INTRODUCTION

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UI DEVELOPMENT

WHAT IS THE UI?

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APPLICATION

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A COLLECTION OF PROGRAMS

PHONE ==> ANDROID/IOS ==> MOBILE BASED OS

WHATSAPP, INSTAGRAM, SNAPCHAT ETC.

SOFTWARE

========

COLLECTION OF PROGRAMS

HOW THE APPLICATION WORK?

TYPES OF APPLICATIONS

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THREE TYPES:

1) WEB APPLICATIONS

CAN BE ACCESSES BY MORE THAN ONE USER AT A TIME

WE NEED: INTERNET, BROWSER

EX: YOUTUBE, GMAIL, AMAZON ETC.

2) DESKTOP APPLICATIONS

CAN BE USED BY ONLY ONE PERSON

CAN RUN ON: WINDOWS, LINUX, MAC-OS

EX: NOTEPAD, MS-PAINT, CALCULATOR

3) DISTRIBUTED APPLICATIONS

CAN USE BY MORE THAN ONE USER.

PHONEPE: CHECK BALANCE

UPI =======> BANK APPLICATION

SYNTAX

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set of guidelines

which can describe the way to write an instruction.

INSTRUCTION

ERROR

=====

the program will be get exited/stopped while running because of the error.

the program with wrong syntax ==> error

TYPES OF ERRORS

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1) compile time error

2) run time error

TECHNOLOGIES

System.out.println(100);

int a = 123;

int b = 123.234f;

import java.util.Scanner;

main()

{

Scanner obj = new Scanner(System.in);

int a = obj.nextInt(); // 123.234f

}

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OTHER TERMINOLOGIES

CLIENT

SERVER

BROWSER

web technologies

Introduction to HTML

features

History

HTML web architecture

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Client:

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IBPS ==> Project of Banking sector ==> TCS

an end user device

a software which we can use to request for anything to the server.

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SERVER

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gmail:

mail id

pwd

login

home page ==> response

invalid credentials

server is a software which it can accept the request from the client and processing that request finally provide the response.

client =========> server

http request

<========

http response

http: ==> hyper text transfer protocol

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BROWSER

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is the client software

which we can to request the server.

we can use to access any kind of the web application

Types of browsers:

Chrome, Firefox, Edge, Internet Explorer, Safari, Opera, Mozilo etc.

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To develop the web application, the technologies are:

1) HTML

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Hyper Text Markup Language

using tags the development is achieved ==> Markup Languages.

==> The text which can use to navigate from one place to another place called as "Hyper Text".

Tag based

Syntax:

<name>

<html>

Tags are of two types:

1) Paired Tags

<open> and <close>

Syntax: HTML Element

<tag> content </tag>

the HTML element is the combination of open tag, close tag and the content.

the name of the tag is: the text in between angular braces

ex: <h1> </h1>

<xyz> content </xyz> ==> xyz element

2) Unpaired Tags

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Self closing tags

the tags with only open tags (not required the closing tags)

ex: <img>, <br>, <hr>, <input> etc.

==> developed by Time Berners lee, 1991

HTML Versions:

HTML 1.0 ==> 1991

HTML 2.0 ==> 1994

HTML 3.0 ==> 1997

HTML 4.0 ==> 1997

HTML 5.0 ==> 2014

HTML 5.1 ==> 2016

HTML 5.2 ==> 2017

HTML 5.3 ==> 2018

features of HTML:

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1) Tag based language

2) Case Insensitive language

<h1> or <H1>

<h1> </H1>

3) Define basic HTML page

Limitation:

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we cannot define the styles to webpage.

2) CSS

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Cascading Style Sheet

==> Property based language

use to define different styles to HTML page

like: color, bgcolor, margin, padding, borders, flex etc.

==> for every property there is a value.

ex: font-family : verdana, color : rgb(122,200,123), color name

current version: css3

Note: with proper combination of HTML and CSS, we can develop good looking and meaningful website.

Limitation:

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we cannot achieve functionality

3) JavaScript

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JS

Statement based

ex: int a = 10;

var a = 10;

let b = 20;

const c = 25;

Server based programming language

client based

to define the functionality for human interactions with application

derived from ES (ECMAScript), developed by w3c

World wide Web Consortium

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DOCUMENTATION

IMPORTING

PACKAGE

INTERFACE

CLASS

METHOD

HTML PAGE STRUCTURE

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DEFINITION TAGS:

<!DOCTYPE>

<HTML>

<HEAD>

<BODY>

<TITLE>

<META>

<!DOCTYPE>

=========

MARKUP LANGUAGES:

HTML

XML

WML

SGML ETC.

==> DOCUMENTATION TYPE

WHICH WE CAN USE TO SPECIFY THE BROWSER ABOUT:

THE TYPE OF THE MARKUP LANGUAGE

Syntax:

<!doctype type of markup language>

==> Unpaired Tag or Self-closing tag.

ex: <!DOCTYPE html>

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<html> tag:

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can use to specify the start point and close/end point of HTML Page/WebPage

==> Paired tag

Syntax:

<html> </html>

==============================

<head> tag:

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==> not to be used to make use the content which is visible.

==> <head> tag, we can use to define the external information about the web document like: title, meta, keywords etc.

Syntax:

<head> </head>

==> <head> tag is the child tag to <html> tag.

we need to write <head> in <html> only.

ex:

<outer>

<inner1>

</inner1>

<inner2>

</inner2>

</outer>

<html>

<head> </head>

</html>

main()

{

int a,b,c; // a,b and c ==> integer

if(a > b && a > c)

{

big = a;

}

else if(b > c)

{

big = b;

}

else

{

big = c;

}

}

============================

<body> tag

===========

==> we can use to display the content for visibility

==> pair tag

Syntax:

<body> </body>

==> <body> also the child tag to the <html> tag

because the <body> can always be nest in <html>

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<TITLE>

=======

==> pair tag

we can use to define the title to the web page.

Syntax:

<title> Title of webpage </title>

==> <title> tag is a child tag to <head> tag

<head>

<title> </title>

</head>

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<META>

=======

1) Encoding rules

10 ==> 1010

HI

<meta charset = "UTF-8"/>

2) keywords

==> self closing tag

==> is the child to <head>

Structure of webpage:

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<!DOCTYPE html>

<html>

<head>

defining the external information about webpage

</head>

<body>

visible

</body>

</html>

Three things for UI Development:

1) Install

Code Editor/IDE: Notepad, Notepad++, VS Code, Atom, Sublime Text etc.

Browser: Chrome, Edge, Safari etc.

2) Create

1) Create the project folder

2) Explore the project folder to VS code

3) Create an HTML file with either .html or .htm extension

Syntax:

file-name.html or file.htm

3) Write/add the HTML code

4) Run

<!DOCTYPE html>

<html>

<head>

<title> Home </title>

<meta charset = "UTF-8">

</head>

<body>

<h1> Welcome To India Tourism </h1>

</body>

</html>