



Interface Design and Development

Task 2.2: 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.

Purpose: Learn how to create your own template.

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

Resources:

- Lecture notes #2



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.