**VueJs**

VueJs is an open source javascript framework used to develop interactive web user interfaces and single – page applications.

Vuejs is mainly focused on the view part of the application that is called front-end development.

The points to know: how to setup an env., instances, components, properties, bindings, rendering, events, routing, directives, etc.,

What is SPA?

A SPA is a web application or a website that provides users a very fluid, reactive and faster exp., in loading the content.

Features of Vuejs:

Components, templates, reactivity, routing, transitions

**Env., setup and creating sample app:**

1. Through CDN
2. Through NPM

**Cmd:** npm install vue

**Cmd:** npm install –global vue-cli

**Creating a Project using Webpack:**

**Cmd:** vue init webpack my-vue-app-using-webpack

To compile & run: **npm run dev**

**Cmd:** vue create my-first-vue-app-using-npm

To compile & run: **npm run serve**

**Declarative Rendering:**

v-bind, v-if, v-else-if, v-model, v-on:click, v-bind:title, v-for

**Composing with Components:**

**Instance**

**Instance LifeCycle Hooks**

Before create hook – beforeCreate() – this is a first event or hook that occurs in the creation process.

Created hook – created() – it is used to run after creating the instance.

Before mount hook, - beforeMount() – used to execute just before the initial render happens and after the template or render function have been completed.

Mounted hook – mounted() – is provides the full access to the reactive component, templates, and rendered DOM

Before update hook – beforeUpdate() - just before the data changes on the component and that updates cycle’s start.

Updated hook – updated() – just after the data changes

Before destroy hook – beforeDestroy() – is used to execute just before tearing down the instance. This is the last step of the Vue Instace.

Destroyed hook – destroyed() – do.., used to do any last minute clean up

**Template:**

v-bind:src

**Component:**

Vue.component(‘nameoftheComponen’, {//options})

**Local registration of Components**

**Dynamic Components**