

Writing a JavaScript Object

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In this tutorial, what we'd like to do is some basic work with JavaScript. And that is just plain old JavaScript, some basic click events, handling references to variables, things like that. So, what we're doing here is having the visitor choose the item that doesn't fit and then telling them whether they're right or wrong. So, for example, if they choose Han Solo, he's definitely the one that doesn't fit among these Jedi. We'll get a congratulation message, and then we won't be able to interact with it any further. However, if we choose one of the Jedi who do belong, then we'll get an error message. And that's what we're going to build.

So, when we start from nothing here, the first thing we'll need to do is write up our markup that we're going to interact with, including the correct classes and IDs so we can reference things in JavaScript. And then, what we'll need to do is create our scripts, which will then interact with the markup.

So, let's begin by writing this markup. So, we have that h1, which gives us our little instructions: Character that does not belong. And then, we're going to create our list that they'll interact with. We'll have Princess Leia, Luke Skywalker, Han Solo, and Darth Vader.

We need to give it a class and an ID. For our purposes, at least in what we're doing here, we're going to make sure that we use only IDs for targeting things in JavaScript. And we're going to use camel case just because of the way JavaScript handles its syntax. And we're going to have a class that's only targeted by CSS.

Now, how you do this and the rules for this vary widely depending on what your approach to JavaScript is, what framework you're using, you know, and what version of the language you're working inside of. So, the key in this tutorial is just to understand some basic interactions. So, we're not too worried about syntax and specifics like that.

Well, then, we need to handle the markup for the results themselves. So, we're going to have a simple div that contains those two possible answers. So, the one will be an h2. That's a quiz result, and it has an error class on it. And its ID is "quiz error." And then we're going to have that message: "Sorry." And then we're actually gonna populate the wrong choice they chose so they can know. And then we're going to have our success message. So, in this one, we have our message: "Congratulations."

And then, finally, we need to attach our scripts. So, the way we do that is similar to how we would attach a style sheet. So, we're going to use script src, and we'll target our script JavaScript. And we're putting it in the footer only because we don't want the script to block the rendering of the page. So, we're having it render last, especially since there's no--nothing happening in terms of the script that interferes with how the page loads.

So, then we'll just save this. We have our markup. They're both visible. And then we're going to make a new file, and we'll put our script js.

This interaction also has style sheets. Now, I'm not going to take you through the writing of the style sheets because it's just a matter of what it looks like. But I am going to attach that style so we have it available. And we'll put that style sheet here in the header. And then let's go grab our styles from the completed version.

So, all really that's happening in the style sheet is we're styling the error messages. We're styling the results. We're making sure that the results don't appear and what happens when we select specific ones. And this will all be referenced in the JavaScript. So, we're going to be applying certain classes and certain error messages--certain error classes and success classes, depending on what happens in the JavaScript.

So, as you can see, we have the very basic setup that we had when we were looking at the completed version. So, now, let's look at the JavaScript and see where we're going with that.