03. BOOTSTRAP JS BUTTON.

3.1. The Button Classes

The classes below can be used to style any <a>, <button>, or <input> element:

Class	Description
.btn	Adds basic styling to any button
.btn-block	Makes a block-level button (spans the full width of the parent element)
.btn-danger	Indicates a dangerous or potentially negative action
.btn-dark	Dark grey button
.btn-default	Indicates a default/standard button
.btn-info	Contextual button for informational alert messages
.btn-lg	Makes a large button
.btn-light	Light grey button
.btn-link	Makes a button look like a link (will still have button behavior)
.btn-outline-*	Creates an outlined/bordered button. Use any of the contextual classes as * (btn-outline-primary, btn-outline-success, etc)
.btn-primary	Provides extra visual weight and identifies the primary action in a set of buttons
.btn-sm	Makes a small button
.btn-success	Indicates a successful or positive action
.btn-secondary	Indicates a "less" important action
.btn-toolbar	Combine sets of button groups into button toolbars for more complex components
.btn-warning	Indicates caution should be taken with this action
.active	Makes the button appear pressed
.disabled	Makes the button disabled

3.2. Via JavaScript

Enable manually with:

Example:

```
$('.btn').button();
```

3.3. Button Options

None.

3.4. Button Methods

The following table lists all available button methods.

Note: Methods can also be passed via data attributes; append the method name to data-, as in data-toggle or data-dispose.

Method	Description
.button("toggle")	Makes the button look pressed
.button("dispose")	Destroys an element's button