateTimeTransformer](https://msdn.microsoft.com/en-us/bb189047)

[EditableText](https://msdn.microsoft.com/en-us/bb189095)

[Environment](https://msdn.microsoft.com/en-us/bb189105)

[FormatTransformer](https://msdn.microsoft.com/en-us/bb189129)

[GesturePanHandler](https://msdn.microsoft.com/en-us/ee525866)

[GestureRatchetSettings](https://msdn.microsoft.com/en-us/ee525868)

[GestureInertiaSettings](https://msdn.microsoft.com/en-us/ee525865)

[GesturePanLockAxis](https://msdn.microsoft.com/en-us/ee525867)

[IntRangedValue](https://msdn.microsoft.com/en-us/bb189221)

[KeyHandler](https://msdn.microsoft.com/en-us/bb189252)

[ListDataSet](https://msdn.microsoft.com/en-us/bb189264)

[MathTransformer](https://msdn.microsoft.com/en-us/bb189304)

[MediaCollection](https://msdn.microsoft.com/en-us/ee525973)

[ModelItem](https://msdn.microsoft.com/en-us/bb189392)

[MouseWheelHandler](https://msdn.microsoft.com/en-us/bb189410)

[PropertySet](https://msdn.microsoft.com/en-us/bb189479)

[RangedValue](https://msdn.microsoft.com/en-us/bb189490)

[ResourceGroup](https://msdn.microsoft.com/en-us/ee526105)

[ScrollingData](https://msdn.microsoft.com/en-us/bb189586)

[ScrollingHandler](https://msdn.microsoft.com/en-us/bb189588)

[SecureTypingHandler](https://msdn.microsoft.com/en-us/ee526114)

[ShortcutHandler](https://msdn.microsoft.com/en-us/bb189639)

[Timer](https://msdn.microsoft.com/en-us/bb189670)

[TimeSpanTransformer](https://msdn.microsoft.com/en-us/bb189681)

[TypingHandler](https://msdn.microsoft.com/en-us/bb189700)

* Name

Specifies the name of the UI markup.

* Properties

Specifies a set of input parameters to the UI. A property consists of a type, a name, and a default value. A property can be any type. Property defaults are shared among all instances of the UI markup; set properties when you want to parameterize values for a particular UI to be used by other UIs.

* The following child elements are typical, but not limited to this set:

[AnchorEdge](https://msdn.microsoft.com/en-us/bb188903)

[AnchorLayoutInput](https://msdn.microsoft.com/en-us/bb188905)

[Animation](https://msdn.microsoft.com/en-us/bb188906)

[ArrayListDataSet](https://msdn.microsoft.com/en-us/bb188932)

[BooleanChoice](https://msdn.microsoft.com/en-us/bb188941)

[ByteRangedValue](https://msdn.microsoft.com/en-us/bb188949)

[Choice](https://msdn.microsoft.com/en-us/bb188983)

[Color](https://msdn.microsoft.com/en-us/bb189006)

[Command](https://msdn.microsoft.com/en-us/bb189022)

[DockLayoutInput](https://msdn.microsoft.com/en-us/bb189078)

[EditableText](https://msdn.microsoft.com/en-us/bb189095)

[Font](https://msdn.microsoft.com/en-us/bb189124)

[FormLayoutInput](https://msdn.microsoft.com/en-us/bb189130)

[GesturePanHandler](https://msdn.microsoft.com/en-us/ee525866)

[GestureRatchetSettings](https://msdn.microsoft.com/en-us/ee525868)

[GestureInertiaSettings](https://msdn.microsoft.com/en-us/ee525865)

[GesturePanLockAxis](https://msdn.microsoft.com/en-us/ee525867)

[ICommand](https://msdn.microsoft.com/en-us/bb189161)

[Image](https://msdn.microsoft.com/en-us/bb189176)

[IModelItem](https://msdn.microsoft.com/en-us/bb189185)

[Index](https://msdn.microsoft.com/en-us/bb189191)

[Inset](https://msdn.microsoft.com/en-us/bb189199)

[IntRangedValue](https://msdn.microsoft.com/en-us/bb189221)

[ITransformer](https://msdn.microsoft.com/en-us/bb189241)

[ITransformerEx](https://msdn.microsoft.com/en-us/bb189239)

[ITransformer](https://msdn.microsoft.com/en-us/bb189241)

[IValueRange](https://msdn.microsoft.com/en-us/bb189245)

[ListDataSet](https://msdn.microsoft.com/en-us/bb189264)

[MajorMinor](https://msdn.microsoft.com/en-us/bb189297)

[ModelItem](https://msdn.microsoft.com/en-us/bb189392)

[Point](https://msdn.microsoft.com/en-us/bb189460)

[PropertySet](https://msdn.microsoft.com/en-us/bb189479)

[RangedValue](https://msdn.microsoft.com/en-us/bb189490)

[Rectangle](https://msdn.microsoft.com/en-us/bb189512)

[ResourceGroup](https://msdn.microsoft.com/en-us/ee526105)

[Rotation](https://msdn.microsoft.com/en-us/bb189543)

[ScrollingData](https://msdn.microsoft.com/en-us/bb189586)

[Size](https://msdn.microsoft.com/en-us/bb189642)

[Sound](https://msdn.microsoft.com/en-us/bb189656)

[Timer](https://msdn.microsoft.com/en-us/bb189670)

[Vector3](https://msdn.microsoft.com/en-us/bb189747)

[VirtualList](https://msdn.microsoft.com/en-us/bb189787)

If additional properties are specified in the derived class, those values will override any of the same name in the base class.

You can use the [ArrayListDataSet](https://msdn.microsoft.com/en-us/bb188932) class to populate a list from markup.

* 规则

Specifies a set of rules that provides priority-based data binding services. Rules have sources and targets. Rules can be condition-based, where the rule will not apply unless the conditions evaluate to true. Rules are priority-based in that the first rule has highest priority.

Includes any of the following elements to define the conditions of the rule:

[Binding](https://msdn.microsoft.com/en-us/bb188940)

[Changed](https://msdn.microsoft.com/en-us/bb188976)

[Condition](https://msdn.microsoft.com/en-us/bb189029)

[Default](https://msdn.microsoft.com/en-us/bb189056)

[Rule](https://msdn.microsoft.com/en-us/bb189551)

If rules are specified in the derived class, those rules will be appended to the list of rules specified by the base class.

* 备注

A UI is a self-contained and reusable component that can be used to create something as simple as a button and as complex as a top-level form. A UI element can only exist as a child of an Mcml element and must be named. If there are multiple UI elements in an MCML document, the first UI element is displayed.

4. 组件

在工程目录/src下创建component文件夹，并在component文件夹下创建一个 firstcomponent.vue并写仿照 App.vue 的格式和前面学到的知识写一个组件

<template>

<div id="firstcomponent">

<h1>I am a title.</h1>

<a> written by {{ author }}

</a>

</div>

</template>

<script type="text/javascript">

export default { data () { return { author: "微信公众号 jinkey-love" }

}

}

</script>

<style>

</style>

5. 前端工程操作

* 安装npm镜像

在命令窗口输入：npm install -g cnpm –registry=https://registry.npm.taobao.org

* 安装全局vue-cli

npm install -g vue-cli 回车，验证是否安装成功，在命令行中输入vue，出来vue的信息说明安装成功

* 全局安装 vue-cli

npm install --global vue-cli

* 创建一个基于 webpack 模板的新项目  
   vue init webpack my-project (项目名)  
   cd my-project

npm install

npm run dev

* 需要安装的环境  
  （1）npm install sass-loader --save-dev  
  （2）npm i element-ui@1.0.9（ui旧版本）  
  （3）npm install gulp-sass  
  （4）npm install node-sass  
  （5）npm install --save axios  
  （6）npm install element-ui -S（ui新版本）
* 需要引入的包（element-ui）  
  (1) import ElementUI from 'element-ui'  
  (2) import 'element-ui/lib/theme-default/index.css'  
  (3) import Vue from 'vue'

（4）使用：Vue.use(ElementUI)

* 项目代码结构

（1）首页Home.vue

<script>  
export default{  
data() {  
return {   
sysUserName:''  
}  
},  
methods:{  
onSubmit() {  
console.log('submit!');  
},  
handleopen() {  
//console.log('handleopen');  
},  
handleclose() {  
//console.log('handleclose');  
},  
handleselect: function (a, b) {  
},  
//退出登录  
logout: function () {  
var \_this = this;  
this.$confirm('确认退出吗?', '提示', {  
//type: 'warning'  
}).then(() => {  
sessionStorage.removeItem('user');  
\_this.$router.push('/login');  
}).catch(() => {  
  
  
});  
}  
}  
}  
</script>

（2）main.js

import Vue from 'vue'  
import Router from 'vue-router'  
import App from './App'  
import routes from './router'  
import ElementUI from 'element-ui'  
import 'element-ui/lib/theme-default/index.css'  
  
  
Vue.use(Router)  
Vue.use(ElementUI)  
const router = new Router({  
routes  
});  
  
  
Vue.config.productionTip = false  
  
  
new Vue({  
router,  
render: h => h(App)  
}).$mount('#app')

（3）router.js

import Home from './Home'  
import classes from './class/classes'  
import student from './student/student'  
  
  
let router = [  
{  
path: '/',  
name: '学校',  
component: Home,  
redirect: '/classes',  
iconCls: 'fa fa-id-card-o',  
children: [  
{ path: '/classes', component: classes, name: '班级管理' },  
{ path: '/student', component: student, name: '学生管理' }  
]  
}  
];  
export default router;

四. 参考连接

[**http://element.eleme.io/#/zh-CN**](http://element.eleme.io/#/zh-CN)

<http://www.jianshu.com/p/d87d7140944e>

<https://msdn.microsoft.com/en—us/library/windows/desktop/bb189703.aspx>

<http://www.runoob.com/w3cnote/vue2-start-coding.html>

<https://github.com/Jinkeycode/vue2-example>

<https://github.com/ElementUI/element-starter>

<https://github.com/ElemeFE/element>

<https://www.2cto.com/kf/201706/644278.html>