

CreativeCode.io Week2 Web Skills

Some Housekeeping

Download the following...

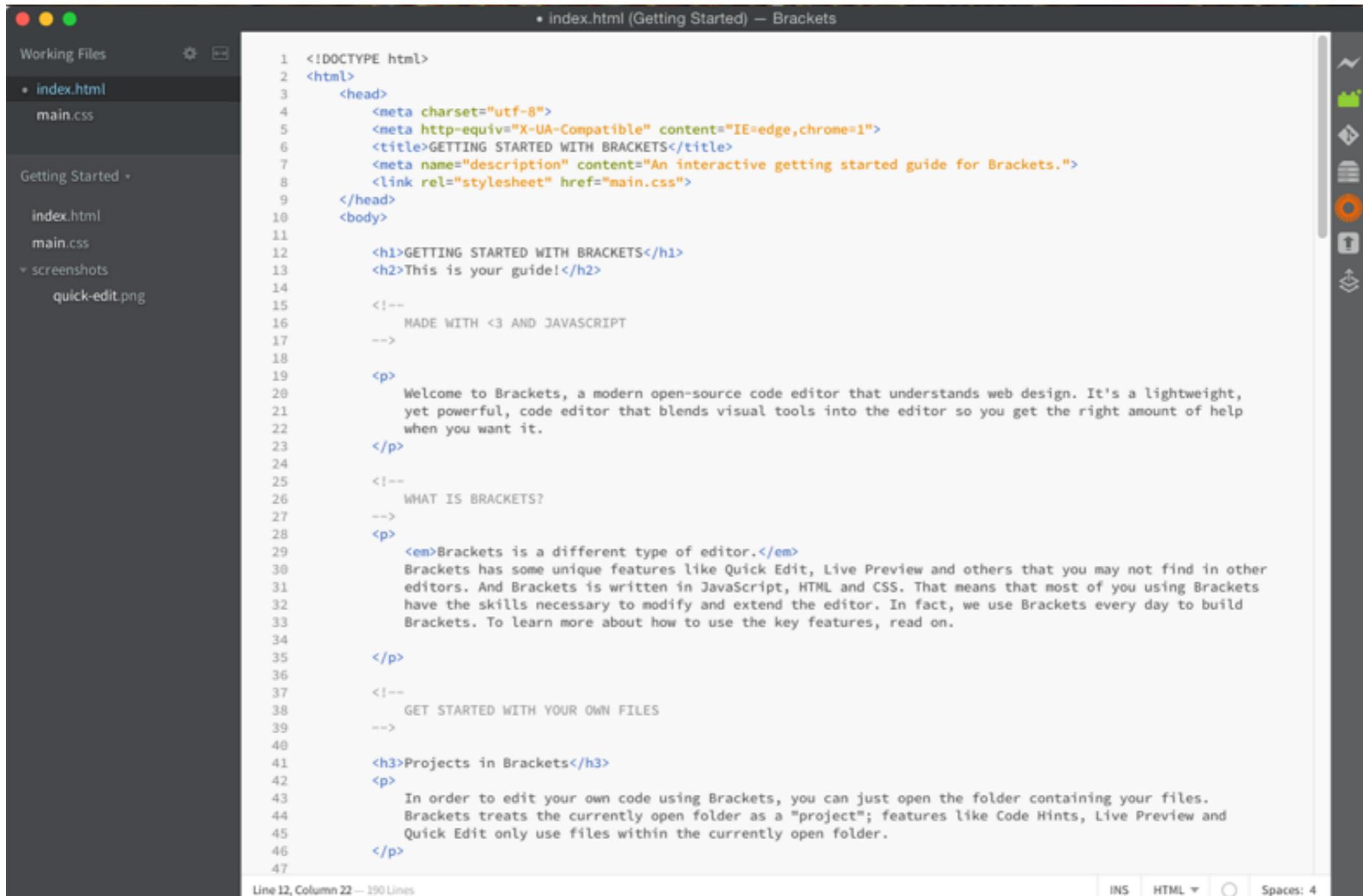
Brackets <http://brackets.io/>

Github for Mac <https://mac.github.com/>

This week

- Working in Brackets
- Github/Github Pages
- HTML5, CSS3
- Bootstrap Framework

Welcome to Brackets



The screenshot shows the Brackets code editor interface. The left sidebar lists 'Working Files' containing 'index.html' and 'main.css'. Below that is a 'Getting Started' section with files 'index.html', 'main.css', and 'screenshots/quick-edit.png'. The main editor area displays the content of 'index.html', which is an HTML file with meta tags and sections about Brackets. The status bar at the bottom shows 'Line 12, Column 22 — 190 Lines' and 'Spaces: 4'.

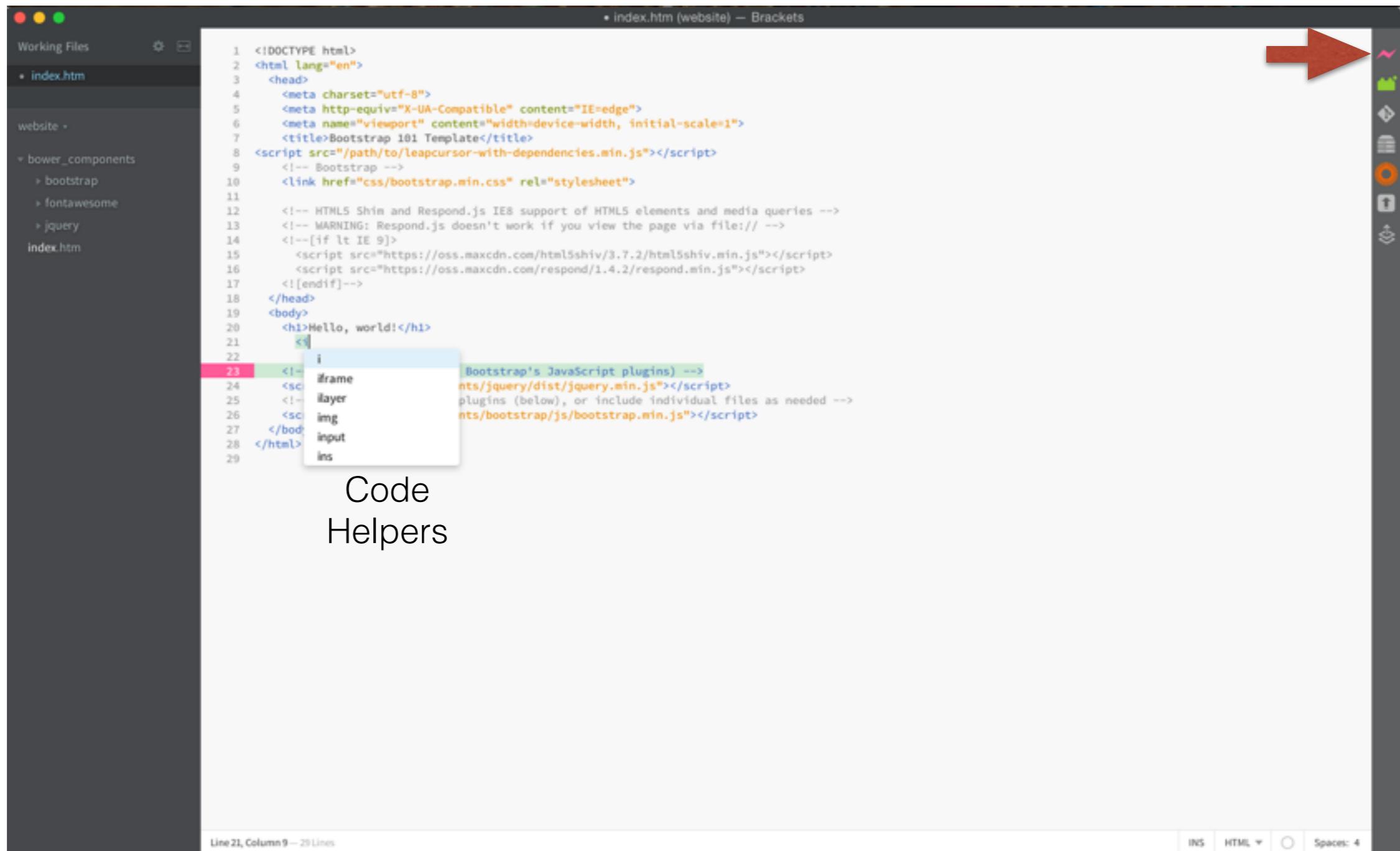
```
1 <!DOCTYPE html>
2 <html>
3   <head>
4     <meta charset="utf-8">
5     <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">
6     <title>GETTING STARTED WITH BRACKETS</title>
7     <meta name="description" content="An interactive getting started guide for Brackets.">
8     <link rel="stylesheet" href="main.css">
9   </head>
10  <body>
11
12    <h1>GETTING STARTED WITH BRACKETS</h1>
13    <h2>This is your guide!</h2>
14
15    <!--
16      MADE WITH <3 AND JAVASCRIPT
17    -->
18
19    <p>
20      Welcome to Brackets, a modern open-source code editor that understands web design. It's a lightweight,
21      yet powerful, code editor that blends visual tools into the editor so you get the right amount of help
22      when you want it.
23    </p>
24
25    <!--
26      WHAT IS BRACKETS?
27    -->
28    <p>
29      <em>Brackets is a different type of editor.</em>
30      Brackets has some unique features like Quick Edit, Live Preview and others that you may not find in other
31      editors. And Brackets is written in JavaScript, HTML and CSS. That means that most of you using Brackets
32      have the skills necessary to modify and extend the editor. In fact, we use Brackets every day to build
33      Brackets. To learn more about how to use the key features, read on.
34    </p>
35
36    <!--
37      GET STARTED WITH YOUR OWN FILES
38    -->
39
40    <h3>Projects in Brackets</h3>
41    <p>
42      In order to edit your own code using Brackets, you can just open the folder containing your files.
43      Brackets treats the currently open folder as a "project"; features like Code Hints, Live Preview and
44      Quick Edit only use files within the currently open folder.
45    </p>
46
47
```

Brackets is a free open-source editor written in HTML, CSS, and JavaScript with a primary focus on Web Development. It was created by Adobe Systems, licensed under the MIT License, and is currently maintained on GitHub. Brackets is available for cross-platform download on Mac, Windows, and Linux.

Welcome to Brackets

Live Preview

File
Navigator



The screenshot shows the Brackets IDE interface. On the left, the "Working Files" sidebar lists "index.htm" and a "website" folder containing "bower_components" (bootstrap, fontawesome, jquery) and "index.htm". A red arrow points to the "File Navigator" icon in the top bar. The main area is the code editor, showing the following HTML code:

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="utf-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1">
    <title>Bootstrap 101 Template</title>
    <script src="/path/to/leapcursor-with-dependencies.min.js"></script>
    <!-- Bootstrap -->
    <link href="css/bootstrap.min.css" rel="stylesheet">
    <!-- HTML5 Shim and Respond.js IE8 support of HTML5 elements and media queries -->
    <!-- WARNING: Respond.js doesn't work if you view the page via file:// -->
    <!--[if lt IE 9]>
      <script src="https://oss.maxcdn.com/html5shiv/3.7.2/html5shiv.min.js"></script>
      <script src="https://oss.maxcdn.com/respond/1.4.2/respond.min.js"></script>
    <![endif]-->
  </head>
  <body>
    <h1>Hello, world!</h1>
    <br>
    <!--[if lt IE 9]>
      <script src="https://oss.maxcdn.com/html5shiv/3.7.2/html5shiv.min.js"></script>
      <script src="https://oss.maxcdn.com/respond/1.4.2/respond.min.js"></script>
    <![endif]-->
  </body>
</html>
```

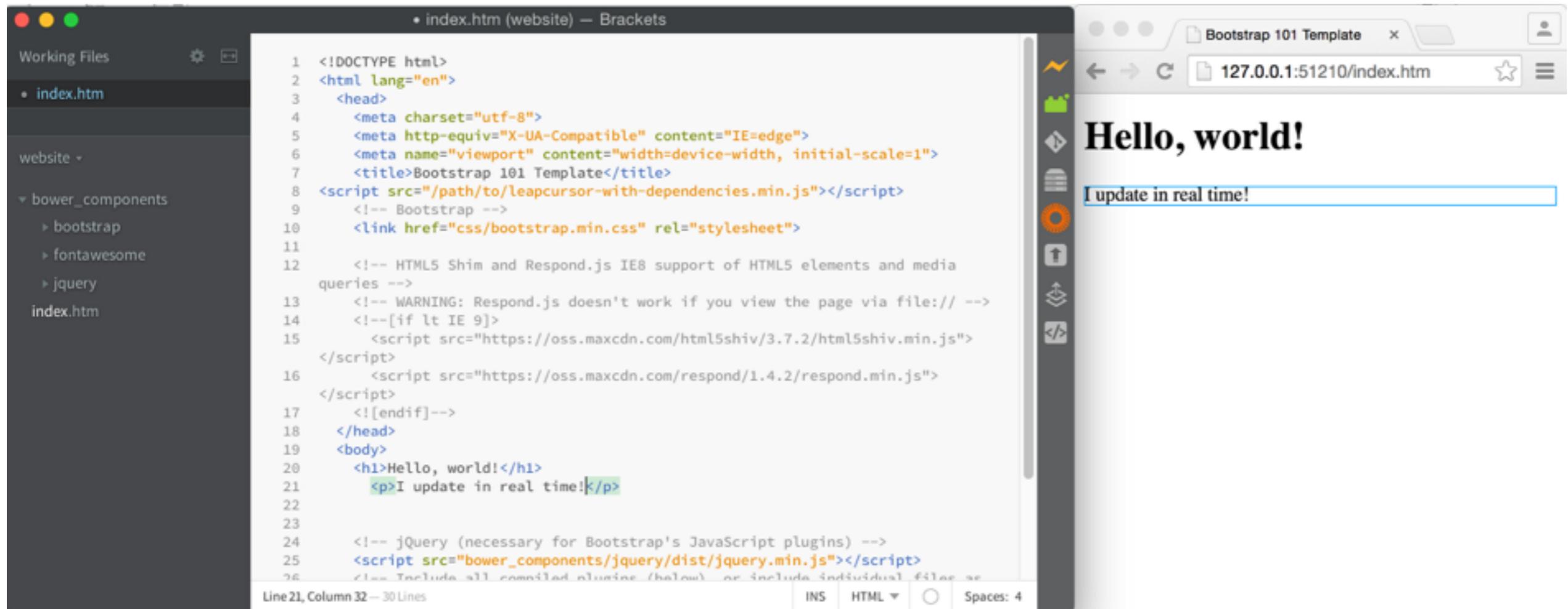
A code completion dropdown is open at line 23, showing suggestions like "i", "frame", "layer", "script", "img", "input", and "ins". A red arrow points to the "Code Helpers" icon in the top bar. The status bar at the bottom shows "Line 21, Column 9 — 29 Lines", "INS", "HTML", "Spaces: 4", and other icons.

Code
Helpers



Welcome to Brackets

Live Preview is great!



The screenshot shows the Brackets IDE interface. On the left, the 'Working Files' sidebar lists 'index.htm' under 'website' and 'bower_components' (which contains 'bootstrap', 'fontawesome', and 'jquery'). The main editor window displays the code for 'index.htm'. The code includes Bootstrap 101 Template HTML, a script to handle IE compatibility, and a 'Hello, world!' message with a real-time update indicator. The status bar at the bottom shows 'Line 21, Column 32 — 30 Lines'. To the right, a browser window titled 'Bootstrap 101 Template' shows the rendered page with the text 'Hello, world!' and a blue box containing the placeholder 'I update in real time!'. The browser's address bar shows '127.0.0.1:51210/index.htm'.

```
1 <!DOCTYPE html>
2 <html lang="en">
3   <head>
4     <meta charset="utf-8">
5     <meta http-equiv="X-UA-Compatible" content="IE=edge">
6     <meta name="viewport" content="width=device-width, initial-scale=1">
7     <title>Bootstrap 101 Template</title>
8     <script src="/path/to/leapcursor-with-dependencies.min.js"></script>
9     <!-- Bootstrap -->
10    <link href="css/bootstrap.min.css" rel="stylesheet">
11
12    <!-- HTML5 Shim and Respond.js IE8 support of HTML5 elements and media
13        queries -->
14    <!-- WARNING: Respond.js doesn't work if you view the page via file:// -->
15    <script src="https://oss.maxcdn.com/html5shiv/3.7.2/html5shiv.min.js">
16    </script>
17    <script src="https://oss.maxcdn.com/respond/1.4.2/respond.min.js">
18    </script>
19    <![endif]-->
20  </head>
21  <body>
22    <h1>Hello, world!</h1>
23    <p>I update in real time!</p>
24
25    <!-- jQuery (necessary for Bootstrap's JavaScript plugins) -->
26    <script src="bower_components/jquery/dist/jquery.min.js"></script>
27
28
29
30
31
32
33
34
35
36
```

Line 21, Column 32 — 30 Lines INS HTML ▾ ○ Spaces: 4

Bootstrap 101 Template 127.0.0.1:51210/index.htm

Hello, world!

I update in real time!

Make friends with your editor

You will be using it a lot and will want to become very efficient.

For this class we are using Brackets. Some other popular choices are:

Sublime Text:

<http://www.sublimetext.com/>

(My daily tool)

Atom:

<https://atom.io/>

Play around and find one that suits you!

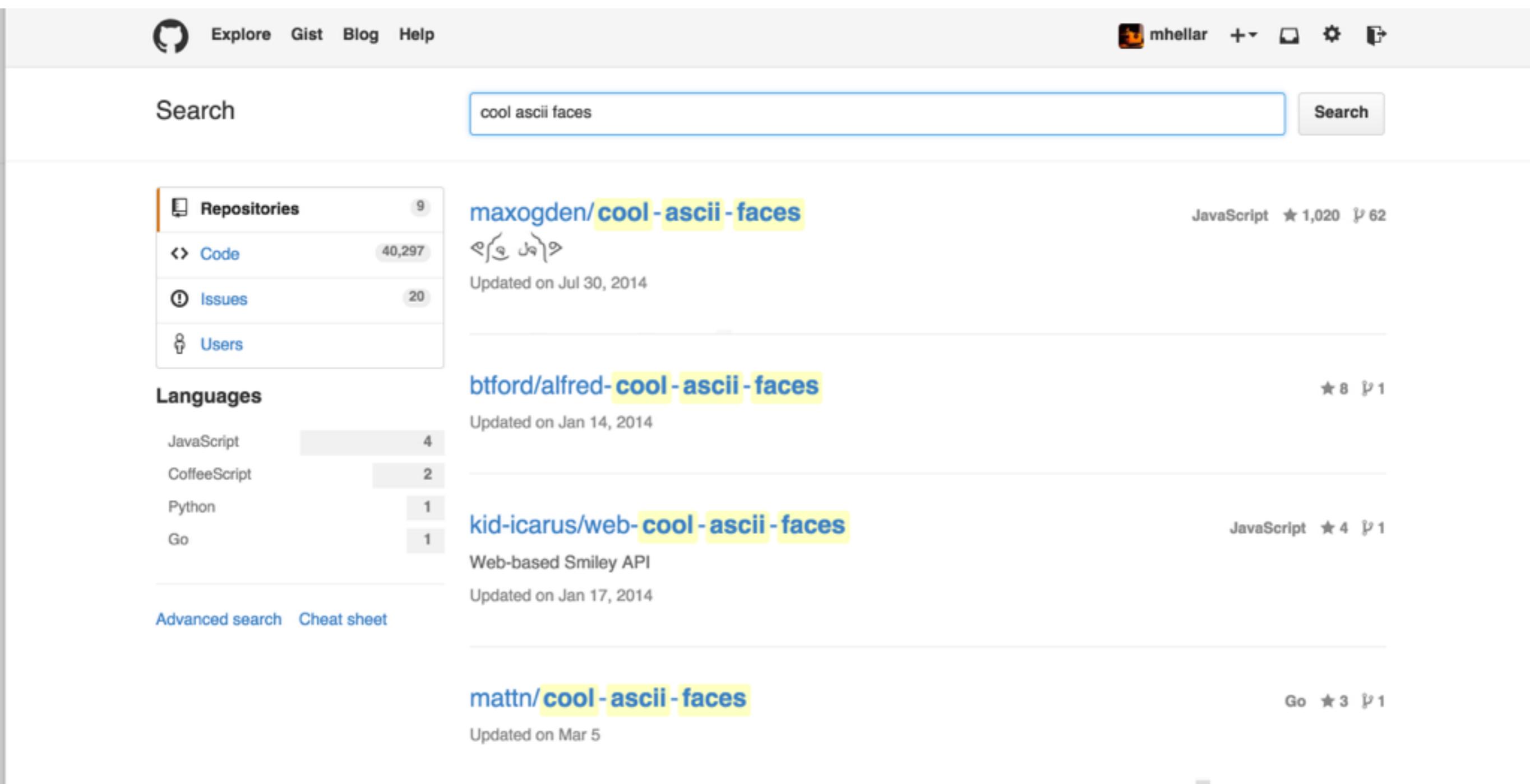
Introducing Github



Introducing Github

- Github is a service which stores code for your personal or public projects in the cloud
- Github utilizes git, a command-line tool for code for developers to maintain their code projects

It's also a place to explore cool code and much more!



A screenshot of a GitHub search results page. The search bar at the top contains the query "cool ascii faces". The results list four repositories:

- maxogden/cool-ascii-faces** (JavaScript, 1,020 stars, 62 forks) - Updated on Jul 30, 2014. Description: A collection of ASCII art faces.
- btford/alfred-cool-ascii-faces** (JavaScript, 8 stars, 1 fork) - Updated on Jan 14, 2014. Description: A collection of ASCII art faces for Alfred.
- kid-icarus/web-cool-ascii-faces** (JavaScript, 4 stars, 1 fork) - Updated on Jan 17, 2014. Description: A Web-based Smiley API.
- mattn/cool-ascii-faces** (Go, 3 stars, 1 fork) - Updated on Mar 5. Description: A Go library for generating ASCII art faces.

The left sidebar shows navigation links: Explore, Gist, Blog, Help, and a user profile for mhellar. It also displays repository statistics: 9 repositories, 40,297 code files, 20 issues, and 1 user.

Repositories 9

Code 40,297

Issues 20

Users

Languages

- JavaScript 4
- CoffeeScript 2
- Python 1
- Go 1

[Advanced search](#) [Cheat sheet](#)

Introducing Github Pages

Github introduced Pages as way for developers to use their Github repositories as a platform for showcasing the work they were engaged in



That's a perfect place for us to make a Website!

Creating A Public Github Page

Create a repository

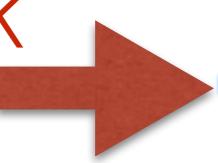
Head over to GitHub and create a new repository named `username.github.io`, where `username` is your username (or organization name) on GitHub.



Head over to GitHub and create a new repository named `username.github.io`, where `username` is your username (or organization name) on GitHub.

If the first part of the repository doesn't **exactly match your username**, it won't work, so make sure to get it right.

Check
This



Owner / Repository name ✓

Great repository names are short and memorable. Need inspiration? How about [turbo-dangerzone](#).

Description (optional)

 **Public**
Anyone can see this repository. You choose who can commit.

 **Private**
You choose who can see and commit to this repository.

Initialize this repository with a README
This will let you immediately clone the repository to your computer. Skip this step if you're importing an existing repository.

Add .gitignore: Add a license: ⓘ

Create repository

Congratulations! This is your new repository

My GitHub Page! — Edit

1 commit 1 branch 0 releases 1 contributor

branch: master mhellar.github.io / +

Initial commit

 mhellar authored 2 minutes ago latest commit b87498baae

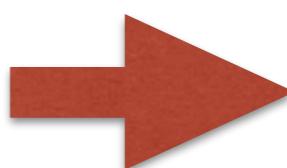
 README.md Initial commit 2 minutes ago

 README.md

mhellar.github.io

My GitHub Page!

Now, click clone in Desktop
to copy it yo your computer



Code

Issues 0

Pull requests 0

Wiki

Pulse

Graphs

Settings

SSH clone URL

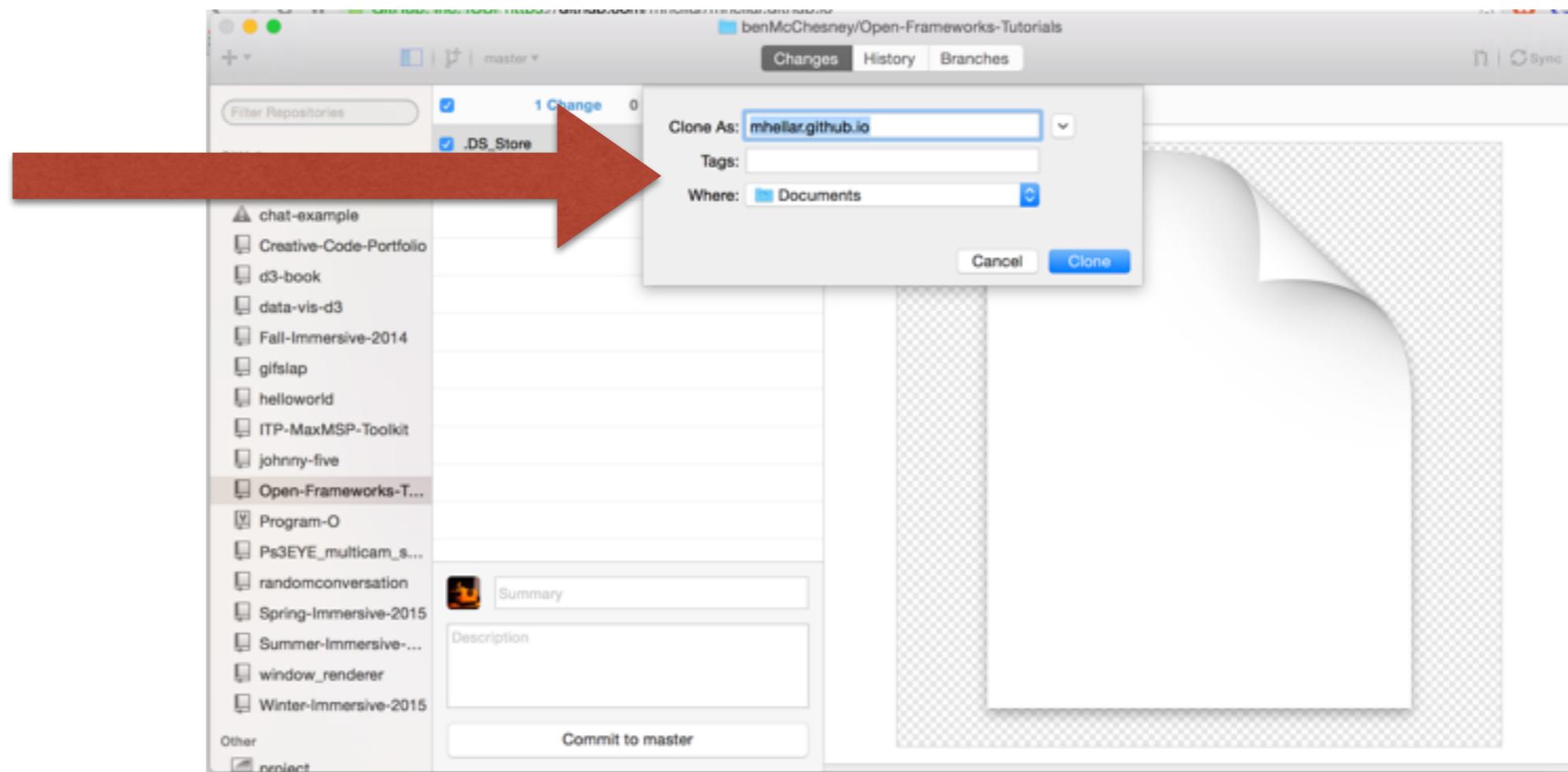
git@github.com:mhel... 

You can clone with [HTTPS](#), [SSH](#), or [Subversion](#). 

 Clone in Desktop

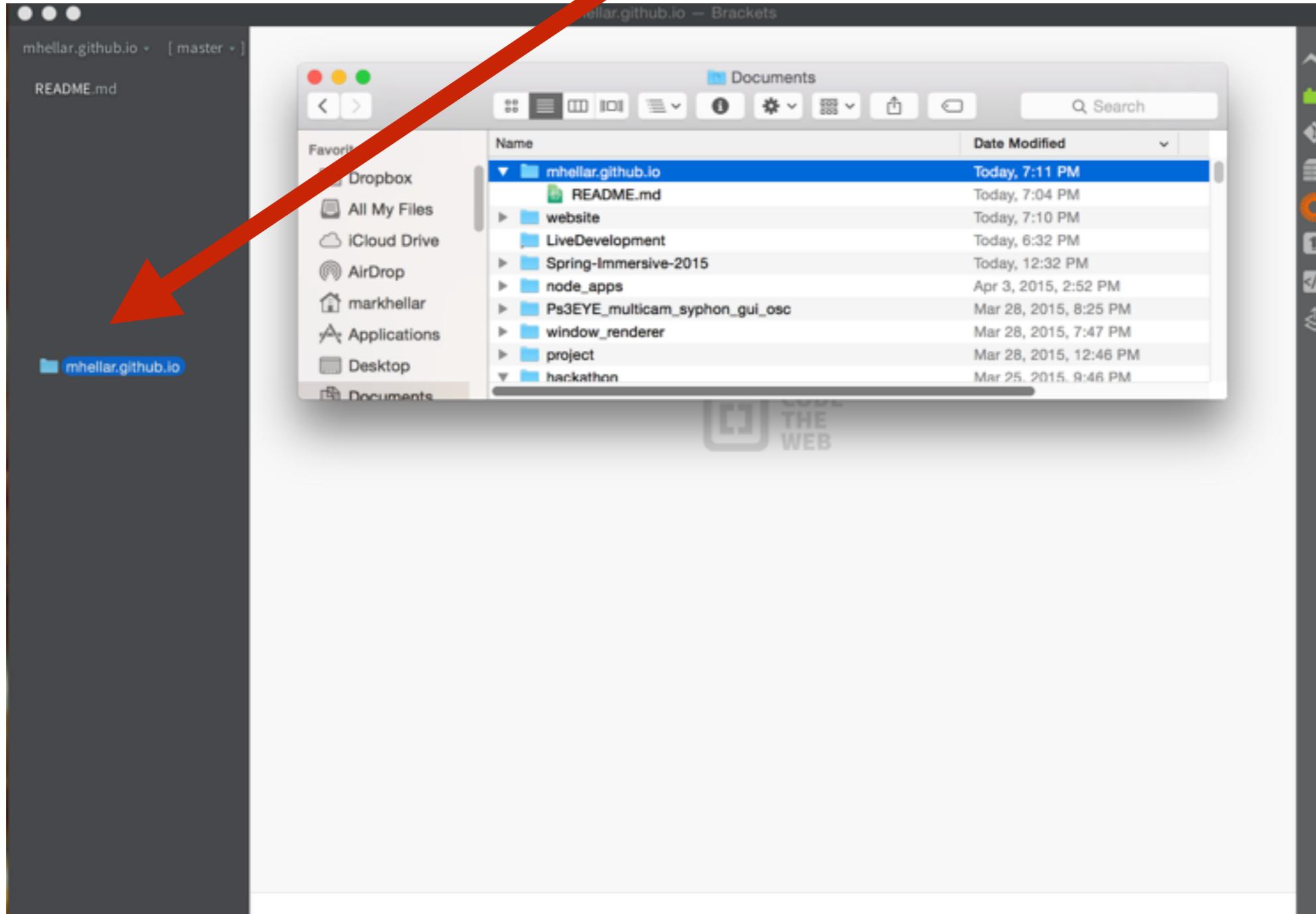
 Download ZIP

Choose a location to store the folder and hit ‘clone’

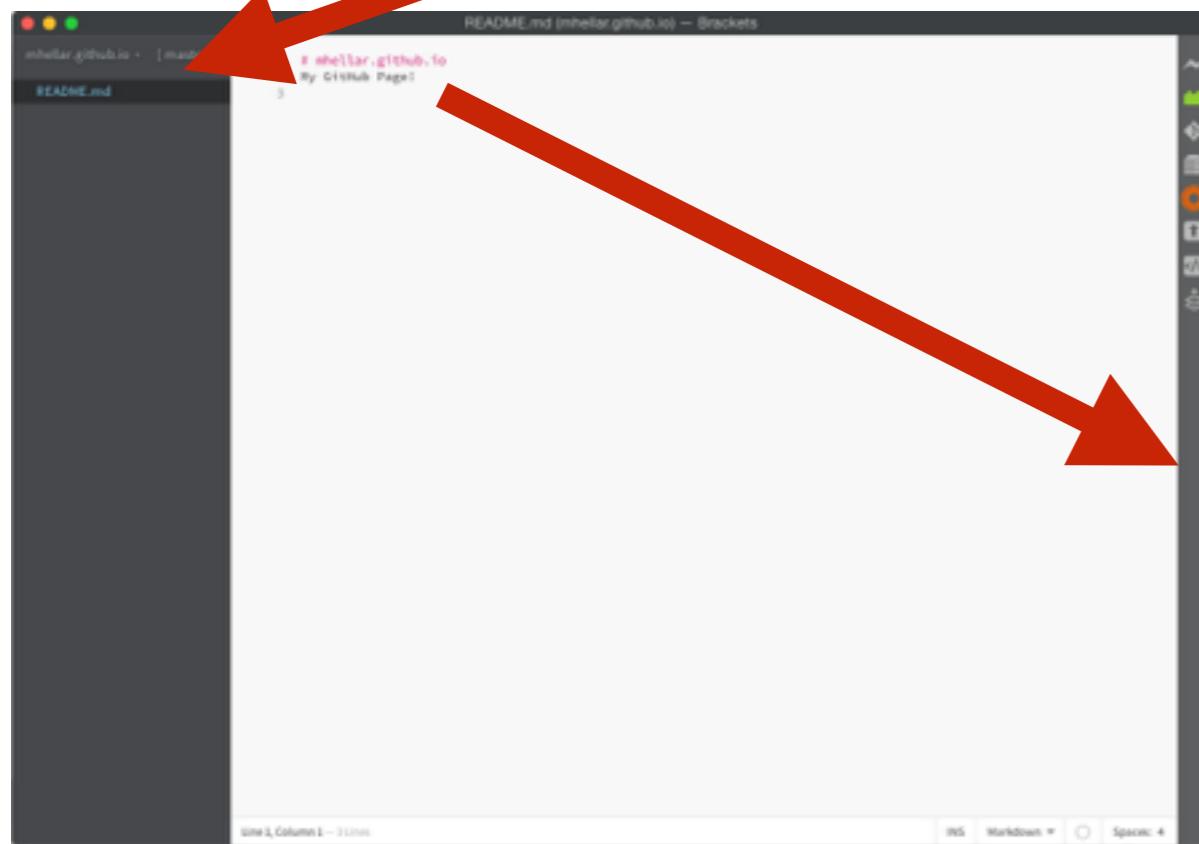


Remember where you cloned it to*

Now drag your Repo folder on to the left pane of brackets to open it



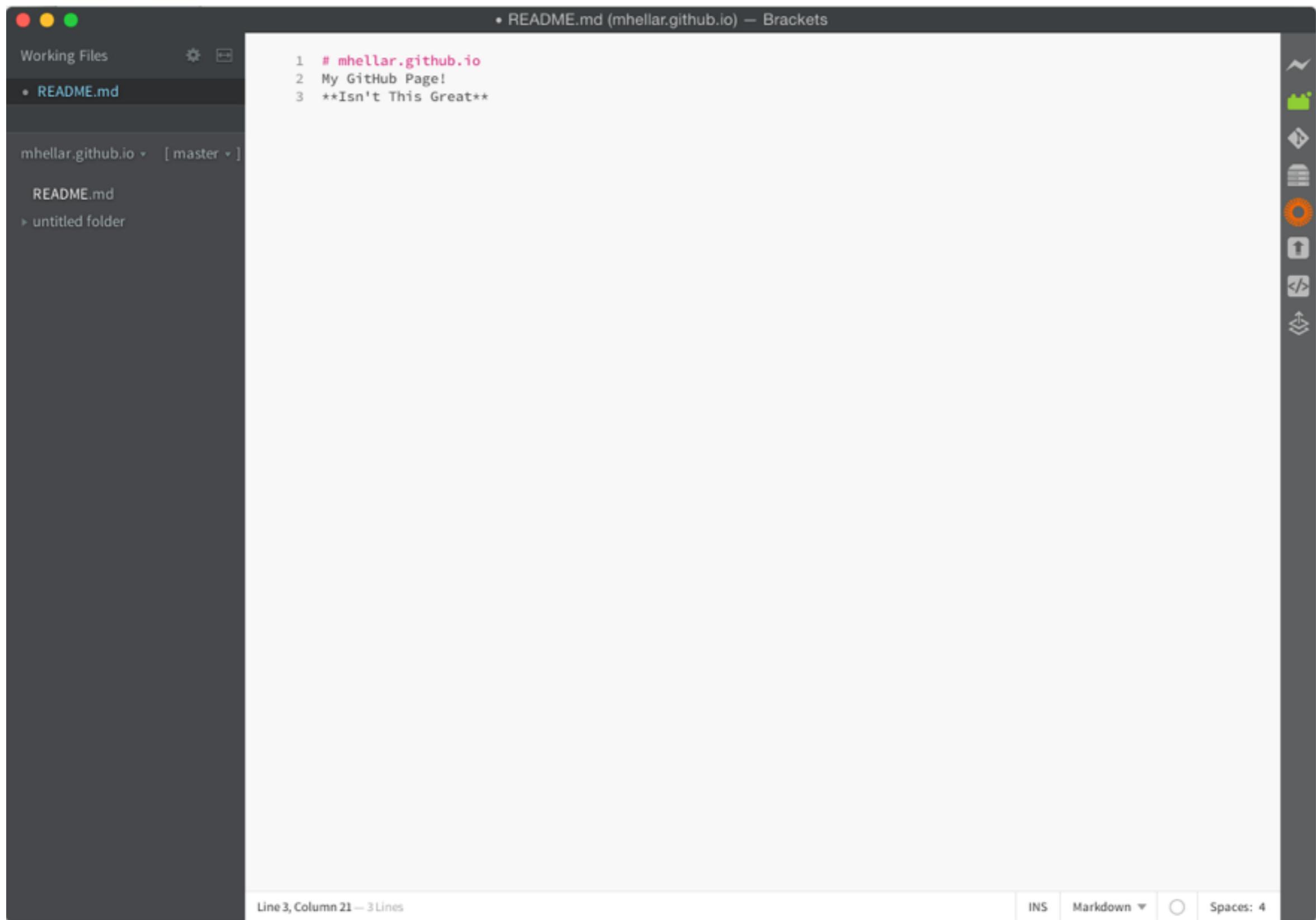
There's not a lot here! Just a README.md



A screenshot of a GitHub repository page. The URL is "mhellar / mhellar.github.io". The page shows "My GitHub Page! — Edit". It has 1 commit, 2 branches, 0 releases, and 1 contributor. The commit details show "Initial commit" by "mhellar" an hour ago, with the latest commit being "b87498baae" also an hour ago. The commit message is "README.md". The repository has a "Code" tab, "Issues" (0), "Pull requests" (0), "Wiki", "Pulse", "Graphs", and "Settings". It includes SSH clone URLs and options to "Clone in Desktop" or "Download ZIP". A large red arrow points from the top-right towards the repository details.

It contains the contents of the read me page on the repository

Let's change it! Add some text surrounded by 2 asterisks on each side and then save the file.

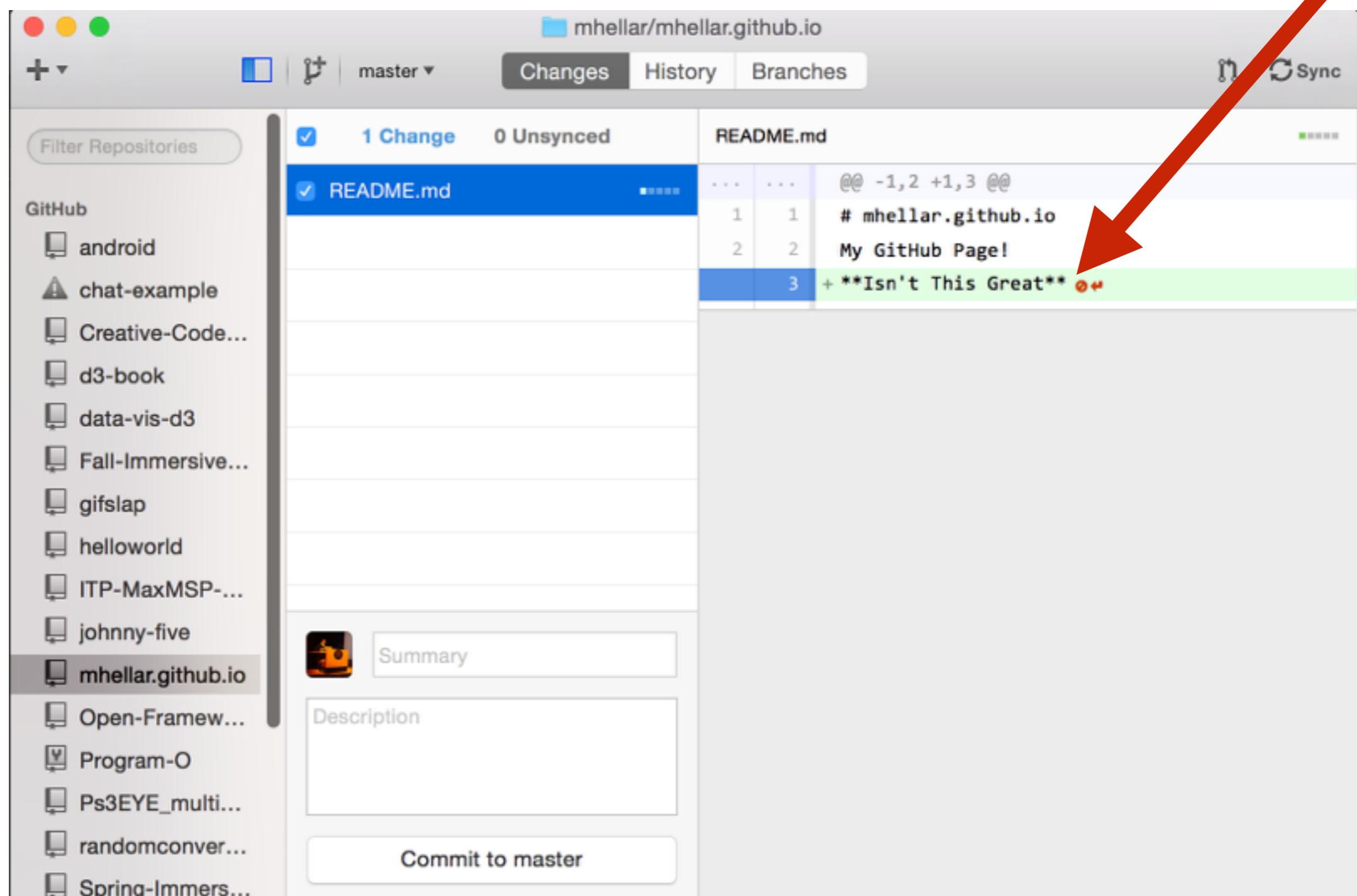


The screenshot shows the Brackets IDE interface. The title bar reads "• README.md (mhellar.github.io) — Brackets". The left sidebar shows "Working Files" with "README.md" selected. Below it, the repository "mhellar.github.io" is shown with a branch "[master]". The main editor area contains the following text:

```
1 # mhellar.github.io
2 My GitHub Page!
3 **Isn't This Great**
```

The right sidebar contains various icons for file operations like copy, paste, and search. The bottom status bar indicates "Line 3, Column 21 — 3 Lines" and includes buttons for "INS", "Markdown", "Spaces: 4", and a circular icon.

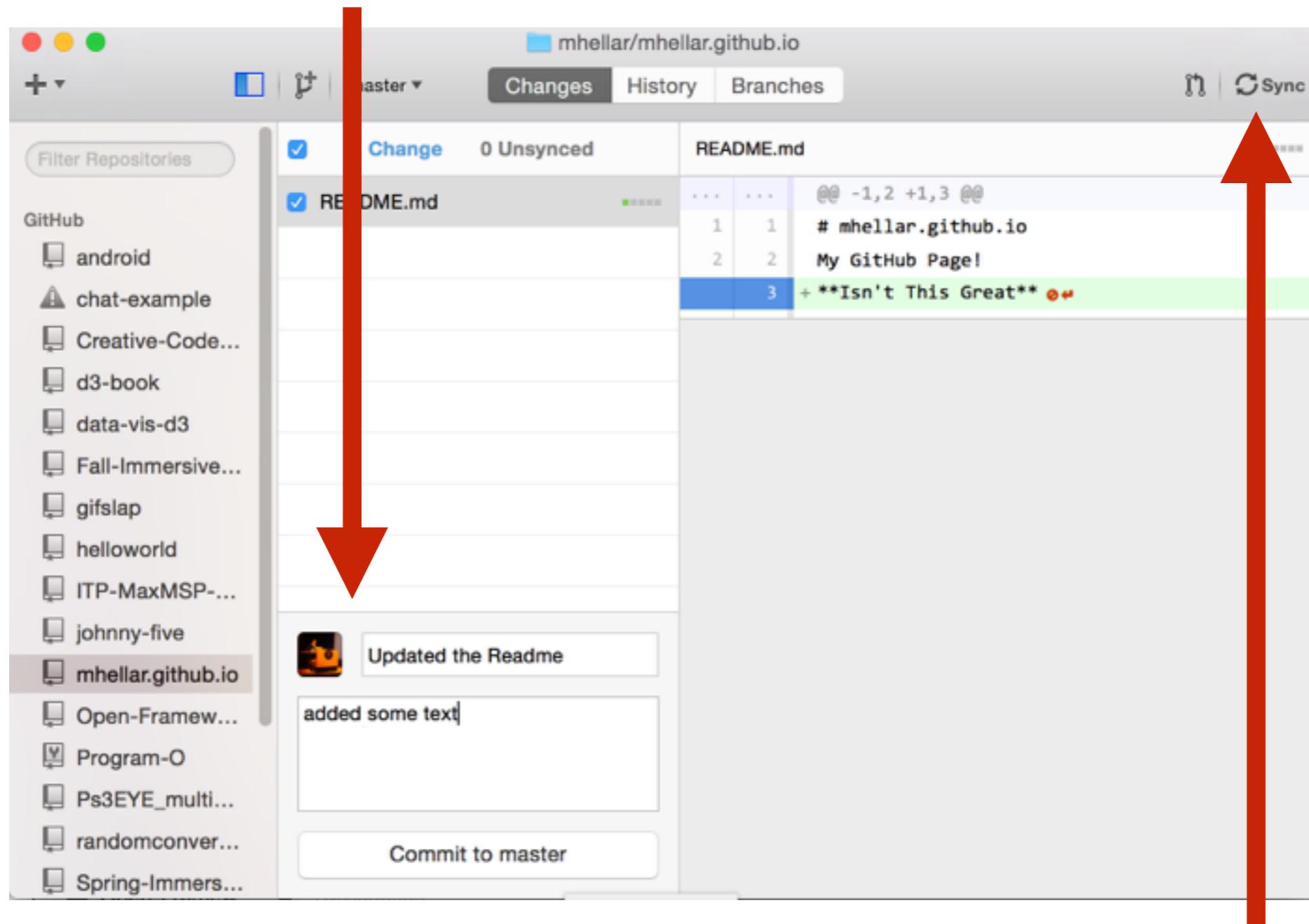
Now after saving the file, I'm going to switch over to the Github app and something Magical has happened



It's shows that I have made changes to the file and what those changes are!

OK, so now I need to ‘push’ those changes back to Github

First add some text describing what you have done, then hit the ‘commit to master’ button.



Finally hit ‘sync’

Now when I refresh my repo page, changes have been published

mhellar / [mhellar.github.io](#) Unwatch ▾ 1

My GitHub Page! — Edit

2 commits 2 branches 0 releases 1 contributor

branch: master [mhellar.github.io](#) / ...

Updated the Readme ...
mhellar authored 6 minutes ago latest commit 92ab6aa0bd [Edit](#)

README.md Updated the Readme 6 minutes ago

README.md

[mhellar.github.io](#)

My GitHub Page! Isn't This Great

Quick note about the README.MD file

Every Github repo has a read file that describes the project

MD stands for Markdown which is a very simple text formatting language, here's a sample of it's syntax:

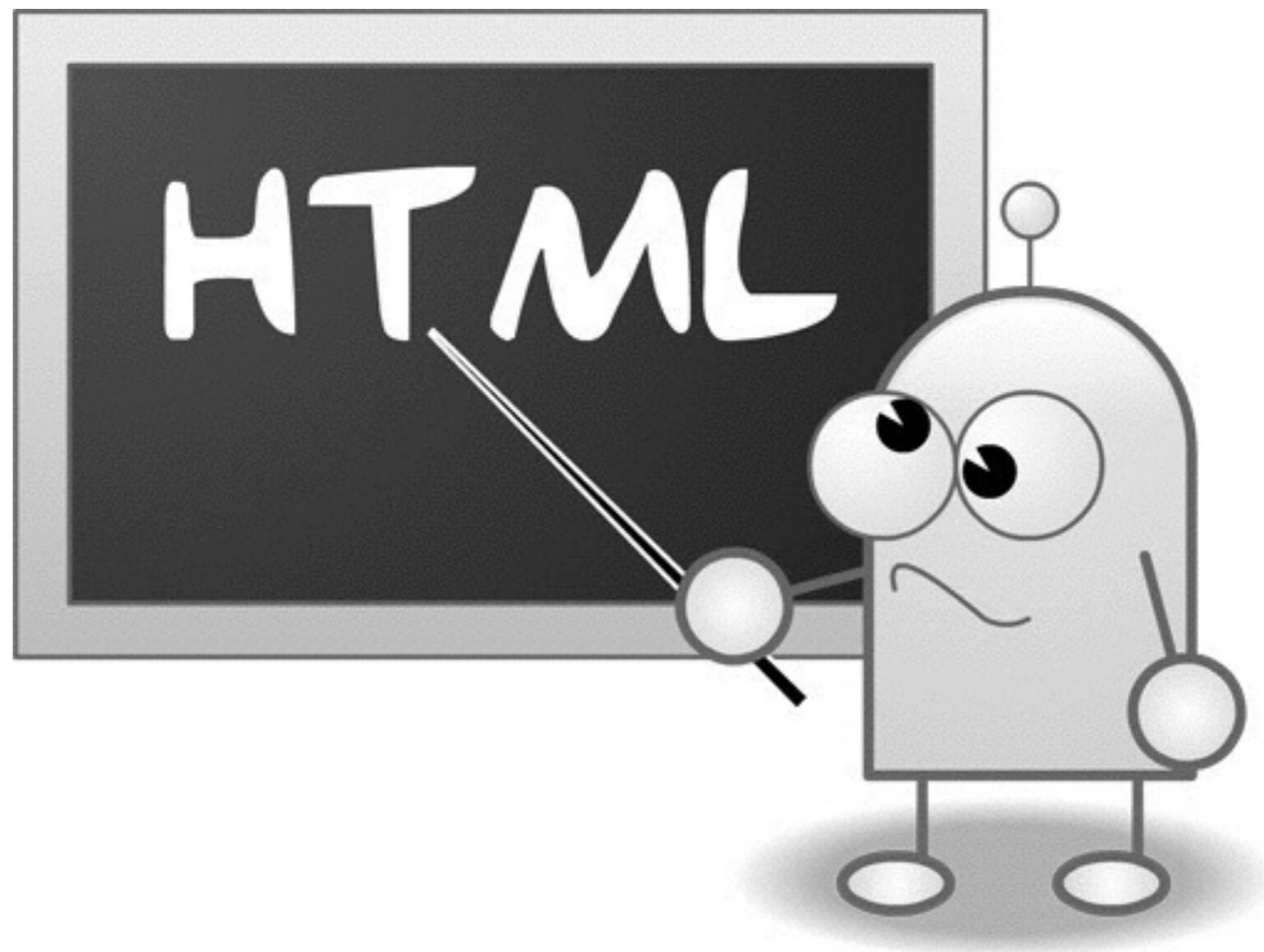
****This text will be italic****

*****This text will be bold*****

Both bold and italic can use either a * or an _ around the text for styling. This allows you to combine both bold and italic if needed.

*****Everyone _must_ attend the meeting at 5 o'clock today.*****

<https://github.com/adam-p/markdown-here/wiki/Markdown-Cheatsheet>



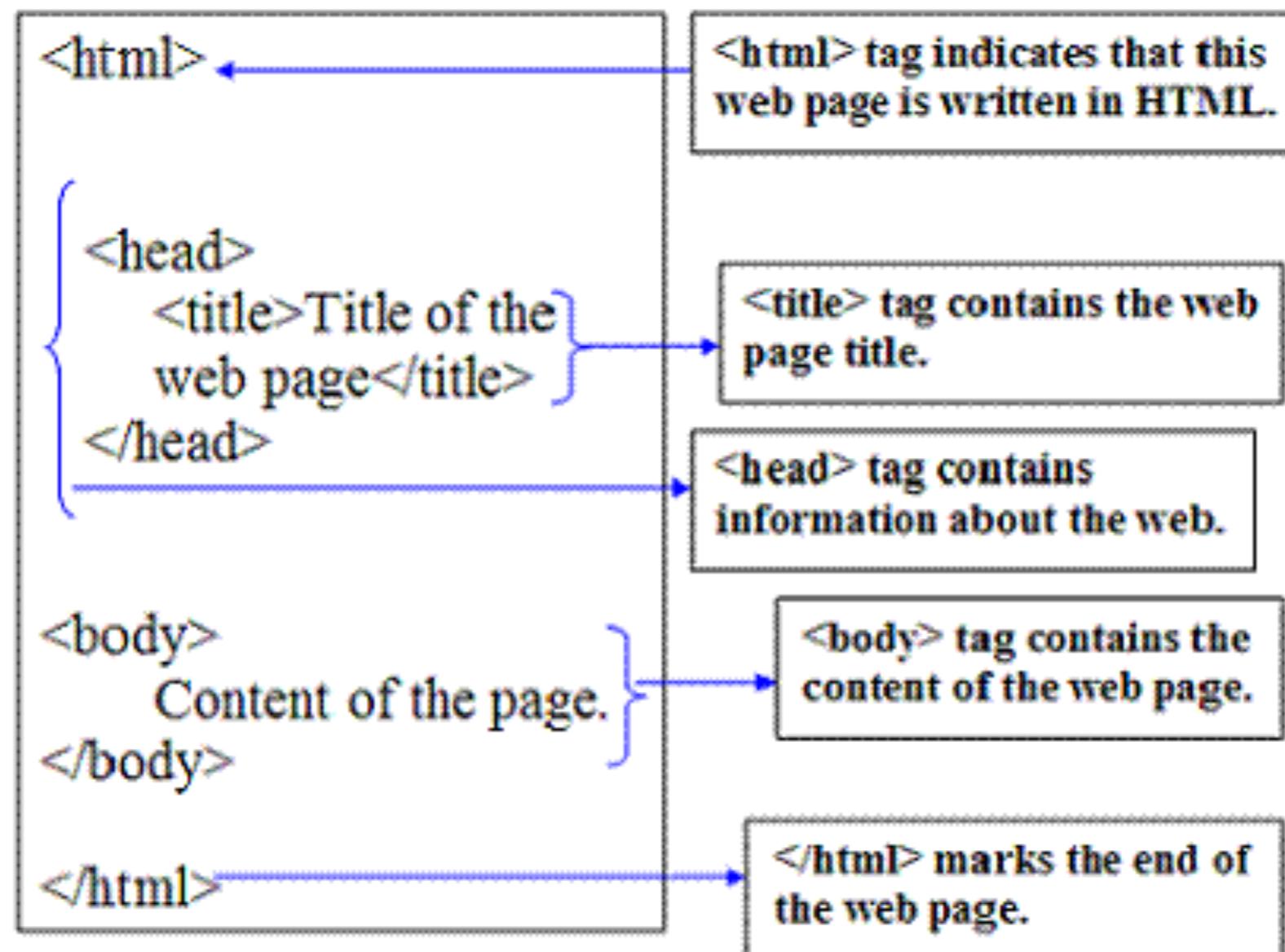
HTML

Hypertext Markup Language is used to structure content for web browsers. HTML is stored in plain text files with the .html suffix. A simple HTML document looks like this:

```
<!DOCTYPE html>
<html>
  <head>
    <title>Page Title</title>
  </head>
  <body>
    <h1>Page Title</h1>
    <p>This is a really interesting paragraph.</p>
  </body>
</html>
```

Content Plus Structure

The core function of HTML is to enable you to “mark up” content, thereby giving it structure.



Anatomy of an HTML Tag

```
<tag attribute="value">  
    Text content that is displayed on the web page.  
</tag>
```

This code isn't valid HTML, but the code in bold defines the name of the part of the code. (More on this in class.)

The Essential “Code” Tags

These are the “behind the scenes” tags used to code a web page. All web pages **must** have these!

- **html** : defines the beginning and end of an html document
- **head** : defines the document header information
- **body** : defines the content—items shown on the web page

Simple blank HTML page:

```
<html>  
    <head>  
    </head>  
    <body>  
    </body>  
</html>
```

Adding Structure with Elements

“**Marking up**” is the process of adding tags to create elements. HTML tags begin with < and end with >, as in <p>, which is the tag indicating a paragraph of text.

Tags usually occur in pairs, in which case adding an opening and closing pair of tags creates a new element in the document structure.

Closing tags are indicated with a slash that closes or ends the element, as in </p>. Thus, a paragraph of text may be marked up like the following:

<p>This is a really interesting paragraph.</p>

Some elements can be nested. For example, here we use the em element to add emphasis.

<p>This is a really interesting paragraph.</p>

When elements are nested, they cannot overlap closures of their parent elements, as doing so would disrupt the hierarchy.

For example:

```
<p>This could cause <em>unexpected</p>
<p>results</em>, and is best avoided.</p>
```

Some tags never occur in pairs, such as the img element, which references an image file. Although HTML no longer requires it, you will sometimes see such tags written in self-closing fashion, with a trailing slash before the closing bracket:

```

```

As of HTML5, the self-closing slash is optional, so the following code is equivalent to the preceding code:

```

```

Some Common elements:

<!DOCTYPE html>

The standard document type declaration. Must be the first thing in the document.

html

Surrounds all HTML content in a document.

head

The document head contains all metadata about the document, such as its title and any references to external stylesheets and scripts.

title

The title of the document. Browsers typically display this at the top of the browser window and use this title when bookmarking a page.

body

Everything not in the head should go in the body. This is the primary visible content of the page.

h1, h2, h3, h4

These let you specify headings of different levels. h1 is a top-level heading, h2 is below that, and so on.

p

A paragraph!

ul, ol, li

Unordered lists are specified with ul, most often used for bulleted lists. Ordered lists (ol) are often numbered. Both ul and ol should include li elements to specify list items.

em

Indicates emphasis. Typically rendered in italics.

strong

Indicates additional emphasis. Typically rendered in boldface.

a

A link. Typically rendered as underlined, blue text, unless otherwise specified.

span

An arbitrary span of text, typically within a larger containing element like p.

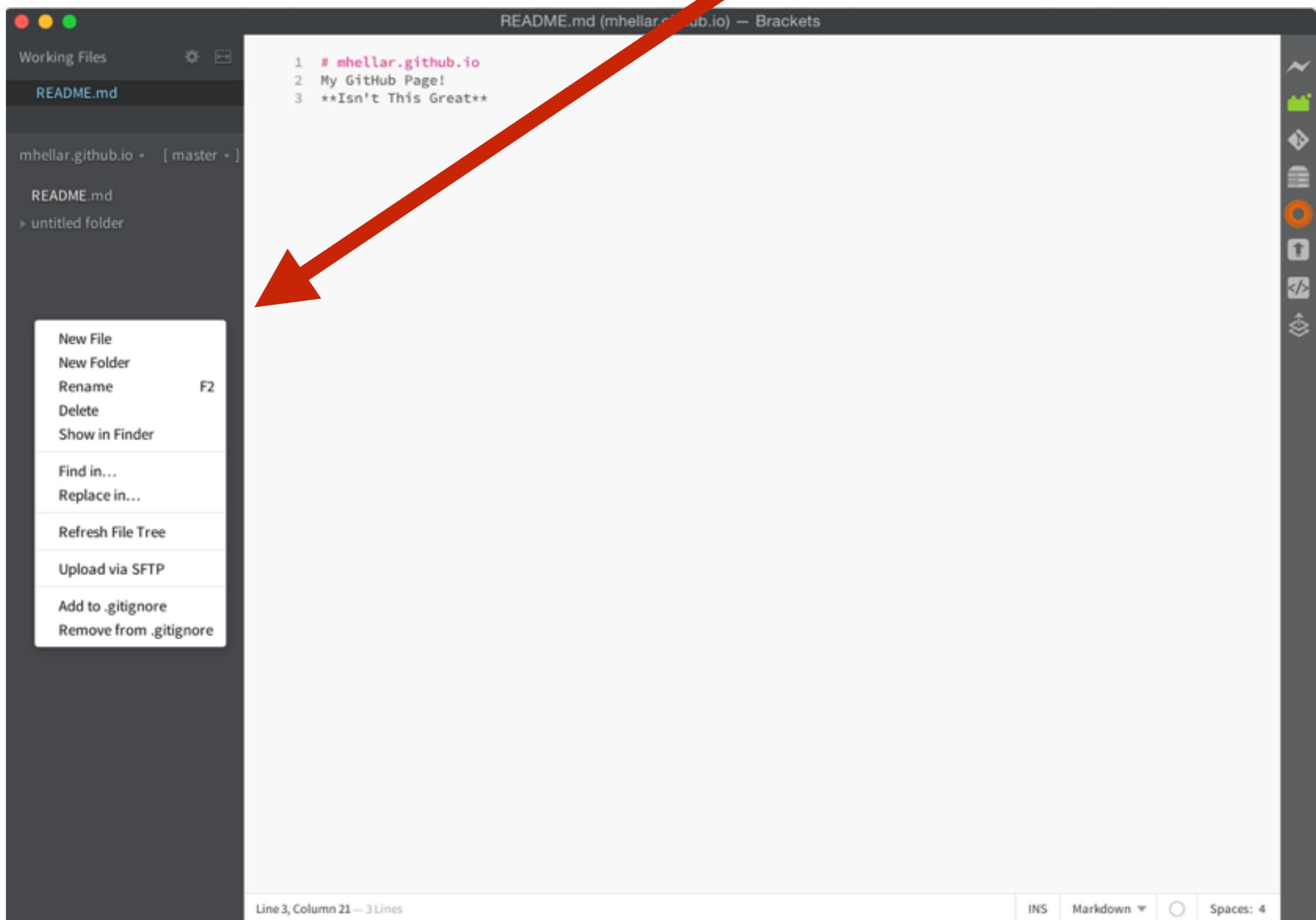
div

An arbitrary division within the document. Used for grouping and containing related elements.

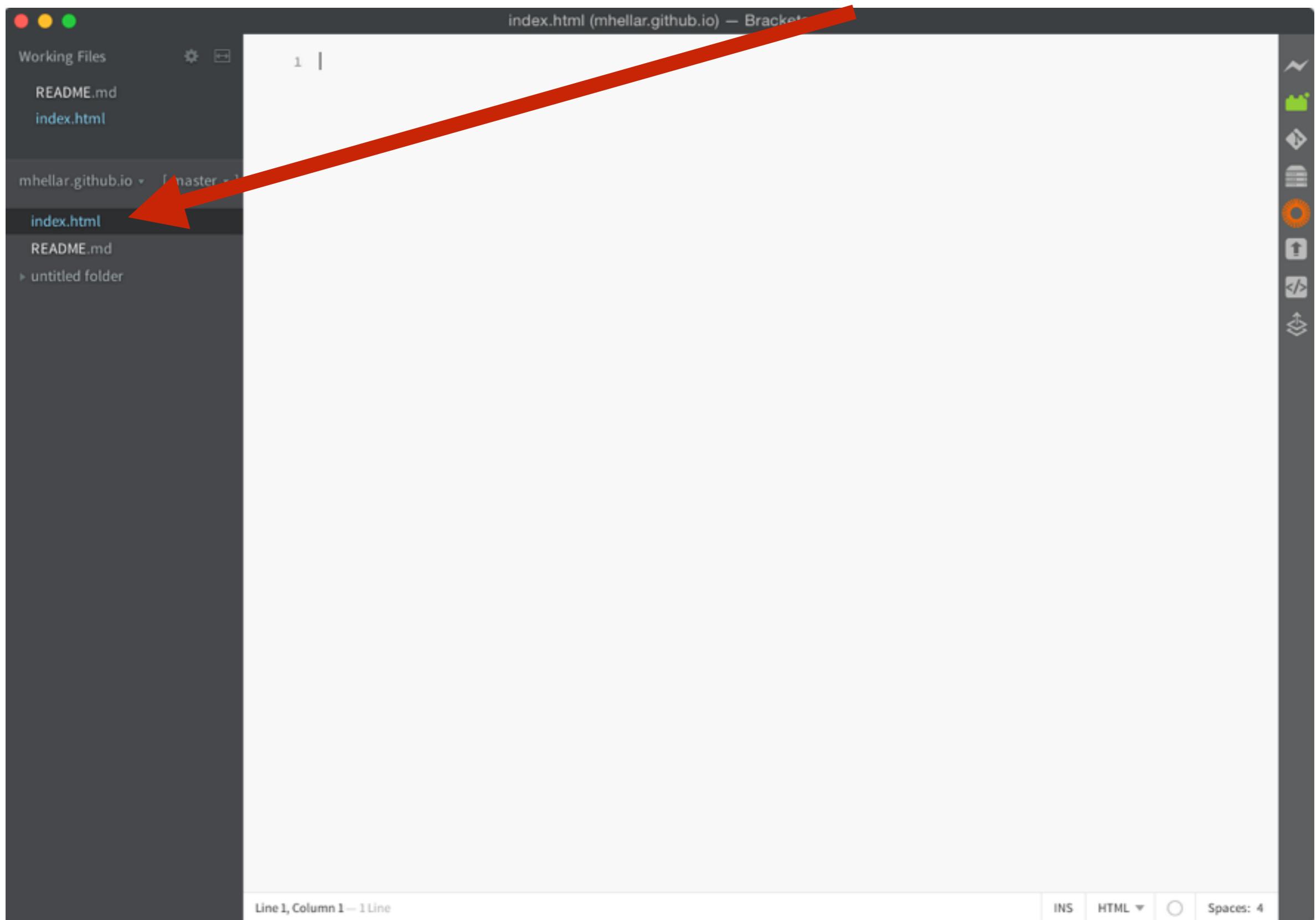
All HTML element reference:

**[https://developer.mozilla.org/en-US/docs/Web/HTML/
Element](https://developer.mozilla.org/en-US/docs/Web/HTML/Element)**

Lets try it out:
Right click on the left pane and choose 'new file'

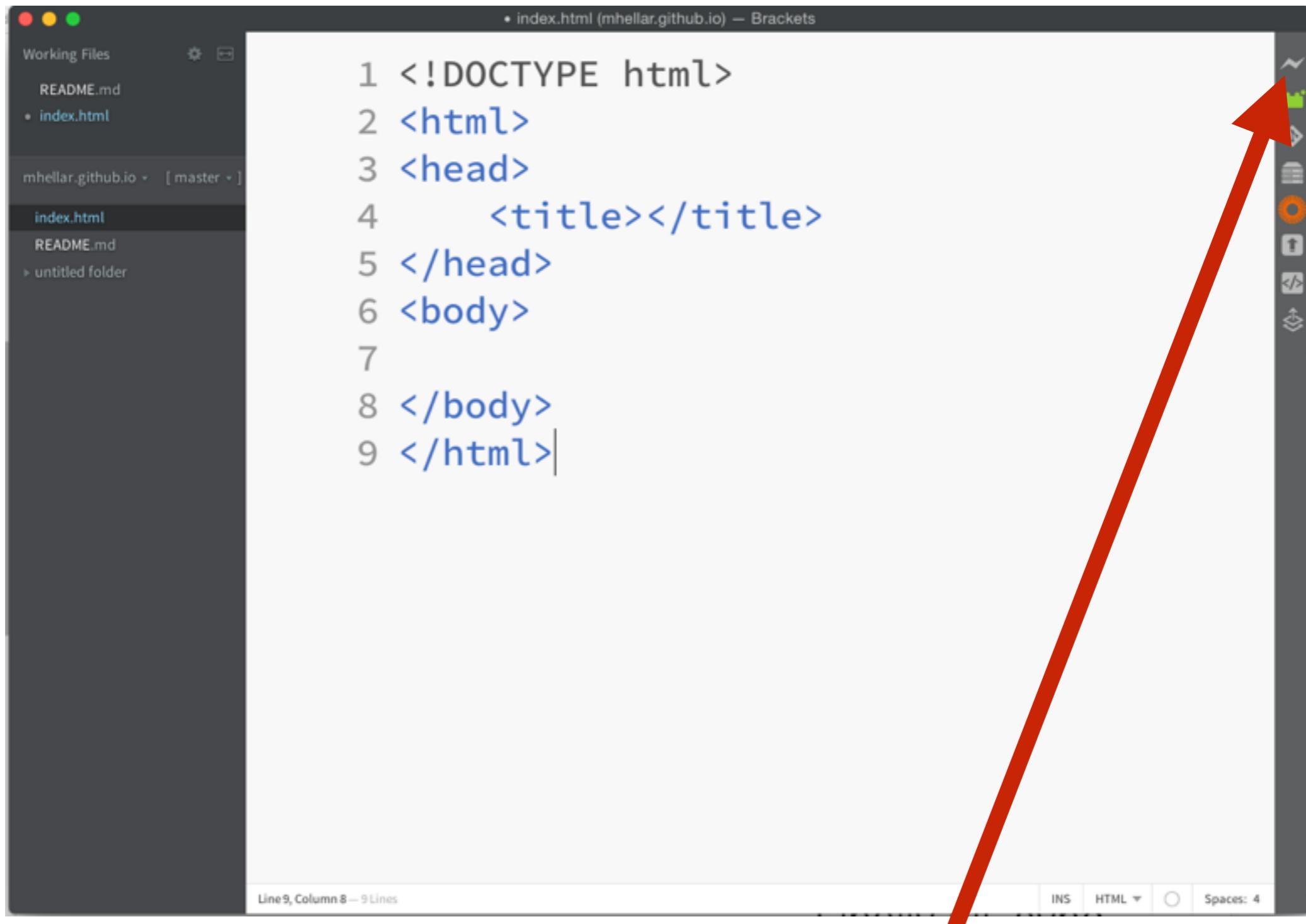


Lets try it out:
Name that file ‘index.html’



'index.html' is typically the name of the main webpage

Now type this in(no line numbers)



A screenshot of the Brackets IDE interface. The title bar says "index.html (mhellar.github.io) — Brackets". The left sidebar shows "Working Files" with "index.html" selected, and a "mhellarr.github.io [master]" repository view. The main editor area contains the following HTML code:

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4     <title></title>
5 </head>
6 <body>
7
8 </body>
9 </html>
```

A large red arrow points diagonally upwards from the bottom right towards the top right corner of the editor area, highlighting the code area.

Hit the lightning bolt for live preview

Let's pick some tags and play around!



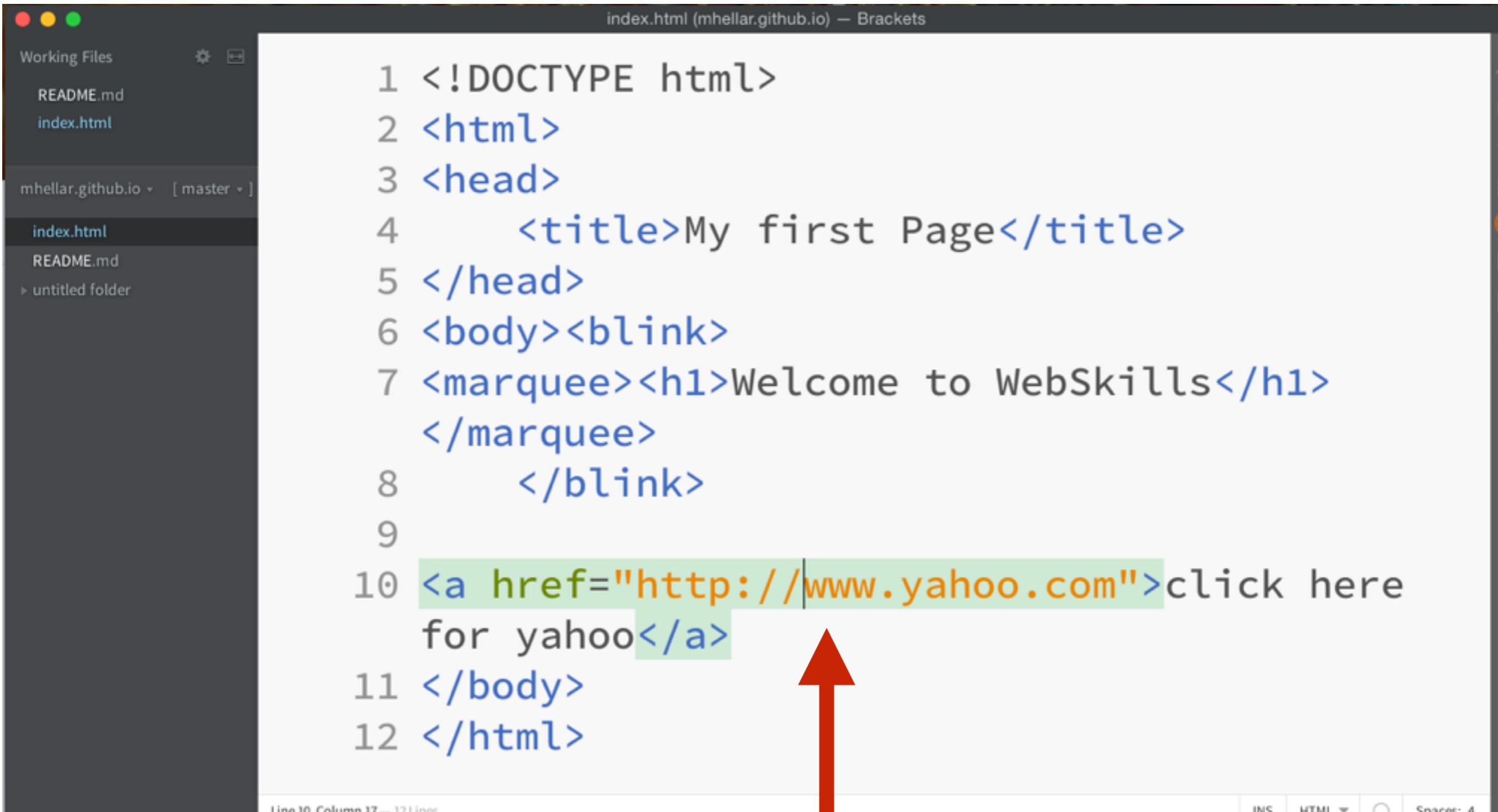
The screenshot shows the Brackets IDE interface. The title bar says "index.html (mhellar.github.io) — Brackets". The left sidebar shows "Working Files" with "index.html" selected, and a folder structure for "mhellar.github.io" containing "index.html", "README.md", and "untitled folder". The main editor area contains the following HTML code:

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4   <title>My first Page</title>
5 </head>
6 <body><blink>
7 <marquee><h1>Welcome to WebSkills</h1></marquee>
8 </blink>
9 </body>
10 </html>
```

The status bar at the bottom indicates "Line 10, Column 8 — 10 Lines" and has buttons for "INS", "HTML", and "Spaces: 4".

Hit the lightning bolt for live preview

You can add a link with the anchor tag <a>



The screenshot shows the Brackets IDE interface with the file 'index.html' open. The code editor displays the following HTML structure:

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4     <title>My first Page</title>
5 </head>
6 <body><blink>
7 <marquee><h1>Welcome to WebSkills</h1>
8 </marquee>
9 </blink>
10 <a href="http://www.yahoo.com">click here
11     for yahoo</a>
12 </body>
13 </html>
```

A red arrow points upwards from the bottom of the page towards the word "click" in the line 10 link definition. The entire line 10 code is highlighted in green.

anchor has an attribute called href that point to where you want to link to

You can add a link with the anchor tag <a>

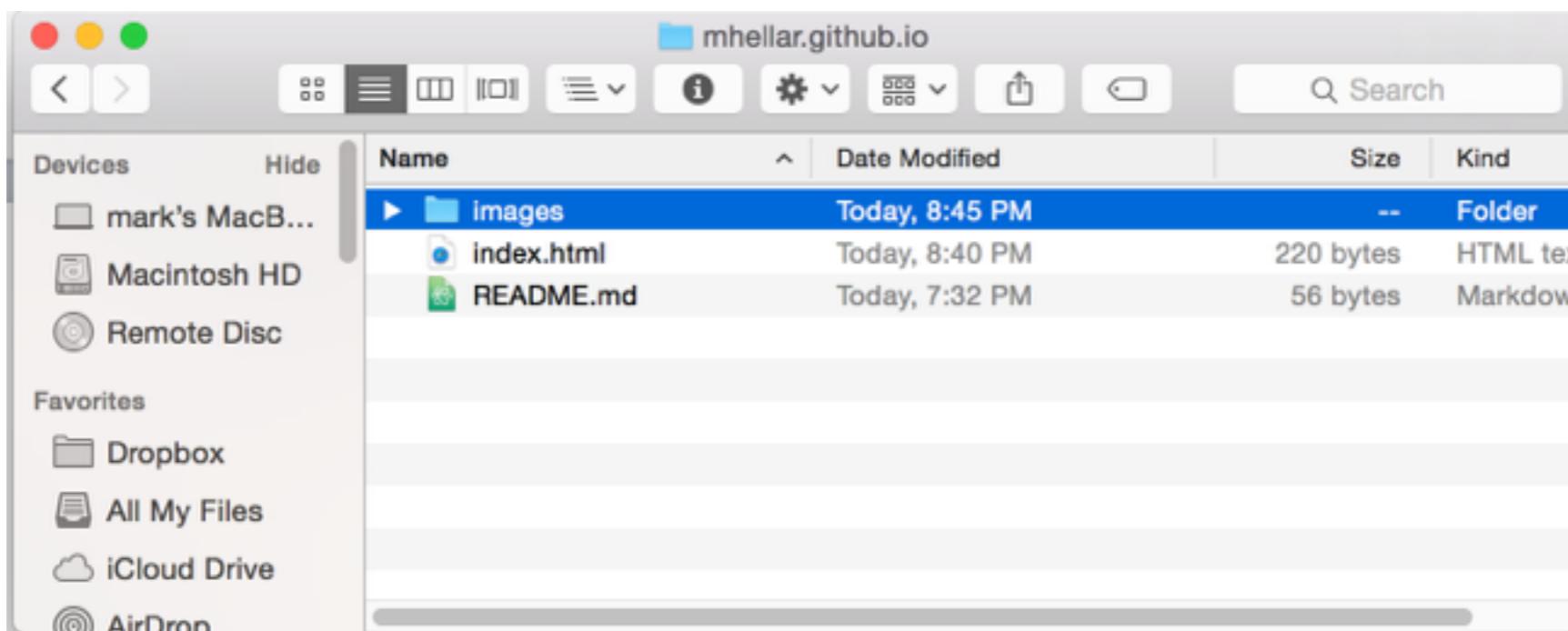
```
10 <a  
    href="http://www.yahoo.com">click  
    here for yahoo</a>
```

[click here for yahoo](http://www.yahoo.com)

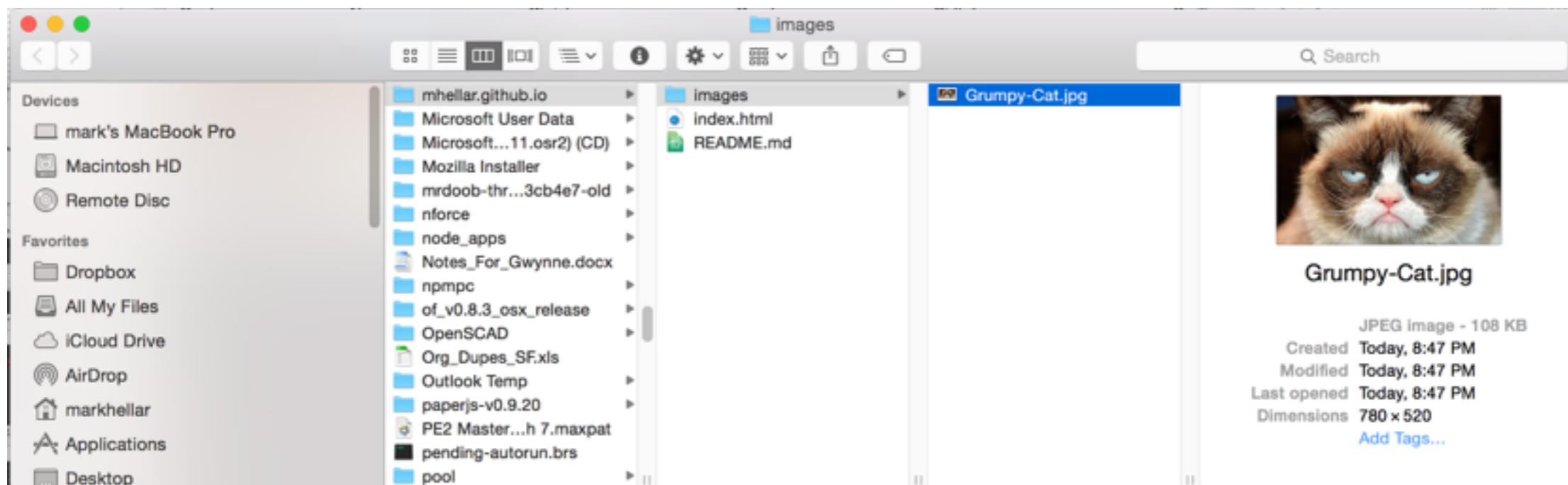


Text between the opening and closing anchor tags shows up as a clickable link

Now lets add an image



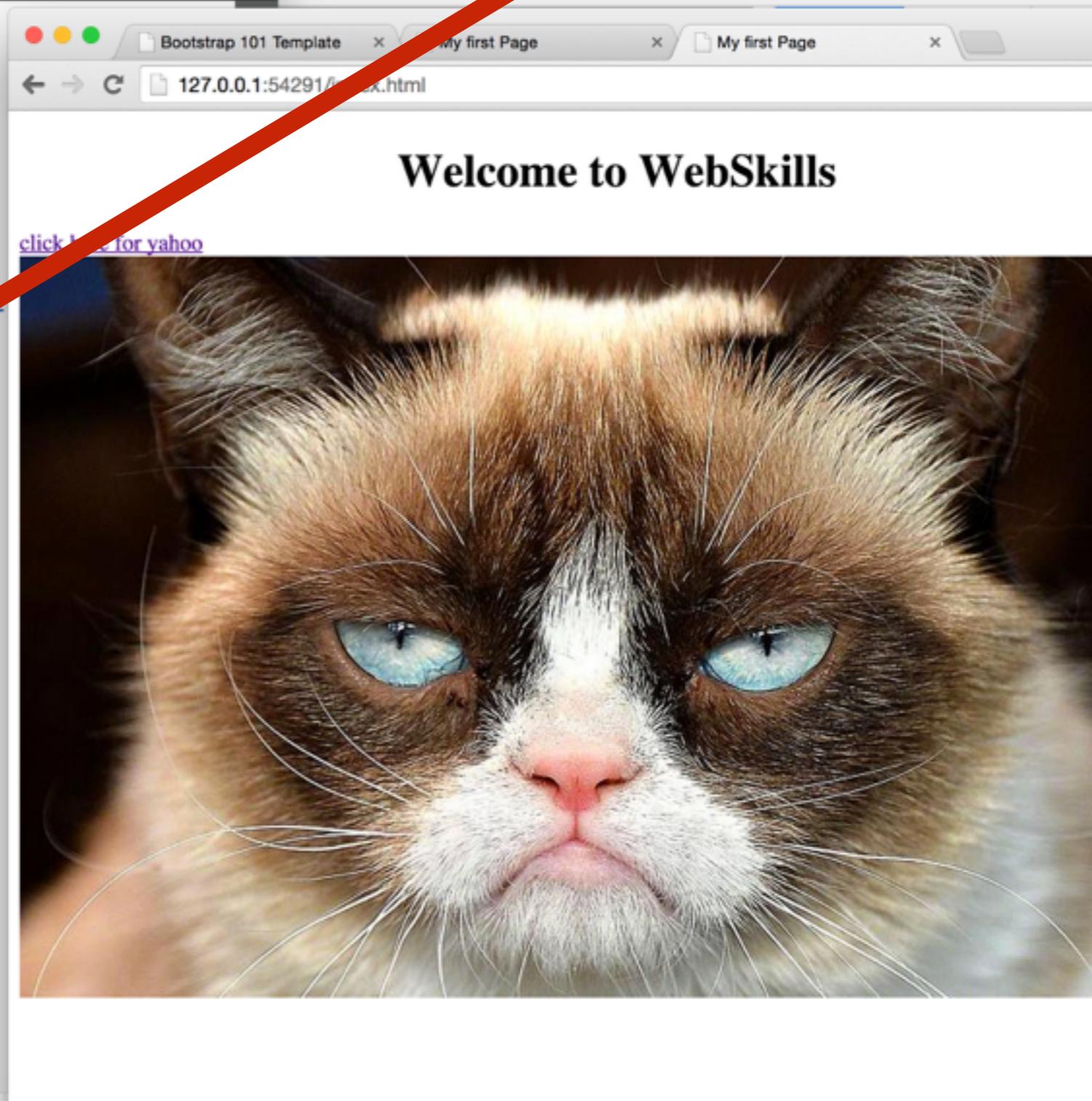
First go to your local repo folder and make a new folder called images



Find an image and place it in the images folder

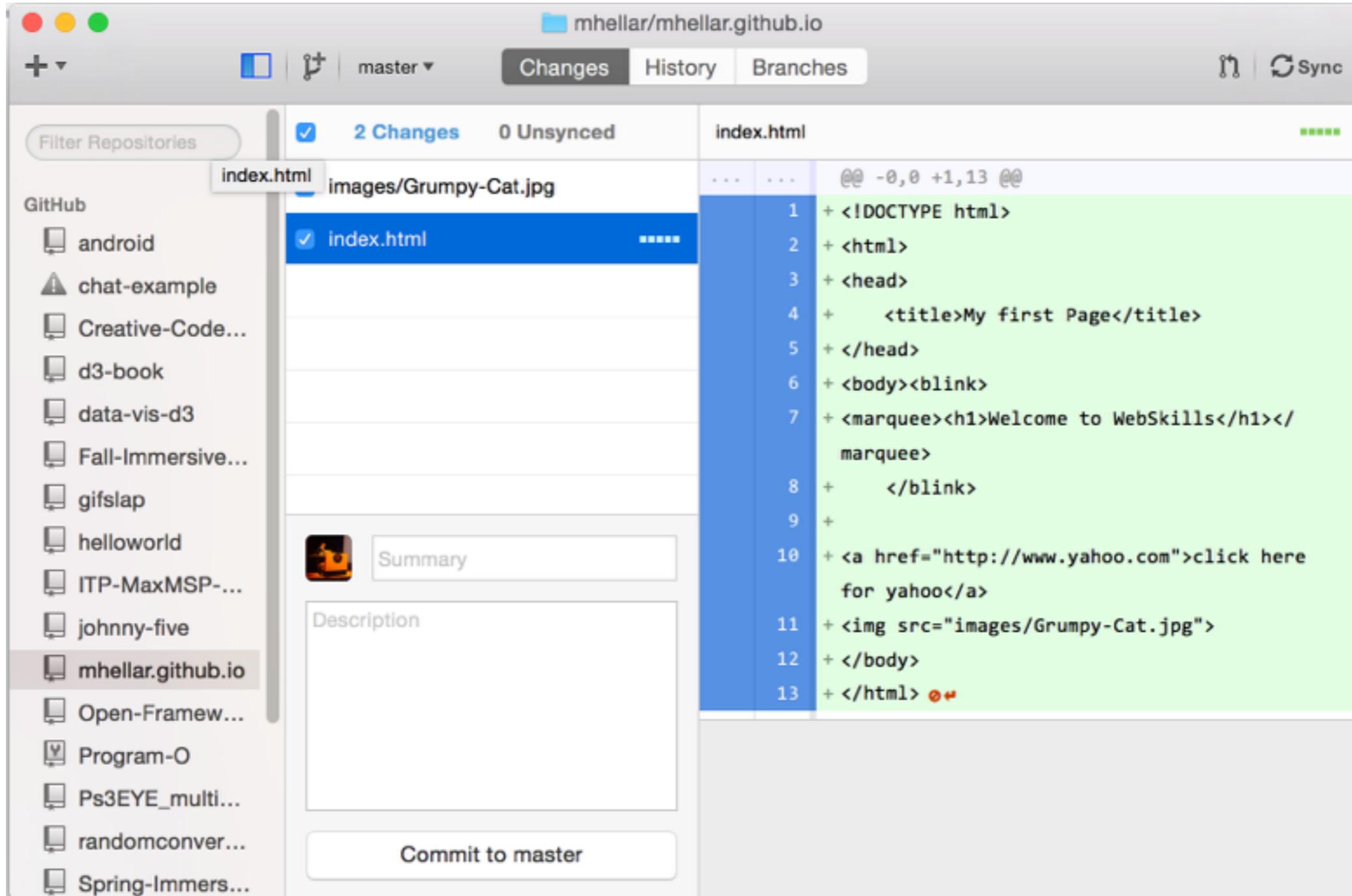
Back in brackets, let's add an img tag

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4   <title>My first Page</title>
5 </head>
6 <body><blink>
7 <marquee><h1>Welcome to WebSkills</h1>
8 </marquee>
9 </blink>
10 <a href="http://www.yahoo.com">click
11 yahoo</a>
12 
13 </body>
14 </html>
```



img has a src attribute that point to the image

Ok, lets jump back to the Github app



Looks like we've added a lot of stuff!

Add a comment, commit it and Sync....

Go to a browser and enter username.github.io
(mine is hellar.github.io)

Tada!!!!

My first Page

mhellar.github.io

Apps (1547) Roundcube W 2 Calendar JavaScript | MDN Add Practice-It!, a web-b 25 Best SSH Comma » Other Bookmarks

Mark

Welcome to WebSkills



click here for yahoo