

JQUERY

Prepared by

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```
    operation == "MIRROR_X":  
        mirror_mod.use_x = True  
        mirror_mod.use_y = False  
        mirror_mod.use_z = False  
    operation == "MIRROR_Y":  
        mirror_mod.use_x = False  
        mirror_mod.use_y = True  
        mirror_mod.use_z = False  
    operation == "MIRROR_Z":  
        mirror_mod.use_x = False  
        mirror_mod.use_y = False  
        mirror_mod.use_z = True  
  
    selection at the end -add  
    _ob.select= 1  
    mirror_ob.select=1  
    context.scene.objects.active  
    ("Selected" + str(modifier))  
    mirror_ob.select = 0  
    bpy.context.selected_obj  
    ta.objects[one.name].sel  
  
    print("please select exactly one object")  
  
----- OPERATOR CLASSES -----
```

```
types.Operator):  
    X mirror to the selected  
    object.mirror_mirror_x"  
    or X"
```

```
context):  
    context.active_object is not
```

WHAT IS JQUERY?

- “The purpose of jQuery is to make it much easier to use JavaScript on your website.”
- “makes things like HTML document traversal and manipulation, event handling, animation, and Ajax much simpler with an easy-to-use API that works across a multitude of browsers.”



JQUERY API

print("please select exactly one object")

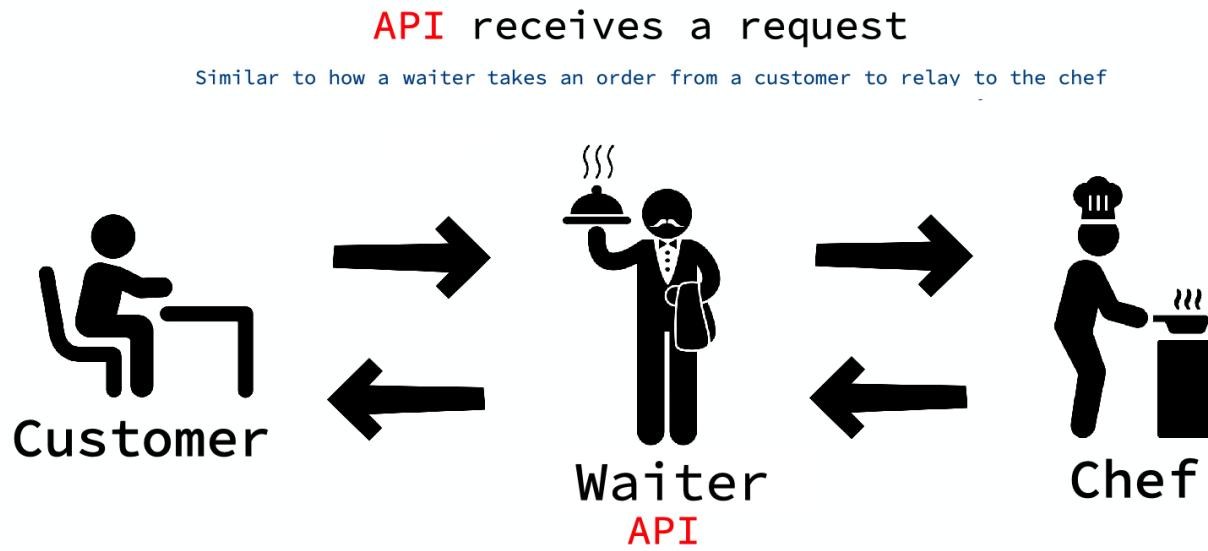
----- OPERATOR CLASSES -----

types.Operator):
 X mirror to the selected
 object.mirror_mirror_x"
 "mirror X"

context):
 context.active_object is not

WHAT IS JQUERY API?

jQuery API (Application Programming Interface) is a JavaScript file that is used to allow programmers to use the rich contents of jQuery.



API collects and processes a response, then returns with that response
As a waiter would return the completed meal from the chef to the customer

HOW TO USE JQUERY API?

Using Downloaded jQuery file:

```
<script src="jquery-3.3.1.min.js"></script>
```

NOTE: If the file accessing jQuery and the jQuery file are not on the same folder, you must provide the correct file path.

HOW TO USE JQUERY API?

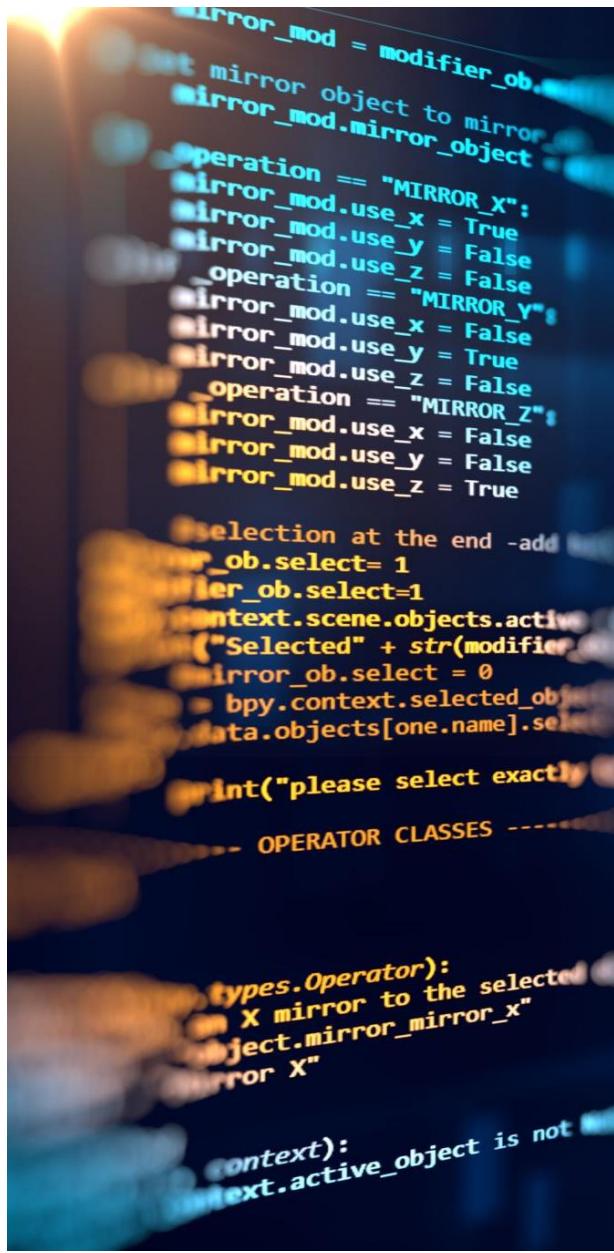
Using Content Delivery Network (CDN):

```
<script src="https://code.jquery.com/jquery-3.6.0.js"  
integrity="sha256-  
H+K7U5CnXI1h5ywQfKtSj8PCmoN9aaq30gDh27Xc0jk="  
crossorigin="anonymous"></script>
```

SOURCE: <https://code.jquery.com/>

CONTENTS

- jQuery Syntax
 - jQuery Selectors
 - jQuery Events
 - jQuery Effects
 - jQuery HTML
 - jQuery CSS
 - jQuery Animate
-



```
    mirror_mod = modifier_obj
    # Set mirror object to mirror
    mirror_mod.mirror_object

    if operation == "MIRROR_X":
        mirror_mod.use_x = True
        mirror_mod.use_y = False
        mirror_mod.use_z = False
    elif operation == "MIRROR_Y":
        mirror_mod.use_x = False
        mirror_mod.use_y = True
        mirror_mod.use_z = False
    elif operation == "MIRROR_Z":
        mirror_mod.use_x = False
        mirror_mod.use_y = False
        mirror_mod.use_z = True

    #selection at the end -add
    if ob.select= 1:
        mirror_ob.select=1
    context.scene.objects.active = ("Selected" + str(modifier))
    mirror_ob.select = 0
    bpy.context.selected_objects = []
    data.objects[one.name].select = 1
    print("please select exactly one object")
    return {"FINISHED"}  
- OPERATOR CLASSES ---  
  
def execute(self, context):
    types.Operator:
        X mirror to the selected object.mirror_mirror_x"
        or X"  
  
    context):
        context.active_object is not
```

JQUERY SYNTAX

int("please select exactly one object")

----- OPERATOR CLASSES -----

JQUERY SYNTAX

jQuery syntax always starts with the keyword **jQuery** or **\$**.

Example:

```
jQuery(selector).action();  
$(selector).action();
```

NOTE: **\$** is an alias for **jQuery** and it's often employed because it's shorter and faster to write.

JQUERY SELECTORS

```
mirror_mod = modifier_obj
# Set mirror object to mirror
mirror_mod.mirror_object = selected_object
if operation == "MIRROR_X":
    mirror_mod.use_x = True
    mirror_mod.use_y = False
    mirror_mod.use_z = False
elif operation == "MIRROR_Y":
    mirror_mod.use_x = False
    mirror_mod.use_y = True
    mirror_mod.use_z = False
else:
    mirror_mod.use_x = False
    mirror_mod.use_y = False
    mirror_mod.use_z = True

# Selection at the end - add
if ob.select == 1:
    ob.select = 0
    bpy.ops.object.select_all(action='DESELECT')
    bpy.ops.object.select_all(action='SELECT')
    bpy.context.selected_objects.append(modifier)
    mirror_ob.select = 0
    bpy.context.selected_objects.append(selected_object)
    data.objects[one.name].select = 1
else:
    print("please select exactly one object")

----- OPERATOR CLASSES -----
```

```
types.Operator):
    # X mirror to the selected
    # object.mirror_mirror_x"
    "mirror X"
```

```
context):
    # context.active_object is not
```

JQUERY SELECTORS

jQuery selectors are the same as CSS selectors.

1. Element Selector
2. Class Selector
3. Id Selector
4. Attribute Selector
5. Pseudo-class Selector
6. Group Selector
7. Descendant Selector
8. **this** Selector

ELEMENT SELECTOR

Element selectors are selected using the element's tag name.

Examples:

`$("a")`

`$("div")`

`$("span")`

`$("form")`

`$("input")`

`$("button")`

CLASS SELECTOR

Class selectors are selected using the element's class name preceded by a dot.

Examples:

`$(".btn")`

`$(".class1")`

`$(".col1")`

ID SELECTOR

Id selectors are selected using the element's id preceded by a hash (#).

Examples:

`$("#error")`

`$("#btnSave")`

`$("#txtName")`

ATTRIBUTE SELECTOR

Attribute selectors are selected using attributes of an element. Attribute selector uses brackets ([]).

Examples:

`$(“[id]”)`

`$(“[type=‘text’]”)`

`$(“[class=‘first’]”)`

PSEUDO CLASS SELECTOR

Pseudo-classes are reserved keywords used by CSS to provide additional style to an element. Pseudo-class selectors are selected using the pseudo-class name preceded by a colon (:).

Examples:

`$("tr:even")`

`$("p:first")`

`$("a:active")`

GROUP SELECTOR

Group selectors are just combination of other selectors meant to target multiple elements selected in a single statement. Group selection is separated by a comma (,).

Examples:

```
$( "#div1, span" )
```

```
$( ".col1, .btn" )
```

```
$( "a, p" )
```

DESCENDANT SELECTOR

Descendant selector selects the element in accordance with the hierarchy provided. Descendant selection is separated by a space.

Examples:

`$("div p")`

`$("form .btn")`

`$("table tr td img")`

THE “THIS” SELECTOR

The “**this**” selection targets the outer selector to be affected by the action.

Example:

```
$( "#div1" ).click(function() {  
    $(this).hide(2000);  
});
```

//hides the element with id “div1” for 2 seconds (2000 milliseconds).

JQUERY EVENTS

print("please select exactly one object")

----- OPERATOR CLASSES -----

types.Operator):
 X mirror to the selected
 object.mirror_mirror_x"
 "mirror X"

context):
 context.active_object is not

JQUERY EVENT METHODS

jQuery event methods allow elements to do something from triggering the element. Some of the commonly used events are:

FORM EVENTS	KEYBOARD EVENTS	MOUSE EVENTS
submit	keyup	click
change	keydown	dblclick
focus	keypress	hover
blur		mouseenter
		mouseleave

JQUERY SAMPLE CODE

```
mirror_mod = modifier_obj
# Set mirror object to mirror
mirror_mod.mirror_object = selected_obj
if operation == "MIRROR_X":
    mirror_mod.use_x = True
    mirror_mod.use_y = False
    mirror_mod.use_z = False
elif operation == "MIRROR_Y":
    mirror_mod.use_x = False
    mirror_mod.use_y = True
    mirror_mod.use_z = False
elif operation == "MIRROR_Z":
    mirror_mod.use_x = False
    mirror_mod.use_y = False
    mirror_mod.use_z = True
# Selection at the end - add
modifier_obj.select = 1
selected_obj.select = 1
bpy.context.scene.objects.active = selected_obj
print("Selected" + str(modifier_obj))
mirror_obj.select = 0
# bpy.context.selected_objects[0].select = 1
data.objects[one.name].select = 1
# print("Selected" + str(data.objects[one.name]))
```

print("please select exactly one object")

----- OPERATOR CLASSES -----

```
types.Operator):
    # X mirror to the selected
    # object.mirror_mirror_x"
    # mirror X"
```

```
(context):
    # context.active_object is not
```

SAMPLE CODE (JQUERY API)

NOTE: Before coding jQuery, do not forget to add jQuery API in your code. jQuery codes will not work without the API.



jquery-3.3.1.min
JavaScript File
84.8 KB

Download the JQUERY API on the link below:

<https://drive.google.com/file/d/1tVfmvn282JtGCciOk-XAwvseOrXhFZmM/view?usp=sharing>

SAMPLE CODE (HTML FILE)

NOTE: The first <script> tag adds the jQuery API on the code. The second <script> tag adds the external JavaScript.

Step 1: Create the HTML file **sample.html**

```
<!doctype html>
<html>
  <head>
    <script src="jquery-3.3.1.min.js"></script>
    <script src="sample.js"></script>
  </head>
  <body>
    <button id="btnHide">Hide div</button>
    <div id="display">Make me disappear! Click the button.</div>
  </body>
</html>
```

SAMPLE CODE (JAVASCRIPT FILE)

NOTE: This code makes the button clickable. If the button is clicked, the element with id “display” will be hidden after two-second animation.

Step 2: Create the JavaScript file **sample.js**

```
$ (document) . ready (function () {  
    $ ("#btnHide") . click (function () {  
        $ ("#display") . hide (2000);  
    }) ;  
}) ;
```

SAMPLE CODE (OUTPUT)

WHEN THE PAGE LOAD:

Hide div

Make me disappear! Click the button.

AFTER THE BUTTON WAS CLICKED:

Hide div

THE \$(DOCUMENT).READY()

On the given example, the code for making the button clickable is inside the \$(document).ready() statement.

The question is, WHY???

Answer: \$(document).ready() allows loading of events after the page has been fully loaded. This avoids any unnecessary user interactions on the website, e.g., clicking a button while the page still loads.

JQUERY EFFECTS

int("please select exactly one object to mirror")

----- OPERATOR CLASSES -----

types.Operator):
"X mirror to the selected
object.mirror_mirror_x"
"mirror X"

context):
"context.active_object is not

```
    operation == "MIRROR_X":  
        mirror_mod.use_x = True  
        mirror_mod.use_y = False  
        mirror_mod.use_z = False  
    operation == "MIRROR_Y":  
        mirror_mod.use_x = False  
        mirror_mod.use_y = True  
        mirror_mod.use_z = False  
    operation == "MIRROR_Z":  
        mirror_mod.use_x = False  
        mirror_mod.use_y = False  
        mirror_mod.use_z = True  
  
#selection at the end -add  
    mirror_ob.select= 1  
    mirror_ob.select=1  
    context.scene.objects.active = mirror_ob  
    print("Selected" + str(modifier))  
    mirror_ob.select = 0  
    bpy.context.selected_objects.clear()  
    data.objects[one.name].select= 1  
  
    print("please select exactly one object")
```

... OPERATOR CLASSES

HIDE & SHOW EFFECTS

JQUERY HIDE EFFECT



The **hide()** effect hides the selected element with the given speed.

Syntax:

```
hide([speed , object callback_function])
```

slow, fast or milliseconds like 100, 1000,
2000 etc.

NOTE: Make sure that the element you are trying to hide is visible on the page.

JQUERY SHOW EFFECT



The **show()** effect shows the selected element with the given speed.

Syntax:

```
show([speed , object callback_function])
```

NOTE: Make sure that the element you are trying to show is hidden on the page.

HIDE AND SHOW (HTML FILE)

Step 1: Create the HTML file **hideshow.html**

```
<!doctype html>
<html>
  <head>
    <script src="jquery-3.3.1.min.js"></script>
    <script src="hideshow.js"></script>
  </head>
  <body>
    <button id="btnHide">Hide div</button>
    <button id="btnShow">Show div</button>
    <div id="display">Make me disappear! Click Hide button.</div>
    <div id="display2">Make it appear, Click Show button.</div>
  </body>
</html>
```

HIDE AND SHOW (JS FILE)

Step 2: Create the JavaScript file **hideshow.js**

```
$ (document) .ready (function () {
    $ ("#btnHide") .click (function () {
        $ ("#display") .hide (2000);
    }) ;
    $ ("#btnShow") .click (function () {
        $ ("#display") .show (2000);
    }) ;
}) ;
```

HIDE AND SHOW (OUTPUT)

WHEN THE PAGE LOAD:

Hide div **Show div**

Make me disappear! Click Hide button.
Make it appear, Click Show button.

AFTER THE HIDE BUTTON WAS CLICKED:

Hide div **Show div**

Make it appear, Click Show button.

AFTER THE SHOW BUTTON WAS CLICKED:

Hide div **Show div**

Make me disappear! Click Hide button.
Make it appear, Click Show button.

W H A T I F ?

We want to hide the <div> for two seconds. Then right after, we want it to be displayed again for two seconds.

WHAT SHOULD WE DO?

Answer: jQuery effects can use either:

- a.) callback function
- b.) jQuery chaining.

```
    operation == "MIRROR_X":  
        mirror_mod.use_x = True  
        mirror_mod.use_y = False  
        mirror_mod.use_z = False  
    operation == "MIRROR_Y":  
        mirror_mod.use_x = False  
        mirror_mod.use_y = True  
        mirror_mod.use_z = False  
    operation == "MIRROR_Z":  
        mirror_mod.use_x = False  
        mirror_mod.use_y = False  
        mirror_mod.use_z = True  
  
selection at the end -add  
    ob.select= 1  
    mirror_ob.select=1  
    context.scene.objects.active = ob  
    print("Selected" + str(modifier))  
    mirror_ob.select = 0  
    bpy.context.selected_objects.clear()  
    data.objects[one.name].select = 1  
  
    print("please select exactly one object")  
  
-- OPERATOR CLASSES ----
```

EXPLAINING CALLBACK

THE CALLBACK FUNCTION

The **Callback function** is a function executed right after the effect was finished on a given speed. Most of the time, callback functions are the last parameter of an effect.

For instance,

```
hide(speed, callback);  
show(speed, callback);
```

CALLBACK (HTML FILE)

Step 1: Create the HTML file **callback.html**

```
<!doctype html>
<html>
  <head>
    <script src="jquery-3.3.1.min.js"></script>
    <script src="callback.js"></script>
  </head>
  <body>
    <button id="btnHideShow">Hide then Show div</button>
    <div id="display">Make me disappear and appear again!
      Click the button.</div>
  </body>
</html>
```

CALLBACK (JS FILE)

Step 2: Create the JavaScript file **callback.js**

```
$ (document) .ready(function() {
    $("#btnHideShow") .click(function() {
        $("#display") .hide(2000, function() {$ (this) .show(2000) ; });
    }) ;
}) ;
```

Callback Function

CALLBACK (OUTPUT)

WHEN THE PAGE LOAD:

Hide then Show div

Make me disappear and appear again! Click the button.

AFTER THE “HIDE THEN SHOW” BUTTON WAS CLICKED:

Hide then Show div

AFTER THE DIV HAS BEEN HIDDEN FOR 2 SECONDS:

Hide then Show div

Make me disappear and appear again! Click the button.

```
    operation == "MIRROR_X":  
        mirror_mod.use_x = True  
        mirror_mod.use_y = False  
        mirror_mod.use_z = False  
    operation == "MIRROR_Y":  
        mirror_mod.use_x = False  
        mirror_mod.use_y = True  
        mirror_mod.use_z = False  
    operation == "MIRROR_Z":  
        mirror_mod.use_x = False  
        mirror_mod.use_y = False  
        mirror_mod.use_z = True  
  
selection at the end -add  
    ob.select= 1  
    mirror_ob.select=1  
    context.scene.objects.active = mirror_ob  
    print("Selected" + str(modifier))  
    mirror_ob.select = 0  
    bpy.context.selected_objects.clear()  
    data.objects[one.name].select= 1  
  
    print("please select exactly one object")  
  
-- OPERATOR CLASSES ----
```

EXPLAINING CHAINING

THE JQUERY CHAINING

The **jQuery Chaining** allows us to run multiple jQuery methods (on the same element) within a single statement.

For instance,

```
.hide(2000).show(2000)
```

CHAINING (HTML FILE)

Step 1: Create the HTML file **chaining.html**

```
<!doctype html>
<html>
  <head>
    <script src="jquery-3.3.1.min.js"></script>
    <script src="chaining.js"></script>
  </head>
  <body>
    <button id="btnHideShow">Hide then Show div</button>
    <div id="display">Make me disappear and appear again!
      Click the button.</div>
  </body>
</html>
```

CHAINING (JS FILE)

Step 2: Create the JavaScript file **chaining.js**

```
$ (document) . ready (function () {  
    $ ("#btnHideShow") . click (function () {  
        $ ("#display") . hide (2000) . show (2000) ;  
    }) ;  
}) ;
```

jQuery Chaining

NOTE: We could also have added more method calls if needed.

CHAINING (OUTPUT)

WHEN THE PAGE LOAD:

Hide then Show div

Make me disappear and appear again! Click the button.

AFTER THE “HIDE THEN SHOW” BUTTON WAS CLICKED:

Hide then Show div

AFTER THE DIV HAS BEEN HIDDEN FOR 2 SECONDS:

Hide then Show div

Make me disappear and appear again! Click the button.

```
    operation == "MIRROR_X":  
        mirror_mod.use_x = True  
        mirror_mod.use_y = False  
        mirror_mod.use_z = False  
    operation == "MIRROR_Y":  
        mirror_mod.use_x = False  
        mirror_mod.use_y = True  
        mirror_mod.use_z = False  
    operation == "MIRROR_Z":  
        mirror_mod.use_x = False  
        mirror_mod.use_y = False  
        mirror_mod.use_z = True  
  
#selection at the end -add  
    mirror_ob.select= 1  
    mirror_ob.select=1  
    context.scene.objects.active = mirror_ob  
    print("Selected" + str(modifier))  
    mirror_ob.select = 0  
    bpy.context.selected_objects.clear()  
    data.objects[one.name].select= 1  
  
    print("please select exactly one object")
```

... OPERATOR CLASSES

TOGGLE EFFECT

JQUERY TOGGLE EFFECT



The **toggle()** effect hides/shows the selected element with the given speed.

Syntax:

```
toggle([speed , object callback_function])
```

NOTE: toggle() effect transitions from hide to show and vice versa.

TOGGLE (HTML FILE)

Step 1: Create the HTML file **toggle.html**

```
<!doctype html>
<html>
  <head>
    <script src="jquery-3.3.1.min.js"></script>
    <script src="toggle.js"></script>
  </head>
  <body>
    <button id="btnHideShow">Hide/Show div</button>
    <div id="display">Make me disappear/appear, Click the button.</div>
  </body>
</html>
```

TOGGLE (JS FILE)

Step 2: Create the JavaScript file **toggle.js**

```
$ (document) .ready (function () {
    $("#btnHideShow") .click (function () {
        $("#display") .toggle (2000);
    });
}) ;
```

TOGGLE (OUTPUT)

WHEN THE PAGE LOAD:

Hide/Show div

Make me disappear/appear, Click the button.

AFTER THE HIDE/SHOW BUTTON WAS CLICKED FOR THE FIRST TIME:

Hide/Show div

AFTER THE HIDE/SHOW BUTTON WAS CLICKED FOR THE SECOND TIME :

Hide/Show div

Make me disappear/appear, Click the button.

```
    operation == "MIRROR_X":  
        mirror_mod.use_x = True  
        mirror_mod.use_y = False  
        mirror_mod.use_z = False  
    operation == "MIRROR_Y":  
        mirror_mod.use_x = False  
        mirror_mod.use_y = True  
        mirror_mod.use_z = False  
    operation == "MIRROR_Z":  
        mirror_mod.use_x = False  
        mirror_mod.use_y = False  
        mirror_mod.use_z = True  
  
#selection at the end -add  
    ob.select= 1  
    mirror_ob.select=1  
    context.scene.objects.active=mirror_ob  
    print("Selected" + str(modifier))  
    mirror_ob.select = 0  
    bpy.context.selected_objects.clear()  
    data.objects[one.name].select=1  
  
    print("please select exactly one object")
```

... OPERATOR CLASSES

FADE EFFECTS

JQUERY FADE OUT EFFECT



The **fadeOut()** effect hides the selected element, with a fading effect, with the given speed.

Syntax:

```
fadeOut([speed , object callback_function])
```

NOTE: Make sure that the element you are trying to hide is visible on the page.

JQUERY FADE IN EFFECT



The **fadeIn()** effect shows the selected element, with a fading effect, with the given speed.

Syntax:

```
fadeIn([speed , object callback_function])
```

NOTE: Make sure that the element you are trying to show is hidden on the page.

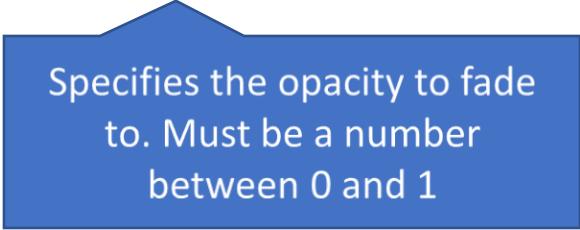
JQUERY FADE TO EFFECT



The **fadeTo()** effect hides the selected element, with a fading effect, with the given speed and a given point of transparency.

Syntax:

```
fadeTo([speed , opacity , object callback_function])
```



Specifies the opacity to fade to. Must be a number between 0 and 1

JQUERY FADE TOGGLE EFFECT



The **fadeToggle()** effect shows/hides the selected element, with a fading effect, with the given speed.

Syntax:

```
fadeToggle([speed , object callback_function])
```

FADE (HTML FILE)

Step 1: Create the HTML file **fade.html**

```
<!doctype html>
<html>
  <head>
    <script src="jquery-3.3.1.min.js"></script>
    <script src="fade.js"></script>
  </head>
  <body>
    <button id="btnFadeOut">Fade Out</button>
    <button id="btnFadeIn">Fade In</button>
    <button id="btnFadeToggle">Fade Toggle</button>
    <br/><br/></img>
    <div>Move mouse in/out the image for fadeTo effect.</div>
  </body>
</html>
```

FADE (JS FILE)

Step 2: Create the JavaScript file **fade.js**

```
$ (document) . ready (function () {
    $("#btnFadeOut") . click (function () {
        $("#thanos") . fadeOut (1000) ;
    }) ;
    $("#btnFadeIn") . click (function () {
        $("#thanos") . fadeIn (1000) ;
    }) ;
    $("#btnFadeToggle") . click (function () {
        $("#thanos") . fadeToggle (1000) ;
    }) ;
    $("#thanos") . mouseenter (function () {
        $("#thanos") . fadeTo (1000 , 0.50) ;
    }) ;
    $("#thanos") . mouseleave (function () {
        $("#thanos") . fadeTo (1000 , 1) ;
    }) ;
}) ;
```

FADE (OUTPUT)

WHEN THE PAGE LOAD:

Fade Out

Fade In

Fade Toggle



Move mouse in/out the image for fadeto effect.

FADE (OUTPUT)

AFTER THE FADE OUT BUTTON WAS CLICKED:

Fade Out

Fade In

Fade Toggle

Move mouse in/out the image for fadeto effect.

FADE (OUTPUT)

AFTER THE FADE IN BUTTON WAS CLICKED:

Fade Out

Fade In

Fade Toggle



Move mouse in/out the image for fadeto effect.

FADE (OUTPUT)

AFTER THE FADE TOGGLE BUTTON WAS CLICKED:

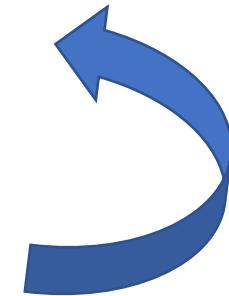
Fade Out

Fade In

Fade Toggle



Move mouse in/out the image for fadeto effect.



Fade Out

Fade In

Fade Toggle



Move mouse in/out the image for fadeto effect.

FADE (OUTPUT)

AFTER THE MOUSE ENTER/LEAVE THE IMAGE:

[Fade Out](#) [Fade In](#) [Fade Toggle](#)



Move mouse in/out the image for fadeto effect.



[Fade Out](#) [Fade In](#) [Fade Toggle](#)



Move mouse in/out the image for fadeto effect.

```
    operation == "MIRROR_X":  
        mirror_mod.use_x = True  
        mirror_mod.use_y = False  
        mirror_mod.use_z = False  
    operation == "MIRROR_Y":  
        mirror_mod.use_x = False  
        mirror_mod.use_y = True  
        mirror_mod.use_z = False  
    operation == "MIRROR_Z":  
        mirror_mod.use_x = False  
        mirror_mod.use_y = False  
        mirror_mod.use_z = True  
  
selection at the end -add  
    ob.select= 1  
    mirror_ob.select=1  
    context.scene.objects.active  
    ("Selected" + str(modifier))  
    mirror_ob.select = 0  
    bpy.context.selected_objects  
    data.objects[one.name].sel  
  
    print("please select exactly one object")
```

... OPERATOR CLASSES

SLIDE EFFECTS

JQUERY SLIDE UP EFFECT



The **slideUp()** effect hides the selected element, with a sliding effect, with the given speed.

Syntax:

```
slideUp([speed , object callback_function])
```

JQUERY SLIDE DOWN EFFECT



The **slideDown()** effect shows the selected element, with a sliding effect, with the given speed.

Syntax:

```
slideDown([speed , object callback_function])
```

JQUERY SLIDE TOGGLE EFFECT



The **slideToggle()** effect shows/hides the selected element, with a sliding effect, with the given speed.

Syntax:

```
slideToggle([speed , object callback_function])
```

SLIDE (HTML FILE)

Step 1: Create the HTML file **slide.html**

```
<!doctype html>
<html>
  <head>
    <script src="jquery-3.3.1.min.js"></script>
    <script src="slide.js"></script>
  </head>
  <body>
    <button id="btnSlideUp">Slide Up</button>
    <button id="btnSlideDown">Slide Down</button>
    <button id="btnSlideToggle">Slide Toggle</button>
    <br/><br/></img>
  </body>
</html>
```

SLIDE (JS FILE)

Step 2: Create the JavaScript file **slide.js**

```
$ (document) . ready (function () {
    $ ("#btnSlideUp") . click (function () {
        $ ("#netflix") . slideUp ("fast");
    }) ;
    $ ("#btnSlideDown") . click (function () {
        $ ("#netflix") . slideDown ("slow");
    }) ;
    $ ("#btnSlideToggle") . click (function () {
        $ ("#netflix") . slideToggle (1000);
    }) ;
}) ;
```

SLIDE (OUTPUT)

WHEN THE PAGE LOAD:

Slide Up

Slide Down

Slide Toggle



SLIDE (OUTPUT)

AFTER THE SLIDE UP BUTTON WAS CLICKED:

Slide Up

Slide Down

Slide Toggle

SLIDE (OUTPUT)

AFTER THE SLIDE DOWN BUTTON WAS CLICKED:

Slide Up

Slide Down

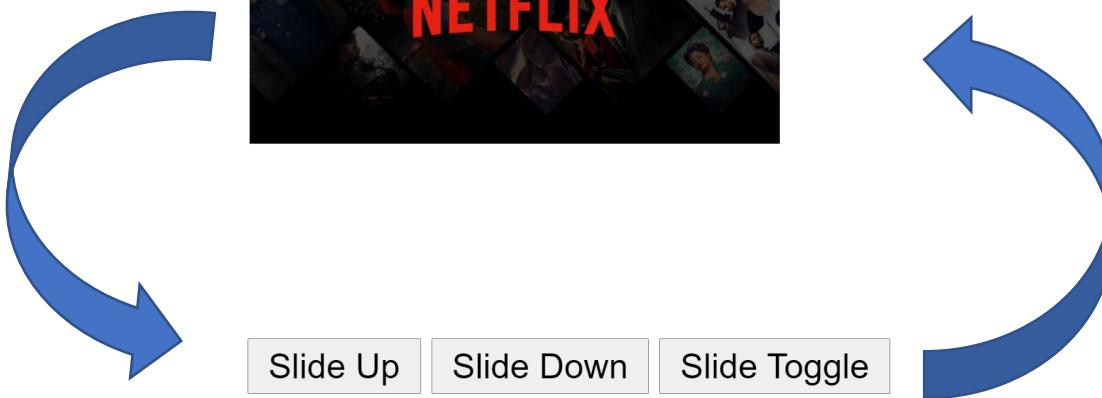
Slide Toggle



SLIDE (OUTPUT)

AFTER THE SLIDE TOGGLE BUTTON WAS CLICKED:

Slide Up Slide Down Slide Toggle



J Q U E R Y H T M L

print("please select exactly one object")

-- OPERATOR CLASSES --

types.Operator):
 X mirror to the selected
 object.mirror_mirror_x"
 "mirror X"

context):
 context.active_object is not

JQUERY HTML

The **html()** property allows the getting and setting of text in an HTML container tags. html() property is the equivalent of JavaScript's innerHTML.

Syntax:

```
html([string value])
```

JQUERY HTML (HTML FILE)

Step 1: Create the HTML file **jhtml.html**

```
<!doctype html>
<html>
  <head>
    <script src="jquery-3.3.1.min.js"></script>
    <script src="jhtml.js"></script>
  </head>
  <body>
    <button id="btnChange">Change Text</button>
    <button id="btnAlert">Alert Text</button>
    <div id="display">Hello!</div>
  </body>
</html>
```

JQUERY HTML (JS FILE)

Step 2: Create the JavaScript file **jhtml.js**

```
$ (document) . ready (function () {
    $ ("#btnChange") . click (function () {
        $ ("#display") . html ("Hi ! ");
    }) ;
    $ ("#btnAlert") . click (function () {
        str = $ ("#display") . html ();
        alert (str);
    }) ;
}) ;
```

JQUERY HTML (OUTPUT)

WHEN THE PAGE LOAD:

Change Text Alert Text

Hello!

AFTER THE ALERT TEXT BUTTON WAS CLICKED:

Change Text

This page says
Hello!
OK

Hello!

JQUERY HTML (OUTPUT)

AFTER THE CHANGE TEXT BUTTON WAS CLICKED:



Hi!

AFTER THE ALERT TEXT BUTTON WAS CLICKED:



Hi!

SIZE SELECTION

```
types.Operator):
    X mirror to the selected
    object.mirror_mirror_x"
    or X"
```

```
context):
    context.active_object is not
```

```
mirror_mod = modifier_obj
# mirror object to mirror
mirror_mod.mirror_object =
operation == "MIRROR_X":
    mirror_mod.use_x = True
    mirror_mod.use_y = False
    mirror_mod.use_z = False
operation == "MIRROR_Y":
    mirror_mod.use_x = False
    mirror_mod.use_y = True
    mirror_mod.use_z = False
operation == "MIRROR_Z":
    mirror_mod.use_x = False
    mirror_mod.use_y = False
    mirror_mod.use_z = True

# selection at the end - add
ob.select= 1
modifier_obj.select=1
context.scene.objects.active
"Selected" str(f)
driven_obj.select = 0
bpy.context.selected_obi
ta.objects[me.name].se
```

```
int("please select exact")
```

```
-- OPERATOR CLASSES --
```

JQUERY HTML (HTML FILE)

Step 1: Create the HTML file **size.html**

```
<!doctype html>
<html>
  <head>
    <script src="jquery-3.3.1.min.js"></script>
    <script src="size.js"></script>
  </head>
  <body>
    <select id="sizes">
      <option selected disabled>Select Size</option>
      <option value="100">Small</option>
      <option value="200">Medium</option>
      <option value="300">Large</option>
    </select>
    <label id="display">Price appears here.</label>
  </body>
</html>
```

JQUERY HTML (JS FILE)

Step 2: Create the JavaScript file **size.js**

```
$ (document) . ready (function() {
    $ ("#sizes") . change (function() {
        price = $ ("option:selected") . val () ;
        $ ("#display") . html (price) ;
    }) ;
}) ;
```

JQUERY HTML (OUTPUT)

WHEN THE PAGE LOAD:

Select Size ▾

Price appears here.

AFTER A SIZE WAS SELECTED:

Medium



200

COURSE SELECTION

```
mirror_mod = modifier_obj
# mirror object to mirror
mirror_mod.mirror_object = None
operation = "MIRROR_X":
    mirror_mod.use_x = True
    mirror_mod.use_y = False
    mirror_mod.use_z = False
operation == "MIRROR_Y":
    mirror_mod.use_x = False
    mirror_mod.use_y = True
    mirror_mod.use_z = False
operation == "MIRROR_Z":
    mirror_mod.use_x = False
    mirror_mod.use_y = False
    mirror_mod.use_z = True

selection at the end - add
ob.select=1
filter.select=1
context.scene.objects.active
selected_id = str(context
operator.select = 0
obj.context.selected_objects
context.scene.objects.active].sele
int("please select exactly one ob
-- OPERATOR CLASSES -->
types.Operator):
    X mirror to the selected obje
    cts.mirror_mirror_x"
    ror X"
    context):
        context.active_object is not None
```

JQUERY HTML (HTML FILE)

Step 1: Create the HTML file **course.html**

```
<!doctype html>
<html>
  <head>
    <script src="jquery-3.3.1.min.js"></script>
    <script src="course.js"></script>
  </head>
  <body>
    Select course:
    <input type="radio" name="course" id="bsit" value="BSIT">
    <label for="bsit">BSIT</label>
    <input type="radio" name="course" id="blis" value="BLIS">
    <label for="blis">BLIS</label>
    <div id="display"></div>
  </body>
</html>
```

JQUERY HTML (JS FILE)

Step 2: Create the JavaScript file **course.js**

```
$ (document) . ready (function () {  
    $ (" [name='course' ] ") . change (function () {  
        course = $ (" [name='course' ] :checked") . val () ;  
        $ (" #display ") . html ("The course selected is " + course);  
    }) ;  
}) ;
```

JQUERY HTML (OUTPUT)

WHEN THE PAGE LOAD:

Select course: BSIT BLIS

AFTER A COURSE WAS SELECTED:

Select course: BSIT BLIS

The course selected is BSIT

MUSIC GENRE SELECTION

```
types.Operator):
    X mirror to the selected object.mirror_mirror_x"
    "mirror X"
```

```
context):
    context.active_object is not
```

```
mirror_mod = modifier_obj
    mirror object to mirror
    mirror_mod.mirror_object =
        operation == "MIRROR_X":
            mirror_mod.use_x = True
            mirror_mod.use_y = False
            mirror_mod.use_z = False
        operation == "MIRROR_Y":
            mirror_mod.use_x = False
            mirror_mod.use_y = True
            mirror_mod.use_z = False
        operation == "MIRROR_Z":
            mirror_mod.use_x = False
            mirror_mod.use_y = False
            mirror_mod.use_z = True

    selection at the end -add
    ob.select= 1
    mirror ob.select=1
    next scene.object active
    "selected"+ str(modifier)
    mirror_mod.select =
        bpy.context.selected_obj
    data.objects[one.name].sel
```

```
ent("Please select example
    OPERATOR CLASSES --
```

JQUERY HTML (HTML FILE)

Step 1: Create the HTML file **genre.html**

```
<!doctype html>
<html>
  <head>
    <script src="jquery-3.3.1.min.js"></script>
    <script src="genre.js"></script>
  </head>
  <body>
    <input type="checkbox" value="Pop">Pop<br>
    <input type="checkbox" value="Rock">Rock<br>
    <input type="checkbox" value="R&B">R&B<br>
    <input type="checkbox" value="Jazz">Jazz<br>
    <div id="display">You selected:</div>
  </body>
</html>
```

JQUERY HTML (JS FILE)

Step 2: Create the JavaScript file **genre.js**

```
$ (document) . ready (function () {
    $ ("[type='checkbox']") . change (function () {
        var choice = [];
        $ ("[type='checkbox']:checked") . each (function () {
            choice.push (this.value);
        });
        $ ("#display") . html ("You selected: " + choice);
    });
});
```

JQUERY HTML (OUTPUT)

WHEN THE PAGE LOAD:

- Pop
- Rock
- R&B
- Jazz

You selected:

AFTER POP AND R&B CHECKBOXES WERE CLICKED:

- Pop
- Rock
- R&B
- Jazz

You selected: Pop,R&B

JQUERY CSS

```
mirror_mod = modifier_obj
# Set mirror object to mirror
mirror_mod.mirror_object = selected_object
if operation == "MIRROR_X":
    mirror_mod.use_x = True
    mirror_mod.use_y = False
    mirror_mod.use_z = False
elif operation == "MIRROR_Y":
    mirror_mod.use_x = False
    mirror_mod.use_y = True
    mirror_mod.use_z = False
else:
    mirror_mod.use_x = False
    mirror_mod.use_y = False
    mirror_mod.use_z = True

# Selection at the end - add
if ob.select == 1:
    mirror_mod.select = 1
    context.space_data.objects.active = bpy.data.objects[one.name]
    bpy.context.selected_objects.append(bpy.data.objects[one.name])
else:
    print("please select exactly one object")
    return

# --- OPERATOR CLASSES ---
#
```

```
class MirrorOperator(bpy.types.Operator):
    bl_idname = "object.mirror"
    bl_label = "X mirror to the selected object.mirror_mirr
```

```
or_X"
```

```
    context: bpy.context
    active_object: bpy.types.Object
```

```
    active_object is not None
```

JQUERY CSS



The **css()** property allows the altering of CSS.

Syntax:

```
css([string property , string value])
```

NOTE: All hyphenated words in CSS properties shall be converted to camel case, with no spaces provided.

For instance,

background-color → backgroundColor

text-align → textAlign

JQUERY CSS (HTML FILE)

Step 1: Create the HTML file **jcss.html**

```
<!doctype html>
<html>
  <head>
    <script src="jquery-3.3.1.min.js"></script>
    <script src="jcss.js"></script>
  </head>
  <body>
    <div id="display">Hello World!</div>
  </body>
</html>
```

JQUERY CSS (JS FILE)

Step 2A: Create the JavaScript file **jcss.js**

```
$ (document) . ready (function () {
    $ ("#display") . css ("backgroundColor", "royalblue");
    $ ("#display") . css ("border", "1px solid lightblue");
    $ ("#display") . css ("textAlign", "center");
    $ ("#display") . css ("color", "white");
    $ ("#display") . css ("height", "auto");
    $ ("#display") . css ("width", "auto");
}) ;
```

JQUERY CSS (JS FILE)

Step 2B: Create the JavaScript file **jcss2.js**

```
$ (document) . ready (function () {
    $ ("#display") . css ({
        backgroundColor: "royalblue",
        border: "1px solid lightblue",
        textAlign: "center",
        color: "white",
        height: "auto",
        width: "auto"
    )) ;
}) ;
```

NOTE: This JavaScript file contains the same CSS styles from the previous slide but uses different format in writing the CSS properties and values.

JQUERY CSS (OUTPUT)

WHEN THE PAGE LOAD:

Hello World!

LIGHT MODE AND DARK MODE

```
types.Operator):
    X mirror to the selected
    object.mirror_mirror_x"
    or X"
```

```
context):
    context.active_object is not
```

```
mirror_mod = modifier_ob,
    mirror object to mirror
    mirror_mod.mirror_object =
        operation == "MIRROR_X":
            mirror_mod.use_x = True
            mirror_mod.use_y = False
            mirror_mod.use_z = False
        operation == "MIRROR_Y":
            mirror_mod.use_x = False
            mirror_mod.use_y = True
            mirror_mod.use_z = False
        operation == "MIRROR_Z":
            mirror_mod.use_x = False
            mirror_mod.use_y = False
            mirror_mod.use_z = True
```

```
selection at the end -add
    ob.select= 1
    ob.select=1
    context.scene.objects.active =
    "Selected" + str(modifier)
    mirror_ob.select = 0
    bpy.context.selected_obi
    ta.objects.active = obj.se
    context.possible_selection_exactly
    --- OPERATOR CLASSES ---
```

JQUERY CSS (HTML FILE)

Step 1: Create the HTML file **darkmode.html**

```
<!doctype html>
<html>
  <head>
    <script src="jquery-3.3.1.min.js"></script>
    <script src="darkmode.js"></script>
  </head>
  <body>
    <button id="btnToggle">Dark Mode</button>
    <div id="display">
      <!-- INSERT LOREM IPSUM HERE-->
    </div>
  </body>
</html>
```

JQUERY CSS (JS FILE)

Step 2A: Create the JavaScript file **darkmode.js**

```
$ (document) . ready (function () {
    $("#btnToggle") . click (function () {
        mode = $("#btnToggle") . html ();
        if (mode == "Dark Mode") {
            $("#display") . css ({
                backgroundColor: "black",
                color: "white"
            });
            $("#btnToggle") . html ("Light Mode");
        }
        else if (mode == "Light Mode") {
            $("#display") . css ({
                backgroundColor: "white",
                color: "black"
            });
            $("#btnToggle") . html ("Dark Mode");
        }
    });
});
```

JQUERY CSS (OUTPUT)

WHEN THE PAGE LOAD:

Dark Mode

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining essentially unchanged. It was popularised in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.

AFTER THE BUTTON DARK MODE WAS CLICKED:

Light Mode

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining essentially unchanged. It was popularised in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.

JQUERY ANIMATE

int("please select exactly one object")

-- OPERATOR CLASSES --

types.Operator):
 X mirror to the selected
object.mirror_mirror_x"
 "mirror X"

context):
 context.active_object is not

JQUERY ANIMATE



The **animate()** method allows the altering of CSS and shows effect in a given speed.

Syntax:

```
animate([object css , speed , easing , callback_function])
```

Linear or Swing

JQUERY ANIMATE (HTML FILE)

Step 1: Create the HTML file **animate.html**

```
<!doctype html>
<html>
  <head>
    <script src="jquery-3.3.1.min.js"></script>
    <script src="animate.js"></script>
    <link rel="stylesheet" href="animate.css">
  </head>
  <body>
    <div id="display">
    
    
    </div>
  </body>
</html>
```

JQUERY ANIMATE (JS FILE)

Step 2: Create the JavaScript file **animate.js**

```
$ (document).ready(function() {
    $("img").mouseenter(function() {
        $(this).animate({height: "30px", width: "30px"},100);
    });
    $("img").mouseleave(function() {
        $(this).animate({height: "25px", width: "25px"},100);
    });
});
```

JQUERY ANIMATE (CSS FILE)

Step 3: Create the CSS file **animate.css**

```
img{height: 25px; width: 25px; }

#img1{position:absolute; top:15px; left: 60px; }
#img2{position:absolute; top:15px; left:120px; }
#img3{position:absolute; top:15px; left:180px; }
#img4{position:absolute; top:15px; left:240px; }

#display{background-color: gold;
height:40px; width:100%};
```

JQUERY ANIMATE (OUTPUT)

WHEN THE PAGE LOAD:



AFTER THE MOUSE ENTERED AN ICON:



ZOOM IN AND ZOOM OUT

```
types.Operator):
    X mirror to the selected
    object.mirror_mirror_x"
    "rror X"
```

```
context):
    context.active_object is not
```

JQUERY ANIMATE (HTML FILE)

Step 1: Create the HTML file **zoom.html**

```
<!doctype html>
<html>
  <head>
    <script src="jquery-3.3.1.min.js"></script>
    <script src="zoom.js"></script>
    <link rel="stylesheet" href="zoom.css">
  </head>
  <body>
    <button id="btnMinus">Zoom Out</button>
    <button id="btnPlus">Zoom In</button><br/><br/>
    </div>
  </body>
</html>
```

JQUERY ANIMATE (JS FILE)

Step 2: Create the JavaScript file **zoom.js**

```
$ (document) . ready (function () {
    $("#btnPlus") . click (function () {
        $("#denjiro") . animate ({height :"+=100px", width :"+=100px"}, 800);
    });
    $("#btnMinus") . click (function () {
        $("#denjiro") . animate ({height :"-=100px", width :"-=100px"}, 800);
    });
});
```

JQUERY ANIMATE (CSS FILE)

Step 3: Create the CSS file **zoom.css**

```
#denjiro{
    max-height: 800px;
    min-height: 100px;
    height: 100px;
    max-width: 800px;
    min-width: 100px;
    width: 100px;
}
```

JQUERY ANIMATE (OUTPUT)

WHEN THE PAGE LOAD:

[Zoom Out](#) [Zoom In](#)



AFTER THE ZOOM IN BUTTON WAS CLICKED SEVEN (7) TIMES:

[Zoom Out](#) [Zoom In](#)



END OF LESSON

```
types.Operator):
    X mirror to the selected
    object.mirror_mirror_x"
    "mirror X"
```

```
context):
    next.active_object is not
```