

JOGO DA FORCA  
COM **jquery**

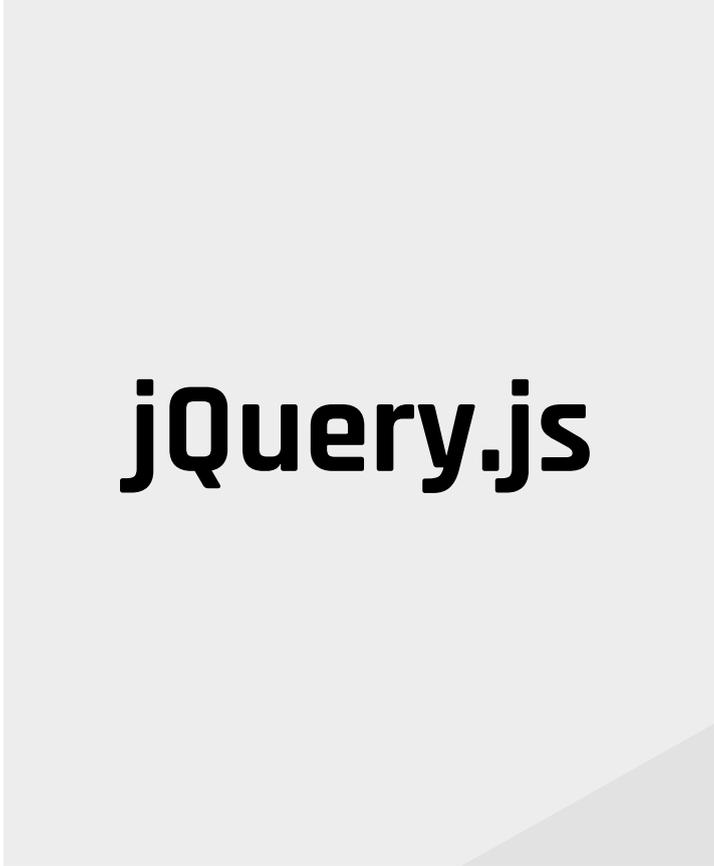


**Giovanni Kenji Shiroma**  
Web Developer & Designer

O que é  
jQuery?



# Biblioteca JavaScript



**jQuery.js**

**É um arquivo .js  
que você adiciona  
na página**

**Biblioteca são  
códigos prontos  
que podem ser  
reutilizados**





# Moment.js

# DROP.JS

Dropdown Library

# parallax.js



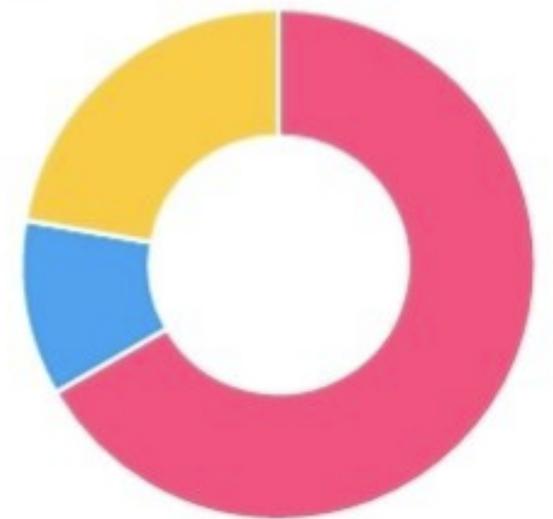
# Chart.js

API Documentation

Red Blue Yellow



Red Blue Yellow



# Bricks.js



[See topic](#)

HTML	812
Java	723
TypeScript	413
CoffeeScript	405
CSS	361
PHP	360
C++	344
Python	221
C#	189

21,620 repository results

Sort: Best match ▾

### cdnjs/cdnjs

Open Source Web front-end resource CDN for free, managed by @PeterDaveHello

javascript css fast font front-end

MIT license Updated 13 minutes ago

★ 5.6k

### ondras/rot.js

ROguelike Toolkit

javascript roguelike library

BSD-3-Clause license Updated on 13 Sep

★ 1.1k

### sbstjn/timesheet.js

JavaScript *library* for HTML5 & CSS3 time sheets

html javascript css time

MIT license Updated on 27 Jun

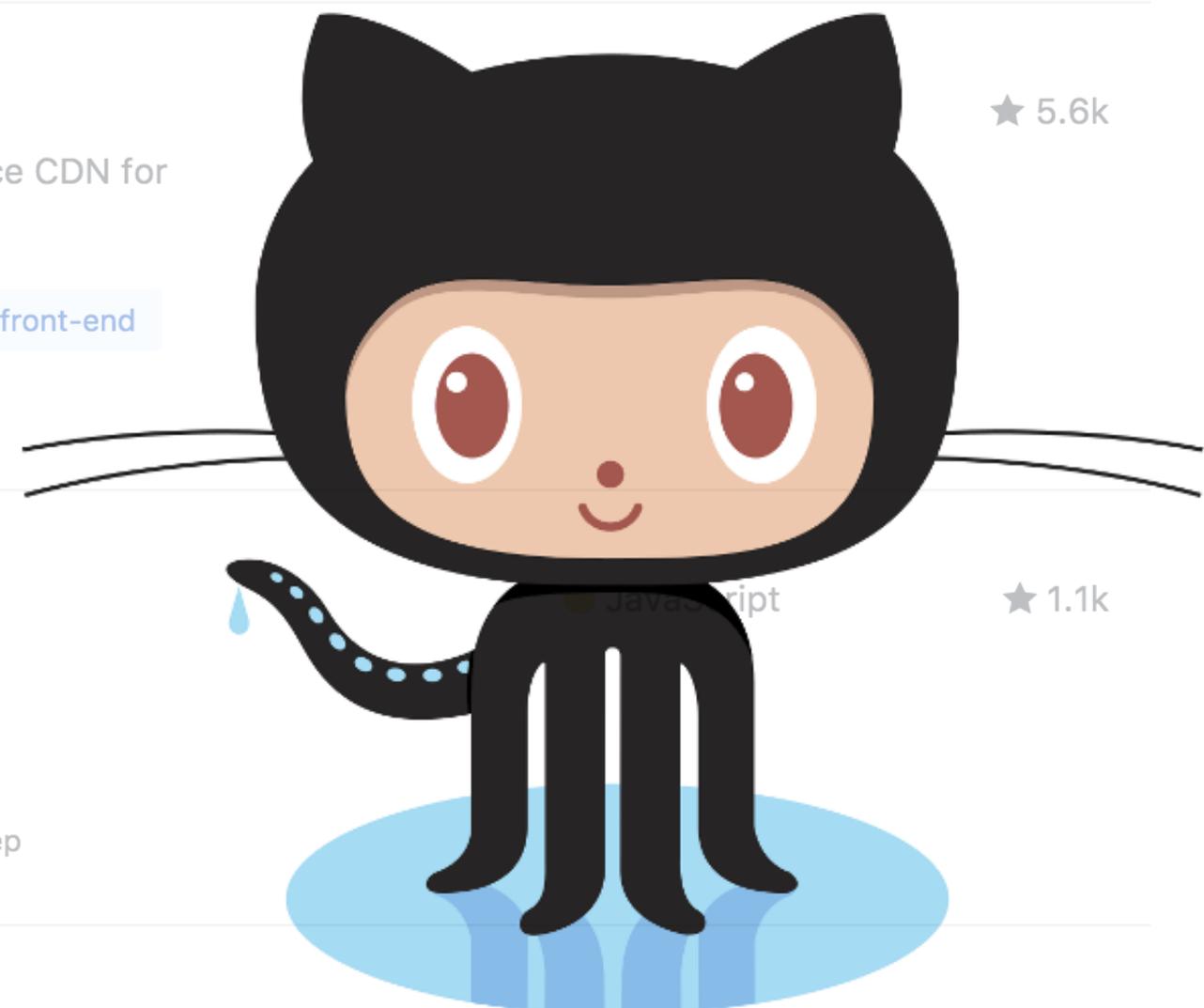
★ 6.3k

### caiogondim/fast-memoize.js

 Fastest possible memoization *library*

JavaScript

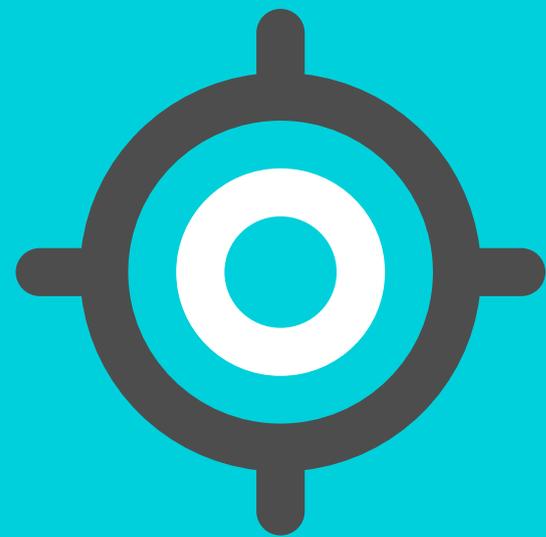
★ 1.5k



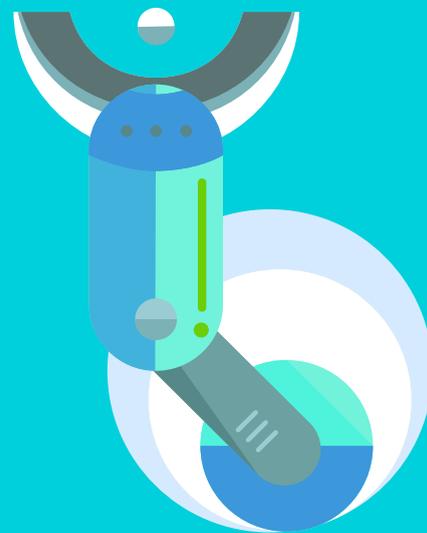
**AJUDA DA COMUNIDADE  
CONTA MUITO!**

**E o jQuery nos ajuda em que?**

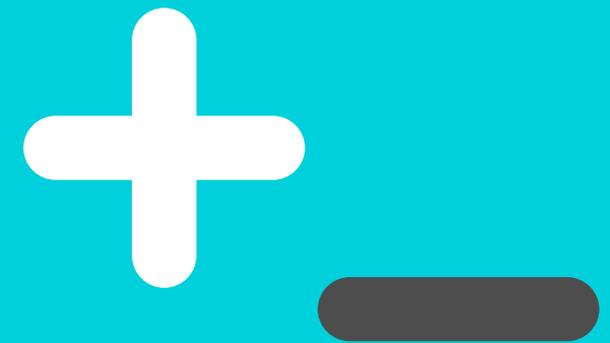
**Múltiplas coisas!**



**FACILITA O SELEÇÃO  
DOS ELEMENTOS HTML**



**MANIPULAR OS VALORES  
DOS ELEMENTOS**



**ADICIONAR CLASSES  
REMOVER CLASSES**

## SEM JQUERY

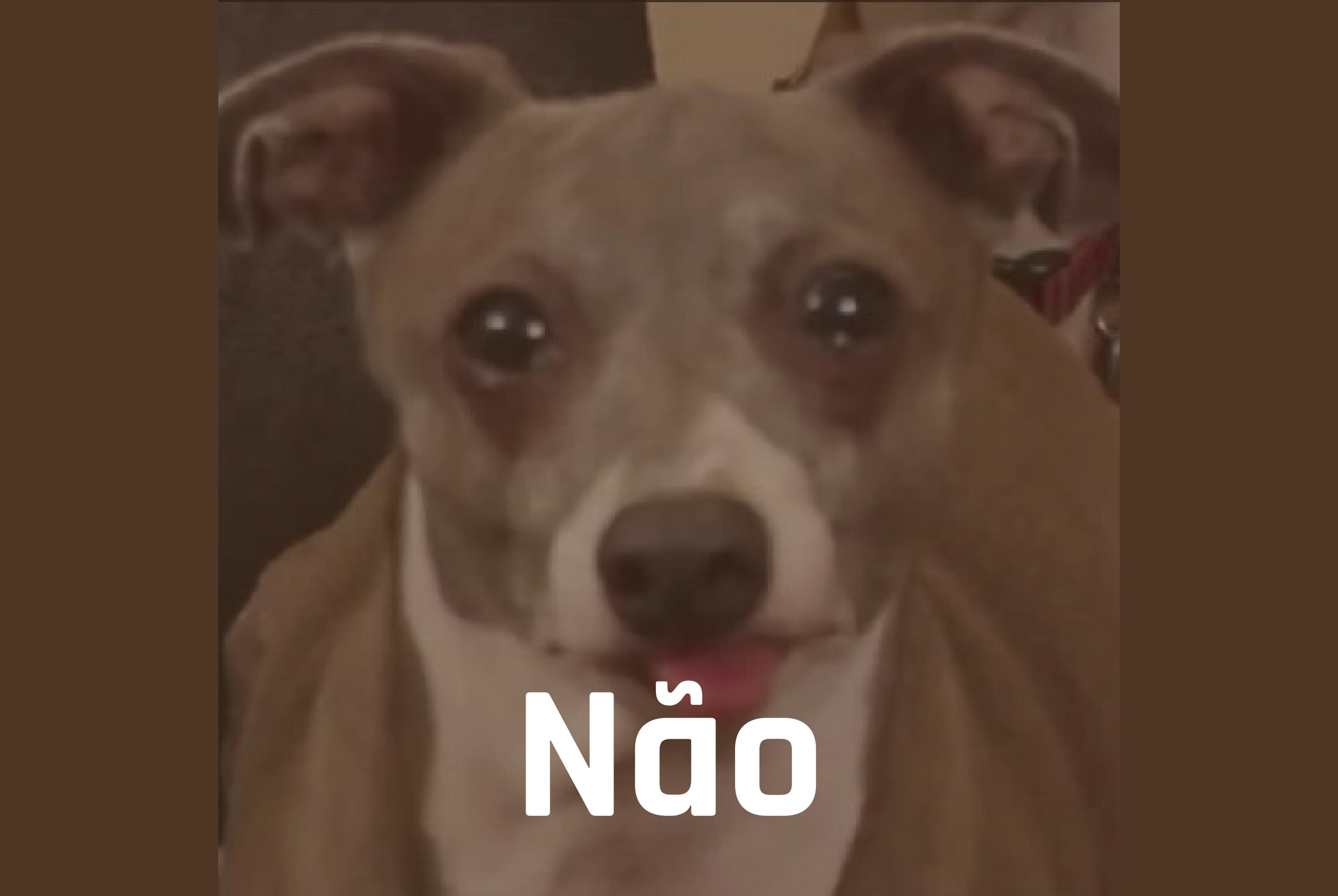
```
function minhaFuncaoMarota(ev){
    ev.preventDefault();
    //Minhas linhas de códigos marota
}
var botoes = document.querySelectorAll(".botao");
for (var i = 0; i < botoes.length; i++) {
    var botao = botoes[i];
    botao.onclick = minhaFuncaoMarota;
}
```

## COM JQUERY

```
function minhaFuncaoMarota(ev){
    ev.preventDefault();
    //Minhas linhas de códigos marota
}
$(".botao").click(minhaFuncaoMarota)
```

**Além de ter muitas bibliotecas  
que precisam dele para funcionar!**

**Então psô! então é melhor  
usar jQuery sempre né?**



**Nhỏ**

**Quando a aplicação é complexa  
e exige ser leve e mais leve jQuery  
pode ser uma má escolha**

**Use para landing page, MVPs,  
sites comerciais em geral**

**Onde posso ver tudo que  
jQuery tem a me oferecer?**

- Ajax
  - Global Ajax Event Handlers
  - Helper Functions
  - Low-Level Interface
  - Shorthand Methods

- Attributes
- Callbacks Object
- Core
- CSS
- Data
- Deferred Object

- Deprecated
  - Deprecated 1.3
  - Deprecated 1.7
  - Deprecated 1.8
  - Deprecated 1.9
  - Deprecated 1.10
  - Deprecated 3.0

- Dimensions
- Effects
  - Basics
  - Custom
  - Fading
  - Sliding

## jQuery API

jQuery is a fast, small, and feature-rich JavaScript library. It makes things like HTML document traversal and manipulation, event handling, animation, and Ajax much simpler with an easy-to-use API that works across a multitude of browsers. If you're new to jQuery, we recommend that you check out the [jQuery Learning Center](#).

If you're updating to a newer version of jQuery, be sure to read the release notes published on [our blog](#). If you're coming from a version prior 1.9, you should check out the [1.9 Upgrade Guide](#) as well.

Note that this is the API documentation for jQuery core. Other projects have API docs in other locations:

- [jQuery UI API docs](#)
- [jQuery Mobile API docs](#)
- [jQuery Migrate API docs](#)

# api.jquery.com

### **.add()**

Traversing > Miscellaneous Traversing

Create a new jQuery object with elements added to the set of matched elements.

### **.addBack()**

Traversing > Miscellaneous Traversing

Add the previous set of elements on the stack to the current set, optionally filtered by a selector.

### **.addClass()**

Attributes | Manipulation > Class Attribute | CSS

Adds the specified class(es) to each element in the set of matched elements.

### **.after()**

Manipulation > DOM Insertion, Outside

Insert content, specified by the parameter, after each element in the set of matched elements.

### **.ajaxComplete()**

Ajax > Global Ajax Event Handlers

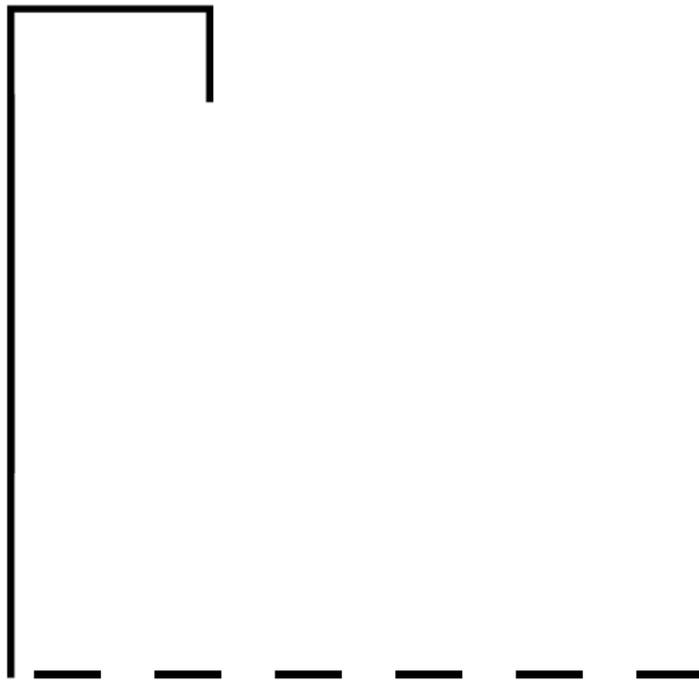
**JOGO DA FORÇA**

# Venha Brincar de Jogo da Forca!

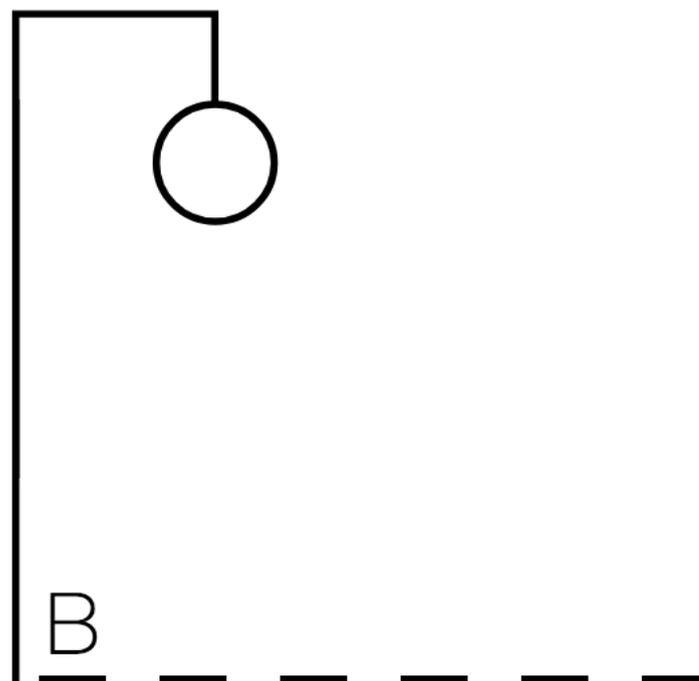
Palavra

**CADASTRAR**

## LETRAS UTILIZADAS



LETRAS UTILIZADAS BJ



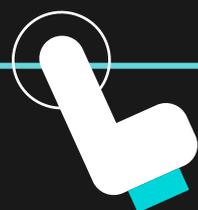
**UI é orientado a  
Eventos (interação do usuário)**

# Venha Brincar de Jogo da Forca!

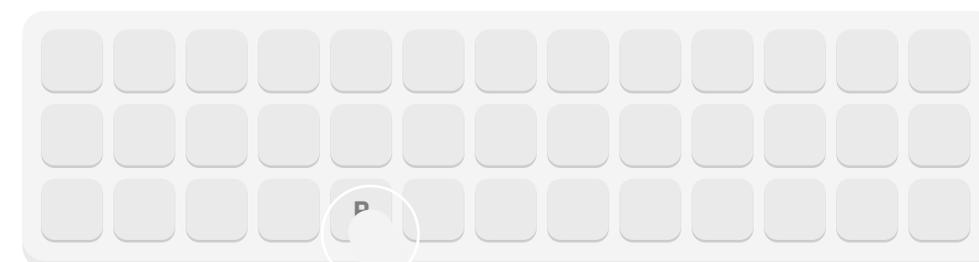
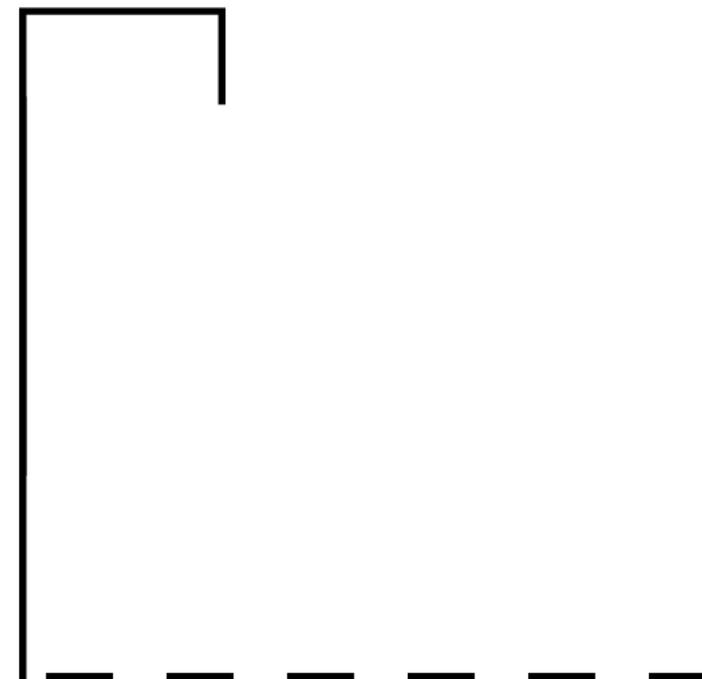
Palavra

batata

CADASTRAR



## LETRAS UTILIZADAS



**Temos que adicionar  
os eventos**

**saber como seleciona um elemento**  
**como adicionar evento**

```
var elementoJquery = $("{seletor}")
```

```
var elementoJquery = $("{seletor}")
```

```
elementoJquery.click()
```

```
elementoJquery.addClass()
```

```
elementoJquery.show()
```

```
elementoJquery.hide()
```

```
elementoJquery....
```

**Eu gosto de fazer nomear as variaveis assim...**

**var \$botao = \$(".botao")**

```
var $botao = $(".botao")
```

```
$botao.click(function(ev){  
    //Seu codigo maroto  
})
```