

Grocery Shopping List

Getting started

- Create a new page and add the following to the head section to link up the library:
- <script src="js/vue.min.js"></script>
- Can you remember what kind of tag needs to go into the body to be the part of the page that Vue can control?

Getting started

Add the following to the body:

- There are two important parts here. The ID is what will define the app in the code.
- The **title** is a variable that we can update through code, note it's inside of two moustache brackets!

Getting started

Before the closing body add script tags and then add this inside:

```
• new Vue({
        el: '#app',
        data: {
            title: 'Your Page'
        }
});
```

- Here we define the app as the bit that Vue is going to take control of.
- The title is a variable that is stored in the data of this app.
- Save your page as data_binding.html and test it

Data Binding

- You may remember that this is known as data binding.
- This is one way data binding, but it can be two way, let's explore that. First add some CSS in style tags to the head:

```
• .container {
    width: 50%;
    margin: 20px auto 0px auto;
}
```

Two way data binding

- Now choose save as and name the next file binding_2_way.html.
- Add the following to the HTML inside the container:

- OK no more code, just test this and change the title in the input field.
- The code in red links this up with the title variable!

- Now choose save as and name the next file list1.html.
- Add the following to the HTML under the <h2> title:

 The v-for is going to loop through a list of items and place every item in the items list into the item.text

Update the data in the vue:

```
• data: {
    newItem: '',
    items: [{
        text: 'Bananas',
        checked: true
    }, {
        text: 'Apples',
        checked: false
    }],
    title: 'My Shopping List'
}
```

- There's the list of items and the text that will be put into our shopping list
- Save and view in the browser

 Save the page as list2.html and add the following CSS:

```
• .removed label {
          text-decoration: line-through;
}
ul li {
          list-style-type: none;
}
```

 You will have noticed that our data has a true or false state for the checked item, let's add that to the HTML

Update the unordered list as follows:

 The new elements that you haven't seen before are in red. Test in the browser

- This code is easier to explain so let's start here:
- <input type="checkbox" vmodel="item.checked">
- The checkbox is to take it's value from the item.checked, you can see that in the data:{} and items.
- Bananas is true and Apples, false.

 This code is easy to see if you look at the console and see the code update as you click the checkbox on and off:

```
•
```

- The class 'removed' is only added if this item is checked
- Look at the removed class and it simply does a strike through!

Updating the list

OK save the page and save as 'list3.html'.

- So this element is going to be a newItem, we already have an empty variable for that in the data.
- When the user presses enter this input text will be a new shopping item

Updating the list

Make sure you add a comma, after the data closing bracket, then add this.

- This is the addItem that is called when the user presses enter
- It takes the newItem text and trims any extra trailing spaces, then it makes a new item in the
 items list with the text. Finally clearing the newItem text ready for next time.

Going further

- We have learned a lot today
- Go back over every stage and make sure you understand what is happening.
- Look for where the JS code in the script tags talks to the HTML code on display