Interface Design and Development

Pass Task 2.3: My Bootstrap Template Library

Overview

Creating your own templates that you will be using in your web projects will allow you to develop your own style, instead of using someone else's design. This also allows you to quickly set up a website or web application, without recoding repetitive design codes.

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Purpose: Learn how to create your own template.

Task: Use the following instructions to design a template and   implement it using a framework.

Time: This task should be completed in your lab class and submitted for feedback before the start of week 4.

Resources:

   - Lecture notes #2

Submission Details

You must submit the following files to Canvas:

- Web page source code (template01.html)
- Screenshot of the webpage (**Please submit the screenshot as a separate file**)

Make sure that your task has the following in your submission:

- The design must observe the layout rule (row-column: a container includes multiple rows, each row includes multiple columns)
- Code must be HTML5 standard and observe indentation.
- Code must be rendered to show your one-page corporate template.
- Your webpage use the Bootstrap framework appropriately.

Instructions

In creating a template, we need to identify the purpose of the webpage and design it first on paper. You may also want to review existing designs or consult with actual users before you finalise and implement it.

To demonstrate this lets create a one-page corporate site template..

1. Get the a pencil, and a ruler... then draw the following:

    The one-page corporate site template will have
    - 5 main parts namely: corporate banner, main product highlight, product features, company profile, and footer banner.
    - There must be a minimum of 10 individual boxes in your design.
    - Each box must have a purpose and must contain a sample data (text or image). No need to style them

2. Open your editor and create a new file. Save it as **template01.html** in your *Documents/cos30043/lab02* directory.

3. Implement your design using the Bootstrap start code.

> **Note:** You can use HTML elements that you have learned before, such as image, links, and tables. Remember that these are to be used only as placeholders as this is a template. You are not required to style them using your own CSS or Bootstrap, this will be discussed in lecture 6.

4. Remember to save the document and backup your work! Storing your work in multiple locations will help ensure that you do not lose anything if one of your computers fails, or you lose your USB Key.

> **Note:** This is one of the tasks you need to submit to Canvas. Check the assessment criteria for the important aspect your tutor will check.