

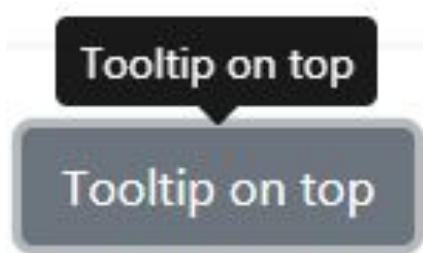
# Popper.js

Interface Development - Marc Román Martínez

# What is popper.js?

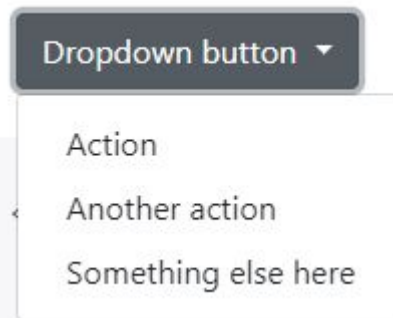
Popper.js is a library used to position poppers in web applications. A popper is an element on the screen which "pops out" from the natural flow of your application. Common examples of poppers are:

-Tooltips:



-Popovers:

-Drop-downs:



# About Popper.js library

- Popper.js is a positioning engine, its purpose is to calculate the position of an element to make it possible to position it near a given reference element.
- The engine is completely modular and most of its features are implemented as modifiers.
- Popper.js hasn't any dependencies like jQuery or Bootstrap.

# About Popper.js library

- It's used by big companies like Twitter in Bootstrap v4 or Microsoft in WebClipper.
- The poppers are completely customizable thanks to the modifiers based structure.

# Tooltip, another library like Popper.js

- It's a small library that makes it easy to automatically create tooltips using as engine Popper.js.
- It's created because to integrate powerful tooltips with a simple way.
- Its functionality is like to the famous tooltip system of Bootstrap, in this way it will be easy to integrate it in your projects.

# Installation of Popper.js

| Source          |   |
|-----------------|---|
| npm             | <code>npm install popper.js --save</code>   |
| yarn            | <code>yarn add popper.js</code>   |
| NuGet           | <code>PM&gt; Install-Package popper.js</code>   |
| Bower           | <code>bower install popper.js --save</code>   |
| unpkg           | <a href="https://unpkg.com/popper.js">https://unpkg.com/popper.js</a>   |
| unpkg, minified | <a href="https://unpkg.com/popper.js/dist/umd/popper.min.js">https://unpkg.com/popper.js/dist/umd/popper.min.js</a> |

# Installation of Tooltip.js

| Source          |   |
|-----------------|---|
| npm             | <code>npm install tooltip.js --save</code>  |
| yarn            | <code>yarn add tooltip.js</code>  |
| Bower*          | <code>bower install tooltip.js=https://unpkg.com/tooltip.js --save</code>   |
| unpkg           | <a href="https://unpkg.com/tooltip.js">https://unpkg.com/tooltip.js</a>   |
| unpkg, minified | <a href="https://unpkg.com/tooltip.js/dist/umd/tooltip.min.js">https://unpkg.com/tooltip.js/dist/umd/tooltip.min.js</a> |

# How to use it?

- We need a reference to point with the popper, in this case "my-button" which is a button in html.
- We also need a text for the content of the popper.
- The we can create the popper like this:

```
var reference = document.querySelector('.my-button');  
var popper = document.querySelector('.my-popper');  
var anotherPopper = new Popper(reference, popper, {  
  // popper options here  
});
```



# A few examples of options

- Placement of the popper respect to the button.
- Behavior of it when it is near of the borders.
- The option to hide the popper.
- preventOverflow: preventing the popper from being positioned outside the boundary.

# Some examples

In this page we can see some examples of the result to use popper.js:

<https://popper.js.org/>

# My example: HTML

```
<!DOCTYPE html>
<html lang="es">
<head>
  <title>Popper</title>
  <meta charset=UTF-8>
  <meta property="og:description" content="Noticias, resultados y estadísticas de fútbol español e internacional">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">

  <link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/3.3.7/css/bootstrap.min.css">
  <link rel='stylesheet' href='css/css.css'>

  <script src="node_modules\popper.js\dist\umd\popper.min.js"></script>
  <script src="node_modules\jquery\dist\jquery.min.js"></script>
  <script src="https://maxcdn.bootstrapcdn.com/bootstrap/3.3.7/js/bootstrap.min.js"></script>

  <script src="js/js.js"></script>
</head>
<body>
  <button class="myReference" type="button">Click Me!</button>
</div>
</body>
</html>
```

# My example: JS

```
$( document ).ready(function() {  
    var reference = document.querySelector('.myReference');  
    $(reference).click(function() {  
        var world = $('<span class="popper">World</span>');  
        $('body').append(world);  
        var popper = new Popper(reference, world, {  
            placement: 'right',  
            modifiers: {  
                flip: {behavior: ['right', 'bottom', 'top']},  
            },  
        });  
    });  
});
```

# My example: CSS

```
.myReference{  
  position: fixed;  
  top: 300px;  
  left: 300px;  
}  
.popper {  
  background-color: rgba(255, 193, 7, 1);  
  padding: 10px;  
  text-align: center;  
}  
  
.popper[x-placement^="top"] {  
  margin-bottom: 5px;  
}
```

```
.popper[x-placement^="bottom"] {  
  margin-top: 5px;  
  .popper__arrow {  
    width: 0;  
    height: 0;  
    border-style: solid;  
    position: absolute;  
    margin: 5px;  
  }  
}  
  
.popper[x-placement^="right"] {  
  margin-left: 5px;  
}  
  
.popper[x-placement^="left"] {  
  margin-right: 5px;  
}
```