## **WEEKLY OVERVIEW**

WEEK 5 jQuery / JavaScript Lab

WEEK 6 Functions / Animation

#### **JS BASICS**

# **LEARNING OBJECTIVES**

- Recognize jQuery syntax.
- Use CSS selectors with the jQuery or \$ method to select and update elements in the DOM.
- Write jQuery code to detect and react to events in the DOM. Practice listening for and responding to events such as scroll, submit, keyup, and mouseenter.
- Use the val() method to get and set information for form fields.
- Practice using jQuery methods and events, JavaScript control flow, and variables by building out a Mad Libs game.

## **AGENDA**

Review

jQuery Events

Working with User Input

Mad Libs Lab

# JS LAB

# REVIEW

#### **USING JQUERY TO MANIPULATE THE DOM**

Select an element/elements

Work with those elements

#### **JQUERY** — **SELECTING ELEMENTS**

# \$('li').addClass('selected');

#### jQuery Function:

- Lets us find one or more elements in the page
- Creates a jQuery object which holds references to those elements
- ▶ We'll be using the shorthand in this class: \$()
- ▶ \$(selector) is the same as jQuery(selector)

#### **USING JQUERY TO MANIPULATE THE DOM**

Select an element/elements

Work with those elements

#### **JQUERY — WORKING WITH THOSE ELEMENTS**

Parameter(s)

Method

- ▶ These methods to find/select elements to work with & traverse the DOM
- ▶ Think of these as filters, or part of the selection process.
- ▶ They must come *directly after another selection*

METHODS	EXAMPLES
.find() finds all descendants	\$('h1').find('a');
.parent()	\$('#box1').parent();
.siblings()	<pre>\$('p').siblings('.important');</pre>
.children()	<pre>\$('ul').children('li');</pre>

What goes in the parentheses?
A css-style selector

## **JQUERY METHODS** — **GETTING/SETTING CONTENT**

Get/change content of elements and attributes

METHODS	EXAMPLES
.html()	<pre>\$('h1').html('Content to insert goes here');</pre>
.attr()	<pre>\$('img').attr('src', 'images/bike.png');</pre>
.css()	<pre>\$('#box1').css('color', 'red');</pre>
.addClass()	<pre>\$('p').addClass('success');</pre>
.removeClass()	<pre>\$('p').removeClass('my-class-here');</pre>
.toggleClass()	<pre>\$('p').toggleClass('special');</pre>

What goes in the parentheses? The **html**, **styles**, **classes** you want to change.

#### **ADD CLASS**

REMEMBER — NO PERIOD!!

\$('h1').addClass('fun')

### **JQUERY METHODS** — EFFECTS/ANIMATION

ADD EFFECTS/ ANIMATION

Add effects and animation to parts of the page

METHODS	EXAMPLES
.show()	\$('h1').show();
.hide()	\$('ul').hide();
.fadeIn()	\$('h1').fadeIn(300);
.fadeOut()	<pre>\$('.special').fadeOut('fast');</pre>
.slideUp()	<pre>\$('div').slideUp();</pre>
.slideDown()	<pre>\$('#box1').slideDown('slow');</pre>
.slideToggle(), .fadeToggle()	<pre>\$('p').slideToggle(300);</pre>

What goes in the parenthesis?
An animation speed

#### **ACTIVITY**



#### **KEY OBJECTIVE**

▶ Utilize jQuery to access and manipulate DOM elements.

#### TYPE OF EXERCISE

Individual/Partner

#### **AS A CLASS**

5 min

Exercise is in 09\_starter\_jquery > jquery\_code\_along

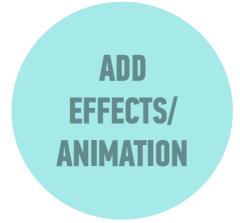
- 1. Follow the instructions under part 1 in main.js
- 2. Use cheat sheet/slides as a guide for syntax

#### **JQUERY METHODS** — WORKING WITH THOSE ELEMENTS

After we've selected elements, we can use jQuery methods to:













We can use the on() method to handle all events in jQuery.



```
$('li').on('click', function() {
   // your code here
});
```

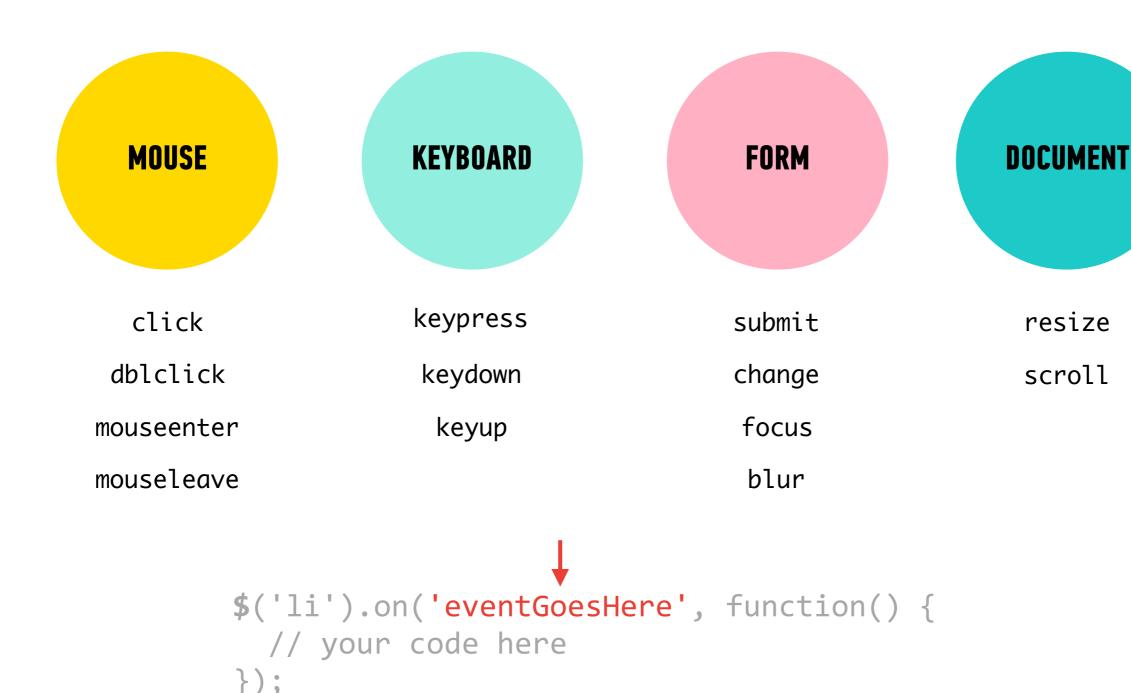


#### method for all events

```
$('li').on('click', function() {
  // your code here
});
```



```
$('li').on('click', function() {
   // your code here
});
```



# CREATE EVENT LISTENERS

```
$('li').on('click', function() {
  // your code here
});
```

function to run when event is triggered

# CREATE EVENT LISTENERS

```
selector method for all events type of event

$('li').on('click', function() {

// your code here
});
```

#### **ACTIVITY**



#### **KEY OBJECTIVE**

▶ Utilize jQuery to access and manipulate DOM elements.

#### TYPE OF EXERCISE

Individual/Partner

#### **AS A CLASS**

10 min

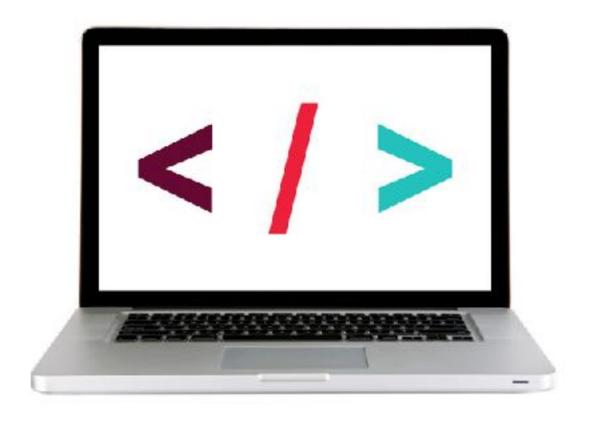
Exercise is in 09\_starter\_jquery > jquery\_code\_along

- 1. Follow the instructions under Part 2 in main.js
- 2. Use cheat sheet/slides as a guide for syntax

#### **JQUERY**

# METHOD CHAINING

### **ACTIVITY** — **METHOD CHAINING**



**METHOD CHAINING!!!** 

\$()

.slideUp()

'li'

'slow'

```
$('li')
```

.slideUp( 'slow')

```
$('li').slideUp('slow');
```

```
$()
```

.addClass( )

'li'

'.complete'

'complete'

```
$('li')
```

.addClass('complete')

```
$('li').addClass('complete');
```

\$()

.html()

'li'

300

'Feed cat'

```
$('li')
```

```
.html( 'Feed cat)
```

```
$('li').html('Feed cat');
```

```
$()
```

.show()

.siblings()

'h3'

'p'

```
$('h3')
```

.show()

.siblings('p')

```
$()
```

.slideUp()

.find()

'.item'

300

'h2'

```
$('.item')
```

.slideUp(300)

.find('h2')

\$('.item') .find('h2') .slideUp(300);

\$()

.fadeOut( )

.children( )

'#main'

'slow'

'p'

```
$('#main')
```

.fadeOut('slow')

.children('p')

```
$('#main').children('p').fadeOut('slow')
```

# **JQUERY**

# DEBUGGING

# **DEBUGGING**

# WHY ISN'T IT WORKING?

# **DEBUGGING** — WHERE TO START

Always start by defining the problem.

THE IMAGE IS NOT MOVING

**NONE OF MY CODE WORKS** 

# **DEBUGGING** — WHERE TO START

This will tell you where to start your hunt.

THE IMAGE IS NOT MOVING

**NONE OF MY CODE WORKS** 

Find the code that makes the image move

\* Syntax error, check console

# **DEBUGGING**

To access debugging console:

PC: CTRL+SHIFT+J

Mac: COMMAND+OPTION+J

Click the error

# **DEBUGGING** — LEVEL 1

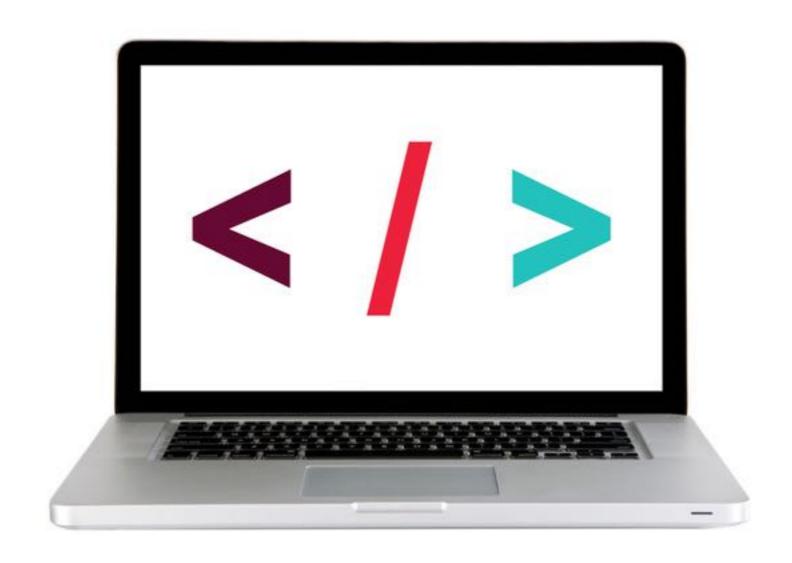
# Check for errors in console

- ▶ The location may not be correct but is a good place to start.
- ▶ Ex: Unbalanced brackets or parentheses



main.js:13

# DEBUGGING — FIND THE BUG



# **DEBUGGING** — LEVEL 2

# Do some Googling!

- ▶ Try Googling it
- ▶ Be ready to clearly articulate the problem (Write out what your problem is)

# **DEBUGGING** — LEVEL 3

# Get help!

If you still can't find a solution, ask your instructor.

Help me help you!

- 1. Slack your instructor
- 2. Be descriptive about the problem.
- 3. Tell me what you've already done to try to figure it out.
- 4. Attach a .zip file

# JQUERY DOCUMENTATION

# **JOUERY DOCUMENTATION – IT'S YOUR FRIEND!**

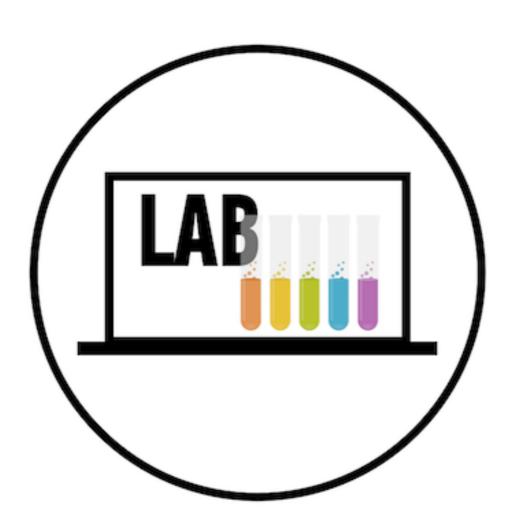
Help! There's too much to learn! I feel overwhelmed!

# A good developer is one that can look things up!!!

- 1. The jQuery Examples page has an example for almost every method!
- 2. jQuery documentation Look things up

# **JQUERY**

# LAB



# **ACTIVITY**



### **KEY OBJECTIVE**

 Utilize jQuery tree traversal techniques to access and manipulate DOM elements.

# TYPE OF EXERCISE

Partners/small groups

# **AS A CLASS**

30 min

Lab is in 09\_starter\_jquery > select\_fun

- 1. Follow the instructions in main.js
- 2. Use cheat sheet as a guide for syntax and look up any methods you're not familiar with in the jQuery documentation.
- 3. **Bonus**: Complete part 2 of the lab for more practice (09\_starter\_jquery > select\_fun\_part\_2)

# **JQUERY**

# **LEARNING OBJECTIVES**

- Recognize jQuery syntax.
- Use CSS selectors with the jQuery or \$ method to select and update elements in the DOM.
- Write jQuery code to detect and react to events in the DOM. Practice listening for and responding to events such as scroll, submit, keyup, and mouseenter.
- Use the val() method to get and set information for form fields.
- Practice using jQuery methods and events, JavaScript control flow, and variables by building out a Mad Libs game.

# JQUERY EVENTS PART II



We can use the on() method to handle all events in jQuery.



```
$('li').on('click', function() {
   // your code here
});
```

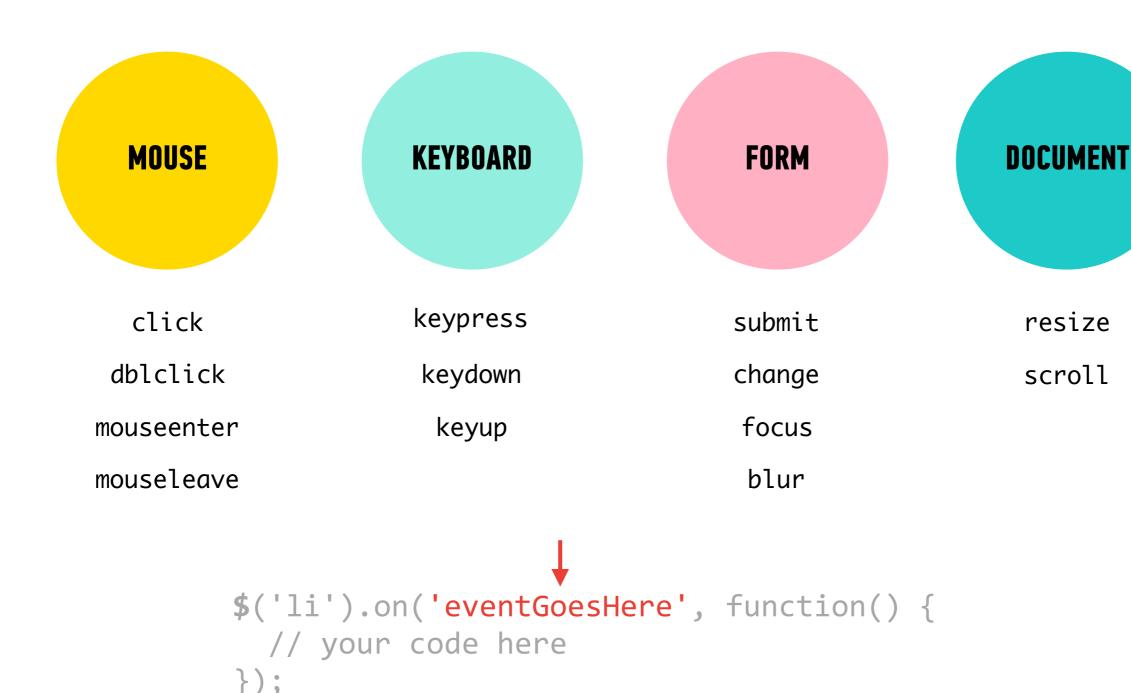


# method for all events

```
$('li').on('click', function() {
  // your code here
});
```



```
$('li').on('click', function() {
   // your code here
});
```



# CREATE EVENT LISTENERS

```
$('li').on('click', function() {
  // your code here
});
```

function to run when event is triggered

# CREATE EVENT LISTENERS

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selector method for all events type of event

$('li').on('click', function() {

// your code here
});
```

# **JQUERY** — **REVIEW**



# **KEY OBJECTIVE**

 Review jQuery selectors and events, get practice looking up new event types

# TYPE OF EXERCISE

Individual/paired

# **SMALL GROUP PLANNING**

5 min

1. Follow the instructions in Starter Code> jquery\_events > js/main.js

# WORKING WITH USER INPUT

# **JQUERY FORM EVENTS**

KEYBOARD

keypress

keydown

keyup

FORM

submit

change

focus

blur

```
$('li').on('eventGoesHere', function() {
  // your code here
});
```

# **SUBMIT EVENT**

```
$('form').on('submit', function(event) {
   event.preventDefault();
   // your code here
});
```

# **JOUERY METHODS** — THE EVENT OBJECT

- ▶ The event object has properties and methods that tell you more about the event that took place.
- ▶ By using the preventDefault() method, the default action of the event will not be triggered.

```
$('a').on('click', function(event) {
  event.preventDefault();
});
```

Use that name in the function and use dot notation to access its properties and methods.

# WHEN TO PREVENT THE DEFAULT ACTION

▶ So when do I need to prevent the default action?

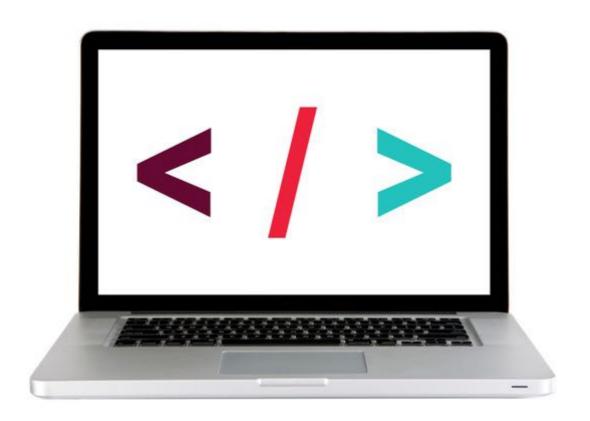
# 1. WHEN THE SELECTOR FOR OUR EVENT IS AN ANCHOR:

```
$('a').on('click', function(event) {
  event.preventDefault();
});
```

# 2. WHEN THE TYPE OF EVENT IS A SUBMIT EVENT:

```
$('form').on('submit', function(event) {
  event.preventDefault();
});
```

# **LET'S TAKE A CLOSER LOOK**

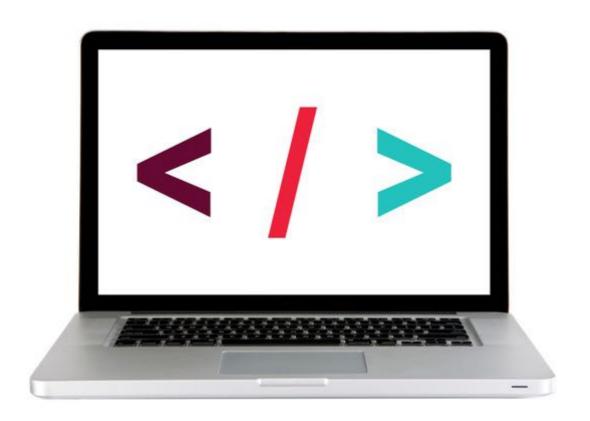


Get/change content of elements, attributes, text nodes (part 2!)

METHODS	GOAL	EXAMPLES
.val()	Get value from input	<pre>\$('input').val();</pre>
	Change value in input	<pre>\$('input').val('New Value');</pre>

What goes in the parentheses? The html or content you want to add/change

# **LET'S TAKE A CLOSER LOOK**



# LAB

# MAD LIBS — PART 1



# **KEY OBJECTIVE**

▶ Review the HTML and CSS to create forms by building the interface for the Mad Libs game.

# **TYPE OF EXERCISE**

Individual/paired

### **SMALL GROUP PLANNING**

15 min

1. Using the image in the starter code folder as a guide, write HTML and CSS to create the interface for the Mad Libs game.

# MAD LIBS — PART 2



# **KEY OBJECTIVE**

Practice breaking down a problem into steps using pseudo code.

# TYPE OF EXERCISE

**▶** Groups of 2 - 3

# **SMALL GROUP PLANNING**

10 min

- 1. In groups of 2 3, write pseudo code for the Mad Libs game.
- 2. Together: Review the pseudo code for the application

# MAD LIBS — PART 3



### **KEY OBJECTIVE**

Practice using events, jQuery methods, and JavaScript conditionals to create a Mad Libs game.

# TYPE OF EXERCISE

Individual / Partner

### **SMALL GROUP PLANNING**

1 hour

- 1. Write JS to add functionality to the Mad Libs game.
- 2. Bonus: Clear out all form fields after user has played game.
- 3. Bonus: Validate the form every time the user lifts a key up (keyup event).
- 4. Bonus: Add a color scheme switcher to the game.

# **JS BASICS**

# **LEARNING OBJECTIVES**

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# **WEEKLY OVERVIEW**

WEEK 5 jQuery / JS Lab

WEEK 6 Interactions / Functions

# EXIT TICKETS!