

# jQuery Basics

# jQuery

jQuery is a library, or set of helpful add-ons, to the JavaScript programming language.

jQuery is much better at giving you immediate, visual results than regular JavaScript.

You'll most likely be using a mix of basic JavaScript and jQuery together to get the effects you want.

*Clicking, fading, blinking, changing color, etc... all easily done with jQuery!*



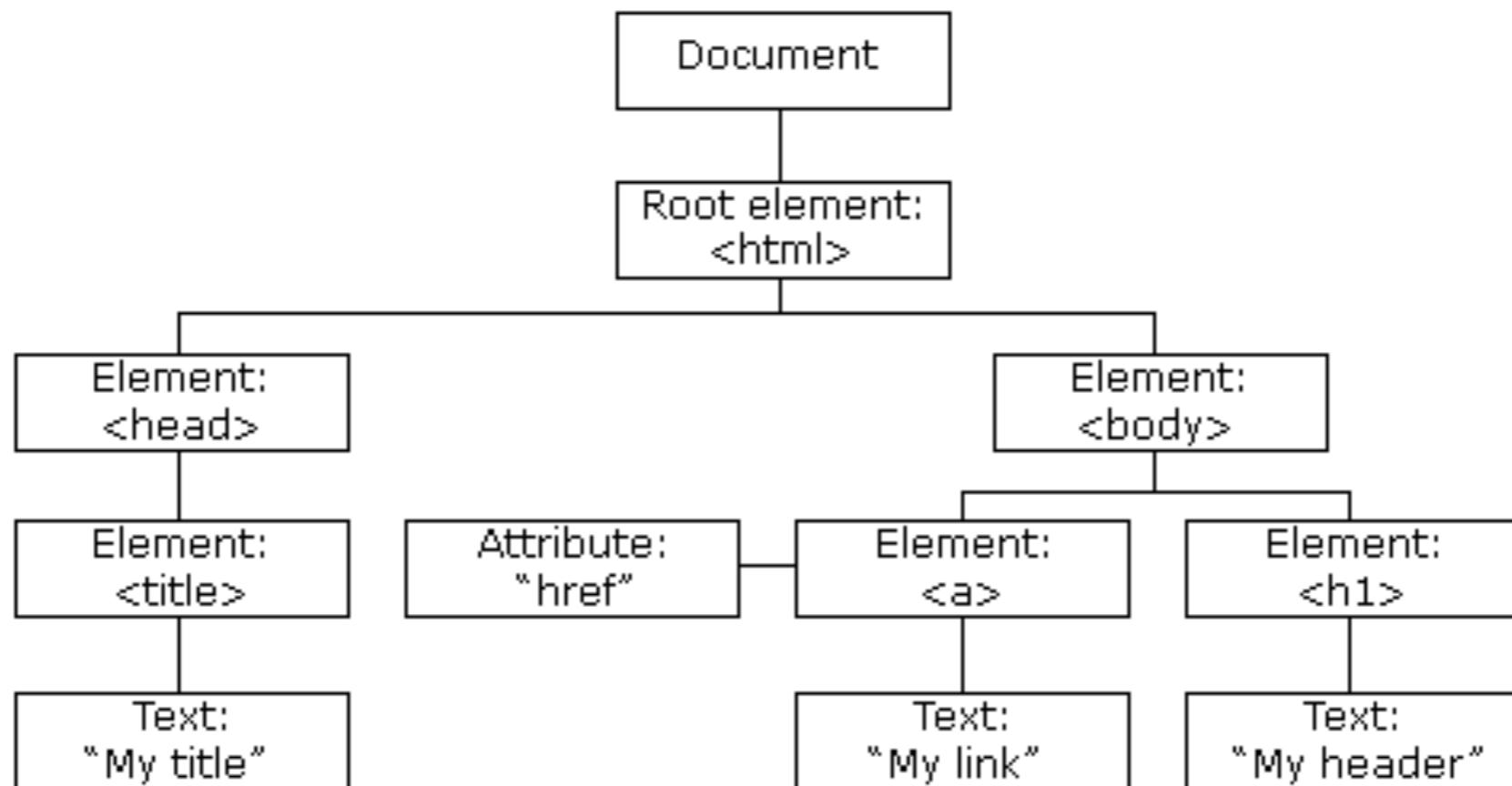
# How it works

To get the most out of jQuery, we should review how an HTML page is put together.

An HTML document is structured according to the Document Object Model, or “DOM”. It’s by interacting with the DOM that jQuery is able to access and modify HTML.

The DOM consists of every element on the page, laid out in a hierarchical way that reflects the way the HTML document is ordered.

# The DOM



# Load jQuery

Two options:

- 1) Use Google's hosted version

*find this by googling “jQuery Google”*

- + Pros: Less steps to set up
- Cons: If you're offline, your local version won't work

- 2) Download jQuery and link to your own

- + Pros: Will work if you're offline
- Cons: More steps to set up

# Load jQuery

*As we saw before, it's best to load any JavaScript before the closing body tag.*

```
<!DOCTYPE html>
<html>
  <head>
    <title></title>
  </head>
  <body>
    <div></div>
    <script type='text/javascript' src='assets/js/
jquery.min.js'></script>
    <script type='text/javascript' src='assets/js/
script.js'></script>
  </body>
</html>
```

# Load jQuery

*As we saw before, it's best to load any JavaScript before the closing body tag.*

```
<!DOCTYPE html>
<html>
  <head>
    <title></title>
  </head>
  <body>
    <div></div>
    <script src='https://ajax.googleapis.com/ajax/libs/
jquery/2.1.4/jquery.min.js'></script>
    <script type='text/javascript' src='assets/js/
script.js'></script>
  </body>
</html>
```

# Document ready

`$()` says: “Hey, jQuery things are about to happen.”

Next, we’ll need to start up our jQuery magic using the `$ (document).ready();` syntax.

It works like this:

```
$ (document) .ready(function () {  
    // jQuery magic;  
} );
```

# Selectors

The first thing you'll want to do is select elements from the DOM to do things with. Selecting in jQuery works just like selecting in CSS.

```
$('selector').someAction();
```

```
$('h1').hide();
$('h2 .small').fadeOut();
$('p.intro').show();
```

# Selectors

Class Selector:

```
$('.green').fadeOut();
```

ID Selector:

```
$('#intro').hide();
```

Element Selector:

```
$('.div').fadeIn();
```

# Effects

Next you'll want to do effects on your selections.  
Here are some commonly used effects:

Hide or show ...

```
.hide();  
.show();
```

Hide or show (with fade) ...

```
.fadeIn('fast');  
.fadeOut(1000);
```

Delay before the effect ...

```
.delay(value);
```

# Effects — cont'd.

Hide or show  
(more simple) ...

```
.toggle();
```

Hide or show  
(with fade + more simple) ....

```
.fadeToggle();
```

# Events

You can also tie changes to events the user performs such as clicks, scrolls, etc, etc.

```
$('thingToTouch').event(function() {  
    $('thingToAffect').effect();  
}) ;
```

“Thing To Touch” is the HTML element you’ll click on, hover over, or otherwise interact with, and “thing to affect” is the HTML element that fades away, changes size, or undergoes some other transformation.

# Events — click

Click event example:

```
$('button').click(function() {  
    $('.announcement').toggle();  
}) ;
```

<http://jsfiddle.net/w0a3Lgx6/>

# Events — mouse

Mouse (enter and leave) example:

```
$('.red-circle').mouseenter(function() {  
    $('.blue-square').fadeOut();  
});
```

```
$('.red-circle').mouseleave(function() {  
    $('.blue-square').fadeIn();  
});
```

<http://jsfiddle.net/cvyxp15z/>

# Events — hover

Hover example:

```
$('.red-circle').hover(function() {  
    $('.blue-square').fadeOut();  
, function() {  
    $('.blue-square').fadeIn();  
});
```

*Hover is very similar to mouse (enter and leave), just a little more elegant.*

<http://jsfiddle.net/o1udqwbm/>

# Events — scroll

Scroll example:

```
$ (window) .scroll(function() {  
    alert('You just scrolled!');  
} );
```

<http://jsfiddle.net/p0uxmv0n/>

# Events — toggle

Toggle example:

```
$('button').click(function() {  
  $('p').toggle();  
}) ;
```

<http://jsfiddle.net/d9d8zcc8/>

# Events — slideToggle

SlideToggle example:

```
$('.title').click(function() {
  $(this).parents('.week').find('.content').slideToggle();
});
```

<http://jsfiddle.net/70Lnbvor/>

# Change CSS

You can also use jQuery to effect the css of your page.

```
$ ('#target').css(propertyName, value);
```

Example:

```
$ ('.red-circle').css('background', 'green');
```

<http://jsfiddle.net/vaaesw6b/2/>

# Change CSS — cont'd.

You can also add or remove a class...

```
$( 'p' ).addClass( 'yourClass' );
$( 'p' ).removeClass( 'myClass' );
```

# Manipulate HTML

You can also use jQuery to edit the HTML of a page directly. Here are some common methods.

Add HTML / store HTML:

```
$('div').html('<p>New Content</p>');
$('div').html('<p>Newer Content</p>');
```

```
var innerHTML = $('div').html();
```

Append HTML:

```
$('div').append('<p>Added Content</p>');
```

# ‘this’

The `this` keyword refers to the jQuery object you’re currently doing something with.

`$(this)`, and the event will only affect the element you’re currently doing something with (for example, clicking on or mousing over).

```
$('div').click(function() {  
  $(this).fadeOut('slow');  
}) ;
```

# Integrating with other JS

Don't forget about "if statements" and "variables" from last week. Here's a jsfiddle that deals with both:

<https://jsfiddle.net/mf1vdqb0/9/>

# Let's practice!

<https://jsfiddle.net/845rzqy2/>