

BOOTCAMP

WELCOME TO BOOTSTRAP4

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WHAT IS BOOTSTRAP?

Bootstrap 4 is the newest version of Bootstrap, which is the most popular HTML, CSS, and JavaScript framework for developing responsive, mobile-first web sites.

Bootstrap 4 is completely free to download and use!

WHY USE BOOTSTRAP?

Easy to use: Anybody with just basic knowledge of HTML and CSS can start using Bootstrap

Responsive features: Bootstrap's responsive CSS adjusts to phones, tablets, and desktops

Mobile-first approach: In Bootstrap, mobile-first styles are part of the core framework

Browser compatibility: Bootstrap 4 is compatible with all modern browsers

WHERE TO GET BOOTSTRAP 4?

There are two ways to start using Bootstrap 4

1. Include Bootstrap 4 from a CDN
2. Download Bootstrap 4 from getbootstrap.com

WHERE TO GET BOOTSTRAP 4?

INCLUDE BOOTSTRAP4 FROM A CDN

```
<!doctype html> <!-- Required HTML 5 Doctype -->
<html lang="en">
  <head>
    <!-- Required meta tags -->
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-
width, initial-scale=1">
    <!-- Bootstrap CSS -->
    <link rel="stylesheet"
href="https://maxcdn.bootstrapcdn.com/bootstra
p/4.0.0/css/bootstrap.min.css">
```

WHERE TO GET BOOTSTRAP 4? INCLUDE BOOTSTRAP 4 FROM A CDN

<!-- jQuery first, then Popper.js, then Bootstrap JS -
->

```
<script  
src="https://ajax.googleapis.com/ajax/libs/jquery  
/3.3.1/jquery.min.js"></script>
```

```
<script  
src="https://cdnjs.cloudflare.com/ajax/libs/popper  
r.js/1.14.3/umd/popper.min.js"></script>
```

```
<script  
src="https://maxcdn.bootstrapcdn.com/bootstrap  
/4.1.3/js/bootstrap.min.js"></script>
```

```
<title>Hello, world!</title>
```

```
</head>
```

WHERE TO GET BOOTSTRAP 4? INCLUDE BOOTSTRAP 4 FROM A CDN

```
<body>  
<h1>Hello, world!</h1>  
</body>  
</html>
```

WHERE TO GET BOOTSTRAP 4?

DOWNLOADING BOOTSTRAP 4

If we want to download and host Bootstrap 4
ourselves, go to **<https://getbootstrap.com/>**, and
follow the instructions there.

BOOTSTRAP 4

CONTAINERS

Bootstrap 4 requires a containing element to wrap website contents.

There are two container classes:

1. The **.container** class provides a responsive fixed width container
2. The **.container-fluid** class provides a full width container, spanning the entire width of the viewport

BOOTSTRAP 4

GRID SYSTEM

Bootstrap's grid system is built with flexbox and allows up to 12 columns across the page.

| | | | | | | | | | | | |
|---------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|
| span 1 | span 1 | span 1 | span 1 | span 1 | span 1 | span 1 | span 1 | span 1 | span 1 | span 1 | span 1 |
| span 4 | | | | span 4 | | | | span 4 | | | |
| span 4 | | | | span 8 | | | | | | | |
| span 6 | | | | | | span 6 | | | | | |
| span 12 | | | | | | | | | | | |

The grid system is responsive, and the columns will re-arrange automatically depending on the screen size.

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GRID CLASSES

The Bootstrap 4 grid system has five classes:

.col: (Extra Small Devices - screen width **less than 576px**)

.col-sm: (Small Devices - screen width **equal to or greater than 576px**)

.col-md: (Medium Devices - screen width **equal to or greater than 768px**)

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GRID CLASSES

The Bootstrap 4 grid system has five classes:

.col-lg: (**Large Devices** - screen width **equal to or greater than 992px**)

.col-xl: (**Xlarge Devices** - screen width **equal to or greater than 1200px**)

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IMAGES

`class="rounded"`

The **.rounded** class adds rounded corners to an image.

`class="rounded-circle"`

The **.rounded-circle** class adds rounded circle to an image.

`class="img-thumbnail"`

The **.img-thumbnail** class adds frame to an image and make it a Thumbnail image.

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JUMBOTRON

`class="Jumbotron"`

.Jumbotron class adds header to the website which can be used to add extra attention to some special content or information.

```
<div class="jumbotron">
```

```
  <div class="container-fluid">
```

```
    <h1>Bootstrap Jumbotron Example</h1>
```

```
    <p>Bootstrap is the most popular  
framework for developing responsive, mobile-first  
web sites.</p>
```

```
  </div>
```

```
</div>
```

BOOTSTRAP 4

JUMBOTRON

`class="jumbotron"`

.Jumbotron class adds small corner to the header

By adding `.jumbotron-fluid` class we can get jumbotron without corners.

BOOTSTRAP 4 TABLE

`class="table"`

`.table` class is used for creating Bootstrap 4 table

By adding `.table-bordered` class we can get border

Add colour by following classes

`.table-primary` - **Blue**: Indicates an important action

`.table-success` - **Green**: Indicates a successful or positive action

`.table-danger` - **Red**: Indicates a dangerous or potentially negative action

BOOTSTRAP 4

TABLE

.table-info - **Light blue**: Indicates a neutral informative change or action

.table-warning - **Orange**: Indicates a warning that might need attention

.table-secondary - **Grey**: Indicates a slightly less important action

.table-light - **Light grey** table or table row background

.table-dark - **Dark grey** table or table row background

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BUTTON

The `.btn` classes are designed to be used with the `<button>` element. However, you can also use these classes on `<a>` or `<input>` elements

`.btn-block` to create a block level button that spans the entire width of the parent element.

`.btn-outline-*` ones to remove all background colors on any button. (* to be replaced with info, light, etc)

`.btn-lg` and `.btn-sm` used for large and small button

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BUTTON

```
<a class="btn btn-primary" href="#" role="button">Link</a>  
<button class="btn btn-primary" type="submit"> Hi </button>  
<input class="btn btn-primary" type="button" value="Input">  
<input class="btn btn-primary" type="submit" value="Submit">  
<input class="btn btn-primary" type="reset" value="Reset">
```

Button Predefined Styles

```
<button type="button" class="btn btn-primary">Primary</button>  
<button type="button" class="btn btn-secondary">Secondary</button>  
<button type="button" class="btn btn-success">Success</button>  
<button type="button" class="btn btn-danger">Danger</button>  
<button type="button" class="btn btn-warning">Warning</button>  
<button type="button" class="btn btn-info">Info</button>  
<button type="button" class="btn btn-light">Light</button>  
<button type="button" class="btn btn-dark">Dark</button>
```

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CARD

A card in Bootstrap 4 is a bordered box with some padding around its content.

A basic card is created with the **.card** class, and content inside the card has a **.card-body** class

The **.card-header** class adds a heading to the card and the **.card-footer** class adds a footer to the card

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NAVIGATION BARS

A navigation bar is a navigation header that is placed at the top of the page

A standard navigation bar is created with the **.navbar** class, followed by a responsive collapsing class **.navbar-expand- (xl/lg/md/sm)**

The **.fixed-top** class makes the navigation bar fixed at the **top** and **.fixed-bottom** class to make the navbar stay at the **bottom**

Use the **.sticky-top** class to make the navbar fixed/stay at the top of the page when you scroll

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CAROUSEL

The Carousel is a slideshow

.slide -> Adds a CSS transition and animation effect when sliding from one item to the next.

.carousel -> Creates a carousel

.carousel-indicators -> Adds indicators for the carousel. These are the little dots at the bottom of each slide

.carousel-inner -> Adds slides to the carousel

.carousel-item -> Specifies the content of each slide

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CAROUSEL

.carousel-control-prev -> Adds a left (previous) button to the carousel

.carousel-control-prev-icon -> Used together with .carousel-control-prev to create a "previous" button

.carousel-control-next -> Adds a right (next) button to the carousel

.carousel-control-next-icon -> Used together with .carousel-control-next to create a "next" button

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ANIMATION

animation property is a shorthand property for the following:

animation-name

animation-duration

animation-iteration-count

animation-direction

Syntax

```
element {  
  animation: name duration iteration-count;  
}
```


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ANIMATION

animation-name property specifies a name for the **@keyframes** animation.

animation-duration property defines how long an animation should take to complete one cycle in seconds

animation-iteration-count property specifies the number of times an animation should be played

animation-direction property defines whether an animation should be played forwards, backwards or in alternate cycles.

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ANIMATION

@keyframes rule specifies the animation code. During the animation, we can change the set of CSS styles

Style change will happen in percent, or with the keywords "**from**" and "**to**", which is the same as **0%** and **100%**

0% is the beginning of the animation
100% is when the animation is complete.

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ANIMATION

```
div {  
  width: 100px;  
  height: 100px;  
  background: blue;  
  position: relative;  
  animation: myfirst 5s ;  
}  
  
@keyframes myfirst {  
  from {left: 0px;}  
  to {left: 200px;}  
}
```

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PROJECT & EXERCISE
