

Card UI pattern - Basic HTML & CSS

Exercise 1 - Learn HTML & CSS by making cards.

To do this exercise, you will need

+ Concepts - Covered in introductory lecture

- ☐ A basic understanding of how the code you write controls what you see in the browser
- ☐ A basic understanding of HTML & CSS syntax, including:
 - ☐ HTML *tags*, *elements*, *attributes*, and HTML *delimiters*
 - ☐ CSS *rules*, *selectors*, *property names*, *property values* and CSS delimiters

+ Tools

- ☐ A Google Chrome browser
- ☐ A codepen.io account

+ Learning resources

- ☐ A ready source of documentation for HTML & CSS where you can look up stuff
 - ☐ W3Schools (basic, cluttered, but has a few nice features)
 - ☐ Mozilla Developer Network (comprehensive, intermediate level)
- ☐ The Duckett HTML & CSS book

Activities - Use Codepen.io

HTML

Use the following tags:

- **h1** for the exercise title
- **article** for the card
- **h2** for the card title
- **p** for the text
- **a** for links (make one link that replaces the current page and one that targets a new window).
- **ul** and **li** for lists
- **b**, **i**, **strong**, or **em** for any bold or italic text styling you have to do
- **span** for any text styling that requires CSS

CSS

Set up the **body** element to have

- an off-white background color
- a not-quite-black text color
- **h1** elements that are about twice the size of body text
- **h2** elements that are about one and a half the size of body text

style the **article** elements so each card has

- a **width** that is defined with **rem** units
- a **height** that is determined by the content
- a thin grey **border**
- tiny rounded **corners**
- a **background color** that sets it off from the body
- some **top margin** to separate it from the top of the window (Use **rem** units to make the separation about the same as an **h2** element)
- some **left margin** to move the card away from the left side of the window. (Use **%** units so the cards are about 15% in from the edge.
- some **padding** on all four sides to "let it breath" (use **rem** units for padding)
- Use **span** elements with *class attributes* to style text with colors or strikethrough.

Layout

Copy and paste the code in the first **article** element to make three or four cards. Put different content in each card, it's up to you. Make sure they stack correctly and have the right size & separation.

Save the pen under a useful name, like "basic cards" so you can find it later.

Every card has a title

This card has a **paragraph** of **text** with a [link](#). It also has a *second* **sentence** of **text** with a [link](#)

A card is a simple unit of information. We'll use the `<article>` tag to represent a card and then style it with CSS.

Every card has a width

But we *never* use pixels ("px") to determine the size of a card.

We use measurements that *flex*, like percents (%), or that relate to the size of the content, like *root* "*em*" units (*rem*), which relate the size of the element to the text size and thus make the card very readable.

This card has lists

Lists are everywhere in web applications. They are used for navigation (a list of links):

- [go here](#)
- [go there](#)
- [go someplace else](#)

Or as a way to display sets of things

My favorite colors

- red
- blue
- green

You will use lists a lot.

Glossary

This card collects terms and their definitions into a Description List Element (**dl**) for later reference.

tag name

- The word inside an HTML tag that defines the element

tag

- A *tag name* and opening and closing *delimiters*. An *closing tag* puts a forward slash in front of the *tag name*.

element

- An *opening tag*, some *content*, and a *closing tag*. Some elements don't have closing tags and some elements are *self closing*.