

Vue Templates

Overview

- This section describes Vue template syntax
- Templates can appear in two places
 - `<template>` tag of single-file components (SFCs)
 - `template` property of instance definition objects

Interpolation

- Inserts result of a JavaScript expression into HTML
- Uses Mustache syntax
`{{ expression }}`
- Refer to `prop`, `computed`, `data`, and `method` names here without `this`.

Directives

- Appear as HTML attributes
- Many are provided by Vue
- Custom directives can be defined
 - may want to avoid because other developers won't be familiar with them
- Most commonly used
 - `v-bind`, `v-if`, `v-else-if`, `v-else`, `v-for`, `v-model`, `v-on`, `v-show`
- Less commonly used
 - `v-cloak`, `v-html`, `v-once`, `v-pre`, `v-text`

v-bind Or : ...

- Binds an expression evaluated in current component instance to a prop of a child component or HTML element
 - typically references props or data in current component instance
- Example

```
<input type="checkbox" v-bind:checked="isChecked">  
or  
<input type="checkbox" :checked="isChecked">
```

- Also used to pass non-string literal values as props
 - includes boolean, number, object, and array literal values
 - example: `size="true"` passes a string, but `:size="true"` passes a boolean
 - similarly, `size="12"` passes a string, but `:size="12"` passes a number

... v-bind or :

- Several attributes commonly bind a value
- To compute CSS class names
 - use `:class` which takes a string value or an object where keys are class names and values are boolean expressions that determine whether each class name should be used
 - can be combined with use of a `class` attribute not preceded by a colon for class names that are always present

```
<div
  class="foo"
  :class="{bar: isBar, baz: isBaz}"
>
```

- To conditionally disable a form element
- use `:disabled` which takes a boolean value
- To dynamically generate CSS styles

```
<input
  type="text"
  :disabled="age < 21"
  v-model="drink"
>
```

- use `:style` which takes an object where the keys are camel-case CSS property names

```
<div :style="{backgroundColor: bgColor, color: fontColor}">
```


v-if

- Provides conditional rendering
- Can use any JavaScript expression

```
<div v-if="color.length">{{ color }}</div>  
  
<div v-else-if="3 < size && size <= 7">medium</div>  
  
<div v-else>unknown color and not medium</div>
```

- Elements that uses **v-else-if** must have a preceding sibling that uses **v-if**
- Element that uses **v-else** must have a preceding sibling that uses **v-if** or **v-else-if**

v-for

- Provides iteration over array elements and object properties

```
<div v-for="element in array" :key="element">
  {{ element }}
</div>

<div v-for="(element, index) in array" :key="index">
  {{ index + 1 }} {{ element }}
</div>

<div v-for="(value, key) of object" :key="key">
  {{ key }} is {{ value }}
</div>
```

keys can be any
unique value

- Binding a value to **key** prop is required to allow Vue to minimize number of DOM updates performed when data changes

v-model

- Creates two-way binding between a form element value and a component `data` value
 - current value comes from `data` value
 - `data` value is updated when user changes form element value
- Can be used in `<input>`, `<textarea>`, and `<select>` elements
- Recall that `<input>` elements can be used for text, checkboxes, radio buttons, sliders, and date pickers
- Example

```
<input type="text" v-model="firstName" />
```

v-model Modifiers

- By default, `data` values associated with a `v-model` are updated on each keystroke
- To wait until focus leaves input, use `.lazy` modifier

```
<input v-model.lazy="firstName" />
```

- To automatically trim string values, use `.trim` modifier.

```
<input v-model.trim="firstName" />
```

- To automatically convert value to a number, use `.number` modifier

```
<input v-model.number="age" />
```

- works even without `type="number"`
 - needed even when `type="number"`
- Can use more than one modifier

```
<input v-model.lazy.trim="firstName" />
```


v-model for Checkboxes

- When only one checkbox uses a given **v-model** the value is a boolean indicating if it checked
- When multiple use the same **v-model** whose value is an array, it is populated with the values of the selected checkboxes
 - for example, when red and blue are checked, the array will be `['red', 'blue']`
 - values are in the order in which they are selected

```
<template>
  ...
  <div v-for="color in colors" :key="color">
    <label>
      <input
        type="checkbox"
        v-model="selectedColors"
        :value="color"
      /> {{ color }}
    </label>
  </div>
  ...
</template>
<script>
  ...
  data: () => {
    return {
      colors: ['red', 'green', 'blue'],
      selectedColors: []
    };
  },
  ...
</script>
```



Form Validation ...

- HTML5 added many features to support form validation
- Form elements that include `required` attribute and have no value or an invalid value entered will remind user to enter a valid value
- Requires use of a `<form>` element that listens for `submit` event
- Typically want to prevent default behavior of form submission by including `.prevent` modifier

```
<form @submit.prevent="handleSubmit">  
  <label>Name</label>  
  <input type="text" v-model="name" required />  
  <button type="submit">Submit</button>  
</form>
```


... Form Validation

- Can use **pattern** attribute to specify regular expression that must be matched
 - can be a list of valid values - ex. `pattern="red|green|blue"`
 - can be a string pattern - ex. `pattern="\d{3}-\d{3}=\d{4}"` for U.S. phone numbers
- Can specify **minlength** and/or **maxlength** of string values
- Can specify **min**, **max**, and/or **step** for number values
- Can use **list** attribute referring to a `<datalist>` **id** to turn an input into a dropdown
- Valid form elements match CSS pseudo-class **:valid** and invalid ones match **:invalid**
 - use to style form elements based on their validity
- Can use JavaScript to customize content and style of error messages
- For more form validation options, see https://developer.mozilla.org/en-US/docs/Learn/HTML/Forms/Form_validation

v-on Or @

- Registers event handling for a specific event
- Value can be a
 - method name
 - JavaScript statement such as a method call with arguments or assignment to a `data` property
- Example
 - assuming `delete`, `add`, and `processKey` are component methods and `havePower` is a data property

```
<!-- calls with no arguments -->
<button @click="delete">Delete</button>

<!-- calls with an argument -->
<button @click="add(5)">Add 5</button>

<!-- passes event object -->
<input @keypress="processKey($event)" />

<!-- assigns to data -->
<button @click="havePower = !havePower">
  Toggle Power
</button>
```


Event Modifiers

- These follow an event name
- They include
 - `.prevent` to trigger `event.preventDefault()`
 - `.stop` to trigger `event.stopPropagation()` related to event capture and bubbling phases
 - `.once` to only process first event
 - `.self` to only process event if it occurred on this element (at target), rarely used
as opposed to on an ancestor element
 - `.capture` to only process event if it did not occur at target rarely used
and occurred during capture phase
 - `.passive` can improve scrolling performance, especially on mobile devices rarely used
- Example

```
<button @click.prevent.stop="handleClick">  
  Press Me  
</button>
```

Key Modifiers

- These check for common key codes
- They include
`.enter .tab .delete .esc .space .up .down .left .right`
- When these are used, event handling code is only invoked when the specified key is pressed

```
<input @keypress.enter="handleEnterKey">
```


System Modifiers

- These check for keys that can be pressed in conjunction with another key to change the meaning
- They include
 - `.ctrl .alt .shift .meta`
 - in macOS, `.meta` detects the command key
- For example, to call method `interrupt` if ctrl-c is pressed while focus is an `<input>`

```
<input
  type="password"
  @keyup.ctrl.c="interrupt"
  v-model="password"
/>
```

Mouse Modifiers

- These check for presses of specific mouse buttons
- They include
`.left .right .middle`
- Example

```
<div @click.right="handleClick">  
  Click Me  
</div>
```


v-show

- Toggles value of CSS `display` property for an element between its normal value (such as `block`, `inline`, or `inline-block`) and `none`
- Example
 - assuming component has a data property named `showGreeting`

```
<div v-show="showGreeting">Hello!</div>  
<button @click="showGreeting = !showGreeting">  
  Toggle Greeting  
</button>
```

- Differs from conditional rendering using `v-if`
 - `v-if` will remove elements from DOM when condition is false
 - `v-show` leaves element in DOM and just changes its CSS `display` property

Other Directives ...



- **v-cloak**

- hides an element until all the data it uses has been loaded
- avoids displaying unevaluated interpolations (double curly braces)
- this rarely occurs, so **v-cloak** is **rarely used**
- in order for this directive to work, a CSS rule must be defined

```
[v-cloak] {  
  display: none;  
}
```

- **v-html**

- renders a string of HTML as HTML instead of plain text
- example: ``
where **myHtml** is a **prop** or **data** value that is a string of HTML
- the HTML should not contain Vue directives
because those will not be processed

... Other Directives



- **v-once**

- causes content of an element to be evaluated only once
- if data used in content changes after initial render, the element will continue to render same output as initial render
- avoids taking time to determine if re-rendering is needed

- **v-pre**

- skips all evaluation of element content which allows rendering double curly braces and component references
- one use is for outputting example Vue code

- **v-text**

- alternative to using double curly braces to output a data value
- for example, these are equivalent

```
<span v-text="firstName"></span>  
<span>{{ firstName }}</span>
```

Refs

- Elements in a template can have a `ref` attribute
- Allows component methods to get a reference to them
- Has many uses
- One is to get a reference to an `input` element so focus can be moved to it

```
<template>
  <div>
    <input type="text" v-model="name" ref="name" />
    <button @click="clearName">Clear</button>
  </div>
</template>
<script>
export default {
  name: 'SomeComponent',
  data() {
    return {name: ''};
  },
  mounted() {
    this.$refs.name.focus();
  },
  methods: {
    clearName() {
      this.name = '';
      this.$refs.name.focus();
    }
  }
}
</script>
```

a lifecycle method covered later

Exercise ...

- Create beginning of an app that manages dogs
 - `vue create dogs` - select default preset
 - `cd dogs`
 - `npm run serve`
 - **optional:** configure ESLint and Prettier by following steps on last slide in “Tools” section
 - modify `src/App.vue` to render the `Dogs` component instead `HelloWorld`
 - in `template`, remove the `` and `<HelloWorld />` elements and add `<Dogs />`
 - in list of components used, replace `HelloWorld` with `Dogs`
 - create a `Dogs` component in `src/components/Dogs.vue` that
 - allows entry of dog names
 - displays them in a table
 - see tips on next few slides
 - run the app and verify that it works by adding a few dogs
 - we'll see how to persist data later

... Exercise ...

- Dogs.vue template

```
<template>
  /* All of these are TODOs.
  Wrap everything in a div with a class of dogs.
  Render a table only if there is at least one dog (use v-if).
  Render a tr with a th that says "Name".
  For each dog in the dogs array (use v-for and :key="dog.name"),
  render a tr with a td that contains
  the value of dog.name (use interpolation).
  Render a div that contains a label, input, and button.
  The label should contain "Name".
  The input should have a v-model on the "name" data prop.
  The input should call the addDog method
  if the enter key is pressed (use @keypress.enter).
  The button should contain "Add".
  The button should call the addDog method when clicked.
  */
</template>
```


... Exercise ...

- Dogs.vue script

```
<script>
function sortDogs(dogs) {
  dogs.sort((dogA, dogB) => dogA.name.localeCompare(dogB.name))
  return dogs;
}

export default {
  //TODO: Define the data properties dogs and name.
  //TODO: Initialize dogs to an empty array.
  //TODO: Initialize name to an empty string.
  methods: {
    addDog() {
      // If a dog with that name is already present, do nothing.
      const exists = this.dogs.some(dog => dog.name === this.name);
      if (!exists) this.dogs = sortDogs(this.dogs.concat({name: this.name}));
      //TODO: Set the name data prop to an empty string to clear the input.
    },
  },
};
</script>
```

... Exercise

- Dogs.vue styles

```
<style scoped>
button, input {
  border: solid gray 1px;
  border-radius: 4px;
  padding: 4px;
}

input {
  margin: 0 10px;
}

label {
  font-weight: bold;
}

table {
  border-collapse: collapse;
  margin-bottom: 10px;
}

td, th {
  border: solid gray 1px;
  padding: 5px;
}
</style>
```