Fall 2018 — ar589.github.io

# Week1 Interactive Design

Introduction
Getting Setup
Intro to HTML

# Goals for This Semester

- Develop an understanding of a modern interactive design process.
- Put your work on the web.
- Use code and a web browser as your design tool.

### An Overview

# Assignments

- Art-Directed Article
- Movie App Interface
- Weather App Interface
- Ongoing Weekly Challenges

### Expectations

- Attendance is required.\*
- Come to class ready to talk about your work.
- Bring your computer.
- All work must be submitted via Github.
- Your must write your own code.

Use of unsanctioned code in assignments or weekly challenges will earn a failing grade.

### Resources

- **Website** ar589.github.io
- Slack ar589.slack.com/signup
- Email
   dperrera@bu.edu

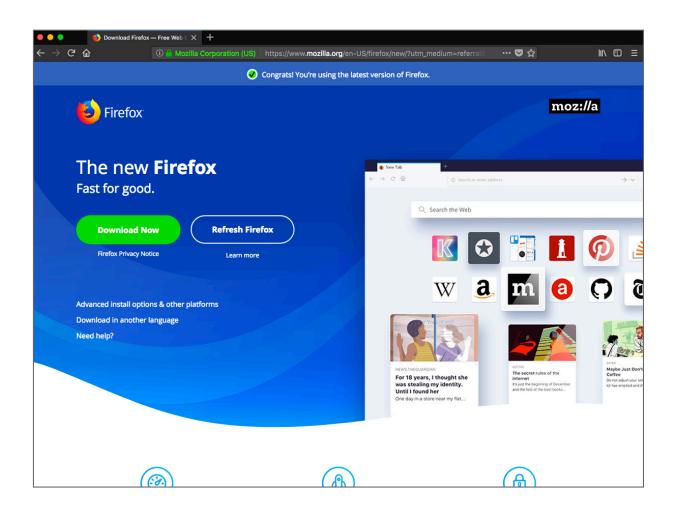
# Getting Set Up

### **Tools of the Trade**

- A Web Browser.
- A Code Editor.
- A Version Control System.

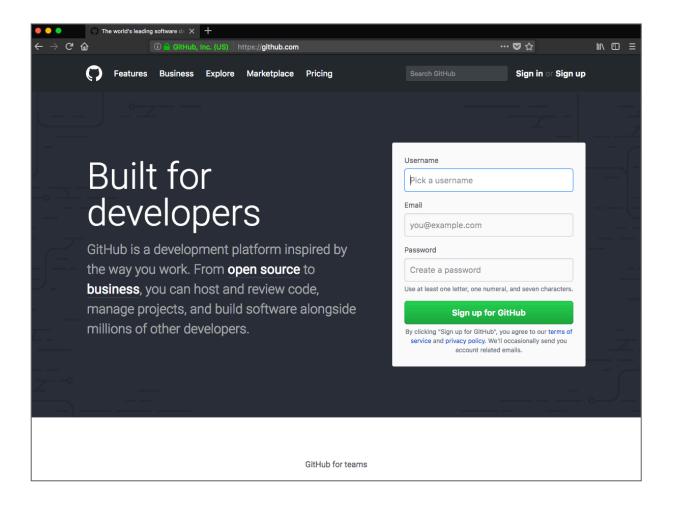
### Web Browser: Firefox

firefox.com



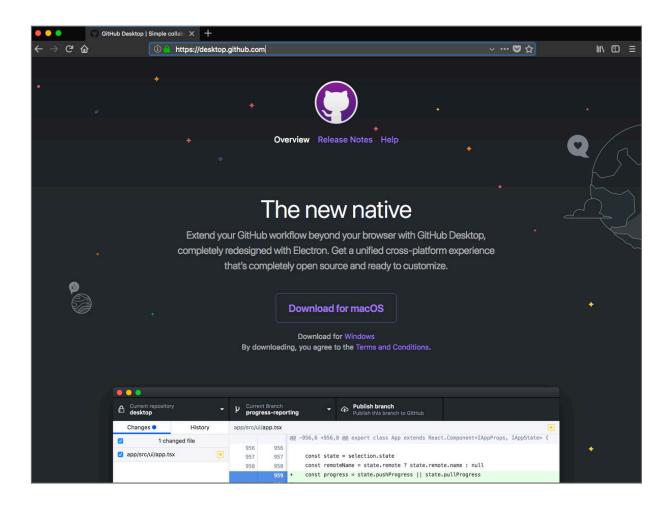
### **Version Control: Github**

github.com



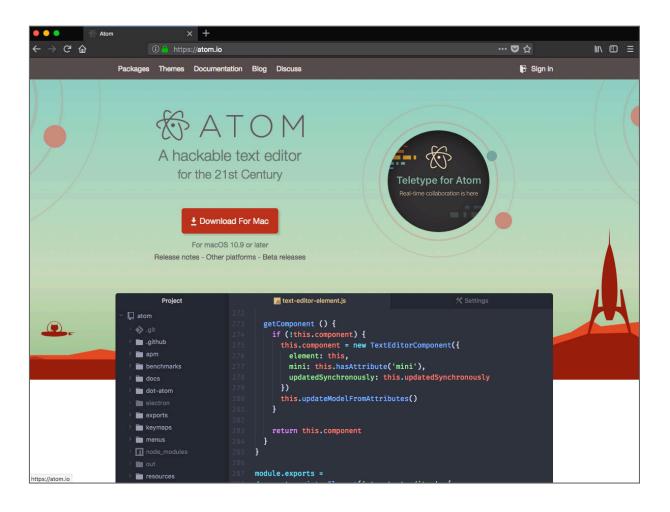
### Git Client: Github Desktop

desktop.github.com



### **Code Editor: Atom**

### atom.io



# Open Atom!



#### A hackable text editor for the 21st Century

#### For help, please visit

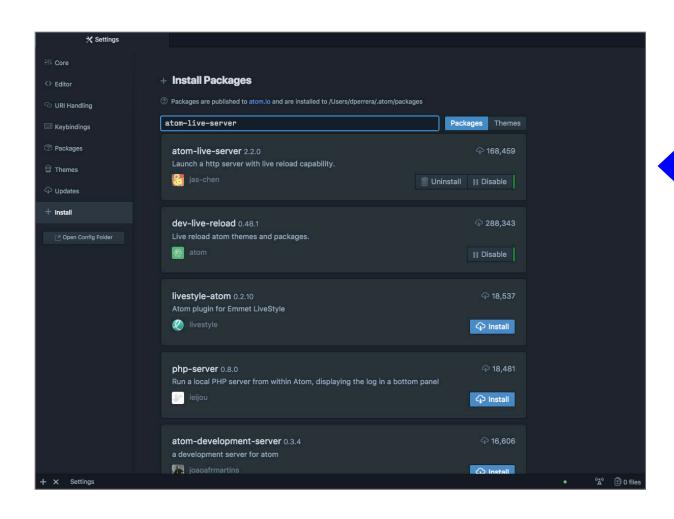
- . The Atom docs for Guides and the API reference.
- . The Atom forum at discuss.atom.io
- The Atom org. This is where all GitHub-created Atom packages can be found.
- ✓ Show Welcome Guide when opening Atom

atom.io × 👼

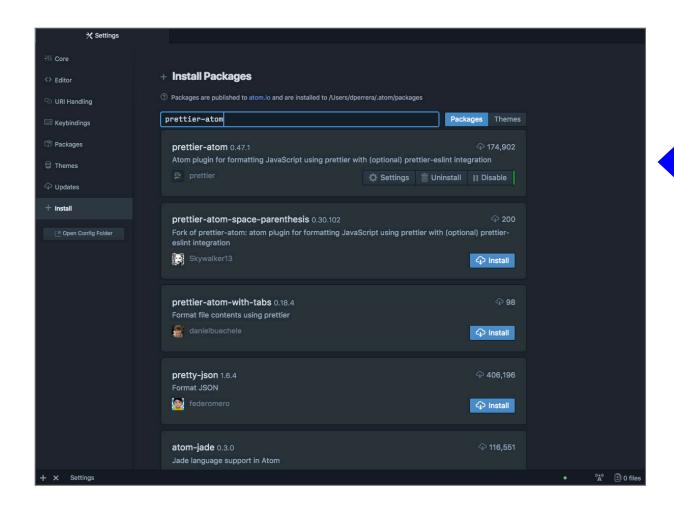
#### Get to know Atom!

- Open a Project
- Version control with Git and GitHub
- (A) Collaborate in real time with Teletype
- Install a Package
- ☐ Choose a Theme
- □ Customize the Styling
- ⇔ Hack on the Init Script
- ⇔ Add a Snippet
- Learn Keyboard Shortcuts

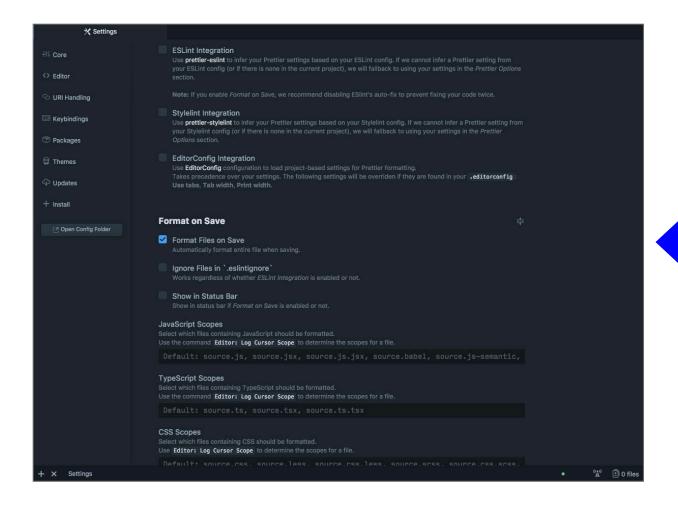
### Install atom-live-server



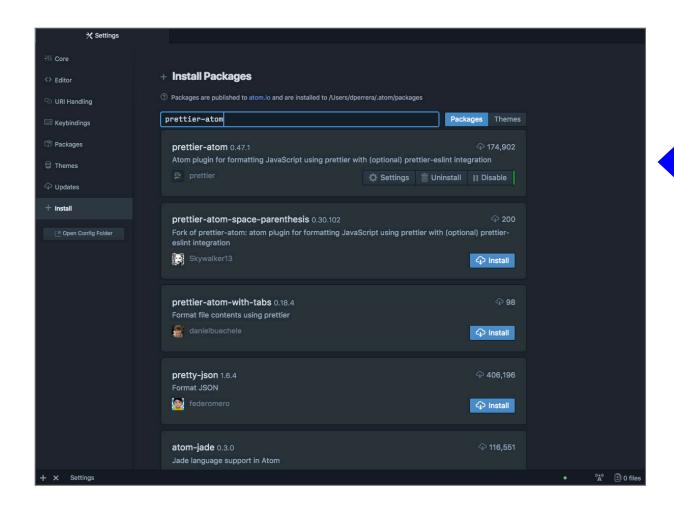
### Install prettier-atom



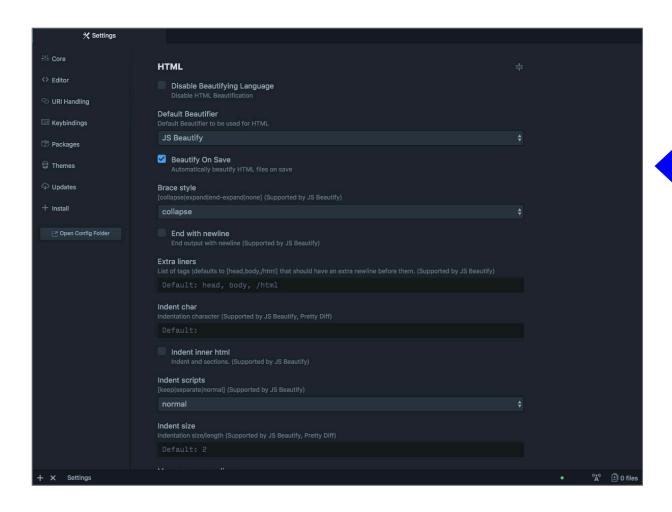
# Enable "Format on Save" in prettier-atom



### Install atom-beautify



# Enable "Beautify on Save" under HTML in atom-beautify



### Intro to HTML

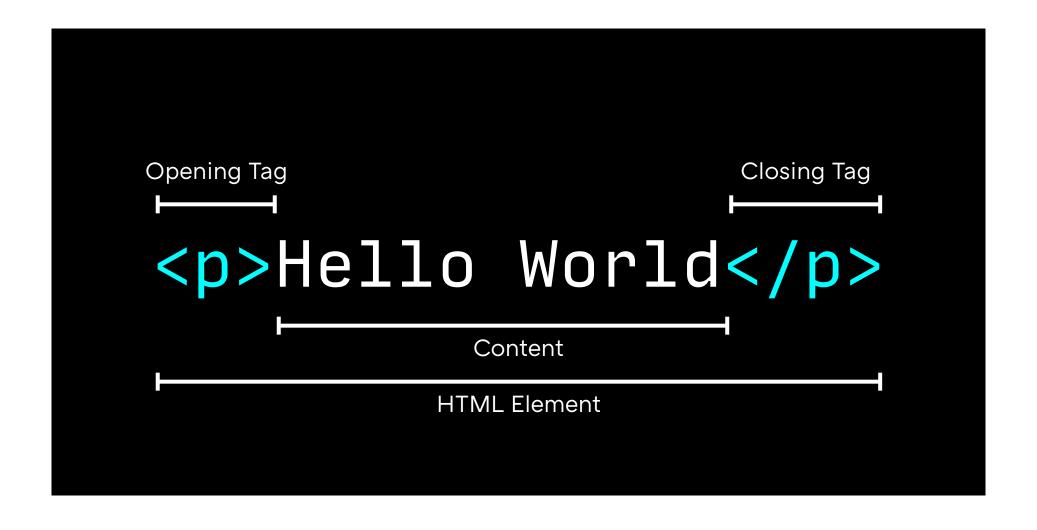
### What is HTML?

- "Hyper Text Markup Language"
- Text outline for your web page
- Structure is described with "elements"
- Files end in ".html"

- 1. Open Atom and Firefox.
- 2. In Atom, make a new file called 'index.html' and save it to your desktop.
- 3. Start a live server.

Packages > atom-live Server > Start Server

### **HTML Elements**



# Headings

- There are six levels of headings
- <h1> <h6>
- You will usually only use four

### Headings

```
<h1>Dogs</h1>
<h2>Breeds</h2>
<h3>Poodles</h3>
<h4>Standard Poodle</h4>
<h4>Miniature Poodle</h4>
<h4>Toy Poodle</h4>
```

### **Paragraphs**

```
Hello world!
```

### **Unordered Lists**

```
<u1>
Flour
Water
Salt
```

### **Unordered Lists**

```
<01>
 Measure ingredients
 Mix together
 Bake for 1 hour
```

### Links

Also known as the "anchor" tag.

```
Attribute
<a href="https://bu.edu">BU</a>
```

### **Images**

Requires at least the "src" attribute.

```
Attributes
<img src="cat.jpg" alt="A cat">
```

### Comments

Use comments to leave notes to yourself and organize your document.

```
<!-- This won't show up in the browser -->
```

### **Nesting HTML Elements**

Elements are either "block elements" or "inline elements."

```
>
 I'm sitting in <a href="http://ar589.github.io">
 Interactive Design</a> and I'm using these tools:
<l
 Atom
 Firefox
```

# A Basic HTML Page

### html

- head
- body
  - your content

```
index.html
<!DOCTYPE html>
<html>
 <meta charset="utf-8">
 <title>My Document</title>
</head>
  I'm sitting in <a href="http://ar589.github.io">Interactive Design</a>.
</body>
</html>
```

### **HTML File Rules**

- The browser will always look for a file named index.html first.
- No spaces in your file names! Use dashes instead of spaces.
- Filenames should be all lowercase.

### Resources

- developer.mozilla.org/en-US/docs/Learn/HTML
- htmlreference.io

# Weekly Challenge!

### **Bread Recipe**

Using the provided content, make an HTML page to present the bread recipe with the provided text and image.

github.com/AR589/bread-starter

