



# RWD

*Week 3*

## Intro to CMS + Local Environment Setup

Advanced Responsive Web Design

# < Todo's >

Mini Lesson: CMS + Local Environment  
Setup

Review Roles & Team Clusters

Sprint Planning #1

If time: finish HTML/CSS exercise

**Thurs:** Begin with Scrum

**Thurs:** Review Project & Strategy  
Document Part 2

**Thurs:** Sprint #1 Working Time



< CMS >



# < Before We Begin >

Begin downloading the following TRIAL versions of these programs (links are on class website):

MAMP Pro (Windows/Mac)

Tower (Windows/Mac)

Atom (Windows/Mac)



# < What is a CMS? >

Content Management System

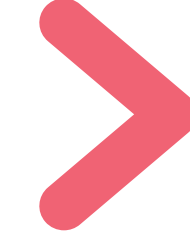
App that supports dynamic creation and  
modification of digital content

Could support publishing to multiple platforms,  
including the web





# Benefits



Little to no technical expertise required for editors (development team does not need to be involved day to day)

Multiple editors with different roles

User interface within web browser

Version-controlled content

Easy to create a unified look and feel with established templates



# < Disadvantages >

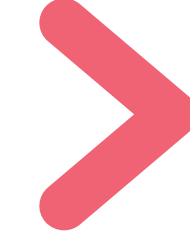
Less editor “control” over template customization

Typically requires greater development expertise than a static site or managed site (Squarespace/Wix)





# Process



Develop “static” HTML templates and components

Install CMS and set up fields on server

Integrate HTML templates into CMS templates (using fields)

Add content (text, photos, videos, metadata) into the CMS,  
instead of directly within templates







## Examples of Open-Source CMS's



**WordPress:** free/open-source, installed on 60% of websites (2018), originally created for blogging and expanded.

**Drupal:** free/open-source, about 5% marketshare, really powerful for complex websites, very active user community

**Magento:** free/open-source, 2.5%, includes powerful eCommerce platform (paid)



## Examples of Managed CMS's (Monthly Subscription)

**Squarespace:** About 2% marketshare, wide variety of stylized templates (popular from small business, portfolios, etc.)

**Shopify:** About 2% marketshare, created specifically for customizable online storefronts

**Wix:** About 1% marketshare, similar to Squarespace



# < What We'll Be Using >

**Craft CMS** ([www.craftcms.com](http://www.craftcms.com))

About 0.2% marketshare, rapid growth

Released in 2012 by Pixel & Tonic

Price ranges from Free (Personal) - \$299 (Pro, one-time)

Craft Commerce can be added for \$999



# < Benefits of Craft CMS >

Pure focus on managing content, no prebuilt templates or themes

Modular design (blocks) allow for flexibility

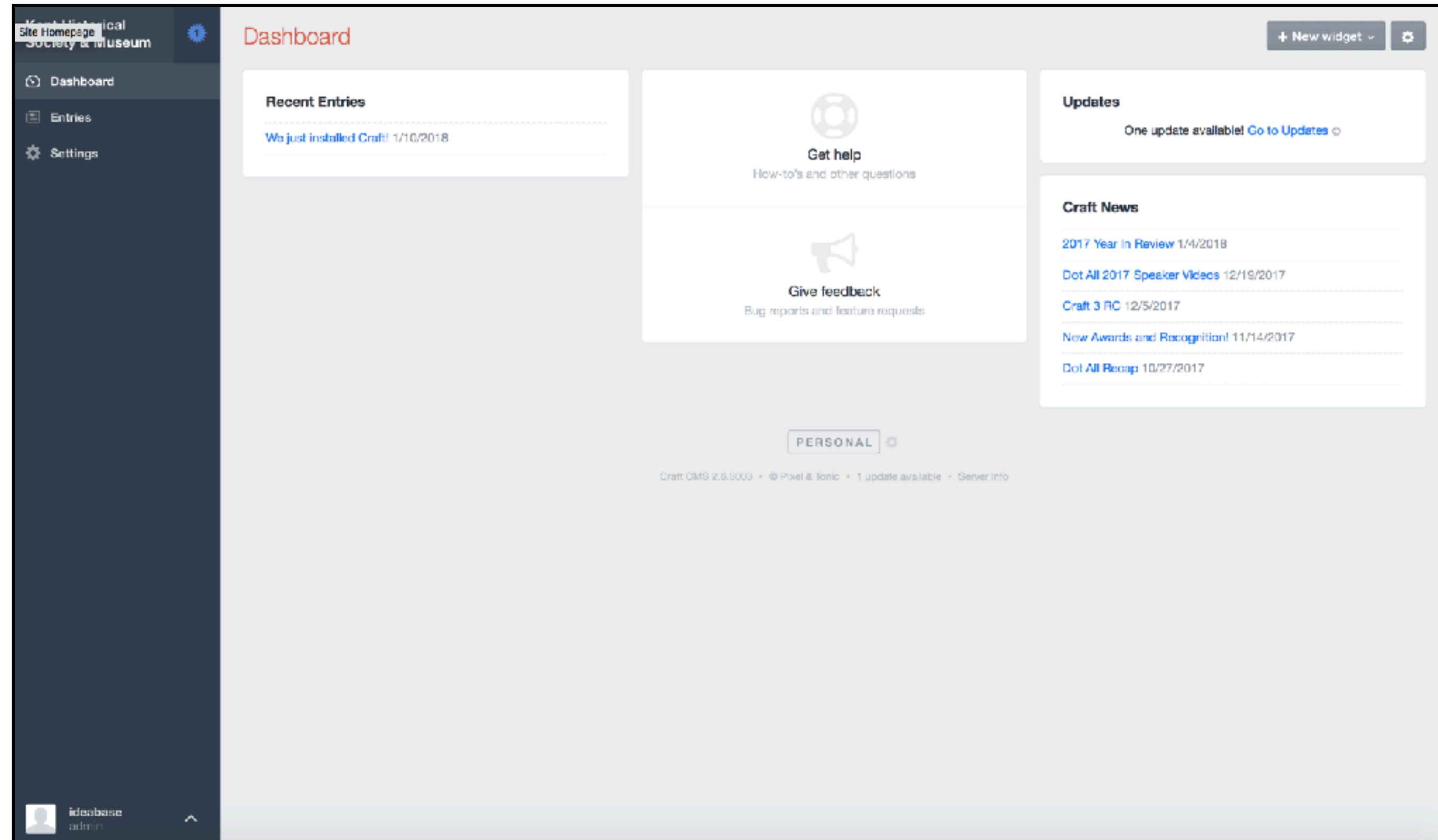
Live Preview, Asset management, Relationships

Responsive Control Panel & Dashboard

Templating Uses Twig (Easy to understand, no PHP required)

<https://craftcms.com/features>





<https://khs.ideabasekent.com/admin>

User Name: ideabase

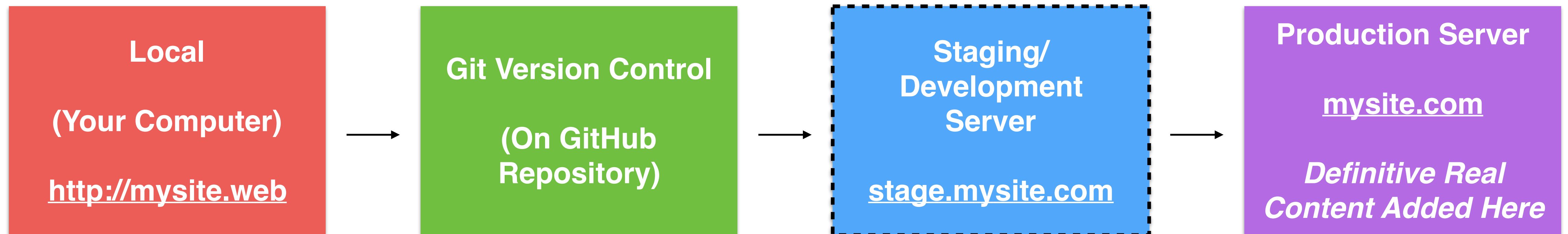




# Local Environment Setup



# < Typical Development Workflow >



Occasionally, content must be synced back to local



# Why Develop on Local Computer?

Changes you make locally can only be seen accessed by you

Can see design/dev changes immediately (if pushing to production, may take up to 15 minutes to see changes)

Test changes before pushing to production

Everyone can work on website at the same time and Git intelligently merges the changes together





# Typical Server Technology (AMP)

Apache (server software)

MySQL (database, stores content)

PHP (scripting language, used in combination with  
HTML in templates)





# MAMP

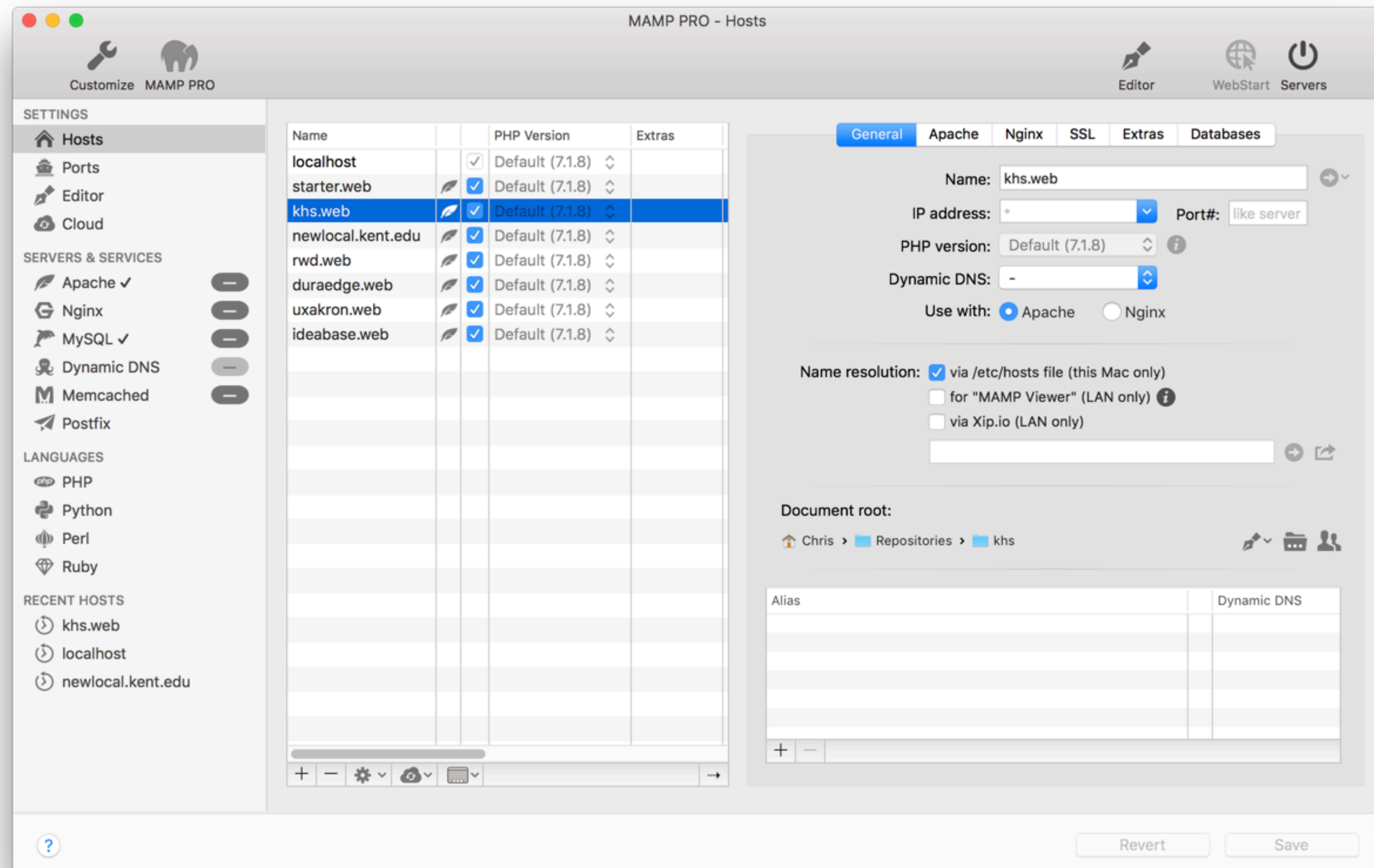


Runs an AMP server stack on your computer

Allows you to create a fake URL to access your website

Must be running and “started” in order to access the local website







# Tower

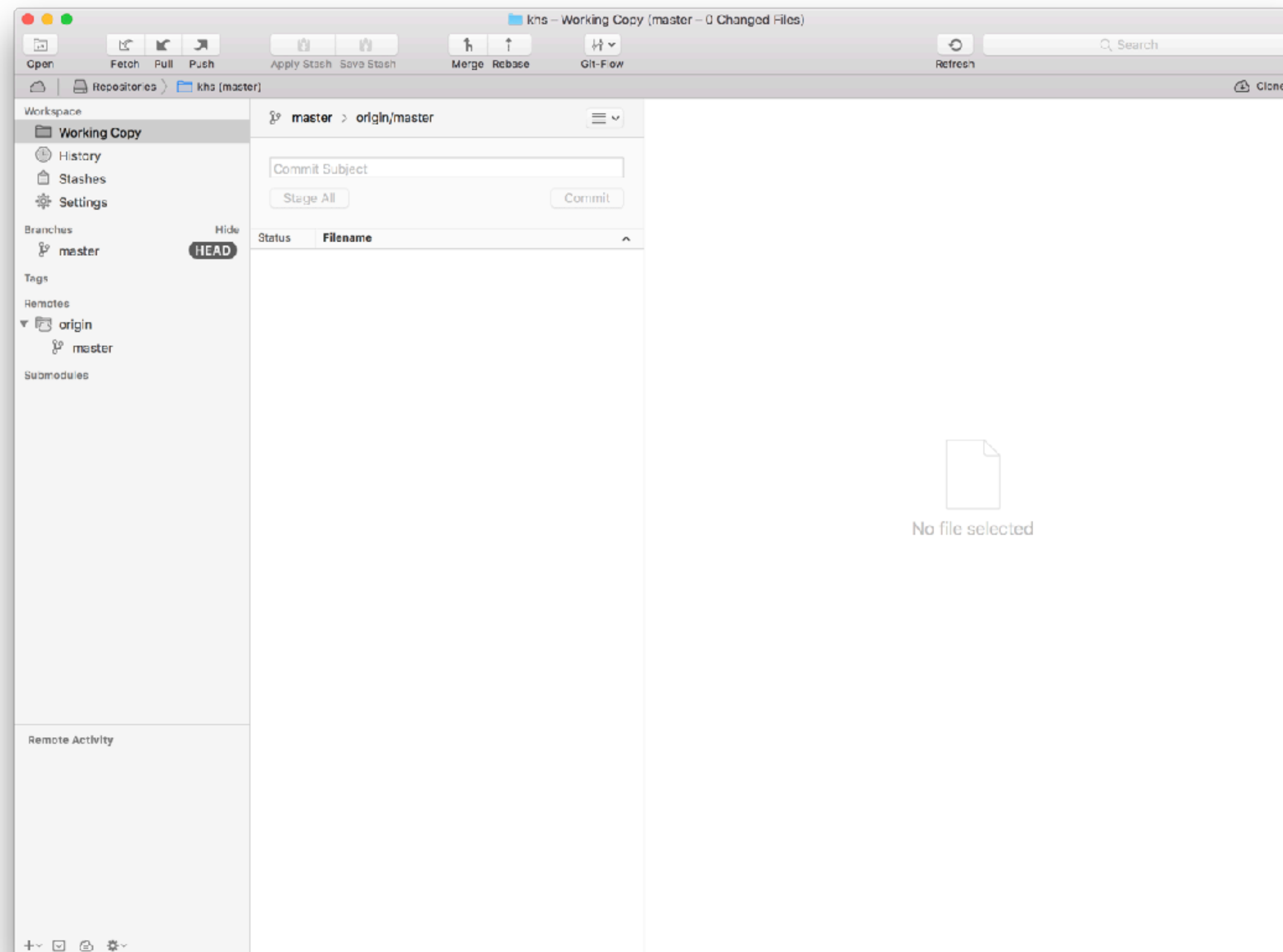


A GUI interface for Git that allows you to “sync” changes that you make with other people’s local environments and production.

Must check off the files you changed and then click **Commit** and **Push**

Must **Pull** changes from others before you can push your own.







# Atom



A free, open-source code editor, used to edit both the static and CMS templates (all contained in the same folder)



Project

khs

> .git

> craft

> app

> config

> redactor

.DS\_Store

.htaccess

db-backup.php

db.php

general-backup.php

general.php

license.key

routes.php

web.config

> plugins

> storage

> templates

> \_includes

> news

\_layout.html

.htaccess

404.html

index.html

web.config

.DS\_Store

.htaccess

web.config

> httpdocs

> .sess-cache

> assets

> lab

> node\_modules

.DS\_Store

.htaccess

Gruntfile.js

htaccess

\_layout.html — ~/Repositories/khs

.gitignore

db.php

general.php

index.php

\_layout.html

1

{#

2

# Layout template

3

# -----

4

# See Twig's Template Inheritance documentation for more details:

5

# <http://twig.sensiolabs.org/doc/templates.html#template-inheritance>

6

#}

7

8

<!DOCTYPE html>

9

<html xmlns="http://www.w3.org/1999/xhtml" lang="en-US">

10

<head>

11

<meta charset="utf-8" />

12

<meta http-equiv="X-UA-Compatible" content="IE=edge">

13

<meta name="viewport" content="width=device-width, initial-scale=1">

14

<title>{% if title is defined %}{{ title }} - {% endif %}{{ siteName }}

15

<link rel="home" href="{{ siteUrl }}" />

16

<!-- Render SEO Metatags -->

17

{# {% hook 'seomaticRender' %} #}

18

<!-- Render Favicons -->

19

{% include '\_includes/\_favicons.html' %}

20

<!--Begin Critical CSS -->

21

<style type="text/css">

22

{% include '\_includes/critical.css' %}

23

</style>

24

</head>

25

26

<body>

27

<!-- Helper code for the Admin toolbar, only shown when logged in -->

28

{#

29

{% if entry is defined %}

30

{% set config = {

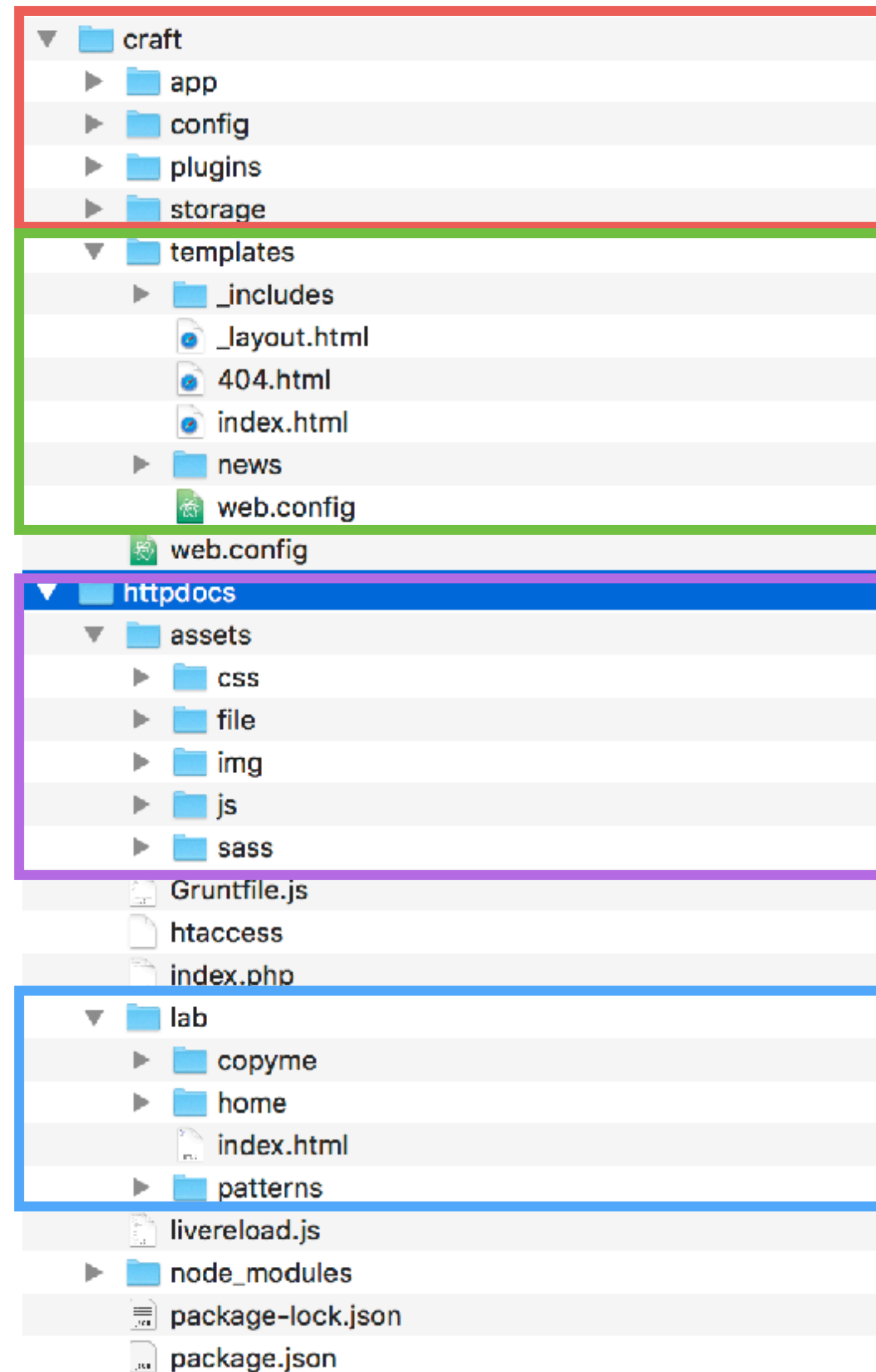
craft/templates/\_layout.html 1:1

LF UTF-8 HTML master 0 files





# < File Setup >



/craft - Craft CMS Software

/craft/templates - Craft Templates

/httpdocs/assets - CSS,  
Images, Files, JavaScript

/httpdocs/lab - Static HTML/  
PHP files for prototyping



# < Hands On Activity >

*Set Up Local Development Environment  
On Your Computer*



# Upcoming

**Thurs:** Begin with Scrum

**Thurs:** Review Project & Strategy  
Document Part 2

**Thurs:** Sprint #1 Working Time

**Next Tues:** Content Organization + Content  
Modeling

**Next Thurs:** Sprint #1 Items + Survey Due

**Next Thurs:** First Book Report (Nicole)

