# **Exercises: Client Side Rendering**

Problems for exercises and homework for the "JavaScript Applications" course @ SoftUni.

### **Working with Remote Data**

For the solution of some of the following tasks, you will need to use an up-to-date version of the local **REST service**, provided in the lesson's resources archive. You can read the documentation here.

Each exercise must have package.json file with the following parameters:

```
"test": "mocha tests",
"start": "http-server -a localhost -p 3000 -P http://localhost:3000? -c-1"
Look package.json in previous lecture for example.
```

### 1. List Towns

You are given an **input field** with a **button**. In the input field you should enter **elements separated** by comma and whitespace (", "). Your task is to create a simple template that defines a list of towns. Each town comes from the input field. The list should be rendered inside the element with Id "root".

### **Screenshots**



This is how the HTML should look like with the rendered template:

```
<div id="root">
  <l
    Sofiq
    Plovdiv
    Varna
    Burgas
  </div>
```















### 2. HTTP Status Cats

We all love cats. They are also a fun way to learn all the HTTP status codes.

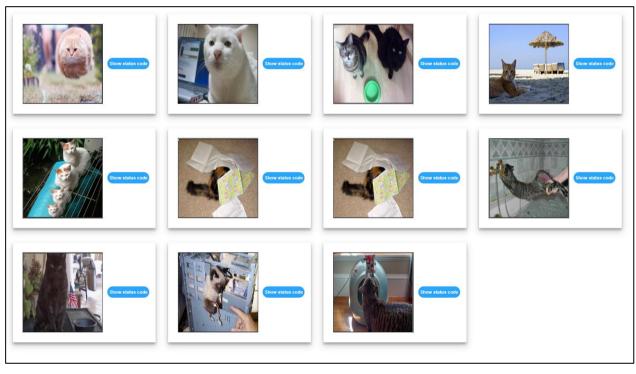
Your task is to create a template to represent an HTTP cat card. After you have created the template, render all the cats into the section with id "allCats". Note that there should be a nested section.

An HTTP cat has an id, statusCode, statusMessage and imageLocation. The cats are seeded using the function from the JS file named "catSeeder.js" – import this file as a module.

Each card block has a button that reveals its status code. You should toggle the button and change its text from "Show status code" to "Hide status code".

See the file example.html for an example of how the rendered HTML should look like.

#### **Screenshots**























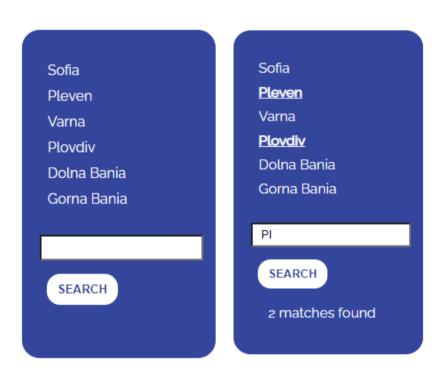
### 3. Search in List

An HTML page holds a list of towns, a search box and a [Search] button. Create a template for a list, containing all towns, that can be easily updated when the user performs a search. The list should be rendered inside the <div> element with id "towns". Load the values from the file towns.js, which you can import as a module.

Implement the **search** function to **apply class "active"** to the items from the list which include the text from the search box. Also print the number of items the current search matches in the format "<matches> matches found". The search should be case-sensitive.

See the file **example.html** for an example of how the rendered HTML should look like.

### **Screenshots**



# 4. Fill Dropdown

Create functionality that loads list items from a remote service and displays them inside a drop-down menu. The user should also be able to add new items to the service by entering them in the input field on the page and submitting the form. Create a **template** for the **drop-down list** and the **items** inside it that can be easily updated with new entries.

When the program starts, the data should be automatically retrieved from the server via GET request from URL http://localhost:3030/jsonstore/advanced/dropdown and rendered as <option> items inside the <select> with id "menu". Upon form submission, send a POST request to the same URL and if it is successful, update the list of options with the newly created item.

Each item has a property **text** entered by the user and **\_id**, which is generated by the server. When creating the HTML elements, use the **\_id** as option **value** and **text** as option **textContent**.









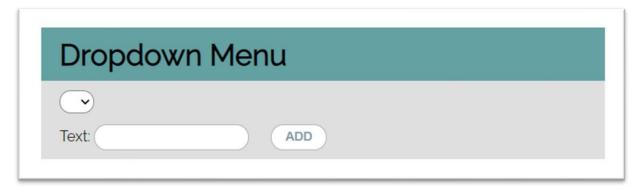








### **Example**

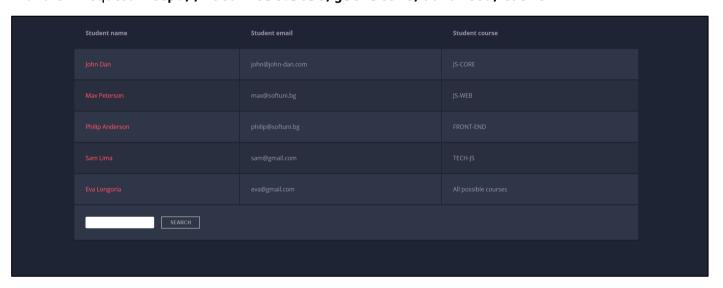


This is how the rendered HTML should look like:

```
▼ <select id="menu">
   <option value="985d9eab-ad2e-4622-a5c8-116261fb1fd2">Rome</option>
   <option value="3987279d-0ad4-4afb-8ca9-5b256ae3b298">Amsterdam</option>
   <option value="8f414b4f-ab39-4d36-bedb-2ad69da9c830">Munich</option>
 </select>
```

# 5. Table - Search Engine

Write a function that searches in a table by given input. Create a template for a table row, which can be easily updated with class values when the user performs a search. Load the data from the following URL with a GET request: http://localhost:3030/jsonstore/advanced/table



When the "Search" button is clicked, go through all cells in the table body and check if the given input is **included** anywhere. The search should be **case-insensitive**.

If any of the rows contains the submitted string, add a **select** class to that row. Note that more than one row may contain the given string. If there is no match **nothing** should be highlighted.

Note: After every search, clear the input field and remove all already selected classes (if any) from the previous search, in order for the **new search** to contain only the **new result**.

See the file example.html for an example of how the rendered HTML should look like.









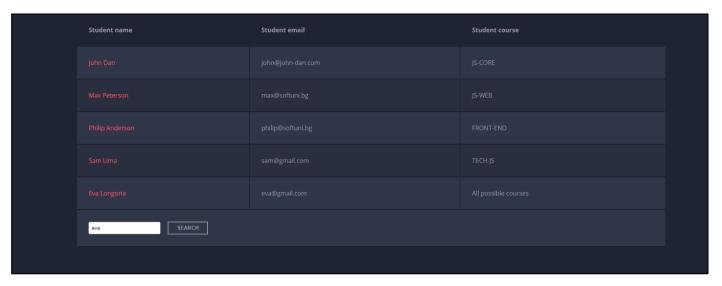




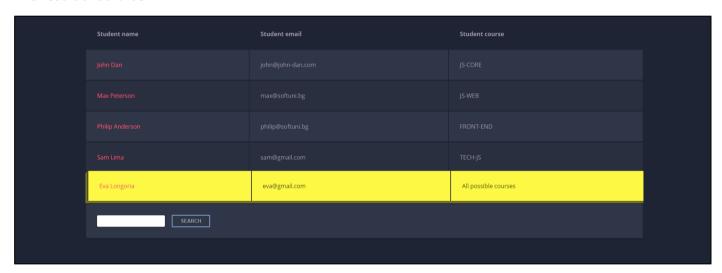


## **Example**

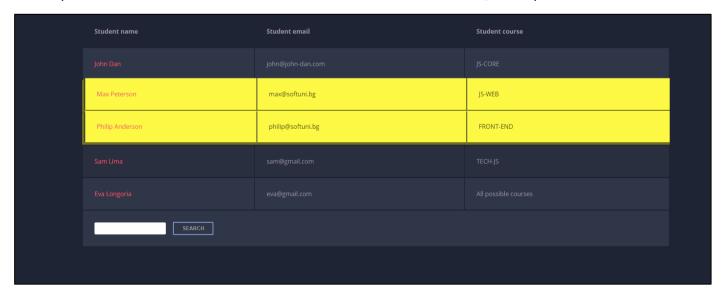
For instance, if we try to find eva:



#### The result should be:



If we try to find all students who have email addresses in **softuni** domain, the expected result should be:













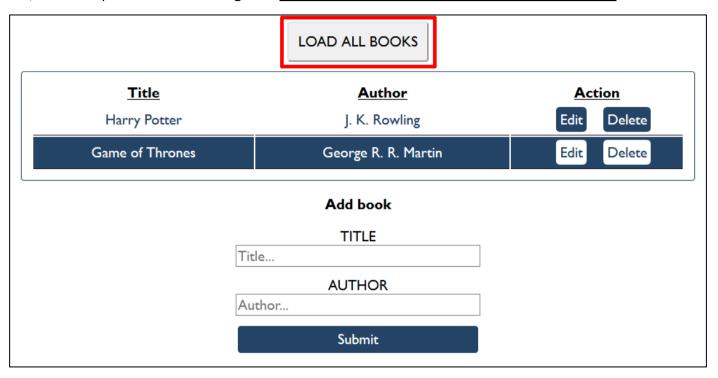


## 6. Book Library

Create templates for all items on the page, as you see fit. See the file example.html for an example of how the rendered HTML may look like. You are free to add attributes that would help you implement the required functionality.

### **Get All Books**

First task is to "GET" all books when the button "Load All Books" is clicked. To consume the data from the API, send a request to the following URL: http://localhost:3030/jsonstore/collections/books



### **Create Book**

Initially, the form with id "add-form" should be displayed. Write functionality to create a new book, when the submit button is clicked. Before sending the request be sure the fields are not empty (make validation of the input). To create a book, you must send a "POST" request and the JSON body should be in the following format:

```
{
  "author": "New Author",
  "title": "New Title"
}
```

#### **Get Book**

Send a "GET" request to the following url:

http://localhost:3030/jsonstore/collections/books/:id

### **Update Book**

By clicking the edit button of a book, display the form with id "edit-form" and populate its fields with the information from the selected book:







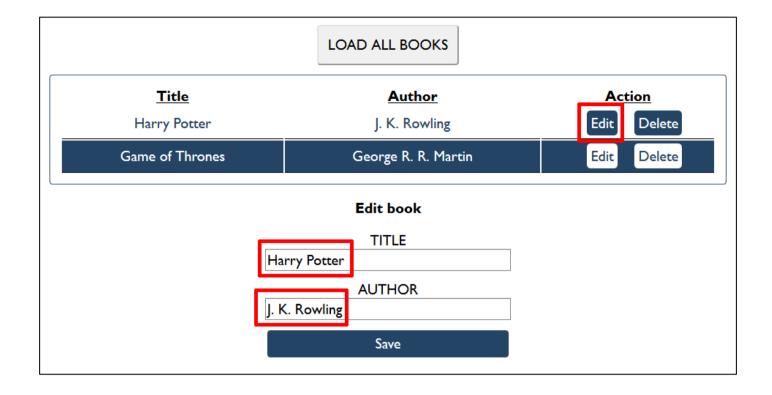












The HTTP command "PUT" modifies an existing HTTP resource. The URL is:

### http://localhost:3030/jsonstore/collections/books/:id

```
The JSON body should be in the following format:
```

```
{
  "author": "Changed Author",
  "title": "Changed Title"
}
```

# **Submitting Your Solution**

Place in a **ZIP** file the content of the given resources including your solution. Exclude the **node\_modules** folder if there is one. Upload the archive to Judge.

















