

Welcome to Front-End Web UI Frameworks and Tools: Bootstrap 4: Additional Resources

Bootstrap Resources

- [Bootstrap Site](#)

Coursera Resources

- [Coursera Learner Help](#)
- [Switching to a Different Session](#)

Full Stack Web Development: The Big Picture: Objectives and Outcomes

This lesson gives you a big picture view of the Full Stack Web Development. The lecture gives you an overview of full stack web development. At the end of this lesson, you will be able to:

- Understand what is meant by full stack in the context of web development
- Distinguish between front-end, back-end and full stack web development
- Understand the position of this course in the context of this specialisation

Full Stack Web Development: Additional Resources

PDFs of Presentations

FSWD-BigPicture.pdf PDF File

Useful Links

- [What is a Full Stack developer?](#)
- [Wait, Wait... What is a Full-stack Web Developer After All?](#)
- [The Myth of the Full-stack Developer](#)
- [Multi-tier Architecture](#)
- [What is the 3-Tier Architecture?](#)

Setting up Your Development Environment: Git and Node: Objectives and Outcomes

At the end of this lesson you should have set up Git and Node.js on your computer. At the end of this lesson, you will be able to:

- Set up a Git repository and perform basic Git operations
- Set up and use online Git repositories
- Use Node-based modules to perform basic operations.

Setting up your Development Environment

Software Requirements

1. **Text editor of your choice:** Any text editor that you are already familiar with can be used for editing the project files. I will be using Visual Studio Code (<https://code.visualstudio.com/>) as the editor of choice in this specialization. You may also consider other editors such as Brackets (<http://brackets.io/>), Sublime Text (<http://www.sublimetext.com/>), or Atom (<https://atom.io/>).
2. **Browser of your choice:** You may use your preferred browser. I will be using Chrome as the browser in all the exercises. All the exercises and assignments in this course have been tested using Chrome v. 46. Please note that not all browsers may support all the HTML5 features to the same extent. You might encounter problems when using other browsers. I strongly urge you to use the latest Chrome browser for the exercises and assignments in this course so that any problems are minimized.
3. **Command line shell:** Familiarity with the command-line shell will be essential for the exercises. In Windows a cmd window or power shell with admin privileges would be needed. On a Mac or in Linux, a terminal window can be used. Please get familiar with the "sudo" command in OS X and Linux.

4. **Files required for the exercises:** We will provide additional starter files for the exercises wherever needed. Links to download the files will be provided inline in the **exercise instructions** that follow each exercise video. Please download the files provided there, if any, before beginning the exercise. The links are also available through the **Additional Resources** of the specific lesson.

Note: Please remember to retain the folders and all the files that you create in the exercises. Further exercises will build upon the files that you create in the preceding exercises. **DO NOT DELETE** the files at the end of the exercises, unless otherwise instructed. You may wish to set up your exercise folder as a Git repository and commit the files to the repository at the end of each exercise.

Exercise (Instructions): Setting up Git

Objectives and Outcomes

In this exercise you will learn to install Git on your computer. Git is required for using all the remaining Node.js and Node based tools that we encounter in the rest of the course. At the end of this exercise, you would be able to:


- Install Git on your computer
- Ensure that Git can be used from the command-line or command-prompt on your computer
- Set up some of the basic global configuration for Git

Downloading and Installing Git

- To install Git on your computer, go to <https://git-scm.com/downloads> to download the Git installer for your specific computing platform.
- Then, follow the installation steps as you install Git using the installer.
- You can find more details about installing Git at <https://git-scm.com/book/en/v2/Getting-Started-Installing-Git>. This document lists several ways of installing Git on various platforms.
- Installing some of the GUI tools like GitHub Desktop will also install Git on your computer.
- On a Mac, setting up XCode command-line tools also will set up Git on your computer.
- You can choose any of the methods that is most convenient for you.

Some Global Configuration for Git


- Open a cmd window or terminal on your computer.
- Check to make sure that Git is installed and available on the command line, by typing the following at the command prompt:



```
git --version
```

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- To configure your user name to be used by Git, type the following at the prompt:



```
git config --global user.name "Your Name"
```

1

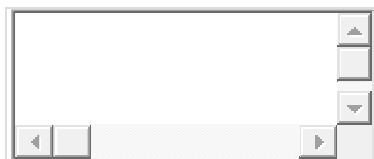
- To configure your email to be used by Git, type the following at the prompt:



```
git config --global user.email <your email address>
```

1

- You can check your default Git global configuration, you can type the following at the prompt:



```
git config --list
```

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Conclusions

At the end of this exercise you should have Git available on the command-line of your computer.

Exercise (Instructions): Basic Git Commands

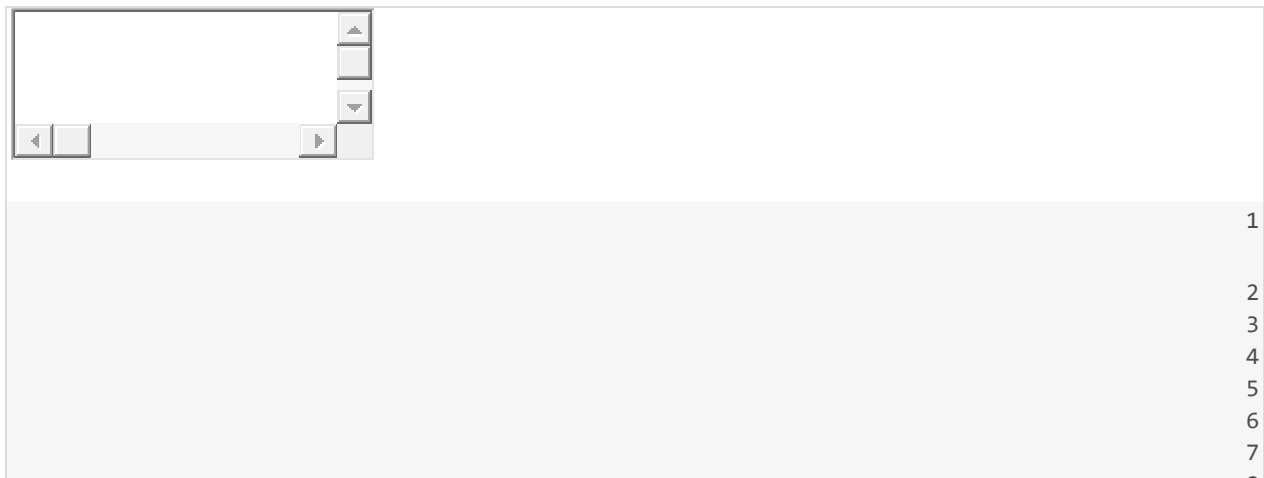
Objectives and Outcomes

In this exercise you will get familiar with some basic Git commands. At the end of this exercise you will be able to:

- Set up a folder as a Git repository
- Perform basic Git operations on your Git repository

Basic Git Commands

- At a convenient location on your computer, create a folder named **git-test**.
- Open this git-test folder in your favorite editor.
- Add a file named *index.html* to this folder, and add the following HTML code to this file:

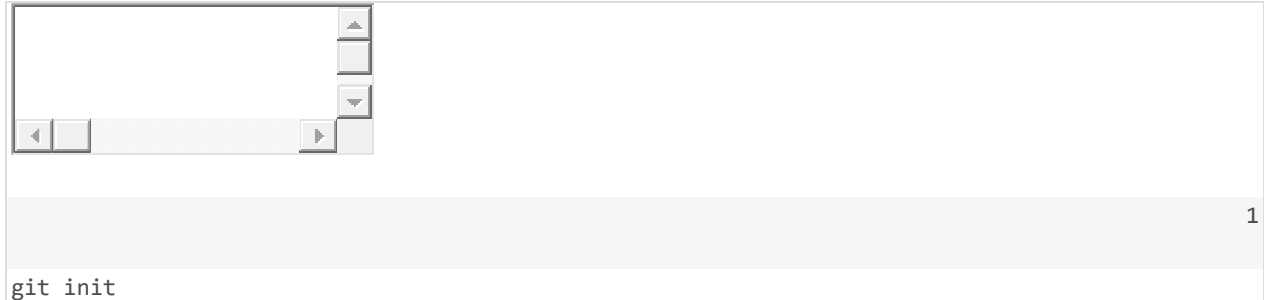


```
<!DOCTYPE html>
<html>
  <head></head>
  <body>
    <h1>This is a Header</h1>
  </body>
```

</html>

Initializing the folder as a Git repository

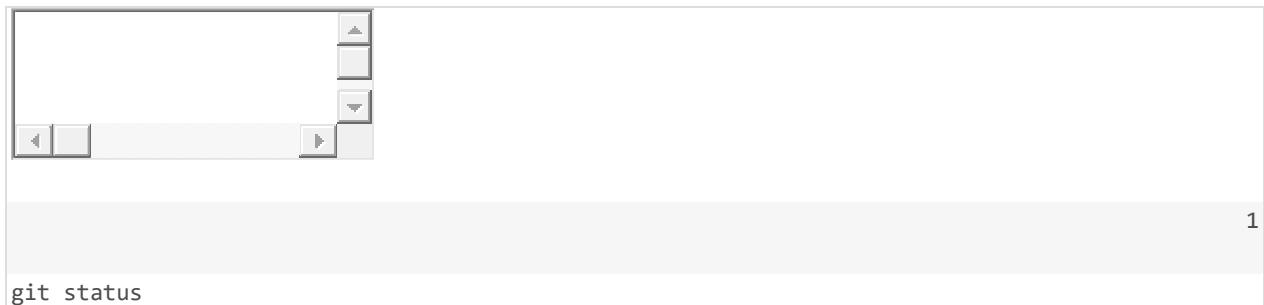
- Go to the git-test folder in your cmd window/terminal and type the following at the prompt to initialize the folder as a Git repository:

A screenshot of a terminal window. The terminal has a light gray background. On the left side, there is a vertical toolbar with several icons: a magnifying glass, a list, a document, a trash can, and a refresh icon. The main area of the terminal is white. At the bottom, the command 'git init' has been entered. A small number '1' is visible in the bottom right corner of the terminal window.

```
git init
```

Checking your Git repository status

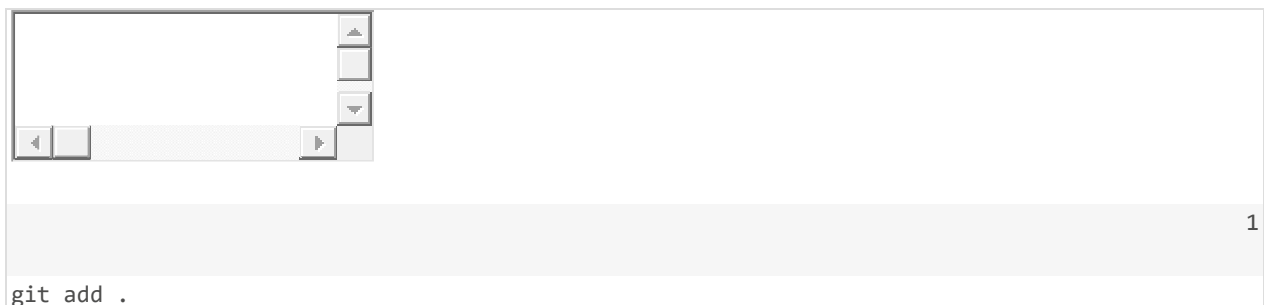
- Type the following at the prompt to check your Git repository's status:

A screenshot of a terminal window, similar to the one above. The terminal has a light gray background. On the left side, there is a vertical toolbar with several icons: a magnifying glass, a list, a document, a trash can, and a refresh icon. The main area of the terminal is white. At the bottom, the command 'git status' has been entered. A small number '1' is visible in the bottom right corner of the terminal window.

```
git status
```

Adding files to the staging area


- To add files to the staging area of your Git repository, type:

A screenshot of a terminal window, similar to the ones above. The terminal has a light gray background. On the left side, there is a vertical toolbar with several icons: a magnifying glass, a list, a document, a trash can, and a refresh icon. The main area of the terminal is white. At the bottom, the command 'git add .' has been entered. A small number '1' is visible in the bottom right corner of the terminal window.

```
git add .
```

Committing to the Git repository

- To commit the current staging area to your Git repository, type:




```
git commit -m "first commit"
```

1

Checking the log of Git commits


- To check the log of the commits to your Git repository, type



```
git log --oneline
```

1

- Now, modify the *index.html* file as follows:



```
<!DOCTYPE html>
<html>
  <head></head>
  <body>
    <h1>This is a Header</h1>
    <p>This is a paragraph</p>
  </body>
</html>
```

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- Add a sub-folder named **templates** to your **git-test** folder, and then add a file named *test.html* to the templates folder. Then set the contents of this file to be the same as the *index.html* file above.
- Then check the status and add all the files to the staging area.
- Then do the second commit to your repository
- Now, modify the *index.html* file as follows:



```

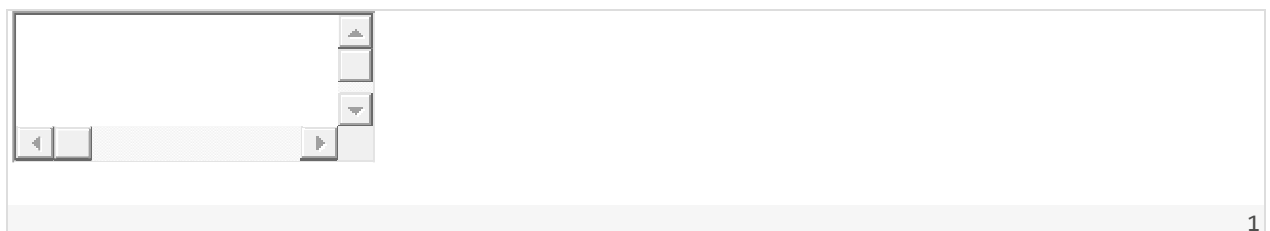
<!DOCTYPE html>
<html>
  <head></head>
  <body>
    <h1>This is a Header</h1>
    <p>This is a paragraph</p>
    <p>This is a second paragraph</p>
  </body>
</html>

```

- Now add the modified index.html file to the staging area and then do a third commit.

Checking out a file from an earlier commit

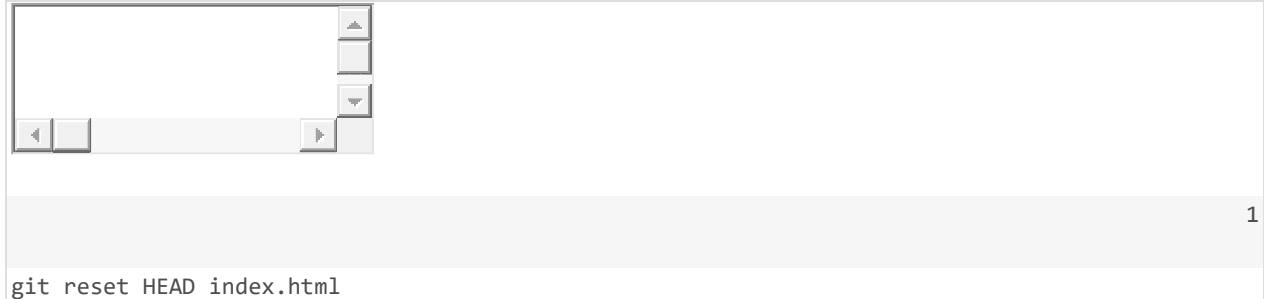
- To check out the index.html from the second commit, find the number of the second commit using the git log, and then type the following at the prompt:




```
git checkout <second commit's number> index.html
```

Resetting the Git repository

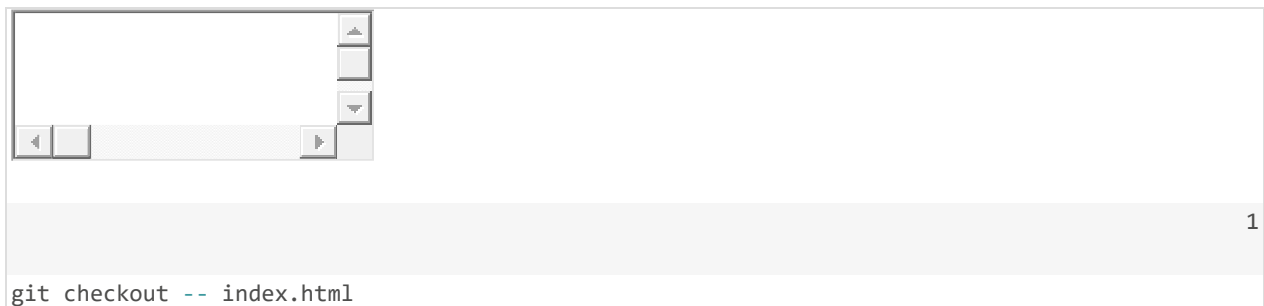
- To discard the effect of the previous operation and restore index.html to its state at the end of the third commit, type:



A terminal window with a light gray background. The command `git reset HEAD index.html` is entered at the prompt. The window has a standard macOS-style title bar and window controls (minimize, maximize, close) in the top right corner. A small number '1' is visible in the bottom right corner of the terminal area.

```
git reset HEAD index.html
```

- Then type the following at the prompt:



A terminal window with a light gray background. The command `git checkout -- index.html` is entered at the prompt. The window has a standard macOS-style title bar and window controls (minimize, maximize, close) in the top right corner. A small number '1' is visible in the bottom right corner of the terminal area.

```
git checkout -- index.html
```

- You can also use *git reset* to reset the staging area to the last commit without disturbing the working directory.

Conclusions

At the end of this exercise you should have learnt some basic Git commands. Experiment with these commands until you fully understand how to use Git.

Exercise (Instructions): Online Git Repositories

Objectives and Outcomes

In this exercise you will learn about how to set up and use an online Git repository and synchronize your local Git repository with your online repository. At the end of this exercise, you will be able to:


- Set up the online repository as a remote repository for your local Git repository
- Push your commits to the online repository
- Clone an online Git repository to your computer

Setting up an Online Git repository

- Sign up for an account either at Bitbucket (<https://bitbucket.org>) or GitHub (<https://github.com>).
- Then set up an online Git repository named **git-test**. Note the URL of your online Git repository. Note that private repositories on GitHub requires a paid account, and is not available for free accounts.

Set the local Git repository to set its remote origin

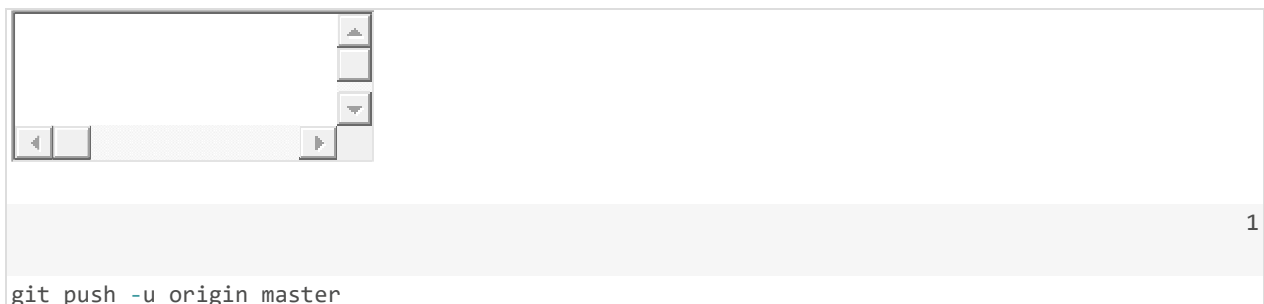
- At the prompt, type the following to set up your local repository to link to your online Git repository:

A terminal window with a light gray background. The command `git remote add origin <repository URL>` is entered at the prompt. The window has a title bar and standard OS window controls (minimize, maximize, close) on the top right.

```
git remote add origin <repository URL>
```

Pushing your commits to the online repository

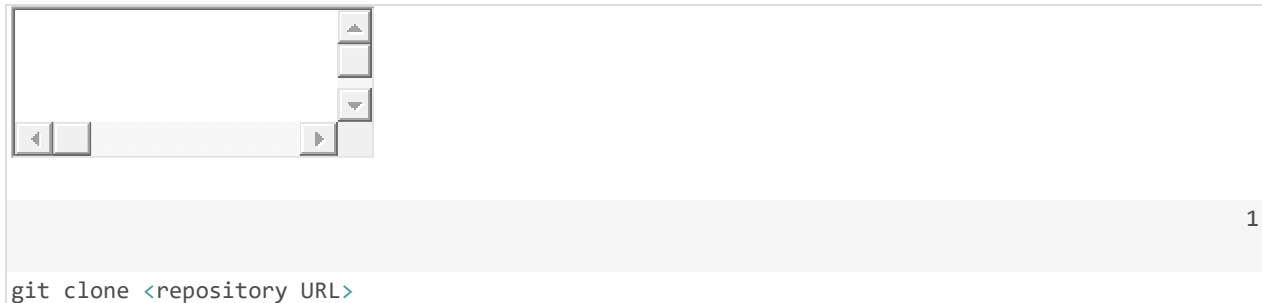
- At the prompt, type the following to push the commits to the online repository:

A terminal window with a light gray background. The command `git push -u origin master` is entered at the prompt. The window has a title bar and standard OS window controls (minimize, maximize, close) on the top right.

```
git push -u origin master
```

Cloning an online repository

- To clone an online repository to your computer, type the following at the prompt:

A terminal window with a light gray background. The command prompt shows 'git clone <repository URL>' with a blue cursor at the end. The terminal has a standard window title bar and a small icon in the top right corner.

```
git clone <repository URL>
```

Conclusions

In this exercise you have learnt to set up an online Git repository, synchronize your local repository with the remote repository, and clone an online repository.

Exercise (Instructions): Setting up Node.js and NPM

Note: Make sure you have installed Git on your machine before you install Node.js. Please complete the previous Git installation exercise before proceeding with this exercise.

Objectives and Outcomes

In this exercise, you will learn to set up the Node.js environment, a popular Javascript based server framework, and node package manager (NPM) on your machine. To learn more about NodeJS, you can visit <https://nodejs.org>. For this course, you just need to install Node.js on your machine and make use of it for running some front-end tools. You will learn more about the server-side support using Node.js in a subsequent course. At the end of this exercise, you will be able to:

- Complete the set up of Node.js and NPM on your machine
- Verify that the installation was successful and your machine is ready for using Node.js and NPM.

Installing Node

- To install Node on your machine, go to <https://nodejs.org> and click on the Download button. Depending on your computer's platform (Windows, MacOS or Linux), the appropriate installation package is downloaded.
- As an example, on a Mac, you will see the following web page. Click on the Download button. Follow along the instructions to install Node on your machine. (Note: Now Node gives you the option of installing a mature and dependable LTS version and a more newer stable version. You should to install the LTS version. I will use this version in the course.)

Note: On Windows machines, you may need to configure your PATH environmental variable in case you forgot to turn on the add to PATH during the installation steps.

Verifying the Node Installation

- Open a terminal window on your machine. If you are using a Windows machine, open a cmd window or PowerShell window with **admin** privileges.
- To ensure that your NodeJS setup is working correctly, type the following at the command prompt to check for the version of **Node** and **NPM**



[HOME](#) | [ABOUT](#) | [DOWNLOADS](#) | [DOCS](#) | [GET INVOLVED](#) | [SECURITY](#) | [NEWS](#) | [FOUNDATION](#)

Node.js® is a JavaScript runtime built on [Chrome's V8 JavaScript engine](#). Node.js uses an event-driven, non-blocking I/O model that makes it lightweight and efficient. Node.js' package ecosystem, [npm](#), is the largest ecosystem of open source libraries in the world.

[Important March 2018 security upgrades now available](#)

Download for macOS (x64)

8.11.1 LTS

Recommended For Most Users

9.10.1 Current

Latest Features

[Other Downloads](#) | [Changelog](#) | [API Docs](#) [Other Downloads](#) | [Changelog](#) | [API Docs](#)

Or have a look at the [LTS schedule](#).

Sign up for [Node.js Everywhere](#), the official Node.js Weekly Newsletter.

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[Node.js Project Licensing Information](#).



Conclusions

At the end of this exercise, your machine is now ready with the Node installed for further development. We will examine web development tools next.

Exercise (Instructions): Basics of Node.js and NPM

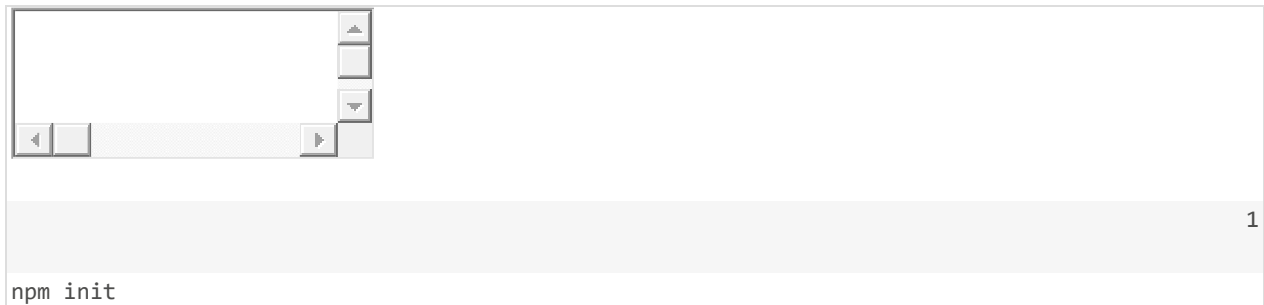
Objectives and Outcomes

In this exercise you will learn the basics of Node and NPM. At the end of this exercise, you will be able to:

- Set up package.json file in the project folder for configuring your Node and NPM for this project
- Install a NPM module and make use of it within your project

Initializing package.json

- At the command prompt in your **git-test** folder, type



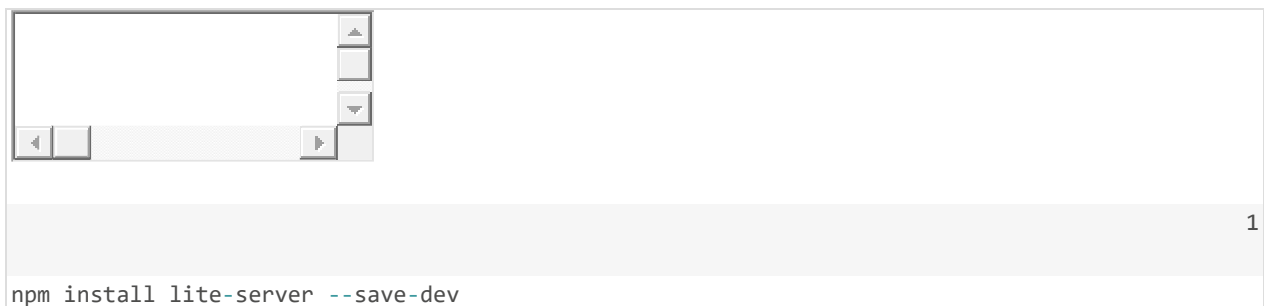
```
npm init
```

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- Follow along the prompts and answer the questions as follows: accept the default values for most of the entries, except set the entry point to index.html
- This should create a *package.json* file in your **git-test** folder.

Installing an NPM Module

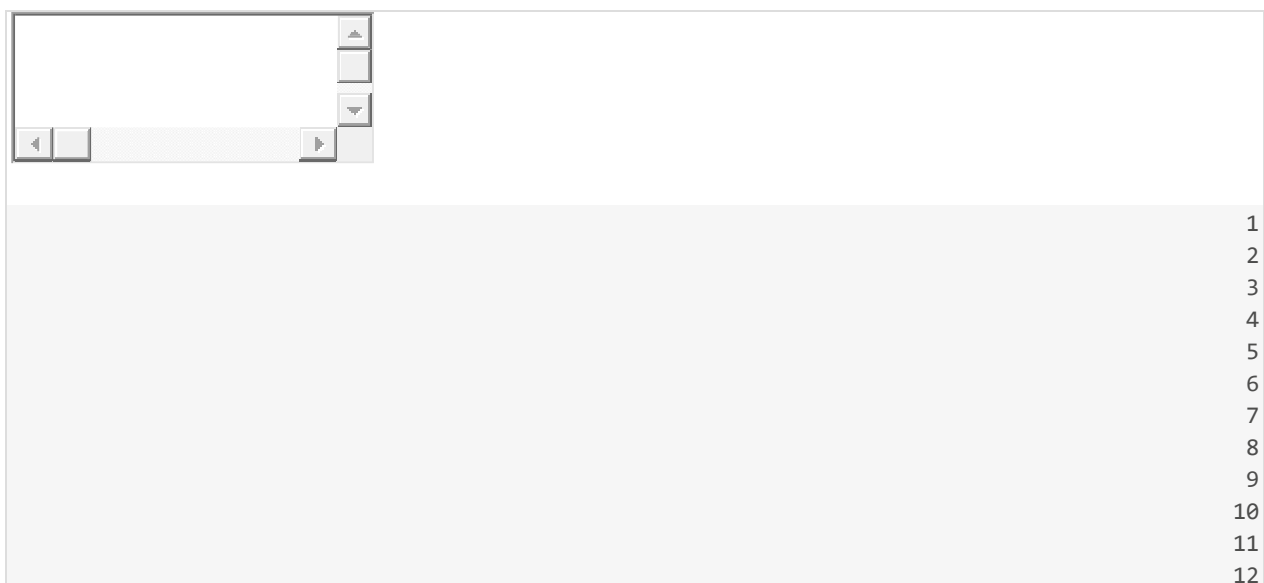
- Install an NPM module, lite-server, that allows you to run a Node.js based development web server and serve up your project files. To do this, type the following at the prompt:



```
npm install lite-server --save-dev
```

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- You can check out more documentation on lite-server [here](#).
- Next, open package.json in your editor and modify it as shown below. Note the addition of two lines, line 7 and line 9.



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```

{
  "name": "git-test",
  "version": "1.0.0",
  "description": "This is the Git and Node basic learning project",
  "main": "index.html",
  "scripts": {
    "start": "npm run lite",
    "test": "echo \"Error: no test specified\" && exit 1",
    "lite": "lite-server"
  },
  "repository": {
    "type": "git",
    "url": "git+https://jogesh_k_muppala@bitbucket.org/jogesh_k_muppala/git-test.git"
  },
  "author": "",
  "license": "ISC",
  "homepage": "https://bitbucket.org/jogesh_k_muppala/git-test#readme",
  "devDependencies": {
    "lite-server": "^2.2.2"
  }
}

```

- Next, start the development server by typing the following at the prompt:

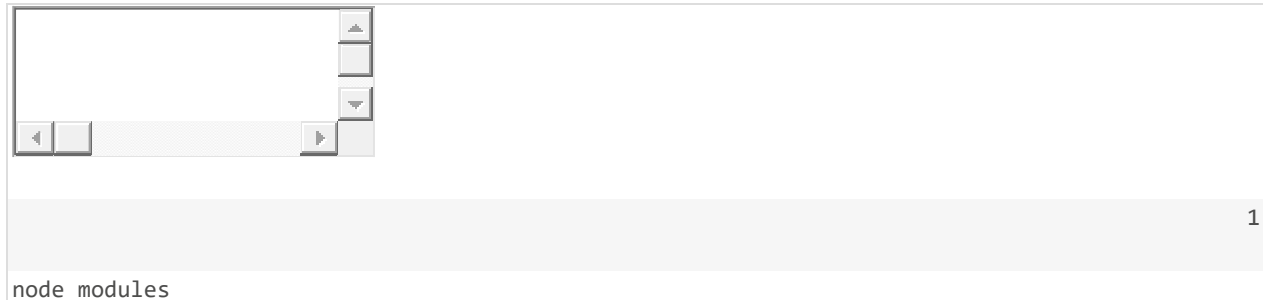


npm start

- This should open your *index.html* page in your default browser.
- If you now open the *index.html* page in an editor and make changes and save, the browser should immediately refresh to reflect the changes.

Setting up .gitignore

- Next, create a file in your project directory named *.gitignore* (**Note:** the name starts with a period) Then, add the following to the .gitignore file



- Then do a git commit and push the changes to the online repository. You will note that the node_modules folder will not be added to the commit, and will not be uploaded to the repository.

Conclusions

In this exercise you learnt to set up package.json, install a npm package and start a development server.

Setting up your Development Environment: Git and Node: Additional Resources

PDFs of Presentations

Git.pdf PDF File

Git-Exercises.pdf PDF File

NodeJS.pdf PDF File

Exercises-Node-NPM.pdf PDF File

Additional Resources (Git)

- Git site <http://git-scm.com>.
- [Installing Git](#) chapter from Pro Git
- [Git reference manual](#)

- Quick reference guides: [GitHub Cheat Sheet](#) (PDF) | [Visual Git Cheat Sheet](#) (SVG | PNG)
- [Atlassian comprehensive Git tutorial](#)

Additional Resources (Node.js and NPM)

- [Nodejs.org](#)
- [Npmjs.com](#)
- [Node API Documentation](#)
- [NPM Documentation](#)
- [lite-server](#)

Introduction to Bootstrap: Objectives and Outcomes

In this lesson, you will be given a quick overview of front-end UI frameworks, and an introduction to Bootstrap. The exercises will introduce you to getting started with Bootstrap for your web project. At the end of this lesson, you will be able to:

- Identify the purpose of using front-end UI frameworks in web design and development
- Set up a project with Bootstrap support
- Configure a web project to use Bootstrap
- Become familiar with the basic features of Bootstrap

Note: For those of you who are already familiar with Bootstrap 3, [here](#) is an overview from the Bootstrap 4 documentation on the major changes in Bootstrap 4 compared to Bootstrap 3. While you will find Bootstrap 4 to have a lot of overlap in its classes with Bootstrap 3, several breaking changes have been introduced, including removing some components and introducing new components. This course covers Bootstrap 4 with the assumption that you are not familiar with Bootstrap.

Exercise: Getting Started with Bootstrap

Exercise Resources

Bootstrap4-starter.zip

Objectives and Outcomes

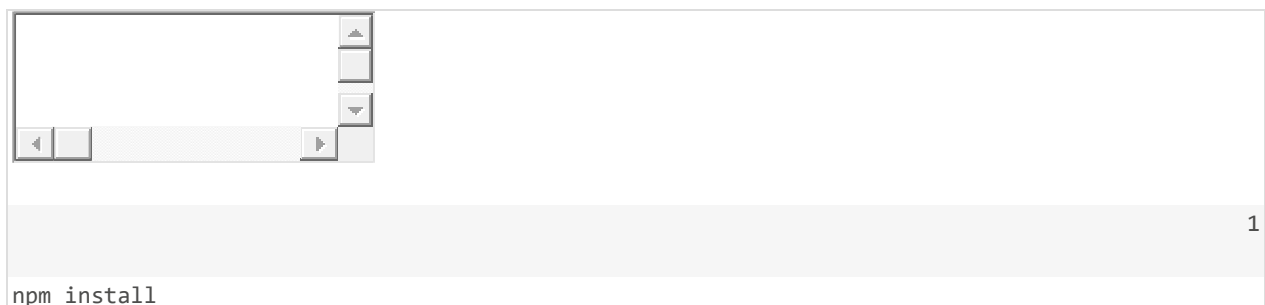
This exercise introduces the first set of steps to set up your web page to make use of Bootstrap classes and components. At the end of this exercise, you will be able to:

- Download Bootstrap using NPM and include it in your project
- Understand how to set up a web project to use Bootstrap
- Include the Bootstrap CSS and JS classes into a web page

Note: Please remember to retain the folder and all the files that you create in this exercise. Further exercises will build upon the files that you create in this exercise. DO NOT DELETE the files at the end of the exercise.

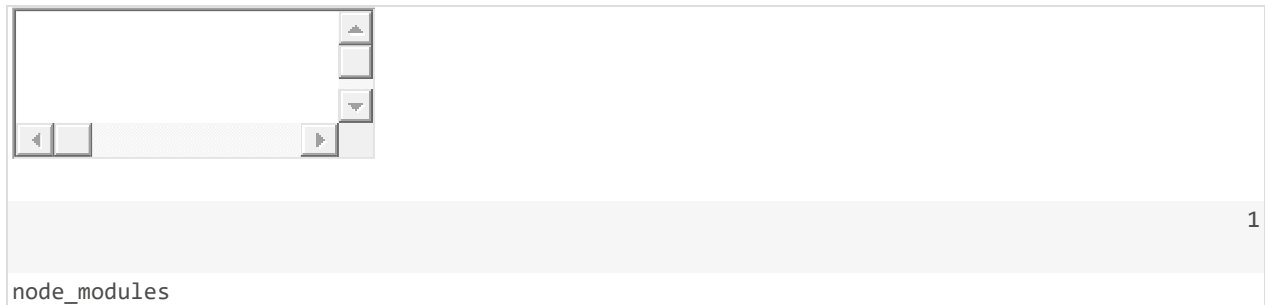
Setting up the Project Folder

- Go to a convenient folder location on your computer and download the **Bootstrap4-starter.zip** file using the link provided at the top of this page.
- Unzip the file to see a folder named **Bootstrap4** and a sub-folder under it named **conFusion** created. Move to the *conFusion* folder.
- Open a cmd window/terminal and move to the conFusion folder.
- At the prompt type



```
npm install
```

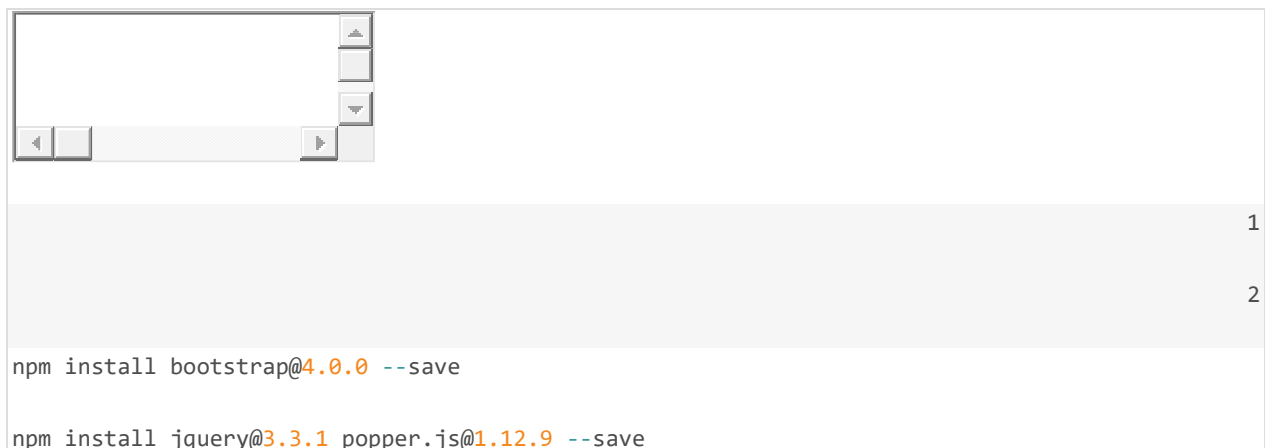
- This will install the lite-server node module to your project.
- Next, initialize a Git repository in the project folder, and then set up a .gitignore file with the contents as shown below:



- Now do a commit of your project folder to the Git repository with the message "Initial Setup". You will be doing a commit of your project at the end of each exercise so that you retain the completed files of each exercise.
- Set up an online Git repository and synchronize your project folder with the online repository.

Downloading Bootstrap

- You will use npm to fetch the Bootstrap files for use within your project. Thereafter you need to install JQuery and Popper.js as shown below since Bootstrap 4 depends on these two. At the prompt, type the following to fetch Bootstrap files to your project folder:



- This will fetch the Bootstrap files and store is in your node_modules folder in a bootstrap folder. The bootstrap->dist folder contains the precompiled Bootstrap CSS and JS files for use within your project.
- Open your project folder in your editor, and then open the index.html file in the *conFusion* folder. This is your starting web page for the project. We have already created the web page with some content to get you started. We will use Bootstrap to style this web page, and learn Bootstrap features, classes and components along the way.
- Start your lite-server by typing **npm start** at the prompt. The *index.html* file should now be loaded into your default browser.

Getting your Web page Bootstrap ready

- Open the *index.html* file in your favourite text editor. If you are using Visual Studio Code, Brackets, Sublime Text or similar editors, you can open the project folder in the editor and then view index.html.
- Insert the following code in the *<head>* of *index.html* file before the title.



```
<!-- Required meta tags always come first -->

<meta charset="utf-8">

<meta name="viewport" content="width=device-width, initial-scale=1, shrink
    -to-fit=no">

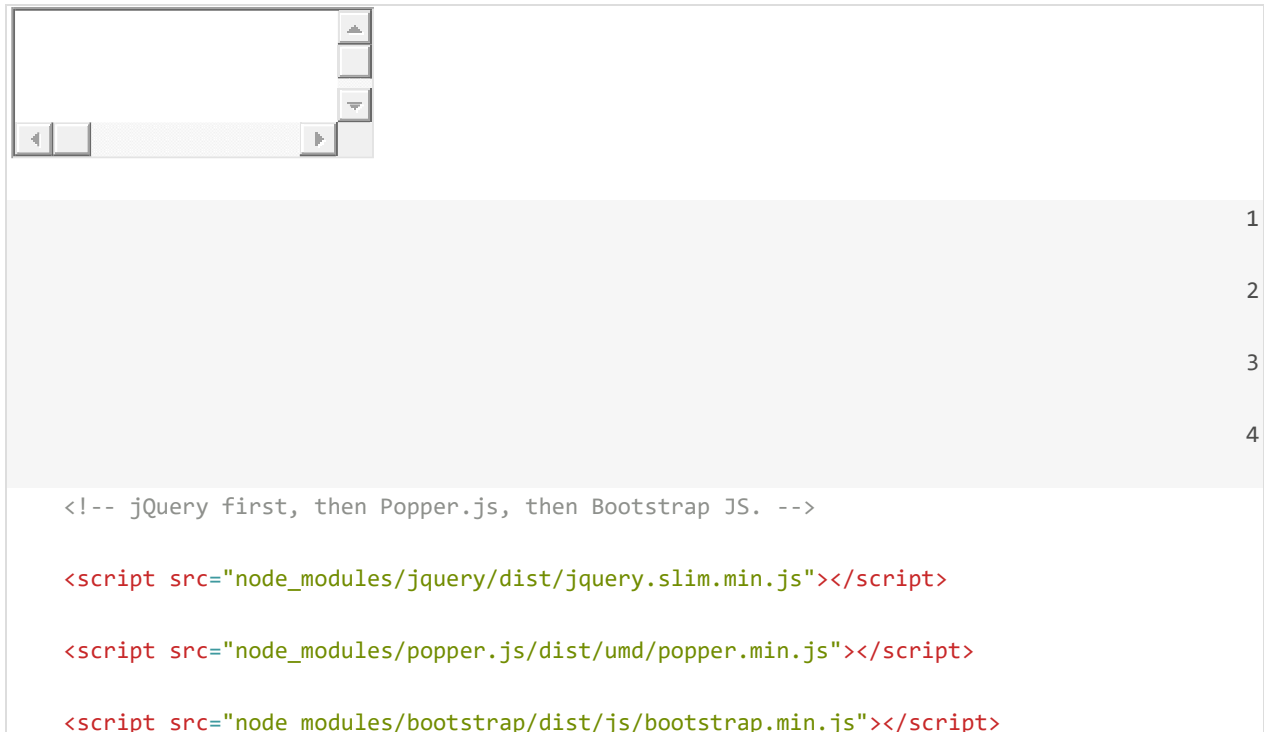
<meta http-equiv="x-ua-compatible" content="ie=edge">

<!-- Bootstrap CSS -->

<link rel="stylesheet" href="node_modules/bootstrap/dist/css/bootstrap.min
    .css">
```

- This will include Bootstrap CSS into your web page. Note the subtle change in the fonts of the content of the web page. This is the Bootstrap typography effect coming into play. The default Bootstrap typography sets the font to Helvetica Neue and selects the appropriate font size based on the choice of the heading style and paragraph style for the content.

- At the bottom of the page, just before the end of the body tag, add the following code to include the JQuery library, popper.js library and Bootstrap's Javascript plugins. Bootstrap by default uses the JQuery Javascript library for its Javascript plugins. Hence the need to include JQuery library in the web page.



- Now, do a Git commit with the message "Intro. to Bootstrap". You may push the commit to your online repository.

Conclusion

We have now understood how to set up a web project to use Bootstrap. In the next lecture, we will explore further on responsive design and Bootstrap's grid system.

Introduction to Bootstrap: Additional Resources

PDFs of the Presentations

1-Web-UI-Frameworks.pdf PDF File

2-Intro-Bootstrap.pdf PDF File

Exercise Resources

- (required for the exercise)

[Bootstrap4-starter.zip](#)

Bootstrap Official Resources

- [Bootstrap 4 Home Page](#)
- [Bootstrap typography](#)
- [Migrating from Bootstrap 3 to Bootstrap 4](#)

Front-end Web UI Frameworks

- [Top 10 Front-End Frameworks of 2018](#)
- [The 5 Most Popular Front-end Frameworks Compared](#)

Responsive Design and Bootstrap Grid System: Objectives and Outcomes

In this lesson, you will be given an overview of responsive web design and an introduction to the Bootstrap grid system. The exercises will concentrate on enhancing your web project using the Bootstrap grid in order to make it responsive. At the end of this lesson, you will be able to:

- Understand the reasons for using responsive web design in a web project
- Use the Bootstrap grid system to design responsive websites
- Add your own custom CSS classes to a Bootstrap based web project

Exercise: Responsive Design and Bootstrap Grid System Part 1

Objectives and Outcomes

This exercise introduces you to responsive design and Bootstrap support for mobile first responsive design through the use of the grid system. At the end of this exercise, you will be able to:

- Create responsive websites using the Bootstrap grid system
- Reordering content using push, pull and offset classes

Note: In this exercise we will continue to update the *index.html* file in the *conFusion* folder that we created and edited in the previous lecture.

Bootstrap Grid System and Responsive Design

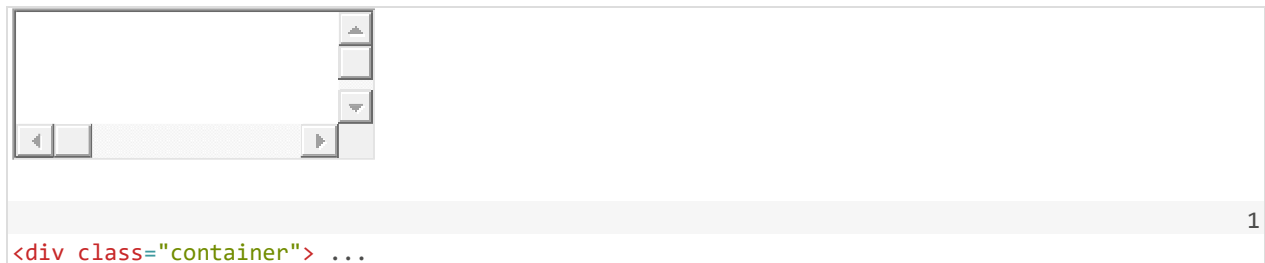
Bootstrap is designed to be mobile first, meaning that the classes are designed such that we can begin by targeting mobile device screens first and then work upwards to larger screen sizes. The starting point for this is first through media queries. We have already added the support for media queries in the last lesson, where we added this line to the head:



The *viewport* meta tag ensures that the screen width is set to the device width and the content is rendered with this width in mind. This brings us to the second issue, designing the websites to be responsive to the size of the viewport. This is where the Bootstrap grid system comes to our aid. Bootstrap makes available four sizes, xs for extra small, sm for small, md for medium and lg for large screen sizes. We have already seen the basics of responsive design. In this exercise, we will employ the Bootstrap grid classes to design the websites. We would like our website to have the content stacked on extra small devices, but become horizontal within each row for smaller devices and beyond. Towards this goal, we will make use of the classes `.col-*`, `.col-sm-*`, `.col-md-*`, and `.col-lg-*` for defining the layouts for the various device sizes. We can specify how many columns each piece of content will occupy within a row, all adding up to 12 or a multiple thereof.

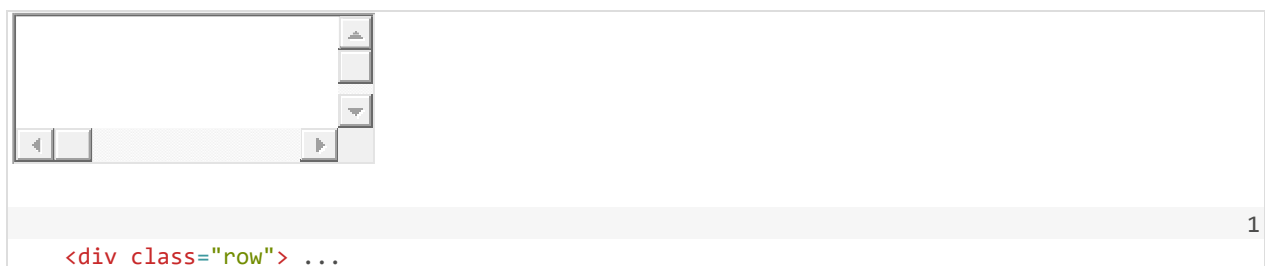
Using a Container class

- We use the container class to keep content within a fixed width on the screen, determined by the size of the screen. The alternative is to use the container-fluid class to make the content automatically to span the full width of the screen. We will discuss further about this when we discuss the Bootstrap grid system in the next lecture. Add the container class to the first div right after the </header> in the file as follows.



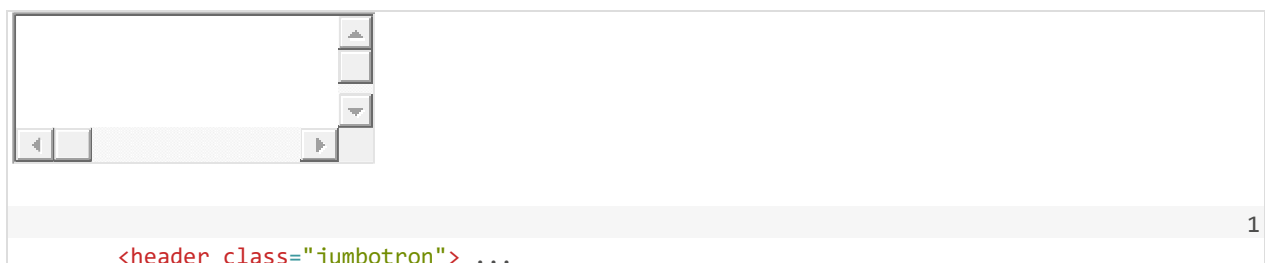
Dividing the content into rows

- Let us now add the class *row* to the first-level inner *div* elements inside the container. This organizes the page into rows of content. In the next exercise, we will see how we can add other classes to the rows.



Creating a Jumbotron

- Let us add the class *jumbotron* to the header class as shown below. This turns the header element into a Bootstrap component named Jumbotron. A jumbotron is used to showcase key content on a website. In this case we are using it to highlight the name of the restaurant.



- In the header add a **container** class to the first inner div and a row class to the second inner div.

Creating a footer

- Finally, in the footer add a **container** class to the first inner div and a row class to the second inner div.

Applying column classes within each row

- In the header row, we will display the restaurant name and the description to occupy 6 columns, while we will leave six columns for displaying the restaurant logo in the future. Let us go into the jumbotron and define the classes for the inner divs as follows:



```
<div class="col-12 col-sm-6"> ... </div>

<div class="col-12 col-sm"> ... </div>
```

- For the remaining three div rows that contain the content, let us define the classes for the inner divs as follows:



```
<div class="col-12 col-sm-4 col-md-3"> ... </div>

<div class="col col-sm col-md"> ... </div>
```

- For the footer, let us define the classes for the inner divs as follows:



1

2

3

4

5

6

7

```

<div class="col-4 col-sm-2"> ... </div>

<div class="col-7 col-sm-5"> ... </div>

<div class="col-12 col-sm-4"> ... </div>


<div class="col-auto"> ... </div>

```

Now you can see how the web page has been turned into a mobile-first responsive design layout.

Using Order and Offset with column layout classes

- In the content rows, we would like to have the title and description to alternate so that it gives an interesting look to the web page. For extra small screens, the default stacked layout works best. This can be accomplished by using the `.order-sm-last` and `.order-sm-first` for the first and the third rows as follows:



1

2

3

```
<div class="col-12 col-sm-4 order-sm-last col-md-3"> ... </div>
```

```
<div class="col col-sm order-sm-first col-md"> ... </div>
```

- For the div containing the with the site links, update the class as follows:



```
<div class="col-4 offset-1 col-sm-2">
```

- After saving all the changes, you can do a Git commit with the message "Bootstrap Grid Part 1" and push your changes to the online repository.

Conclusion

In this exercise, we reviewed responsive design and the Bootstrap grid system.

Exercise: Responsive Design and Bootstrap Grid System Part 2

Objectives and Outcomes

This exercise continues the examination of responsive design and Bootstrap support for mobile first responsive design through the use of the grid system. We also learn how to customize some of the Bootstrap classes through defining our own modifications in a separate CSS file. At the end of this exercise, you will be able to:

- Customize the CSS classes through your own additions in a separate CSS file
- Centering the content both vertically and horizontally within a row

List styles

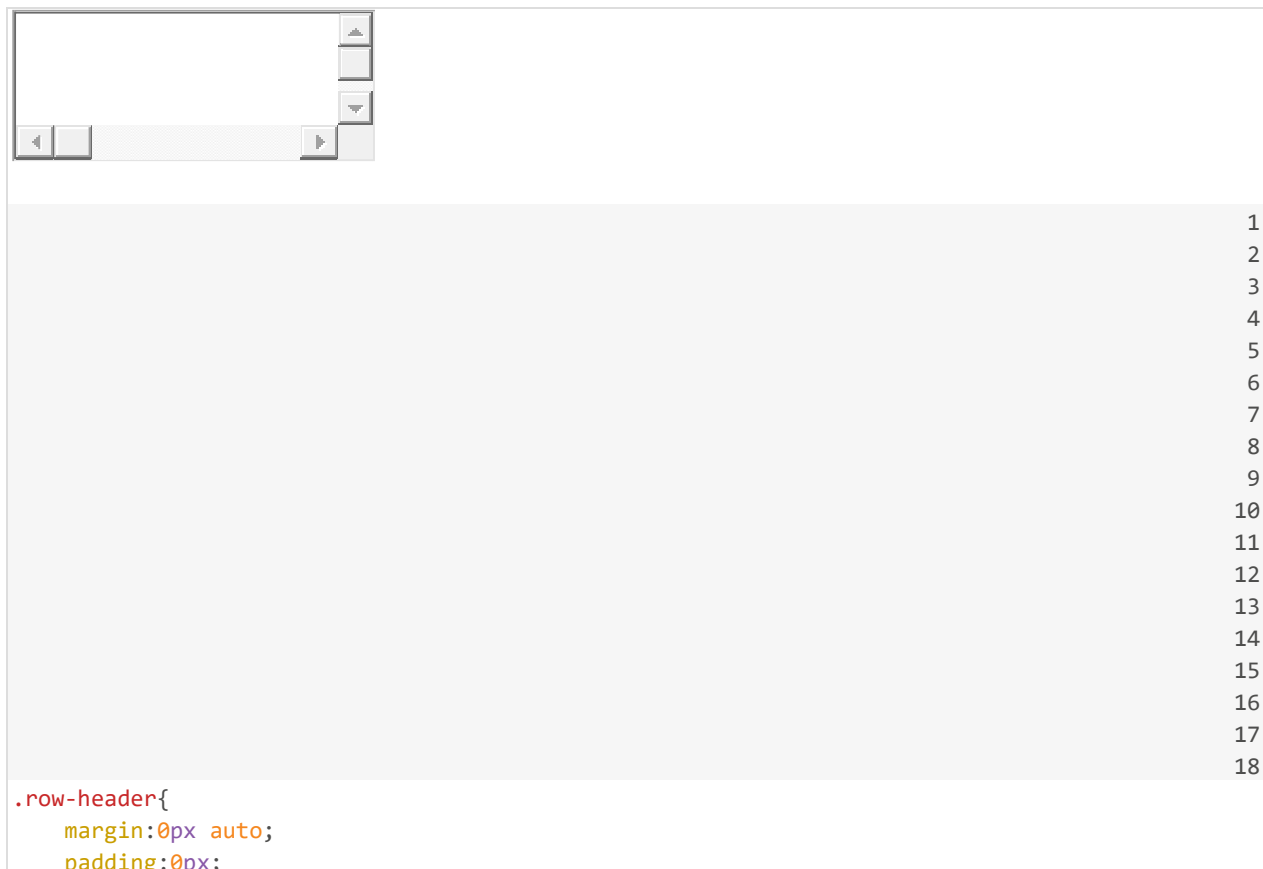
- You can use several list styles to display lists in different formats. In this exercise, we will use the unordered list style *list-unstyled* to display the links at the bottom of the page without the bullets. To do this, go to the links in the footer and update the ul as follows



Using Custom CSS classes

We can define our own custom CSS classes in a separate CSS file, and also customize some of the built-in CSS classes. We will now attempt to do this in this part of the exercise.

- Create a folder named **css**. Then create a file named *styles.css* in the **css** folder. Open this file to edit the contents. Add the following CSS code to the file:



```

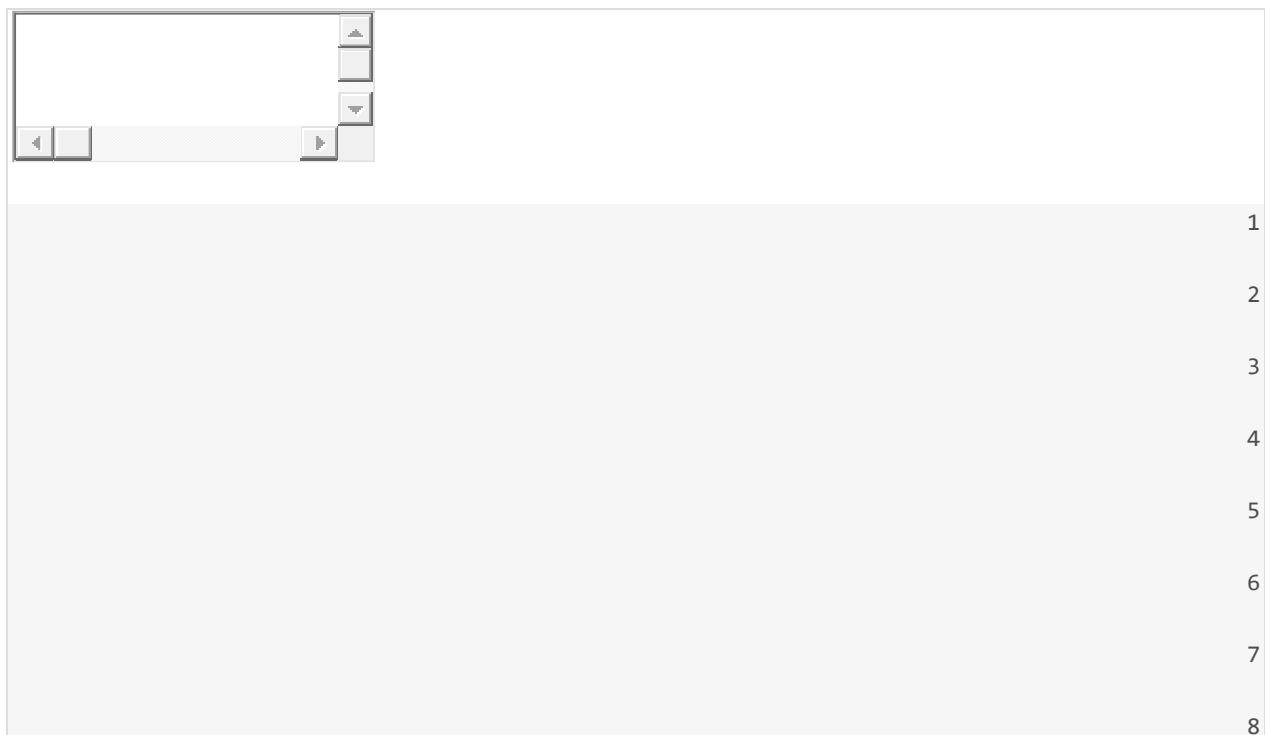
}
.row-content {
    margin:0px auto;
    padding: 50px 0px 50px 0px;
    border-bottom: 1px ridge;
    min-height:400px;
}
.footer{
    background-color: #D1C4E9;
    margin:0px auto;
    padding: 20px 0px 20px 0px;
}

```

- Include the *styles.css* file into the head of the *index.html* file as follows:



- Then add these classes to the corresponding rows in the *index.html* file as follows. See the difference in the *index.html* file in the browser. The first one is for the row in the <header>, the next three for the rows in the content, and the last one directly to the <footer> tag.



9

10

```
<div class="row row-header"> ... </div>

<div class="row row-content"> ... </div>

<div class="row row-content"> ... </div>

<div class="row row-content"> ... </div>

<footer class="footer"> ... </footer>
```

- Our next set of customization is to the jumbotron and the address. Add the following to *styles.css* file:



1

2

3

4

5

6

7

8

9

10

11

12

13

```
.jumbotron {
  padding:70px 30px 70px 30px;
  margin:0px auto;
  background: #9575CD ;
  color:floralwhite;
}
address{
  font-size:80%;
  margin:0px;
  color:#0f0f0f;
}
```

Vertically Centering the Content

- In the content section, update all the rows as follows:



```
<div class="row row-content align-items-center">
```

- In the footer, update the third column div that contains the social media links as follows:



```
<div class="col-12 col-sm-4 align-self-center">
```

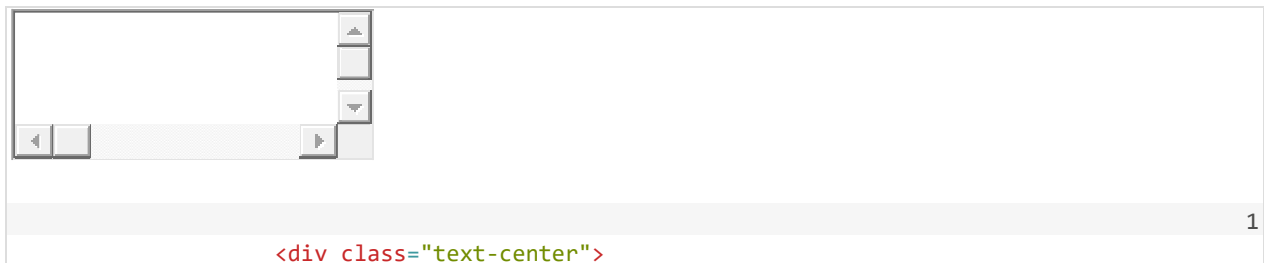
Horizontally Centering the Content

- Update the copyright paragraph as follows:



```
<div class="row justify-content-center">  
  <div class="col-auto">
```

- Update the inner div containing the social media links as follows:



```
<div class="text-center">
```


- After saving all the changes, you can do a Git commit with the message "Bootstrap Grid Part 2" and push your changes to the online repository.

Conclusion

In this exercise, we continued our review of responsive design and the Bootstrap grid system. We also learnt how to customize using our own CSS classes.

Responsive Design and Bootstrap Grid System: Additional Resources

PDFs of Presentations

3-Responsive-Design.pdf PDF File

4-Bootstrap-Grid.pdf PDF File

Bootstrap Official Documentation

- [Bootstrap Grid System](#)

Responsive Design and Bootstrap Grid Resources

- [CSS Flexible Box Layout Module Level 1](#) (W3C Documentation)
- [A Complete Guide to Flexbox](#)
- [A Visual Guide to CSS3 Flexbox Properties](#)
- [The Bootstrap 4 Grid: What's New?](#)
- [How the Bootstrap Grid Really Works](#)
- [The Subtle Magic Behind Why the Bootstrap 3 Grid Works](#) (a detailed explanation of why the Bootstrap grid system works the way it does, a delight to read!)
- [What The Heck Is Responsive Web Design?](#) (a short presentation that introduces responsive web design)
- [Beginner's Guide to Responsive Web Design](#) (simple introduction to responsive web design)
- [The 2014 Guide to Responsive Web Design](#) (an updated guide to responsive design)

Peer-graded Assignment: Assignment 1: Bootstrap and Responsive Design

i

It looks like this is your first peer-graded assignment. [Learn more](#)

You passed!

Congratulations. You earned 100 / 100 points. Review the feedback below and continue the course when you are ready. You can also help more peers by reviewing their submissions.

[Review assignments](#)

1. [Instructions](#)
2. [My submission](#)
3. [Discussions](#)

In this assignment you will add a second page, *aboutus.html*, to your website. You will make use of the Bootstrap skills learnt in this module to prepare this web page for integration into the website.

Assignment Resources

[aboutus.html.zip](#)

Objectives and Outcomes

In this assignment, you will continue to work with the website that you have been developing in the exercises. You will add the **About Us** web page to the website. To get you started, you are provided with a partially formatted *aboutus.html.zip* file given above that you need to download, unzip and move the *aboutus.html* to the conFusion folder that contains your website. At the end of this assignment, you should have completed the following tasks:

- Updated the page to make use of Bootstrap classes and Bootstrap grid
- Formatted the contents of the web page using the container, row and column classes
- Use the responsive utilities (hidden-* classes) to enable hiding of the detailed descriptions in the extra small screen size devices

Assignment Requirements

This assignment requires you to complete the following tasks. Detailed instructions for each task are given below. The picture of the completed web page included below indicates the location within the web page that will be updated by the three tasks.

Task 1

In this task you will be updating the *aboutus.html* page to make use of the Bootstrap classes and components:

- Update the page to make use of the Bootstrap CSS classes.
- Update the page to also use your custom styles defined in your *styles.css* file, and
- Update the page to make use of all the Bootstrap JS components.

Task 2

In this task you will be adding appropriate formatting to the web page contents using container, row and column classes using the Bootstrap grid so that the web page is formatted to look like the figure given below.

- The "About Us" title should stretch the entire width of the row.
- The "Our History" part should occupy only half the width of the row for small to extra large screens, leaving space on the right side for more content to be added later. The content should be stacked for extra small screens.
- The "Corporate Leadership" section should stretch the entire width of the row.

Ristorante con Fusion

We take inspiration from the World's best cuisines, and create a unique fusion experience.
Our lipsmacking creations will tickle your culinary senses!

Task 1

About Us

Our History

Started in 2010, Ristorante con Fusion quickly established itself as a culinary icon par excellence in Hong Kong. With its unique brand of world fusion cuisine that can be found nowhere else, it enjoys patronage from the A-list clientele in Hong Kong. Featuring four of the best three-star Michelin chefs in the world, you never know what will arrive on your plate the next time you visit us.

The restaurant traces its humble beginnings to *The Frying Pan*, a successful chain started by our CEO, Mr. Peter Pan, that featured for the first time the world's best cuisines in a pan.

Task 2

Corporate Leadership

Peter Pan Chief Epicurious Officer

Our CEO, Peter, credits his hardworking East Asian immigrant parents who undertook the arduous journey to the shores of America with the intention of giving their children the best future. His mother's wizardry in the kitchen whipping up the tastiest dishes with whatever is available inexpensively at the supermarket, was his first inspiration to create the fusion cuisines for which *The Frying Pan* became well known. He brings his zeal for fusion cuisines to this restaurant, pioneering cross-cultural culinary connections.

Dhanasekaran Witherspoon Chief Food Officer

Our CFO, Danny, as he is affectionately referred to by his colleagues, comes from a long established family tradition in farming and produce. His experiences growing up on a farm in the Australian outback gave him great appreciation for varieties of food sources. As he puts it in his own words, *Everything that runs, wins, and everything that stays, pays!*

Agumbe Tang Chief Taste Officer

Blessed with the most discerning gustatory sense, Agumbe, our CTO, personally ensures that every dish that we serve meets his exacting tastes. Our chefs dread the tongue lashing that ensues if their dish does not meet his exacting standards. He lives by his motto, *You click only if you survive my lick.*

Alberto Somayya Executive Chef

Award winning three-star Michelin chef with wide International experience having worked closely with whos-who in the culinary world, he specializes in creating mouthwatering Indo-Italian fusion experiences. He says, *Put together the cuisines from the two craziest cultures, and you get a winning hit! Amma Mia!*

Links

[Home](#)
[About](#)
[Menu](#)
[Contact](#)

Our Address

121, Clear Water Bay Road
Clear Water Bay, Kowloon
HONG KONG
Tel.: +852 1234 5678
Fax: +852 8765 4321
Email: confusion@food.net

[Google+](#) [Facebook](#) [LinkedIn](#) [Twitter](#) [YouTube](#)
[Mail](#)

Task 3

In this task you will use some responsive utilities provided by Bootstrap to hide some of the content only for extra small screens. You will make use of the *d-none* and *d-sm-block* CSS classes provided by Bootstrap. To understand how to use these classes, please read the documentation [here](#) (in particular see how the combination of classes shown [here](#) enables you to hide the content for xs screen sizes) to learn how to apply the *d-none* and *d-sm-block* classes. This will get you into the habit of consulting the Bootstrap documentation whenever you need to learn more about the various components and classes of Bootstrap. You should apply the classes so that the <p> elements containing the detailed descriptions of the corporate leadership is hidden only for extra small screens. Thus, your page should look like the figure below on extra small screens.

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Corporate Leadership

Peter Pan Chief Epicurious Officer

Dhanasekaran Witherspoon Chief Food Officer

Agumbe Tang Chief Taste Officer

Alberto Somayya Executive Chef

Task 3

Links

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[About](#)
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More details about the *d-none* and *d-sm-block* CSS classes can be found at <http://getbootstrap.com/docs/4.0/utilities/display/>.

While you are at it, please also apply the same classes to the descriptions in the *index.html* page. This is not part of the assignment, but should be completed to update your website.

Review criteria less

Upon completion of the assignment, your submission will be reviewed based on the following criteria:

Task 1:

- The page is update to correctly use the Bootstrap CSS classes
- The page is updated correctly to use the custom CSS classes from styles.css
- The page has been updated to use the all the necessary JavaScript classes

Task 2:

- The container class has been applied to the content at the correct location.
- Row class, including the row-content class has been applied to the rows of the content. Do not apply row-content to the row containing the page heading
- Column classes have been appropriately applied to the content within each row to provide responsive layout of the content.

Task 3:

- The d-none and d-sm-block classes are correctly applied to the content in the Corporate Leadership section to hide the detailed description of the corporate leaders.

You are required to include two full-page screenshots of your completed web pages, one for normal screen size, and one for extra small screens. To take a full-page screenshot of your page use the Chrome extension: [Full Page Screen Capture](#).

Peer-graded Assignment: Assignment 1: Bootstrap and Responsive Design

Reviews 6 complete

You've finished your peer reviews

Well done! You sent 6 peers feedback that will help them. If you have time, please review one or two more. Every review you do helps another peer complete the course!

Ready to review your classmates?

Reviewing another person's work is a valuable way to learn and providing quality feedback is a useful skill to master. Here are some tips to help you provide the most helpful, accurate, and consistent feedback possible:

- Remember, English isn't everyone's native language. Focus primarily on how well the work meets the grading criteria.
- When writing critical feedback, use a constructive and polite tone.

Everyone enrolled in the course must review at least 5 other submissions to ensure everyone receives a grade; however, many learners complete more to help their classmates who are still waiting. Ready to get started?

Assignment 1 Resources

Assignment 1 Starter Files

aboutus.html.zip

Assignment 1 Screenshots

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Corporate Leadership

Peter Pan Chief Epicurious Officer

Dhanasekaran Witherspoon Chief Food Officer

Agumbe Tang Chief Taste Officer

Alberto Somayya Executive Chef

Task 3

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Bootstrap Resources

- [Bootstrap grid](#)
- [Bootstrap display utilities](#) (documentation here about the d-none and d-sm-block classes)

Chrome extension

- [Full Page Screen Capture](#).

Ideation: Objectives and Outcomes

The first step in your journey towards the implementation of the Capstone project begins with an idea. In this module you will develop the idea for your project, the set of expected features, survey the market to look at similar ideas to enable you to differentiate your project from others, while at the same time drawing inspiration from them. You are required to submit a formal ideation report following the structure given in the template. This will enable your peers to provide you feedback and suggestions for your project.

Before you get started on a project, the first step is to develop the idea for the project. In this module you will explore how you develop your idea and come up with possible set of features for your project. At the end of this step you should be able to:

- Clearly express the central idea of your project, and identify the problem being addressed
- Delineate a set of features that you expect your website and app should support
- Identify other projects that might have similar features and would act as exemplars for your project

Ideation Report Template

Project Title

1. Introduction

- A brief introduction to your website idea. State the goals of the project.

- The values / benefits (tangible and intangible) this application can bring to a company/organization/end-user.

2. Expected List of Features

- A brief list of features that you expect your website to support.
- Brief justifications for including these features.

3. Market Survey

- Do a survey of the Web to find about five web sites that might have similar ideas as yours.
- Briefly compare the features of these applications with your application idea.

4. References

- Give references to any material / websites / books etc. relevant to your application idea
- Give the links to the websites relevant to your idea, that you listed in the section above.

Honors Peer-graded Assignment: Ideation

Was due Sep 28, 9:59 AM EAT

Submit Now

Your assignment was due on Sep 28, 9:59 AM EAT, but you still have a chance! Start now so you have time to submit and then review your peers' assignments - and so they have time to review yours.

1. Instructions

2. My submission

3. Discussions

In this assignment you will be submitting a written report describing the general idea of your project, the expected list of features and a survey of existing projects, websites and/or apps that are similar to your ideas and/or have some features similar to your proposed project. The structure of the written report should adhere to the report template given in this module, and emphasize the points specified in the template. The written submission needs to be no more than three standard Letter/A4 sized pages.

Review criteria less

Your submission will be reviewed based on the following criteria by peers in order to provide you with constructive feedback on your project idea:

1. Does the Ideation report clearly state the idea of the project and the primary aim and purpose of the proposed website ?
2. Does the Ideation report list the expected features that will be supported by the website?
3. Did the user provide a survey of related ideas/projects/websites that have some similarities to the proposed idea?
4. Does the Ideation report provide references to suitable sources in support of the project idea?

Ideation: Additional Resources

General Resources

- [Ideation \(creative process\)](#)

Volunteer your Services

- [VolunteerMatch.org](#)
- [Free Code Camp](#)

Week 1

Front-End Web UI Frameworks and Tools: Bootstrap 4

Week 1

Discuss this week's modules here.

3292 threads · Last post 4 hours ago

[Go to forum](#)

Front-end Web UI Frameworks Overview: Bootstrap



Jogesh K. Muppala

This module gives you a quick introduction to full-stack web development and the outline of the course. Then you will learn the basics of Bootstrap, setting up a web project using Bootstrap. You will learn about responsive design and the Bootstrap grid system. At the end of this module, you need to complete your first assignment.

[Less](#)

Key Concepts

- Express what is meant by full stack in the context of web development
- Create a project with Bootstrap support
- Create a responsive website using the Bootstrap grid system
- Develop a website that can automatically adapt to different screen sizes and resolutions

[Less](#)

Welcome to Front-End Web UI Frameworks and Tools: Bootstrap 4

•

Video: [LectureFront-End Web UI Frameworks and Tools: Bootstrap 4: Course Overview](#)

. Duration:7 min

•

Video: LectureHow to Use the Learning Resources

. Duration:10 min

-

Reading: Welcome to Front-End Web UI Frameworks and Tools: Bootstrap 4: Additional Resources

. Duration:10 min

Full Stack Web Development: The Big Picture

-

Reading: Full Stack Web Development: The Big Picture: Objectives and Outcomes

. Duration:10 min

-

Video: LectureWhat is Full-Stack Web Development?

. Duration:5 min

-

Reading: Full Stack Web Development: Additional Resources

. Duration:10 min

Setting up your Development Environment: Git and Node

-

Reading: Setting up Your Development Environment: Git and Node: Objectives and Outcomes

. Duration:10 min

-

Reading: Setting up your Development Environment

. Duration:10 min

-

Video: LectureExercise (Video): Setting up Git

. Duration:6 min

-

Reading: Exercise (Instructions): Setting up Git

. Duration:10 min

-

Video: LectureExercise (Video): Basic Git Commands

. Duration:18 min

-

Reading: Exercise (Instructions): Basic Git Commands

. Duration:10 min

-

Video: LectureExercise (Video): Online Git Repositories

. Duration:12 min

-

Reading: Exercise (Instructions): Online Git Repositories

. Duration:10 min

-

Video: LectureNode.js and NPM

. Duration:3 min

-

Video: LectureExercise (Video): Setting up Node.js and NPM

. Duration:2 min

-

Reading: Exercise (Instructions): Setting up Node.js and NPM

. Duration:10 min

-

Video: LectureExercise (Video): Basics of Node.js and NPM

. Duration:23 min

-

Reading: Exercise (Instructions): Basics of Node.js and NPM

. Duration:10 min

-

Reading: Setting up your Development Environment: Git and Node: Additional Resources

. Duration:10 min

Introduction to Bootstrap

-

Reading: Introduction to Bootstrap: Objectives and Outcomes

. Duration:10 min

-

Video: LectureFront-end Web UI Frameworks

. Duration:7 min

-

Video: LectureIntroduction to Bootstrap

. Duration:2 min

-

Video: LectureExercise (Video): Getting Started with Bootstrap

. Duration:14 min

-

Reading: Exercise (Instructions): Getting Started with Bootstrap

. Duration:10 min

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Reading: Introduction to Bootstrap: Additional Resources

. Duration:10 min

Responsive Design and Bootstrap Grid System

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Reading: Responsive Design and Bootstrap Grid System: Objectives and Outcomes

. Duration:10 min

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Video: LectureResponsive Design

. Duration:9 min

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Video: LectureBootstrap Grid System

. Duration:27 min

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Video: [LectureExercise \(Video\): Responsive Design and Bootstrap Grid System Part 1](#)

. Duration:20 min

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Reading: [Exercise \(Instructions\): Responsive Design and Bootstrap Grid System Part 1](#)

. Duration:10 min

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Video: [LectureExercise \(Video\): Responsive Design and Bootstrap Grid System Part 2](#)

. Duration:14 min

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Reading: [Exercise \(Instructions\): Responsive Design and Bootstrap Grid System Part 2](#)

. Duration:10 min

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Reading: [Responsive Design and Bootstrap Grid System: Additional Resources](#)

. Duration:10 min

Assignment 1

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Video: LectureAssignment 1 Requirements (Video)

. Duration:7 min

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Peer-graded Assignment: Assignment 1: Bootstrap and Responsive Design

. Duration:1h

Review Your Peers: Assignment 1: Bootstrap and Responsive Design

-

Reading: Assignment 1 Resources

. Duration:10 min

Optional Honors Content

Ideation

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Reading: Ideation: Objectives and Outcomes

. Duration:10 min

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Reading: Ideation Report Template

. Duration:10 min

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Honors Peer-graded Assignment: Ideation

. Duration: 1h

Overdue Sep 28, 9:59 AM EAT

Review Your Peers: Ideation

Overdue Oct 1, 9:59 AM EAT

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Reading: Ideation: Additional Resources

. Duration: 10 min