

Vue Basics

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<https://sfc.vuejs.org/>

Hello World

```
<template>
<h1>
  Hello World!
</h1>
</template>
```

- The `<template>` in Vue.js contains what will be rendered in the html page

- We want to create a counter that the user can increment or decrement, step by step
- composed of a "-" button, the counter value, and a "+" button

Looks like this

```
<template>
<button>
  -
</button>
0
<button>
  +
</button>
</template>
```



(<button> is an html element)

The Counter

- the counter should increase or decrease when the user presses the "+" or "-" button, respectively
- we need a variable there

```
<template>
<button>
  -
</button>
{{ counter }}
<button>
  +
</button>
</template>
```

- double braces `{{}}` can contain any js expression

Definition of the counter variable

```
<script>
export default {
  data() {      // function that returns an object
    return {    // containing all the
      counter: 0 // variable definitions
    }
  }
}
</script>
```

- variables can be used:
 - in the <template>, e.g. {{ counter }}
 - in the <script>, e.g. this.counter

- variables defined by `data()` are called 'the reactive state'
- if their values change, the template is re-rendered
- like in the observer pattern

- in our example, if counter is incremented, the template is re-rendered and the new value is shown

Button clicked

- On button click we want to increment/decrement the counter
- we listen to the DOM click event, using the @click attribute¹

```
<template>
<button @click="counter--"> - </button>
{{ counter }}
<button @click="counter++"> + </button>
</template>
```

¹these Vue attributes are called directives

Directives

- the value of a directive can be any js expression
- e.g. counter++
- e.g. a function call like incr()

```
<template>
<button @click="decr()"> - </button>
{{ counter }}
<button @click="incr()"> + </button>
</template>
```

Methods

- a function call refers to a method to be defined in the script

```
...  
  counter: 0,  
  },  
  methods: {  
    incr() {  
      this.counter++  
    },  
    decr() {  
      this.counter--  
    }  
  }  
}
```



Negative numbers in red

This is static style (always red):

```
<template>  
<button @click="decr()"> - </button>  
<span style="color:red">{{ counter }}</style>  
<button @click="incr()"> + </button>  
</template>
```

Negative numbers in red

This is dynamic style (style changes if variable dCol changes):

```
<template>
<button @click="decr()"> - </button>
<span :style="dCol">{{ counter }}</style>
<button @click="incr()"> + </button>
</template>
```

- note the : notation to express the binding
- dCol variable must be defined in the reactive state
- when dCol changes, the <template> is re-rendered

Definition and update of dCol

```
data() {  
  return {  
    counter: 0,  
    dCol: 'color:black';  
  }  
},
```



```
methods: {  
  incr() {  
    this.counter++  
    if (this.counter >= 0) {  
      this.dCol = 'color:black;';  
    }  
  },  
  decr() {  
    this.counter--  
    if (this.counter < 0) {  
      this.dCol = 'color:red;';  
    }  
  }  
}
```

Change font size

```
// ... in incr():
  if (this.counter >= 0) {
    this stepperStyle =
      'color:black;font-size:'+this.counter+'em;';

// ... in decr():
  if (this.counter < 0) {
    this stepperStyle =
      'color:red;font-size:'+ -this.counter+'em;';
```

- please note: dCol renamed stepperStyle
- em is a size unit in CSS

How it is rendered



Use a computed property

- keep the `incr()` and `decr()` functions focused on their task
- add a computed property to handle the color and size changes

```
methods: {  
  incr() { this.counter++; },  
  decr() { this.counter--; }  
},  
computed: {  
  stepperStyle() {  
    let color = this.counter < 0 ? 'red' : 'black';  
    return 'color:' + color + '; font-size:' +  
      Math.abs(this.counter) + 'em';  
  }  
}
```

Computed property

- variable-like syntax, e.g.

```
<span :style="stepperStyle">{{ counter }}</span>
```

- reactively computed from other properties and reactive state
- automatically updates when its dependencies change

Create Vue Component

- put all the above stuff in a file, call it `Stepper.vue`
- import `Stepper.vue` in the main file `App.vue`
- declare the component in the app's export:

```
export default {  
  components: {  
    Stepper  
  },
```

- use the newly created element `<Stepper>`

Stepper.vue

App.vue Stepper.vue × +

```
1 <!-- STEPPER COMPONENT -->
2 <script>
3 export default {
4   data() {
5     return {
6       counter: 0,
7     }
8   },
9   methods: {
10    incr() {
11      this.counter++;
12    },
13    decr() {
14      this.counter--;
15    }
16  },
17  computed: {
18    stepperStyle() {
19      let color = this.counter < 0 ? 'red' : 'black';
20      return 'color:'+color+'; font-size:'+Math.abs(this.counter)+'em';
21    }
22  },
23 }
24
25 </script>
26
27 <template>
28   <button @click="decr">
29     -
30   </button>
31   <span :style="stepperStyle">{{ counter }} </span>
32   <button @click="incr">
33     +
34   </button>
35 </template>
```

App.vue



The image shows a code editor interface with two tabs: 'App.vue' and 'Stepper.vue'. The 'App.vue' tab is active and displays the following code:

```
1 <script>
2 import Stepper from './Stepper.vue';
3 export default {
4   components: {
5     Stepper
6   }
7 }
8 </script>
9
10 <template>
11 <h1>
12   My page
13 </h1>
14 <Stepper />
15 <br>
16 <Stepper />
17 </template>
```

On the right side of the editor, there are three tabs: 'Import Map', 'PREVIEW', and 'JS'. The 'PREVIEW' tab is selected and shows the rendered output of the code:

My page

Below the heading, there are two sets of minus and plus buttons, representing the stepper component's state.

Component attributes

- pass arguments to components, as attributes

```
<!-- in the app -->  
<Stepper title="My stepper">
```

```
// ... in the <script>  
},  
props: ['title']  
}
```

```
<!-- ... in the <template> -->  
<span style='background-color:yellow;'>  
  {{ title }}  
</span>
```

My page

My stepper: - 2 +

My other stepper: - -1 +

Many components

- we can use many `<Stepper>` components
- each one is instantiated separately, no conflicts

- let's use many steppers to count people that enters or exit rooms after the lessons started
- assume we have four lessons: wasa, deep learning, foundations, and cyber

Data definition in the app's <script>

```
<script>
import Stepper from './Stepper.vue';
export default {
  components: {
    Stepper
  },
  data() {
    return {
      courses: ['deep','foundations','cyber','wasa']
    }
  }
}
</script>
```


v-for: directive in the app's <Stepper> element

```
<template>
<h1>
  Room entry/exit
</h1>
<Stepper v-for="course in courses" :title="course" />
</template>
```

Room entry/exit

deep: -1 +

foundations: -3 +

cyber: - +

wasas: -2 +

- HTML forms can collect user input
- Vue can bind input data to variables using the v-model directive
- Let's create a way to add other courses to our list

In the app's <template>

```
<!-- ... in the app's template -->
```

Add a course:

```
<input v-model="newCourse"
  placeholder="new course name">
<button
  :disabled="newCourse.length == 0"
  @click="add()">
  ADD
</button>
```

Room entry/exit

deep: - +

foundations: - +

cyber: - +

wasas: - +

Add a course:

Room entry/exit

deep: - +

foundations: - +

cyber: - +

wasas: - +

Add a course:

Room entry/exit

deep: - +

foundations: - +

cyber: - +

wasas: - +

HCI: - +

Add a course:

Logic to add new courses (<script>)

```
// ... in the app's script
data() {
  return {
    courses: ['deep','foundations','cyber','wasa'],
    newCourse: ""
  }
},
methods: {
  add() {
    if (this.newCourse != "") {
      this.courses.push(this.newCourse);
    }
    this.newCourse = "";
  }
}
```

Stepper playground

- <https://vuejs.org>