

*Haik Sahakian*

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# Mobile Web Development

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Readings and Assignments  
Week 3



# Readings



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# Readings on CSS

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- ❖ *How to learn CSS.* By Rachel Andrew. This is an excellent summary of CSS. If you find a section of the article too difficult to read, skip to the next section. 15 minutes.  
<https://www.smashingmagazine.com/2019/01/how-to-learn-css/>
- ❖ *CSS Grid By Example.* Some examples of CSS Grid usage, showing all the different syntaxes available within the grid styles. 3 minutes.  
<https://gridbyexample.com/examples/>
- ❖ *Layout It!* A CSS generator for grid layouts. 1 minute.  
<https://grid.layoutit.com/>



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# Readings on JavaScript

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- ❖ *MDN's JavaScript Overview*. A well-written article aimed at clarifying JavaScript for programmers. Browse the article, reading whatever is interesting to you. 20 minutes.

[https://developer.mozilla.org/en-US/docs/Web/JavaScript/A\\_re-introduction\\_to\\_JavaScript](https://developer.mozilla.org/en-US/docs/Web/JavaScript/A_re-introduction_to_JavaScript)

- ❖ *The JavaScript Programming Language*. Optional. If you found the other readings too easy, you may find this interesting. Douglas Crockford's introduction to JavaScript is an advanced discussion of the language intended for Java programmers. Crockford is famous for his book "JavaScript: The Good Parts". The talk is 1.5 hours, and I suggest you watch from 10:20 to 23:00. The first ten minutes are an interesting history of the language, but not needed. 13 minutes.

<https://www.youtube.com/watch?v=v2ifWcnQs6M>



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# Adobe Image Editing Tutorial

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This is a good tutorial on image editing skills.

If you already knew how to do the image editing tasks (selecting, replacing, cropping, adjusting color values, saving) mentioned in the last assignment, skip this video. But if not, check it out.

The tutorial uses Photoshop. Photoshop's UI is also used on Photopea.com, and is very similar to the UI in Gimp and other image editing programs.

❖ *10 Things Beginners Want to Know How To Do. 45 minutes.*

<https://www.youtube.com/watch?v=w47hA7dosjY>



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# GIMP Image Editing Tutorials

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Optional, only for GIMP users. I do not advise using GIMP, but some people like it. If you want GIMP-specific tutorials, there are plenty on the web, though you should still watch the previous page's video as it explains the concepts well.

- ❖ *Gimp for Beginners*

<https://www.youtube.com/watch?v=DUAb6-nJto4>

- ❖ *Selection Tutorial*

<https://www.youtube.com/watch?v=rw9zbeHEXY8>

- ❖ *More GIMP Tutorials*

[https://www.google.com/search?q=gimp+tutorials&source=lnms&tbm=vid&sa=X&ved=0ahUKEwiJ8\\_fPoprZAhVDp1kKHbsrD\\_oQ\\_AUICigB&biw=1280&bih=679](https://www.google.com/search?q=gimp+tutorials&source=lnms&tbm=vid&sa=X&ved=0ahUKEwiJ8_fPoprZAhVDp1kKHbsrD_oQ_AUICigB&biw=1280&bih=679)



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# Vocabulary

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Check that you know the meaning of the following words, and look up words that you're not sure about.

- ❖ Header, Footer, Table of Contents, Hamburger menu
- ❖ “UX”, “UI”, Interstitial, Wireframe, Vector, Transparent
- ❖ Agnostic, Recap, Distortion, Compression



# Assignments



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# Assignments

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- ❖ Search the web for an image by Bridget Riley that you like. Choose an image in the Op Art style, either color or monochromatic.
- ❖ Post your chosen image to the Art Images thread in the class discussion board. Everyone's selections should be posted to this same thread, so you can see everyone else's choices. *Display the actual image in the thread*, not a link to the image, so you can see everyone else's choices.
- ❖ Choose an image that has not been already chosen by classmates.



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# Assignments

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- ❖ Save three or more images of programs that you have written. They should ideally be images of working applications that you'd like to display in your portfolio. For example, you could save an image of a web page you've made. If you haven't created any programs yet, then they can be of anything you've created: sculpture, soufflés, etc. Each of your images should have the same dimensions.
- ❖ The images should be screen shots of pages or applications on your computer or phone screen. Do not include wallpaper or other programs in the image.
- ❖ Save each image in a file format appropriate for display on a web page (generally JPG or PNG). You will use these images in your portfolio.
- ❖ For each image, write a short descriptive sentence, to be displayed in your portfolio alongside each image.



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# Assignments

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- ❖ Consider what you will have on your portfolio to represent your work and abilities as a programmer. Look at examples on the web, and think of a design for your portfolio's main page.
- ❖ What kind of page navigation will allow users to explore your portfolio content? How will you arrange the work that you'd like them to see?
- ❖ Using just a pen and paper, take just a minute to sketch what you would like your main portfolio page to look like. Do not use a computer. A good starting point is to imagine how you'd like to present the three (or more) examples of your work from the previous page. Another good way to approach your portfolio is to imagine what an employer would like to see in it and work backwards from there.
- ❖ You do not have to submit any sketches as part of your assignment.



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# Assignments

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- ❖ Once you have decided on how your portfolio page will look, turn its design into a web page. Portfolios will typically use a lot of DIVs, images, and CSS Grid styles.
- ❖ Place descriptively named classes on your HTML tags so that you can more easily adjust the styling of your page(s) later.



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# Assignments

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- ❖ Ensure your page looks good on both mobile and desktop. It should be responsive in layout. Use the techniques we've learned in class to switch from one layout to another as the browser size changes.
- ❖ In your portfolio, only use images that you have created yourself, like photos you've taken, icons you've drawn, or screenshots of your own programs. Do not use any images from the web.
- ❖ To enhance the page's design, you can choose a font and color palette that you like, use CSS's border, margin, (and possibly corner-radius, gradient, and shadow) settings to style your page, and look at the examples at the end of this document for inspiration.
- ❖ Post a link to your portfolio web page to your thread on Classes.



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# Assignments

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To get a good grade, your portfolio should:

- ❖ Use CSS Grid for a multi-column layout on desktop
- ❖ Be responsive and have a one-column layout on mobile
- ❖ Only use images that you've created yourself
- ❖ Not use the CSS `float` or `!important` styles
- ❖ Not use external code libraries, like Material UI, Bootstrap or Bourbon. This can be waived if you received a score of 50 or more on the Ultra Corporation assignment.



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# Deliverables

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To recap, your deliverables for this week are to:

- ❖ Post your chosen image to the Art Images thread.
- ❖ Post a link to your portfolio web page to your thread on Classes.



# Examples of Web Portfolios





**IAN LUNN**  
Front End Developer

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PORTFOLIO

CODE LAB

ARTICLES

CONTACT

# Building creative & effective websites

Specialising in JavaScript, WordPress, responsive design,  
animation, and performance

GET IN TOUCH



## PORTFOLIO

**R**

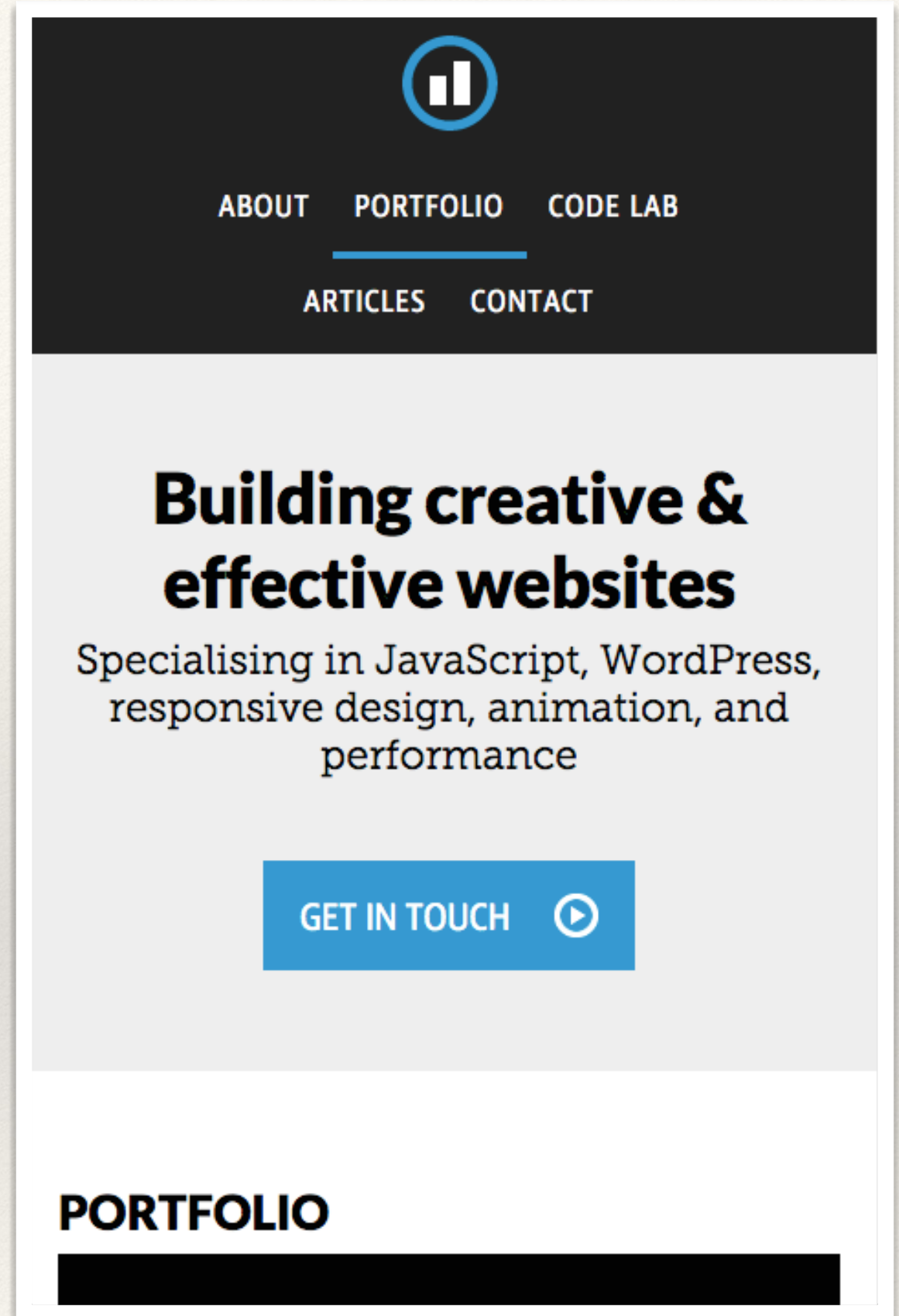
**CSS3**  
Foundations

SOCIAL RHIS

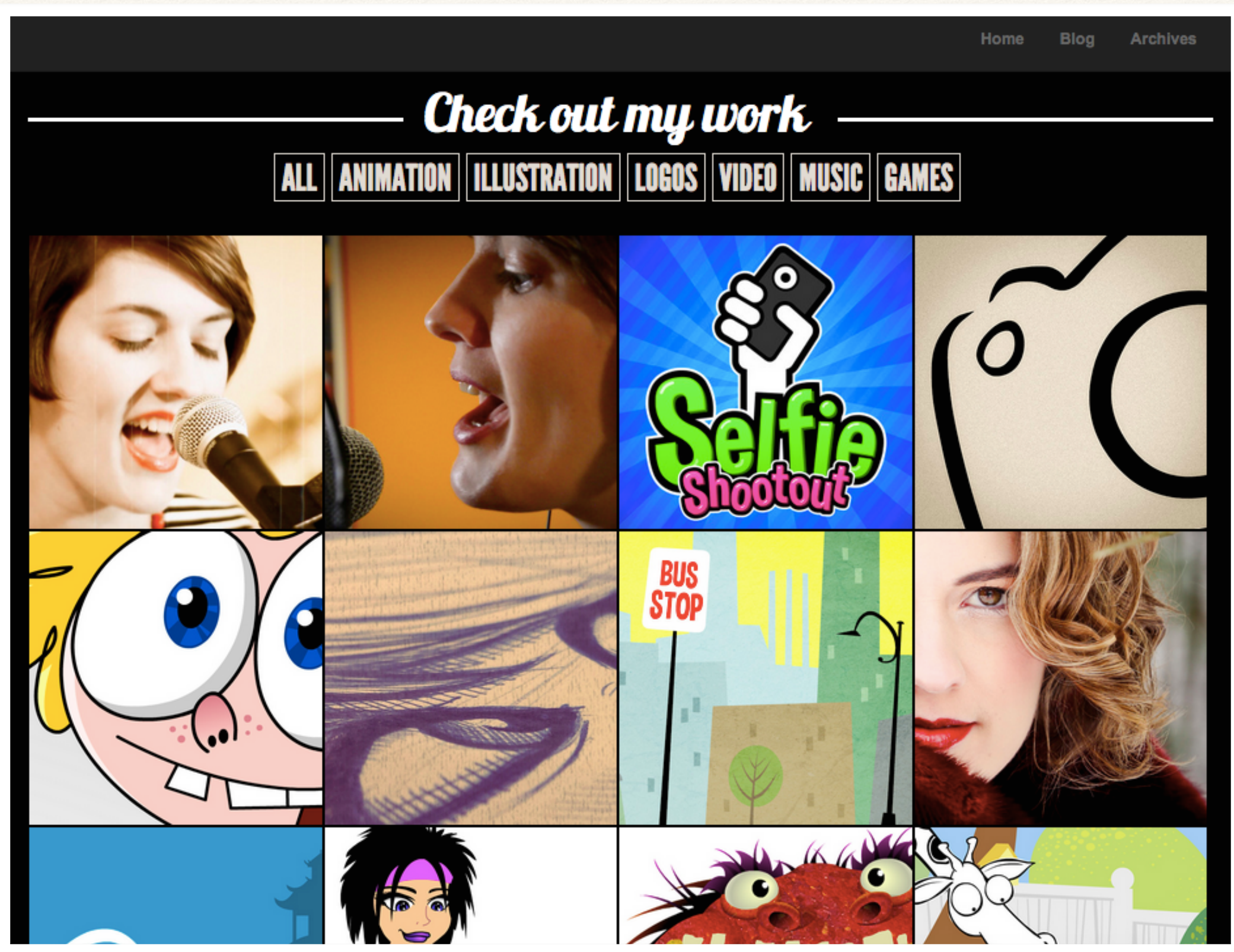
Ian Lunn



Ian Lunn (mobile)







Chris Georgenes



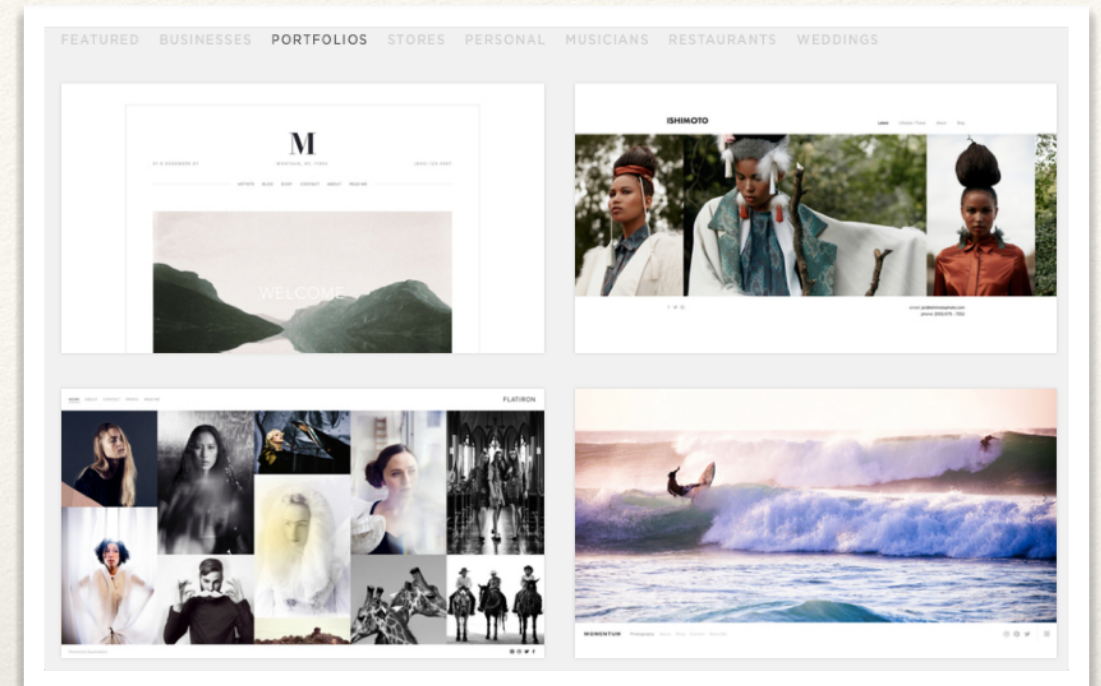
# Commercial Responsive Portfolio Sites



<http://www.squarespace.com/templates/>

# SquareSpace's Portfolio Examples

SquareSpace is a paid service to let non-programmers create web sites. It's excellently done, and the portfolio section of their site has good examples for inspiration. SquareSpace's sites tend to be very image-forward.





<http://www.wix.com/website/templates/html/portfolio-cv/1>

# Wix's Portfolio Examples

Wix is another paid service to let non-programmers create web sites. Their portfolio section is similarly good, and is more text-heavy.

