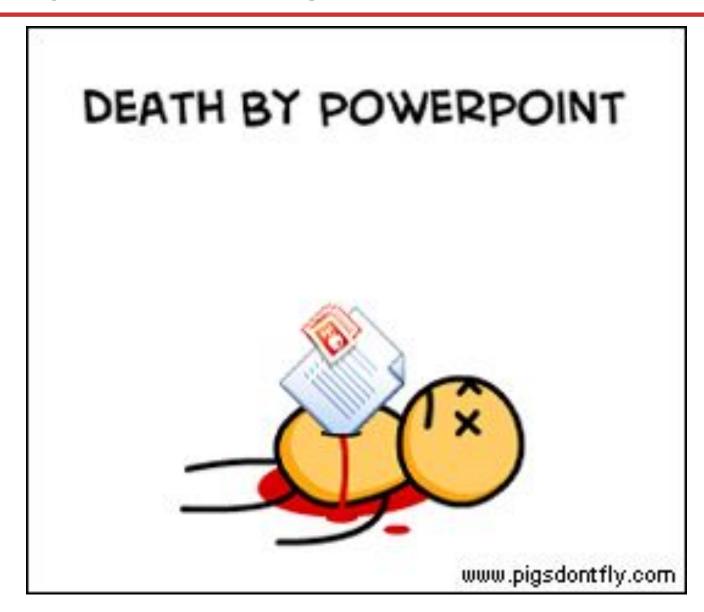
jQuery \$(Begins)

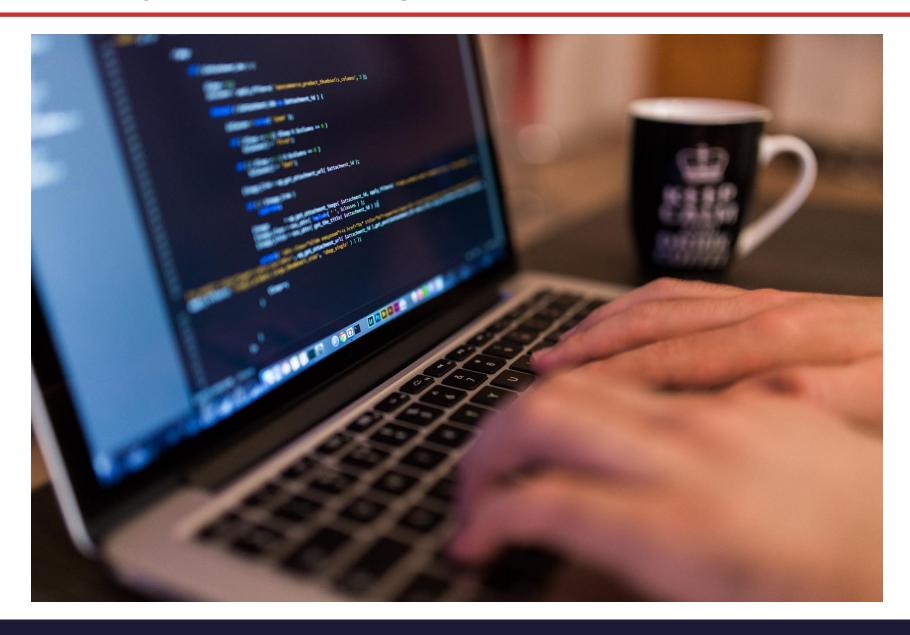
The Coding Bootcamp

Admin Items

Not the Way to Learn Coding



True Way to Learn Coding



Be prepared to have classes that are increasingly "just code"

You will appreciate it in the long-run

Today's Class

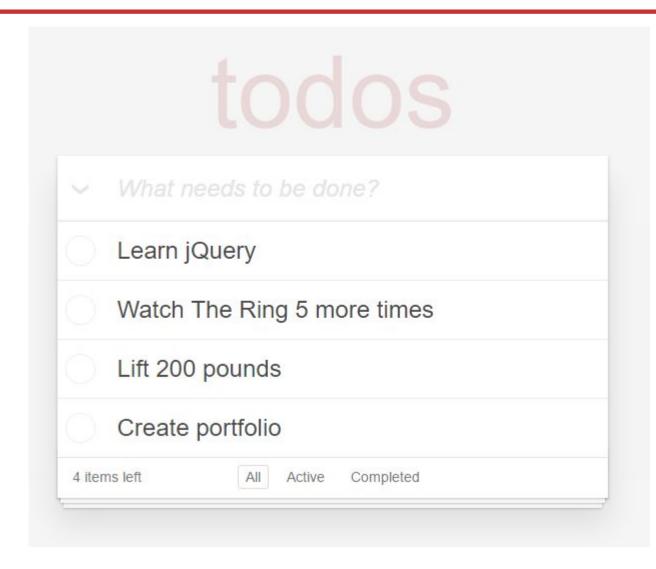
Objectives

In today's class we'll be covering:

- DOM Manipulation using Plain Javascript
- DOM Manipulation using jQuery
- Responding to click events

DOM Manipulation

Understanding the "DOM"



- Every HTML page begins as static content..
- However, with
 Javascript / jQuery
 we can "modify the
 <u>DOM</u>" and change
 this static content in
 real-time.
- This allows us to build dynamic sites.

Basic Example: http://todomvc.com/examples/jquery/#/all

Demo Time

Instructor: Demo

(1-5.html | 1-DOM_Manupulation)

Code Creation: Generating HTML with Javascript

- Using the file sent to you as a starting point, add the missing code such that your Javascript generates HTML content that displays all of the drink options.
- HINT: You will need a for-loop. Inside your for loop you will need to use each of the following methods: createElement, innerHTML, and appendChild.

Intro to jQuery

Intro to jQuery

https://jquery.com/



jQuery is a cross-platform Javascript library for easier of client-side HTML scripting.

jQuery Helper Library

jQuery can be useful for tasks like:

- Dynamically Inserting, Updating, or Removing HTML
- Registering click or other change events
- Animating HTML elements
- Download data from databases
- And much more!



Working with jQuery generally involves...

1. Including a CDN Link to the jQuery script...

```
<!-- Added Link to the jQuery Library -->
<script src="https://code.jquery.com/jquery-2.2.3.js" integrity="sha256-
laXWtGydpwqJ8JA+X9x2miwmaiKhn8tVmOVEigRNtP4=" crossorigin="anonymous"></script>
```

2. Utilizing the jQuery specific (\$) selector...

```
$("#clickMe")
```

3. Then applying jQuery methods on the selected elements.

```
$("#clickMe").on("click", function(){

    // Trigger an alert.
    alert("I've been clicked!");
})
```

Demo Time

Instructor: Demo

(1-3.html | 3-jQueryGenerators)

Code Creation: Generating HTML with jQuery

- Re-factor (re-write) your previous drinkList code from earlier, but this time use jQuery to complete all of the same tasks.
- Your final code should NOT have any of the following methods: createElement, innerHTML, or appendChild.
- HINT: Don't forget to "incorporate" jQuery before you begin.
- BONUS: Instead of using a `for` loop try searching about the use of the jQuery `.each` method.

Demo Time

Instructor: Demo

(OnClick.html | 5-OnClickBasic)

Code Creation: Click Events with jQuery

- Add in the missing code such that clicking any of the sandwiches causes...
 - An alert message to popup saying something snarky about the sandwich type.
 - A second alert message that displays to the user the number of that specific sandwich they've eaten.
- **HINT:** You will need counter variables.
- BONUS: Add an image to the `image-div` on the click event.

Code Creation: Generating Numbers with jQuery

- Add in the missing code such that clicking the big blue button triggers a random number (between 1 and 1000) to be selected and prominently displayed in the randomNumber div.
- Hint: None. You got this.

Code Creation: Lottery Numbers with jQuery

- Using the code from the previous random number generator as a starting point, create a lottery generator.
- In our case, the lottery number should pick 9 random numbers (and always 9 numbers). As an example 886563264.
- Display this number in the randomNumber div.
- Then when a user clicks again, have the code create a new row with the latest number at the top.

Questions?

Extra!

Code Creation: Checking Numbers with jQuery

- Using the displayed application as an example, create code in which:
 - A computer picks a random number between 1 and 4
 - Users then "click" buttons numbered 1 4.
 - If the user's number matches the computer's number display text informing them of this in the Result panel.
 Otherwise, display text informing them they lost.
- If you finish early, try to improve the aesthetics.

Questions