

## JQuery Basics , Effects & Advanced

### 1) What is JQuery ?

Ans. jQuery is an open source JavaScript library that simplifies the interactions between an HTML/CSS document, or more precisely the Document Object Model (DOM), and JavaScript. Elaborating the terms, jQuery simplifies HTML document traversing and manipulation, browser event handling, DOM animations, Ajax interactions, and cross-browser JavaScript development.

### 2) How to apply CSS using jQuery , How to Add Class and remove Class in jQuery , and jQuery Animation ?

Ans. We can use some jQuery UI `addClass()` and `removeClass()` methods :

1. `addClass()` method : It is used to add specified classes to each of the targeted elements while animating all style changes.

a. Syntax:

`.addClass(classname, [duration], [easing], [callback])`

2. `removeClass()` method : It is used to remove the classes from the element while animating all style changes.

a. Syntax:

`.removeClass(classname, [duration], [easing], [callback])`

### 3) How to create slider with animation ?

Ans. jQuery UI is great for building UI interfaces for the webpages. jQuery UI provides us a slider control through the slider widget. Slider helps us to get a certain value using a given range. In this article, we will see how to animate a slider. The `animate` option when set to `true` will create an animation effect when you directly click at any point on the slider's axis.

Syntax:

```
$(".selector").slider(  
    {animate: value}  
);
```

Parameters: This option accepts three parameters as discusses below:

1. Boolean: If set to true, the slider will be animated. By default, the value is false.
2. String: The string value used to set the speed of the slider cursor. The available values are slow, normal, fast.
3. Number: The duration of the animation in milliseconds.

4) Event bubbling tickling example .

Ans. Event bubbling is a method of event propagation in the HTML DOM API when an event is in an element inside another element, and both elements have registered a handle to that event. It is a process that starts with the element that triggered the event and then bubbles up to the containing element in the hierarchy. In event bubbling, the event is first captures and handled by the innermost element and then propagated to outer elements.

Syntax:

```
Add EventListener(type, listener, useCapture)
```

Type: Use to refer to the type of event.

Listener: Function we want to call when the event of the specified type occurs.

useCapture: Boolean value. The Boolean value indicates the event phase. By Default useCapture is false. It means it is in the bubbling phase.

Example:

```
<body>
  <h2> Bubbling event in javascript </h2>
  <div id="parent">
    <button>
      <h2>Parent</h2>
    </button>
    <button id="child">
      <p>Child</p>
    </button>
  </div><br>
  <script>
```

```
    Document.getElementById("child").addEventListener("click",
function(){alert("You clicked the child element");}, false);
```

```
    Document.getElementById("parent").addEventListener("click",
function(){alert("You clicked the child element");}, false);
```

```
  </script>
```

```
</body>
```