

## Unit 5 - Vue.js

**Classwork:** The classwork for this unit should be saved in a new folder: **your\_repo/unit\_5/**

**Homework:** Homework should be saved here: **your\_repo/homework/unit\_5/**

\*\*\* Day 01 \*\*\*

### Vue.js - Intro

We will take a break from Django, so we can learn Vue.js, but we will use Django later to serve the requests done by Vue.js and have a full stack application.

I saw the majority of students did not implement a good amount of JS components in your final project for the first semester. I understand you, maybe JS is not easy. Or maybe you did not have enough time.

I have good news about the frontend development. We are going to use a JS framework called Vue.js. You remember a **framework is a library that you can use to create an application**: like Django is a web framework built in Python.

We already learned some JS basics. This will be useful for Vue.js, as we have to write JS code. But Vue.js is going to help us to have a structure and take care of a lot of the JS in terms of refreshing some sections of the html by itself when data is going to change. This will be very helpful to create a more complicated and interactive frontend.

You can use Vue.js in some sections of your html page, for example in the menu bar, or you can use it for a whole page of your application. You can also have Vue.js in one or multiple pages. Or you can have your entire application done with Vue.js and this moment it will be called a single page application (SPA).

Also, there are 2 ways to use Vue.js in your application:

1. The first one, which is the easiest way, but limited in its use (especially in using some Vue.js libraries). It imports Vue.js into our HTML, so the developer writes the Vue code along with HTML.
2. The second way involves building the application that requires setting up a configuration for our Vue application, and especially being able to make it work with our Django application.

We are going to learn both ways.

First, let's go for the easiest configuration, where we do not need to build a Vue.js application.

Let's create the files: index.html and our\_app.js

In our html, we will have a div with the id="app": `<div id="app">{{ message }}</div>`

**index.html:**

```
<!DOCTYPE html>
<html lang="en">

<head>
  <meta charset="utf-8">
  <meta name="viewport" content="width=device-width, initial-scale=1">
  <title>Movie Theater</title>
</head>

<body>
  <div id="app">{{ message }}</div>
  <script type="module" src="our_app.js"></script>
</body>

</html>
```

**{{}}** have more or less the same behavior than in Django.

As you can see the html code calls the script our\_app.js which imports 2 functions from Vue.js: create the Vue.js app, and mount it on the div id="app".

**our\_app.js:**

```
import { createApp, ref } from 'https://unpkg.com/vue@3/dist/vue.esm-browser.js'

createApp({
  setup() {
    const message = ref('Hello Vue!')
    return {
      message
    }
  }
}).mount('#app')
```

Save your classwork here: **your\_repo/unit\_5/movie\_theater/your\_files\_here**

Let's use the createApp differently now.

We are going to insert some values inside a list, using an input field, and click on a button to insert this value inside the list, and display the list in a <ul></ul> tag:

```
<div id="app">
  <div>
    <input type="text" id="my_value" v-model="inputValue" />
    <button v-on:click="addValue">Add value</button>
  </div>
  <br/>
  <ul>
    <li v-for="value in myList">{{ value }}</li>
  </ul>
</div>
```

And our Javascript code:

```
import { createApp } from 'https://unpkg.com/vue@3/dist/vue.esm-browser.js'

createApp({
  data() {
    return {
      myList: [],
      inputValue: ""
    };
  },
  methods: {
    addValue() {
      this.myList.push(this.inputValue);
      this.inputValue = "";
    },
  }
}).mount('#app')
```

In our Vue app, we are going to introduce a data section and a methods section. We are using the structure of the Vue js framework.

In the data section, which is a function, we are going to return the initial state of our data, and define the name of our variables.

In the methods section, we define the function that our application will use.

Notice, I'm initializing a string and a list in the data section.

And in our html, I'm setting up an input field:

```
<input type="text" id="my_value" v-model="inputValue" />
```

We need to connect our html element with our vue js app, and for that, Vue.js introduces a lot of keys that begin usually with **v-something**, and there will be a shortcut with **@** or **:** (we will see that later).

Here with an input field, you can connect the input with a Vue.js data variable with the key **v-model**. If you change the value in the html side, the value in javascript will be updated automatically. If you change the value in the javascript side, you will see it display automatically on the html. This is the magic of Vue js, it is going to take care of a lot of the implementation for us, and coding in Vue js will help us to let our creativity flow, while it takes care of the annoying stuff.

In our Vue app, we have defined our method addValue. It is going to take the value from the input field, and then add it to the list, and then we reinitialize the inputValue.

We connect this method to the html button with the key **v-on:click** (which means, when we click on this button, use this vue js method).

And then, we are going to display the list. We create a `<ul>` element, and we are going to create a vue js loop inside using `<li>` elements, with the key **v-for**. We are looping over the list myList using for each iteration the value 'value', and we are going to insert this value inside the `<li>` elements with `{{ }}`.

What do you think about this simple example?

Test the code on your side, check the html when you add a value on the list.

**Homework (It is already posted on the website):**

**Research:** How to retrieve the variables values myList and inputValue in the console (developer tool)? Once you succeed, change the inputValue, and push a value to myList. What does it happen when you do that? Is the html automatically updated?

Write your answers here: **your\_repo/homework/unit\_5/02\_08\_variables\_console.txt (md or pdf file)**

## \*\*\* Day 02 \*\*\*

# Vue.js - Intro

Let's get a html link from a Vue variable:

```
data() {  
  return {  
    myList: [],  
    inputValue: "",  
    htmlLink: "https://vuejs.org",  
  };  
},
```

How should we include the variable htmlLink in this html code `<p><a href="">Click here to go to the vue website and learn more about it</a></p>`?

Yesterday, we used some useful **v- keys**. We have a key to connect the attributes of elements our vue app, it is **v-bind**, and then you can write javascript code inside the "", so here we just put our variable name:

```
<p><a v-bind:href="htmlLink">Click here to go to the vue website and learn more about  
it</a></p>
```

Let's check your webpage to verify the link was added.

Instead of writing **v-bind:href**, you can also write **:href**.

Between the `{{}}`, you can call Vue.js data variables. Also, you can also call simple javascript code, like `{{ 1 + 1 }}`, or `{{ Math.random() }}`.

What about writing simple code like this `{{ if (true) 'bob' }}`? Well, that will not work. You may try it and check the error in the console, it throws an error about the expected expression, got keyword 'if'.

Anything inside `{{ }}` should be a simple one call, not complex calls.

I am adding a randomNumber method in our vuejs app:

```
methods: {  
  addValue() {  
    this.myList.push(this.inputValue);  
    this.inputValue = "";  
  },  
  randomNumber() {  
    return Math.random();  
  }  
}
```

And calling it from our html using {{}}:

<p>{{ randomNumber() }}</p> This will work, which is great because this functionality could be very useful when creating our websites.

Do not forget when you want to use a data variable from our vuejs app inside a method in your vuejs app, you need to use the keyword **this**. Remember we used that in the code yesterday for inputValue and myList.

### **Return html code from Vue:**

In case you need to return some html code from a vuejs method.

In your vue file:

htmlText: "<p>This is some html code coming from vue js</p>"

In html:

<p>{{ htmlText }}</p>

You will see that vuejs displays the text in on your web page, and is not considered as html code. We need to introduce a new vue key: **v-html**. So let's use it, we need it to insert as an attribute of an element, we can use a div for example (but you can use any element that suits your needs).

<div v-html="htmlText"></div>

We have learned how to define variables and methods in vue js, and be able to interact with it in the html code, make our html interface more interactive, and it was easy to do it.

Let's learn some events now.

Let's add a variable: clickCounter: 0

And two buttons: Add and Remove

```
<div>
  <button>Add</button>
  <button>Remove</button>
  <p>clickCounter: {{ clickCounter }}</p>
</div>
```

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### Exercise:

We learned already how to create an event for a button. Let's do it again, this time when you click on "Add", the clickCounter should increase, and with the "Remove" button it should decrease.

For this exercise do not create an extra method, you must do it in the html tag only. Remember you can write JS in the element attribute (the one which connects with vuejs, with a key v-....)

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Let's add this to your html:

```
<p>{{ Math.random() }}</p>
<p>{{ randomNumber() }}</p>
```

Change the value everytime we click on Add and Remove. That means vuejs is recalculating these expressions every time that there is a change in the data (you can try it by changing values from the console, you will see that vue js recalculates and refreshes values on the webpage). This is important to remember, and we will have an alternative when you would like to avoid this behavior for a method.

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### Exercise:

Now, replace the v-... attribute you added to your buttons with a method. You must define your methods in the JS file. When you call a vue method from html if you do not include (), Vue will execute the method anyway (myMethod() or myMethod)

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### **Exercise:**

Now let's add an argument to your methods. Example: `increaseCounter(step)`,  
`increaseCounter(step)` step will be added or subtracted from your counter variable. Make steps  
for user input.

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