Link to job listing: <a href="https://www.glassdoor.com/job-listing/web-developer-multiply-lc1131270">https://www.glassdoor.com/job-listing/web-developer-multiply-lc1131270</a> KO0,13 KE14,22.htm?jl=2523938938&ctt=1512446392399

Link to Vue.js Documentation Source: <a href="https://vuejs.org/v2/guide/transitions.html">https://vuejs.org/v2/guide/transitions.html</a>

Link to GitHub Repository: <a href="https://github.com/weixianlow/CS4830">https://github.com/weixianlow/CS4830</a> Exploration4 Fall2017

Link to Instance: http://cs4830.weixianlow.me/exploration4

### Journal:

#### Installation:

To install the Vue.js framework, it's as simple with adding a script tag containing Vue.js' CDN into the html page you would like Vue.js to be enabled on.

### Setting up:

To use Vue.js, you would be required to create an instance where it's tied to a div element on the html page. You can do so by adding an id tag to the element you want the vue.js instance tied to:

```
<div id="cssAnimation">
```

After tying the div element to the vue.js instance, you would then need to create a new instance using the following format:

```
var app = new Vue({
   el: '#app',
   data: {
      message: 'Hello Vue',
      show: true
   }
})
```

By doing that, the element would have given Vue.js access on the DOM. Since Vue.js is a reactive framework, it will work as similar as AngularJS.

# **Areas Explored (Animations and Transitions):**

There are a couple of animation/transition I have explored on this exploration, as you could see with the link to my instance, all three would have different type of animation/transition tied to a button event.

To begin setting up in this demo the following CSS code is used.

```
<style>
  .fade-enter-active, .fade-leave-active {
   transition: opacity .5s
  .fade-enter, .fade-leave-to /* .fade-leave-active below version 2.1.8 */ {
   opacity: 0
 .bounce-enter-active {
   animation: bounce-in .5s;
 .bounce-leave-active {
   animation: bounce-in .5s reverse;
 @keyframes bounce-in {
   0% {
     transform: scale(0);
   50% {
     transform: scale(1.5);
   100% {
     transform: scale(1);
  .component-fade-enter-active, .component-fade-leave-active {
   transition: opacity .3s ease;
  .component-fade-enter, .component-fade-leave-to
   opacity: 0;
 .list-item {
   display: inline-block;
   margin-right: 10px;
  .list-enter-active, .list-leave-active {
   transition: all 1s;
  .list-enter, .list-leave-to /* .list-leave-active below version 2.1.8 */ {
   opacity: 0;
   transform: translateY(30px);
</style>
```

After creating the necessary CSS codes, we will then dive into the html and js code for the examples:

## 1) Example 1

b.

a. In this example, this is the code needed to handle a fade in and out button toggle.

```
var app1 = new Vue({
   el: '#cssTransition',
   data: {
     show: true
   }
})
```

d. In this code, the button will basically trigger a change of value in the Vue instance code, by changing show from true to its opposite value.

### 2) Example 2

a. In this example this is the code needed to handle a specific fade in and out animation.

```
var app2 = new Vue({
  el: '#cssAnimation',
  data: {
    show: true
  }
})
```

d. In this code, the button will perform exactly the same as the previous example, but the only difference is that the transition has a specific class type, which is bounce.

### 3) Example 3

a. In this example, this is the code needed to handle an edit to a list on the DOM by adding In some animation.

b.

c.

```
var app3 = new Vue({
  el: '#list-demo',
  data: {
    items: [1,2,3,4,5,6,7,8,9],
    nextNum: 10
  },
  methods: {
    randomIndex: function () {
        return Math.floor(Math.random() * this.items.length)
    },
    add: function () {
        this.items.splice(this.randomIndex(), 0, this.nextNum++)
    },
    remove: function () {
        this.items.splice(this.randomIndex(), 1)
    },
  }
}
```

d. In this code, the list is added and removed using the CSS code listed above and also the methods in the Javascript code so that random numbers can be added in.