

Lab: Mobile First Design

Objectives

1. Working with GitHub.
2. Outline the benefits of Mobile First Design.
3. Design and apply a mobile first stylesheet.
4. Demonstrate the use of media queries to a apply a desktop stylesheet.
5. Demonstrate different layouts of HTML forms.

What are Git, GitHub and GitHub Pages?

This lab will use GitHub pages to allow the testing of our pages on your own mobile device. In order to use GitHub pages ensure you are signed into your GitHub account.

Git is an open source, distributed version control technology widely used in the Software Engineering industry. It allows for the management of projects and provides a history of file changes and the ability to rollback to early versions. When you add a project to Git, you create a repository or repo.

GitHub is a cloud-based hosting service that allows developers to place their repositories / repos online, so that they can easily share them. To do so developers synchronize their local code base 'repo', with a remote repo on GitHub. As local changes are made developers stage, commit, and then synchronize files to the remote repo.

Getting Started with Git and GitHub

Students have access to free GitHub accounts that can be set up via:

<https://education.github.com/pack>

We strongly recommend that you create a GitHub account through this route. It will be extremely useful for this and other modules.

There is a short video on the Blackboard site that talks you through the set up that hopefully you have reviewed before starting this lab (<https://youtu.be/4LXjFlf3WPY>).

Fork the GitHub Repo

The files for this lab are already in a GitHub repo found at:

<https://github.com/mustbebuilt/webdev-mobile-first>

Fork this repo into a one of your own.



Configure Git

In Visual Studio Code ensure you have entered your GitHub credentials. This is done in terminal with:

```
git config --global user.name "Joe Bloggs"
```

... and then add your email:

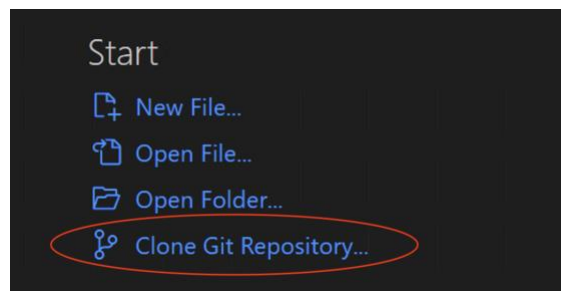
```
git config --global user.email b123456@my.shu.ac.uk
```

You can check the details added with:

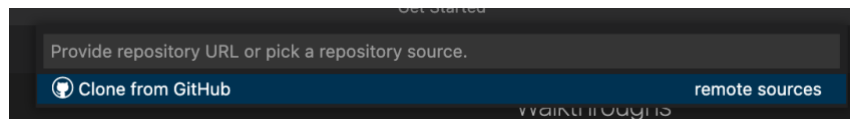
```
git config user.name  
git config user.email
```

Clone the Repository

Use the option on the Splash Screen to Clone Git Repository.



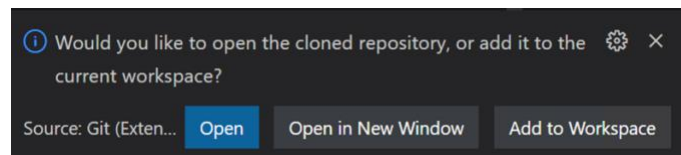
Select Clone from GitHub and your repos should appear as you type your username into the prompt.



Visual Studio Code will then prompt you to select a target folder on your machine as the location to save your local copy of the repository. Choose somewhere sensible you will be able to easily locate again.

Tip: If working on a University PC you may be advised to choose a target folder on your desktop. You can later move the files back to the repo so that you have a safe copy of the project.

Once cloned you are prompted to Open the cloned repository. Open it as prompted.



You should now see the project files. There will be several HTML files created for you based on the previous labs. We are doing to audit the files to improve the accessibility of the files.

Create a Mobile First Stylesheet

Modern websites need to be mobile friendly. In order to do this, we will follow a technique known as 'mobile first'. This firstly involves designing a simple stylesheet for the site that will present the content in a mobile friendly fashion. The benefits of this are:

1. Focuses the designer on the key content.
2. The 'mobile' stylesheet will download first - other stylesheets for larger screens (laptops, desktops) will only be downloaded if required - as such this approach is kinder on mobile user's data allowance.

Styling the body

Create a file called *mobile.css* in the *styles* folder. Add the following rules:

```
body {  
  font-family: helvetica, arial, sans-serif;  
  font-size: 1em;  
  margin: 0;  
  padding: 0;  
}
```

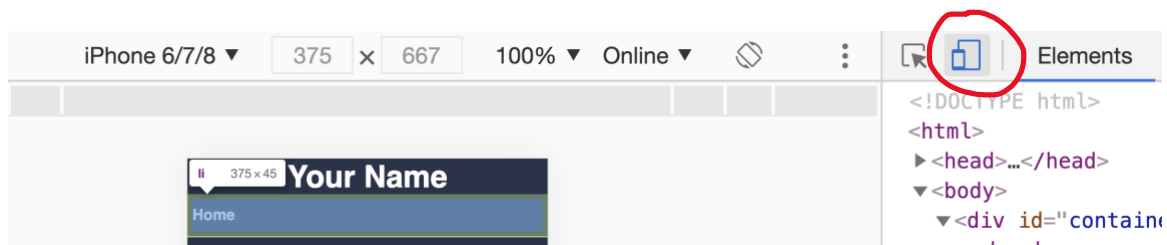
This sets the default font for our pages as well removing the 'native' margin and padding that belonged to the `<body>`.

Attach the Mobile Stylesheet

Attach this stylesheet to the *index.html* page by adding the following inside the `<head>`:

```
<link rel="stylesheet" href="styles/mobile.css" />
```

Test your page in Google Chrome using the developer tools to see how the page would appear on a mobile device.



You should be able to tell the stylesheet has been applied by the font changing. To emphasize that the stylesheet is attached try changing the background colour of the whole document by adding the `background-color` property to the rule created for the `body`.

The Container and its child elements

There is a `<div>` of class container around the outside of our design. This has three child elements of:

```
<div class="container">
  <header>
    ...
  </header>
  <main>
    ...
  </main>
  <footer>
    ...
  </footer>
</div>
```

Add rules to *mobile.css* to style `main` and `footer` as follows:

```
.container {
  width: 100%;
}
main,
footer {
  padding: 0 15px;
}
```

This ensures the container will fill up 100% of the available space. On a mobile

we want to use the space as efficiently as possible whilst ensuring that the child elements `main` and `footer` pad away from the screen edge by 15px.

Inside the `<header>` is `div#logo`. Centre this with:

```
#logo {  
  text-align: center;  
}
```

Styling the Header

Style the `<header>` element with the following rules:

```
header {  
  background-color: #263248;  
}  
header h1 {  
  margin: 0;  
}  
header h1 a {  
  color: #fff;  
  text-decoration: none;  
}
```

With the mobile first approach these styles will be inherited by both mobile and desktop visitors. Therefore, we don't need to set them again in the *desktop.css*.

Styling the Navigation

Viewing the page in the mobile view in Google Chrome, the navigation bar does not appear very clear. For mobile it would be better if the navigation was in a vertical list, with more spacing and had the default link colours removed.

Start by removing the list styling and making the `` a flex container:

```
nav ul {  
  list-style: none;  
  padding-left: 0;  
  margin: 0;  
  display: flex;  
  flex-direction: column;  
}
```

Give each `` more padding a border along the bottom:

```
nav ul li {  
  border-bottom: 1px solid #ccc;  
  padding: 5px;  
}
```

Next, change the link colour to white and add some padding at the top and bottom.

```
nav ul li a {  
  font-weight: bold;  
  text-decoration: none;  
  color: #fff;  
  padding: 8px 0;  
}
```

ViewPort

In Google Chrome ensure you are in mobile view to test the page. At this point it may not be displaying quite as you would expect. The text on the navigation bar appears too small. This is due to the 'viewport'.

Web browsers on mobile devices are designed to cope with all web pages whether they have been made mobile friendly or not. To facilitate this, the mobile web browser behaves as if it has a much larger screen than it has in reality. Mobile browsers render pages in a virtual window known as the 'viewport' - that is wider than the physical screen dimensions. However, if a page is designed to be mobile friendly, then the browser needs to be told not to use its default viewport but to use the one set by the designer. This is achieved through the addition of a meta tag to specifically control the viewport behaviour. Add the following to the `<head>` of the HTML file.

```
<meta name="viewport" content="width=device-width, initial-scale=1" />
```

This tells the mobile browser that the viewport is the same as the width of the actual device not the virtual viewport.

Now save and test your pages in the mobile emulator in Google Chrome.

Responsive Images

The pages are now being distorted by the images used, specifically the 900px wide image in the `section`. The image has dimension of 900px by 200px. The width of 900px is been respected by the viewport of the browser, as it tries to fit the image into the whole page. We can fix this by adding a CSS rule to resize our images.

```
.resize-img{  
  width: 100%;  
  height: auto;  
}
```

This rule sets images with a class selector of `.resize-img` to have a width of 100%. The 100% value refers to the width the element should assume of its parent element.

Save and test your file through the Browser emulator. It should be looking a lot better now.

To help you understand how this technique is working try adding the following rule:

```
/* Just an experiment */  
section {  
  width: 50%;  
}
```

When viewed all the images that are children of the `section` element now take up 50% of the screen space. Once you are happy with this idea remove the above rule.

Improving the User Experience

Now as pages are looking pretty mobile friendly we can refine the user experience. When you test the page in the mobile emulator in Chrome notice that the hyperlinks in the navigation aren't clickable on the right-hand side of the screen where it is likely the user will attempt to select the link. Imagine the way you hold your phone. Lots of users will use their thumb on the right-hand side to navigate.

We can fix this by changing the behaviours of the `<a>` tags. These are by default inline elements and as such flow left->right and cannot be assigned a width. By changing the `<a>` to have a display property of `display: inline-block` we can then assign a width of 100%. This will make the navigation links clickable across the width of the screen.

Amend the rule for the `<a>` with the additional of a `display` and `width` properties:

```
nav ul li a {  
  display: inline-block;  
  width: 100%;  
  font-weight: bold;  
  text-decoration: none;  
  color: #fff;  
  padding: 8px 0;  
}
```

Styling the footer

To style the footer add the following rule to the *mobile.css* file.

```
footer {  
  border-top: 1px solid #ccc;  
  margin: 20px 10px 10px 0;  
  font-size: 0.8em;  
  text-align: center;  
  font-style: italic;  
}
```

Working with media queries

Media queries allow the designer to ask questions about the browser and device been used to view the page. If the query is matched, then alternative stylesheets can be applied. For this project, we'll ask whether the screen has a minimum width of 720px. If so, we will add another stylesheet to the page. This is known as a breakpoint.

Add the following to the `<head>` of the *index.html* immediately after the link to the *mobile.css* stylesheet.

```
<link  
  rel="stylesheet"  
  href="styles/desktop.css"  
  media="only screen and (min-width : 720px)"  
>
```

This is essentially the same as a normal `<link>` element but with the addition of the `media` attribute. The `media` attribute contains the 'query'.

Why 720 pixels? This is a design decision based on the current state of mobile devices. It will mean that some larger screen devices (especially in landscape mode) will have this stylesheet applied.

Once added save and test your page in both mobile and desktop view.

Review the Desktop Stylesheet

Review the *desktop.css* file and you will see styling such as flexbox used to create the two-column effect.

The desktop stylesheet is added after the mobile stylesheet to overrule some CSS properties and add some new ones.

For example, the `.container` rule now has the additional properties of:

```
.container {  
  margin: auto;  
  max-width: 1200px;  
  min-width: 600px;  
}
```

The `max-width` properties stops the container exceeding 1200px in width.

Notice how in Google Chrome you can see how the styling for the `nav ul` in the *mobile.css* is overruled by the styling from the *desktop.css*. The `padding-left` and `flex-direction` are struck through in the *mobile.css* as the *desktop.css* rules replace them.

media="only screen and (min-width: 720px)" nav ul { padding-left: 0; flex-direction: row; }	desktop.css:25
nav ul { list-style: none; padding-left: 0; margin: 0; display: flex; flex-direction: column; }	mobile.css:27

Attach the Stylesheet and Apply the Viewport to the Other Pages

Now we have a mobile and desktop styles roll them out to the other pages in the website. To do so ensure that on each page you:

1. Add the meta viewport tag
2. Add the two links to the stylesheets.

Styling the Form for Mobile

The form for the mobile on the *contact-me.html* page needs styling. Currently it appears ragged.

We'll style the form with the same approach used for the rest of the styling. First of all we'll style it for mobile and then style it for the desktop view.

As such open the *mobile.css* stylesheet to apply some styling.

First of all add a margin to the top of the `form` using the box-model.

```
form > div {
  margin: 15px 0;
}
```

The labels will work better if they sit on top of the `form` elements rather than to the side. The `label` is an inline element. However, we can change it to behave as a block as follows:

```
label {
  display: block;
}
```

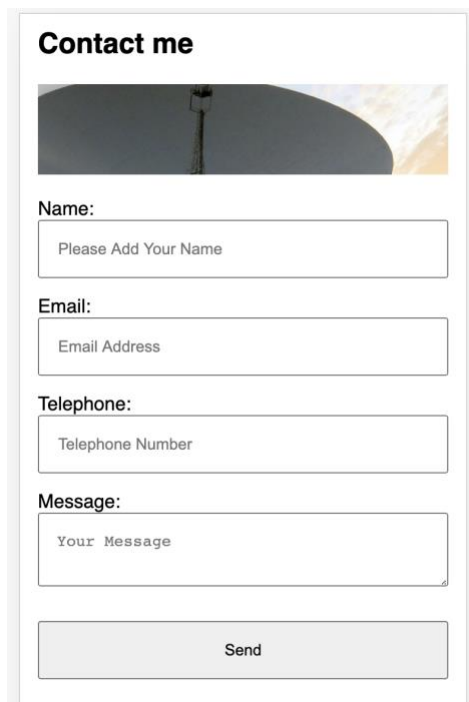
The input `text` fields, the `email` and `tel` fields we'll have stretch across the width of the mobile view. Here we'll use attribute selectors:

```
input[type="text"],
input[type="email"],
input[type="tel"],
textarea {
  box-sizing: border-box;
  width: 100%;
  padding: 15px;
}
```


The `submit` button we'll also stretch and centre its text label.

```
input[type="submit"] {
  margin: 10px auto;
  text-align: center;
  width: 100%;
  padding: 15px;
}
```

Save and view the file. It should now look as follows:



Contact me



Name:
Please Add Your Name

Email:
Email Address

Telephone:
Telephone Number

Message:
Your Message

Send

Styling the Form for Desktop

The desktop view of the form appears as follows:

Contact me

Contact Details

m.j.cooper@shu.ac.uk
 0800 1234 1234
 @mustbebuilt
 My Address

Name:
 Please Add Your Name

Email:
 Email Address

Telephone:
 Telephone Number

Message:
 Your Message

Send

The fields are now stretched a little too much. Open the *desktop.css* to amend the CSS for the form.

First reduce the width of the form and centred it with `margin: auto;`.

```
form {
  width: 50%;
  margin: auto;
}
```

Add a rule to make the child `<div>` element of the form containers. As such the `label` and associated input will flex.

```
form > div {
  margin: 15px 0;
  display: flex;
}
```

The labels now appear ragged again so change them to `display` as `inline-block` such that a width can be applied:

```
label {  
  display: inline-block;  
  width: 120px;  
}
```

Finally have the `div.submitContainer` position the submit button to the right of the form and the submit buttons width.

```
.submitContainer {  
  justify-content: flex-end;  
}  
input[type="submit"] {  
  width: auto;  
  margin: 0;  
}
```

Save and test your file.

Adding a Burger Menu For Mobile

To add a 'burger' menu to the mobile view add the following HTML under the `<h1>`.

```
<h1><a href="#">Your Name</a></h1>
  <div class="burger">
    <div class="line"></div>
    <div class="line"></div>
    <div class="line"></div>
  </div>
```

In the mobile CSS add:

```
.burger > .line{
  width: 35px;
  height: 5px;
  background-color: #fff;
  margin: 6px 0;
}
```

Amend the `#logo` with:

```
#logo {
  /* text-align: center; */
  display: flex;
  justify-content: space-between;
  padding: 5px;
}
```

The rule for the `<nav>` adds a CSS transition to animate the menu.

```
nav{
  overflow: hidden;
  transition: height 0.5s;
}
```

In the desktop hide this with:

```
.burger {  
  display: none;  
}
```

... and add this for the nav:

```
nav {  
  /* for burger menu */  
  overflow: auto;  
}
```

Attach the Javascript file to each page by adding the following to the `<head>` of each HTML page.

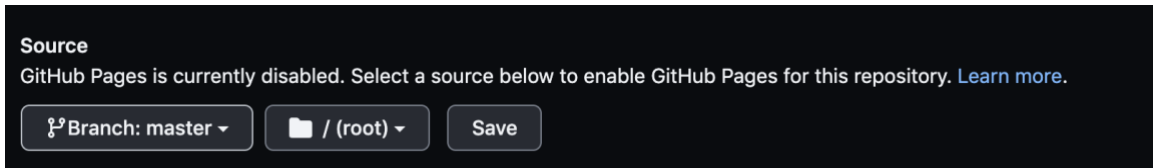
```
<script src="js/main.js" defer></script>  
</body>
```

We will see more on Javascript later in the module.

Task: Setting Up the local and remote Repos and enabling GitHub Pages

Navigate to your forked version of the GitHub repo and under Settings locate Pages to enable GitHub pages.

From here you can publish your pages. Under Source choose *main or master* and then Save your settings.



This will initially take a few seconds, but it will publish your repo to address based on your GitHub username and repo name, for example:

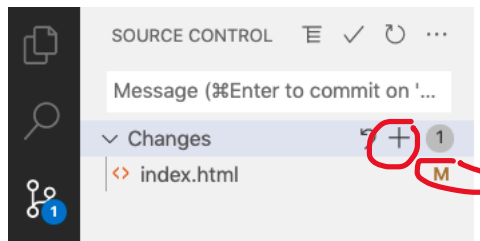
<https://mustbebuilt.github.io/webdev-mobile-first/>

More information on GitHub pages can be found at:

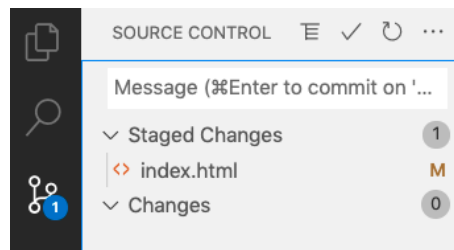
<https://pages.github.com/>

Publishing and Testing Your Site

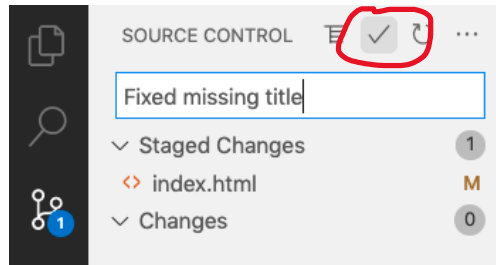
As you make changes, in the Source Code tool you will see your changes flagged as **M** for modified.



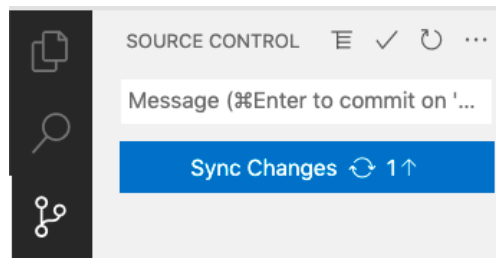
Click the + sign to stage the change, and it then shows in Staged Changes list:



Add a commit statement and press the tick to commit it.



Your local repo is now up to date however the GitHub repo is not, so use the Sync Changes button to update the remote repo.



GitHub Pages may be a little slow to update, so you may need to refresh the pages a few times to see the change filter through.

Use the URL created by GitHub Pages to test your site on your own mobile.

If you make changes to the code, follow the procedure above to stage, commit and synchronise files to the repo.

Advanced Task: Inserting Video into Your HTML Page

In HTML5 compliant browsers video can be added using the `<video>` element.

In many ways this is like the `` tag in that you need to indicate the video source with the `src` attribute.

The video tag has the following attributes:

width	The width of the video holder
height	The height of the video holder
src	The URL to the source video file
controls	To enable playback controls
autoplay	Set the video to play automatically on page load
loop	To set the video to loop
poster	The URL to an image that is shown whilst the video is downloading and before it is played. Useful if your video fades from black or white.

As such the video element may appear as:

```
<video src="media/horses.mp4"> </video>
```

But in order to be able to play it we need to add `controls` ie:

```
<video src="media/horses.mp4" controls> </video>
```

Creating a Poster Image

By default when a video is added to a web page it will show the first frame of the video until the video is played.

Sometimes, for example when video fades in, the first frame is not an ideal one to show the user. Therefore, you can create an image that can be used as a 'Poster'. This is a still image that will be seen by users yet to play the video instead of the 1 frame of the video.

To create a poster image you need to create an image with the same aspect ratio as your video.

To add the poster image to the `<video>` tag use:

```
<video src="media/horses.mp4" controls poster="images/horsePoster.jpg">
</video>
```

Style the Video

To style the video, control its width and placement, nest it inside of a `<div>` element.

```
<div class="videoContainer">
  <video src="media/horses.mp4" controls poster="images/horsePoster.jpg">
  </video>
</div>
```

In the *mobile.css* add styling that will apply as the default for both mobile and desktop:

```
.videoContainer{
  display: flex;
  justify-content: center;
}
video{
  width:100%;
  height: auto;
  max-width:560px;
}
```

This allow the video to be up to a maximum width of 560px and uses a flex container to centre the video.