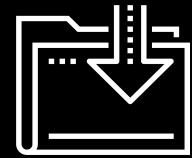
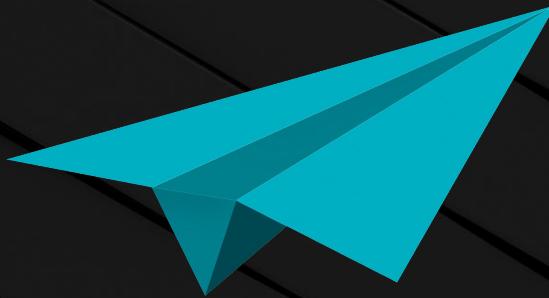


{ } Custom Webpages

Skills Bootcamp in Front-End Web Development

Lesson 3.3





Office Hours

30 Minutes



WELCOME

Today's Objectives

By the end of class today, you will:



Customize Bootstrap Components



Code a one-page website based on a prompt.



Quick Recap: Bootstrap Concepts



Components are used to quickly construct a layout. The elements can then be customized to fit your design, speeding your workflow.



The responsive column system always adds up to 12 for a row of content.



You can use multiple Bootstrap column classes to control how and when your content responds to different viewport widths.



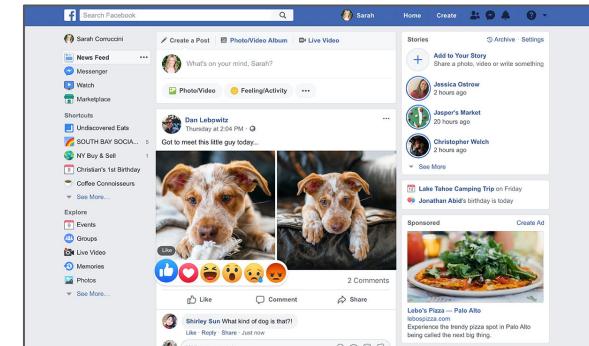
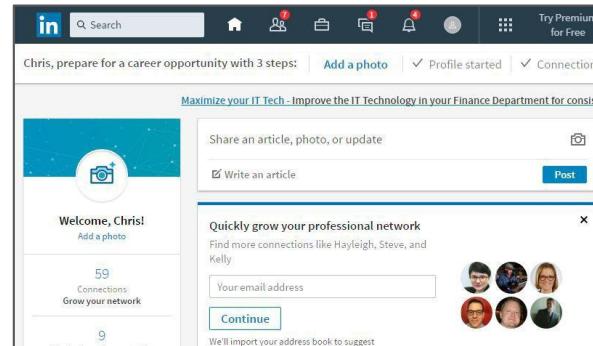
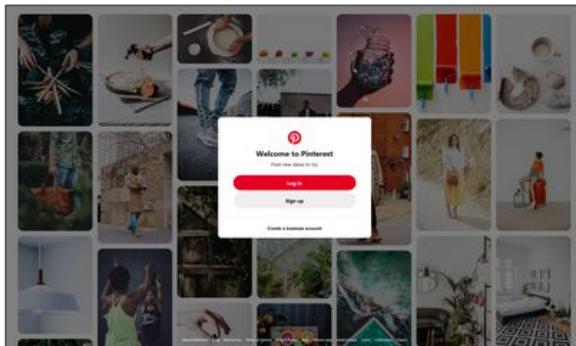
Any CSS Flex property you learned can be applied to Bootstrap 4 because Bootstrap 4 was written using CSS Flex.

UI Elements: Cards

Cards are UI elements
that are used to separate
similar content visually
with a literal box.

UI Elements: Cards

You have seen cards if you use the internet. Websites like Facebook, Twitter, and Pinterest are places where cards became popular as a design trend.





The purpose of cards is to make your content more digestible by grouping elements together that have related content.

UI Elements: Cards

Notice how these two cards visually separate the content with the grey background.

Analyze the contents of the cards. Notice how each card contains only information that relates to everything else on the card.

GREAT IN CATALINA

Mac and iPad: Even Better Together

Sidecar brings out the best of both.

LET'S PLAY

Welcome to Apple Arcade on Mac!

It's here—and it's only the beginning.

FROM THE EDITORS

Welcome to the Mac App Store

Introducing Catalina, Sidecar, and much more.

Apps and Games We Love Right Now

[See All](#)



macOS Catalina

[VIEW](#)



Ecosia

[GET](#)

Card Design Best Practices

01

Keep it simple.

02

Direct your user to the desired action.

03

Use images strategically.

04

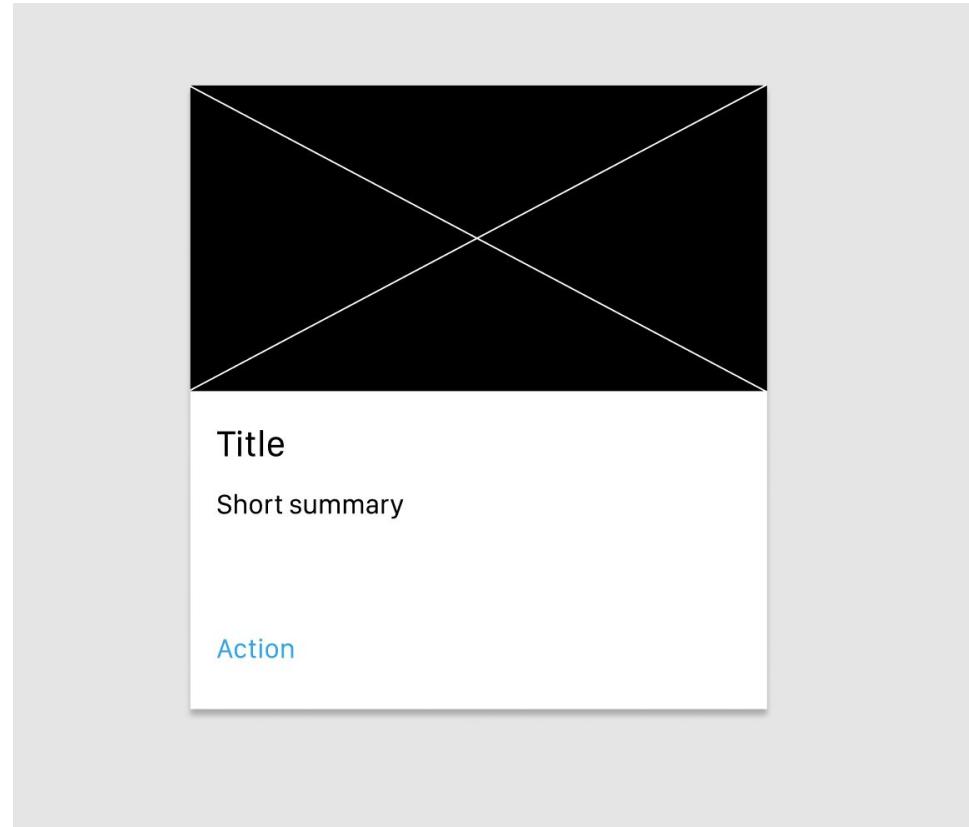
Support micro-interactions.

Card Design Best Practices

01 Keep it simple.

Cards are used to focus our users on specific information.

Everything in the card should be relevant.



Card Design Best Practices

02

Direct your user to the desired action.

Users will automatically want to click on cards when they see them.

Give them clear CTAs and ways to convert on your content.

bauhaus100 Newsletter

The bauhaus100 newsletter will be circulated from time to time with news about the Bauhaus Centenary 2019.

Email address



I agree to the data protection declaration .

Subscribe to newsletter

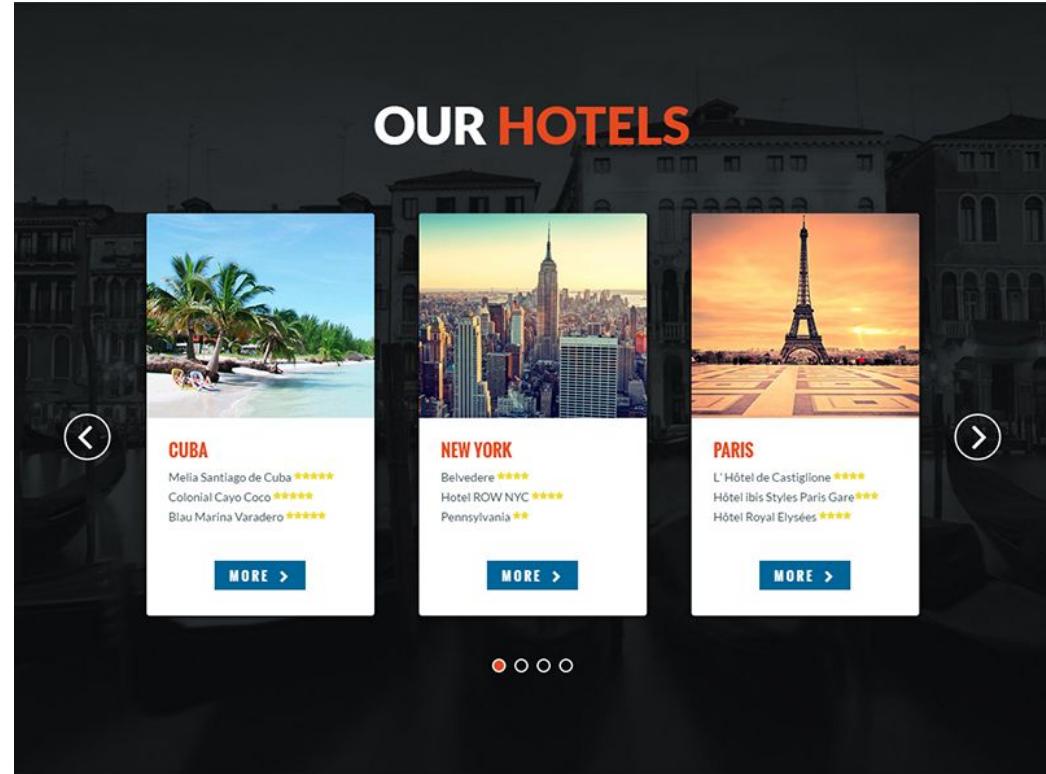
Card Design Best Practices

03

Use images strategically.

Use eye-catching imagery that relates to the topic of the card.

If the images and headline don't match, there will be confusion.



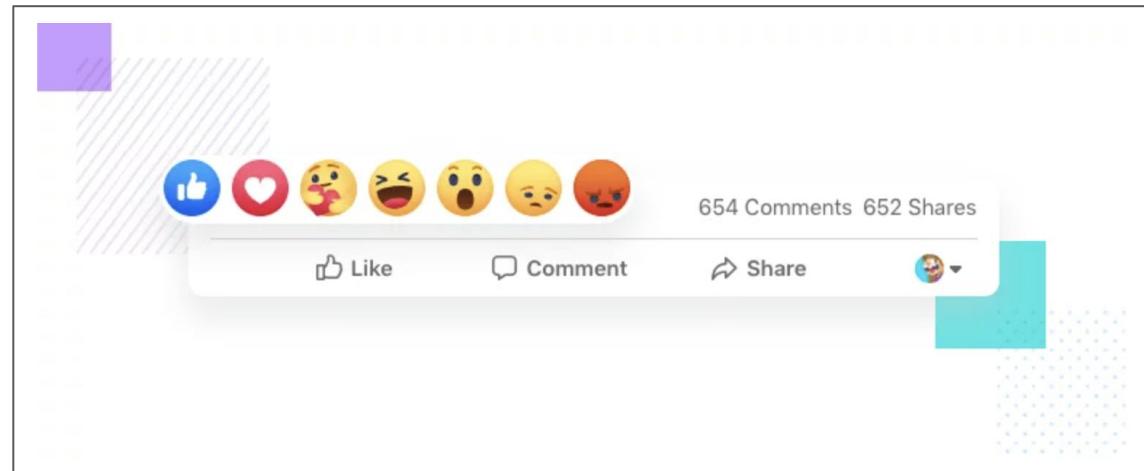
Card Design Best Practices

04

Support micro-interactions.

Even simple interactions
add life to your cards

(*Like, Share, Favorite button, etc.*).



Cards Component Sample Code

286x180

Card title

Some quick example text to build on the card title and make up the bulk of the card's content.

Go somewhere

```
<div class="card" style="width: 18rem; ">
  
  <div class="card-body">
    <h5 class="card-title">Card title</h5>
    <p class="card-text">Some quick example text to build on the card title and make up the bulk of the card's content.</p>
    <a href="#" class="btn btn-primary">Go somewhere</a>
  </div>
</div>
```



Instructor Demonstration

Customize Bootstrap 4 Cards



Activity: Webpage Funnel Customization: Part 3—Cards to Footer

In this activity, you'll customize the cards on your template site.

Suggested Time:

30 Minutes

Your Cards Should Look Like the Following

Shows Near You



Melbourne, Australia

Come see Slipknot unleash their new album "We Are Not Your Kind"

[Go somewhere](#)



Chicago, Illinois

Metallica finally returns to the big stage in Chicago Illinois

[Buy Tickets](#)



Long Beach, California

The Red Hot Chili Peppers take the stage at the Honda Center

[Buy Tickets](#)

Customize Content



Your Content Should Look Like the Following

We are always here to help!

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod Lorem ipsum dolor sit amet.

[Contact Us](#)



The best prices!

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod Lorem ipsum dolor sit amet.

[Learn More](#)



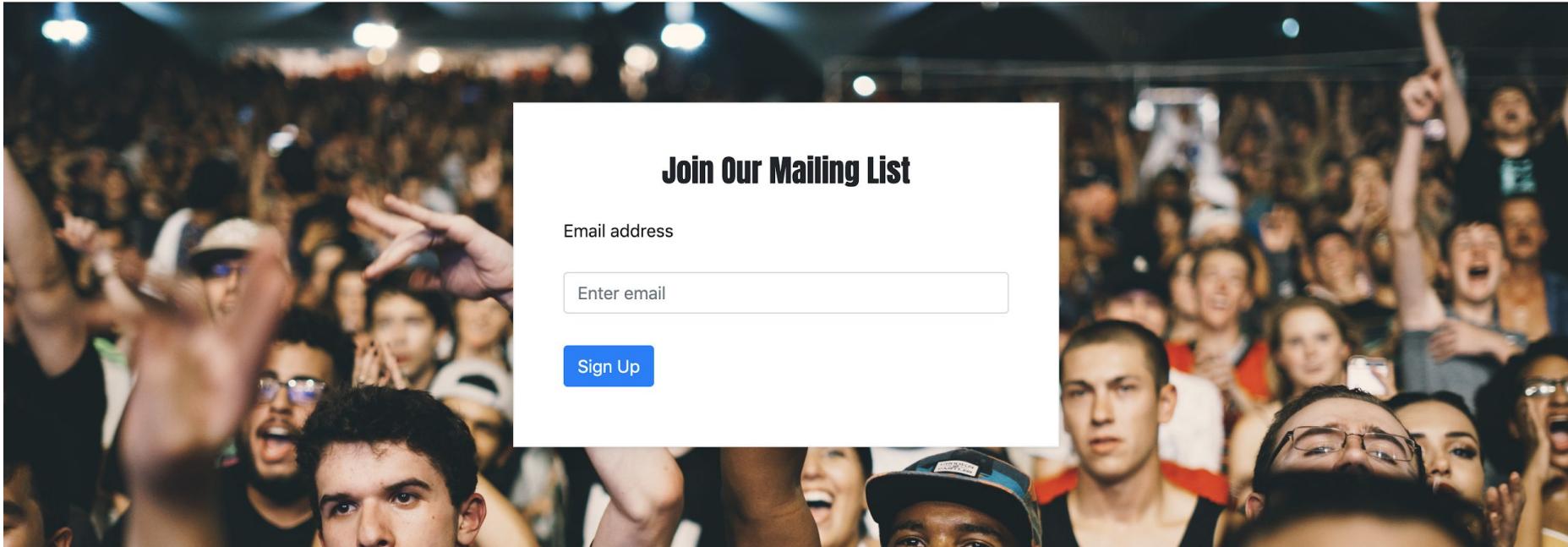
The best shows!

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod Lorem ipsum dolor sit amet.

[More shows](#)



Your Footer Should Look Like the Following





Time's Up! Let's Review.

Webpage Funnel Best Practices



01

Identify three main CTAs that are important for your business (e.g., sign up for the mailing list, become a member, etc.).

02

Each section needs to be focused on one topic, and everything in that section must relate to that topic.

03

Each section should relate to a specific user demographic. Is this section for the run-of-the-mill user or is it for a team lead/decision maker?

Break

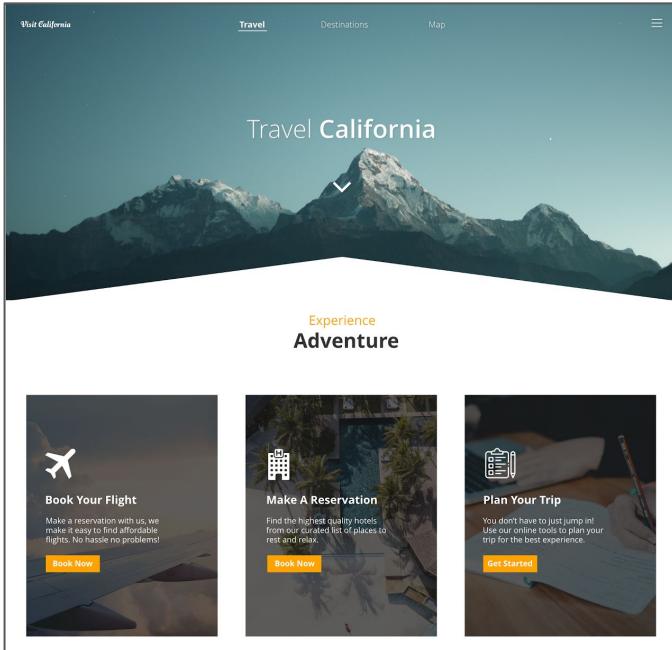




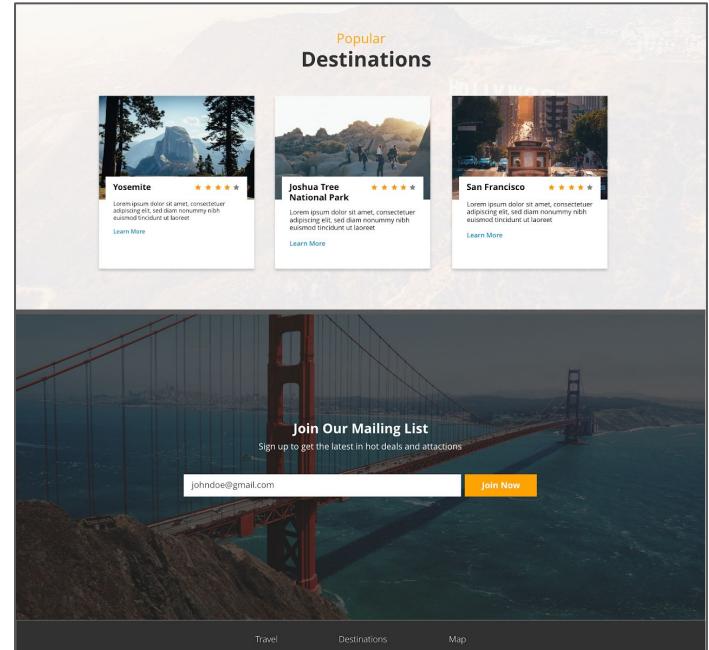
Travel California

Today We Build—Travel California

Top half



Bottom half



Today's Progress

Learn how to build prototypes using Bootstrap 4.

01

First half: front-end development first steps

Customize the following sections:

2. Preparing Web-Ready Assets



02

Second half: coding Travel California

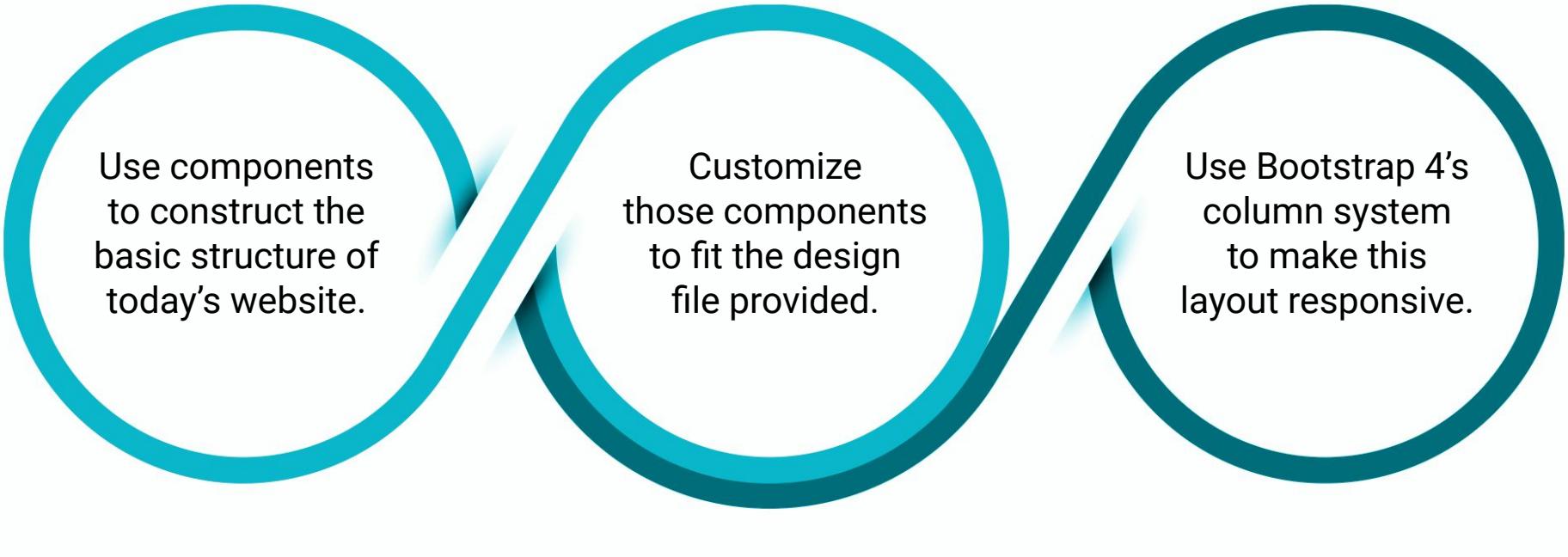
Customize the following sections:

3. Build Travel California



How Bootstrap Fits In

Now that you know how to use Bootstrap, its benefits, and how to customize it, you can perform the following tasks:

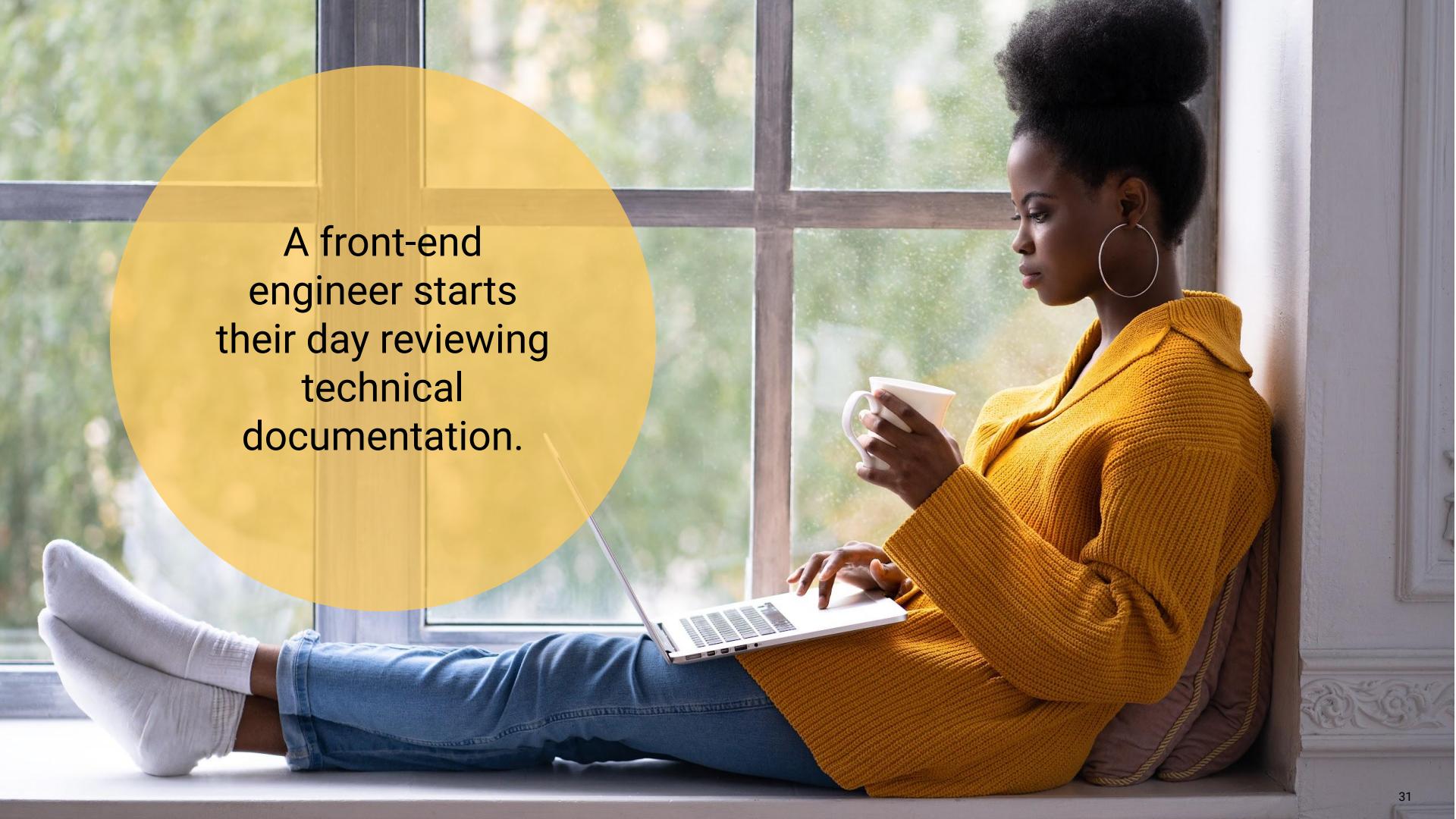


Use components to construct the basic structure of today's website.

Customize those components to fit the design file provided.

Use Bootstrap 4's column system to make this layout responsive.

A Day in the Life of a Front-End Developer

A photograph of a young woman with dark skin and curly hair, wearing a yellow ribbed sweater and blue jeans. She is sitting cross-legged on a windowsill, looking out at a view of green trees. She is holding a white mug in her left hand and a laptop in her lap, with her right hand resting on the keyboard. A large yellow circle is overlaid on the left side of the image, containing the text.

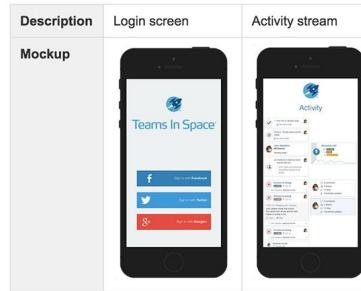
A front-end
engineer starts
their day reviewing
technical
documentation.

A Day in the Life of a Front-End Developer

A project manager will assign you tasks in the form of a requirements document.

This document will be composed of goals, a user persona or a user story, some wireframes, functional requirements, and nonfunctional requirements.

User interaction and design



Questions

Below is a list of questions to be addressed as a result of this requirements document:

Question	Outcome
What about Google Apps	<ul style="list-style-type: none">We think this is important, but not for version one.We can look at this at a later stage.💡 It might be worth someone looking into a shared notification library to do this.
Are we supporting Blackberry?	<ul style="list-style-type: none">Again, not for initial version - but we haven't had much demand for this.
Should we have an offline mode?	<ul style="list-style-type: none">We've talked about the pros and cons. In brief:<ul style="list-style-type: none">⌚ Seamless experience for customers, they won't notice if there is a connection issue📍 Most of our competitors don't have this🔴 Could be expensive to build💡 Should we spike this at a later sprint?

Not Doing

- Google Apps Authentication - out of scope, see above for details
- Blackberry support - we won't look at doing this, if demand picks up we can look at it.
- Native app. We are starting with a mobile web view first and get back to a native app depending on feedback that we get.

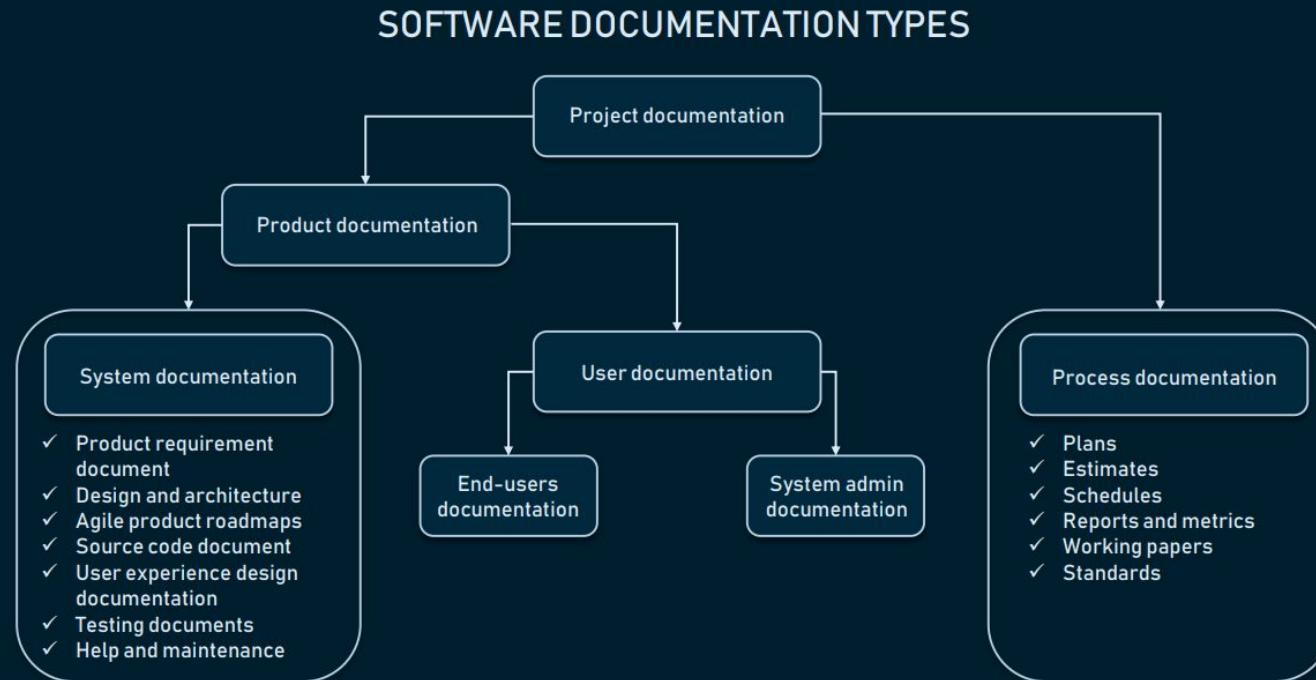
Like Be the first to like this

[requirements](#)

Technical documentation (docs)—in software engineering—is the term that encompasses all written documents and materials dealing with software product development.

There Are Many Types of Documentations

The main goal of effective documentation is to ensure that developers and stakeholders are headed in the same direction to accomplish the objectives of the project.





What is redlining?

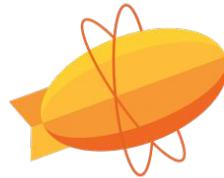
Redlining is a type of documentation designers should provide during document handoff to developers to ensure that designs are made according to specifications.

What Is Redlining?

“Redline” refers to the literal guides, which are often red lines, within a document that communicate exact spacing, margins, etc. Tools like Figma and Zeplin make this an easy process.



Figma



Zeplin

A screenshot of a Figma interface showing a product page for a 'Toothbrush'. The page includes a large image of a red toothbrush, a title 'Toothbrush \$24.99', a description, a 'Select type' dropdown (set to 'Hard'), and an 'ADD TO CART' button. Red vertical and horizontal redlines with numerical values (24, 12, 250, 44) indicate specific dimensions like height, width, and spacing. To the right, the Figma 'Redlines' panel is open, showing settings for color (#FF0000), space between items (8 px), dimensions, font size (14 px), and measurement units (px). The panel also shows the version v1.0.0 and a 'Request a feature!' button.

9:41

Toothbrush \$24.99

The 'Tooth' eco-friendly toothbrush is an oral care product that aims to drastically reduce the amount of waste.

Select type

Hard

ADD TO CART

Related Items

Redlines

Measuring Lines

Color #FF0000

Space Between Items 8 px

Dimensions

Font Size 14 px

Measurement Units px

Unit Value px

v1.0.0 Request a feature!

Front-End Developer First Steps

Image Compression

Believe it or not, knowing how to compress an image is a handy skill in the real world.



First Steps: Folder Structure

Generally, freelance work will come with a design brief and working files (an Illustrator, Adobe XD, or Photoshop file) for the designer to generate the assets they'll need.
Sometimes the client provides the pre-exported assets, but this is rare, so the designer should expect to create all the assets.



Create the project folder structure.



Give the project a name, followed by an image folder and a CSS folder.

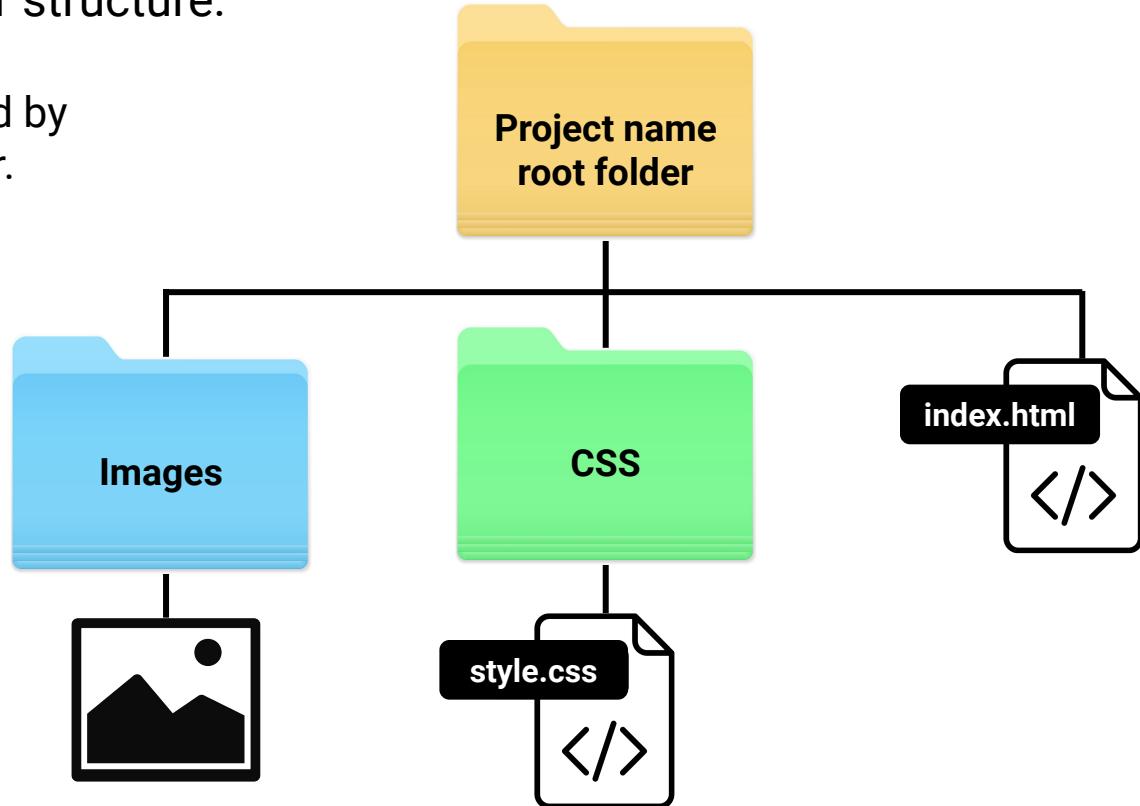
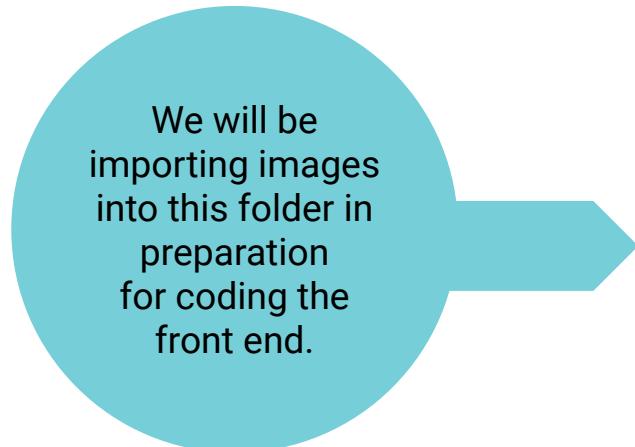


Import images into the images folder in preparation for coding the front end.

First Steps: Folder Structure

First, create the project folder structure.

Give the project a name, followed by an image folder and a CSS folder.



Preparing Assets for the Web



Setting up web assets is a key step in preparing to code a project. It interrupts the workflow when writing code to stop and export a file. You'll want to have all assets available and organized to focus on the code of the site.

Preparing Assets for the Web

Before beginning to code, three things that should take place:

01

Agree on the scope and design of the project.

02

Have all the assets named, compressed, and ready to go to avoid having to stop and search for the correct image in the design.

03

Have the file and folder structure set up, so you can focus on the job at hand, coding the layout of the design.

Optimize Design Files for Developer Handoff

While handing off designs to developers frequently happens after a major project milestone, here are some things you can do earlier in the design process to set up your files to improve handoff.

01

Assign descriptive names to your site images.

02

Choose the desired image file type.

03

Resize your images: large files on your website can affect the loading speed.

04

Optimize your images.



Time to <code>



Activity: Build the HTML, Part 1

In this activity, you'll build the HTML for your webpage.

Suggested Time:

50 Minutes



Time's Up! Let's Review.

Let's Review: Build the HTML, Part 1



What components did you use to help speed your development process?



Do you feel like using a component helped you develop this site faster?



Does anyone have any questions about how to use the col classes to build containers?

Let's Style Our Webpage!





Activity: Build the CSS, Part 2

In this activity, you'll apply the CSS properties you've learned to make your design look cool!

Suggested Time:

15 Minutes



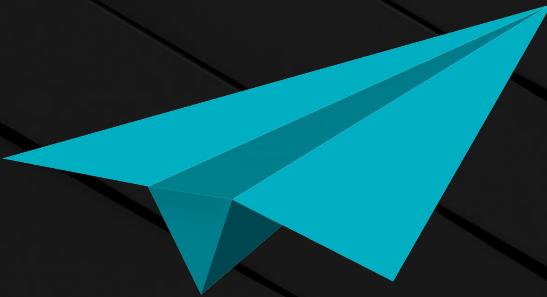
Time's Up! Let's Review.

Questions?





RECAP



Office Hours

30 Minutes