# Module 4 Day 7 Data Binding

## Vue Components – JS Properties

## • data()

Function that returns an object that contains the component's "properties"

## • computed:

 An object full of functions that return computed values and then are treated as property getters on the component

#### • props:

 An object with properties for data that is passed in from the "parent" component when created

#### methods:

An object full of functions to be treated as methods on the component

## Data Binding

- Linking a data property of a component to a specific HTML element
- One-way (Simple): Component data is viewed in the UI {{ }}
- Two-way: Component data is viewed and updated from the UI (v-model)
- v-model modifiers (<a href="https://vuejs.org/v2/guide/forms.html#Modifiers">https://vuejs.org/v2/guide/forms.html#Modifiers</a>)
  - .lazy update after focus is lost
  - .number assign the property as a number instead of string
  - .trim trim whitespace from before and after a string input



# Loops (v-for)

### Arrays

- v-for="item in items"
- v-for="(item, index) in items"
- v-bind:key="uniqueValue"

## Objects

- v-for="value in object"
- v-for="(value, key) in object"

## Integer

- v-for="n in integer"
- Sets n = 1 to integer in a loop
- That's right, it starts at 1!



# Binding DOM Attributes (v-bind)

```
v-bind:class = {
    'class1': Boolean-expression,
    'class2': Boolean-expression
v-bind:style = {
    'color': barColor,
    'width': barValue + 'px'
```

v-bind:disabled="Boolean-expression"



## Conditional Display

- v-if: completely removes the element (and its children) from the DOM
  - v-else-if
  - v-else
- v-show: Changes the display: attribute and leaves the element in the DOM

Generally speaking, v-if has higher toggle costs while v-show has higher initial render costs. So prefer v-show if you need to toggle something very often, and prefer v-if if the condition is unlikely to change at runtime. - <a href="https://vuejs.org/v2/guide/conditional.html">https://vuejs.org/v2/guide/conditional.html</a>