

VIDEO CHAT APP-UI



What is our GOAL for this MODULE?

The goal of this module is to learn to write HTML code for Video Chat App, learn to create a script to handle responsiveness.

What did we ACHIEVE in the class TODAY?

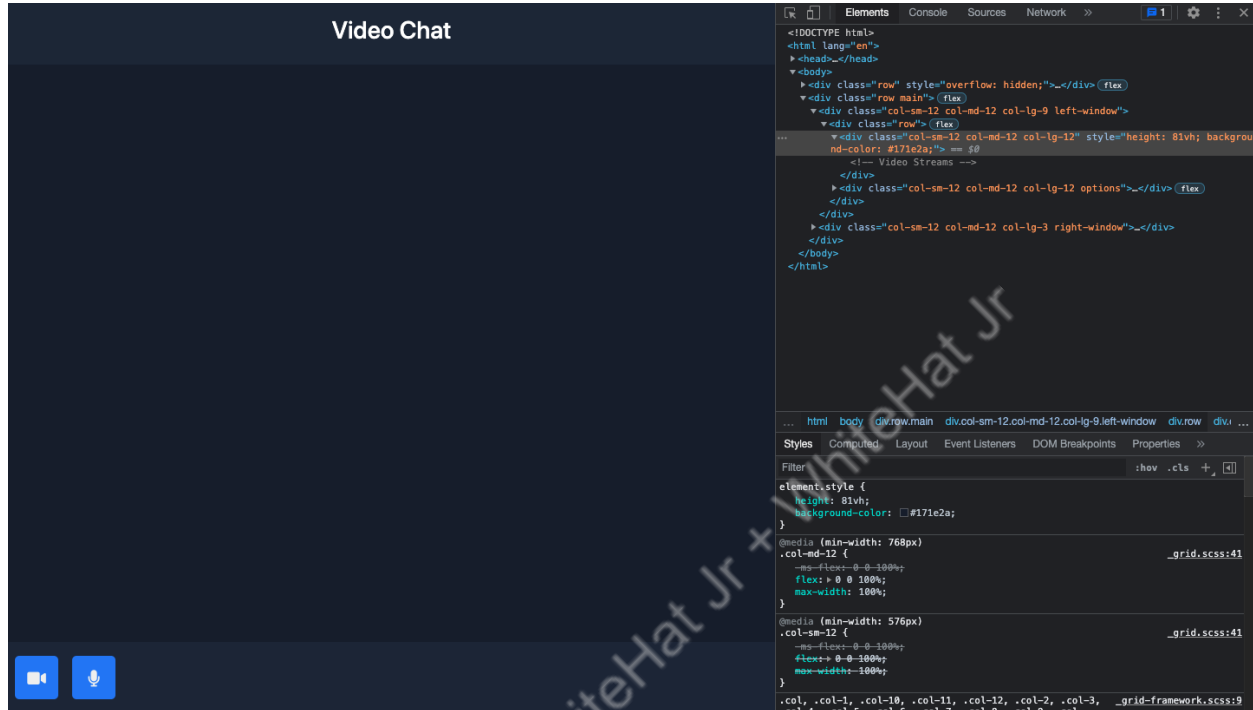
- Worked on the Bootstrap library.
- Learned to add relevant HTML and CSS for responsiveness.
- Learned to add jQuery code to make the chat button functional.
- Learned to add jQuery code to make the back button functional.

Which CONCEPTS/ CODING BLOCKS did we cover today?

- Chat and back button functionality.
- Video chat App-UI:
- Bootstrap

How did we DO the activities?

1. We learned how to make the chat option available for mobile view of the app.



2. Import .css file

```
<head>
  <meta charset="UTF-8" />
  <meta name="viewport" content="width=device-width, initial-scale=1.0" />
  <title>Video Chat App</title>
  <link rel="stylesheet" href="style.css" />
  <script src="https://kit.fontawesome.com/c939d0e917.js"></script>

  <!-- Bootstrap -->
  <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/bootstrap/4.3.1/css/bootstrap.min.css">
  <script src="https://cdnjs.cloudflare.com/ajax/libs/jquery/3.4.1/jquery.min.js"></script>
  <script src="https://cdnjs.cloudflare.com/ajax/libs/popper.js/1.14.7/umd/popper.min.js"></script>
  <script src="https://stackpath.bootstrapcdn.com/bootstrap/4.3.1/js/bootstrap.min.js"></script>
</head>
```

3. Bootstrap is a famous styling library used to make websites responsive. This means that it enables a website to be designed in a way that it looks fine in all kinds of displays, such as in desktop, tablets as well as mobile phones.

Bootstrap follows a box model, and works in **rows** and **columns**. This means that everything that our page consists of is made up of **rows** and **columns**.

Always remember while working with bootstrap is that the content should always be inside a **column** instead of directly being inside a **row**.

In bootstrap, a container can be divided into 12 different sections in terms of width.

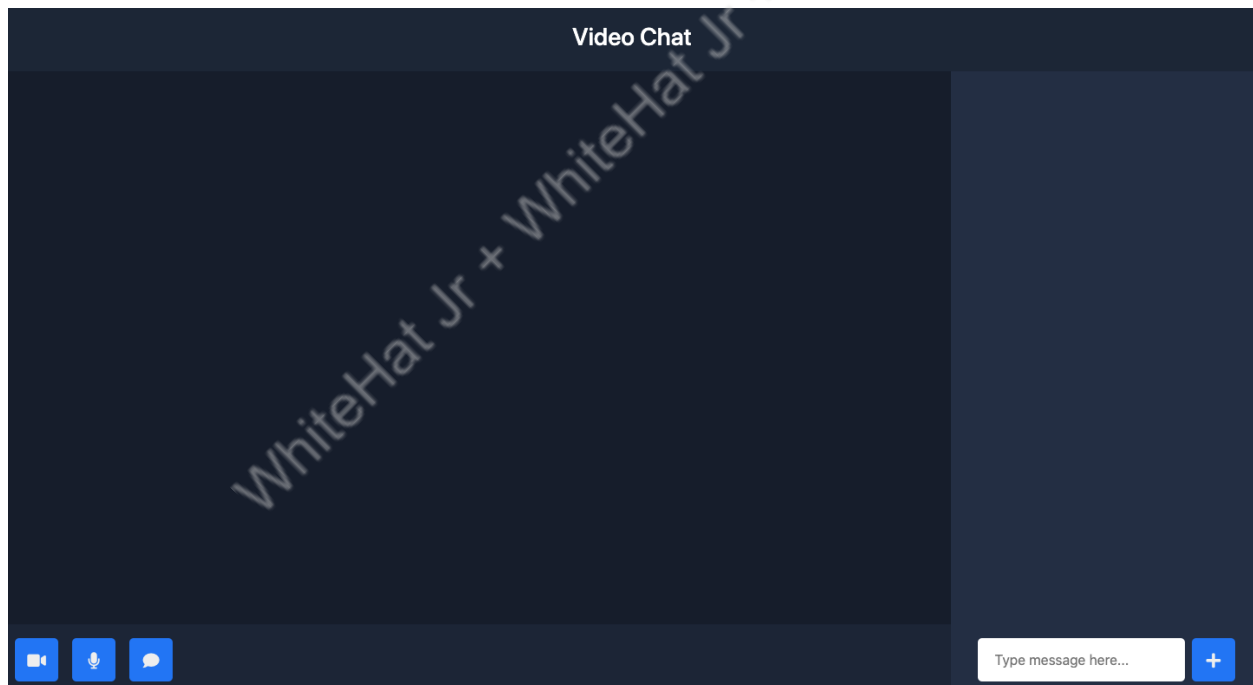
- **col** defines a bootstrap column.
- **sm** defines column's width in small screen (mobile)
- **md** defines column's width in medium screen (tablet)
- **lg** defines column's width in large screen (desktop or laptop)
- **text-center** simply means to have all the text in the center of this column.
- **p-3** is for padding. The number **3** here could have been anything from **1-5**.

```
<div class="row main">
  <div class="col-sm-12 col-md-12 col-lg-9 left-window">
    <div class="row">
      <div class="col-sm-12 col-md-12 col-lg-12" style="height: 81vh; background-color: #171e2a;">
        <!-- Video Streams -->
      </div>
      <div class="col-sm-12 col-md-12 col-lg-12 options">
        <!-- Icons -->
        <div id="stop_video" class="options_button">
          <i class="fa fa-video-camera"></i>
        </div>
        <div id="mute_button" class="options_button">
          <i class="fa fa-microphone"></i>
        </div>
      </div>
    </div>
  </div>
</div>
```

4. Add the icon for messages next to the other icons. Class for the button would be "option_button" and id "show_chat"

```
<div class="col-sm-12 col-md-12 col-lg-12 options">
  <!-- Icons -->
  <div id="stop_video" class="options_button">
    <i class="fa fa-video-camera"></i>
  </div>
  <div id="mute_button" class="options_button">
    <i class="fa fa-microphone"></i>
  </div>
  <div id="show_chat" class="options_button">
    <i class="fa fa-comment"></i>
  </div>
</div>
```

5. Till now it looks like this:



6. But to make the icon visible only in mobile view, for that we need to do changes:

- First, change the value of property **display** to **none** to make the message option invisible on the desktop.

```
#show_chat {  
  display: none;  
}
```

- Second, CSS has one special feature called **media queries**, in which we can write different CSS for different screen sizes! In the code below, media query is mentioned by using **@media** keyword, and defined it's condition that the **max-width** for it to work shall be **700px**.

```
#show_chat {  
  display: none;  
}  
  
@media (max-width: 700px) {  
  #show_chat {  
    display: flex;  
  }  
}
```

Note: media queries should **always** go at the end of the CSS file, or your styles may not reflect properly.

7. Add a **back button** to navigate back to the main screen after using the chat option

```
.header_back {  
  display: none;  
  position: absolute;  
  font-size: 1.3rem;  
  top: 17px;  
  left: 28px;  
  color: #fff;  
}
```

8. The CSS related to the above created class "header_back".
9. Add styles for our left-window and right-window in our media query

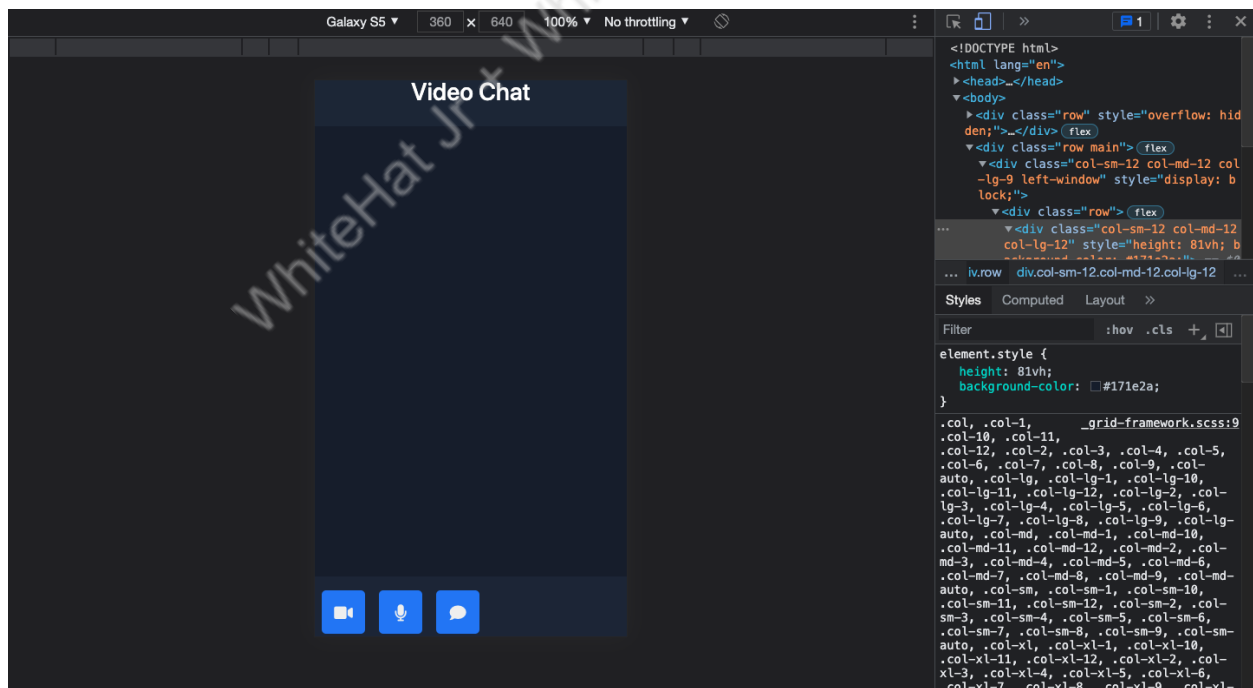
```
@media (max-width: 700px) {  
  #show_chat {  
    display: flex;  
  }  
  
  .right_window {  
    display: none;  
  }  
  
  .left_window {  
    display: flex;  
  }  
}
```

10. To make the Chat button and Back button functional using jQuery:

- Create a new file **script.js** and import in **index.html**.
- To create event handlers, create a \$ function. Event Handlers must be mentioned in the \$ function in jQuery.
- First, create the show_chat event handler. In this the left_window should be displayed and right_window and header_back must be displayed.
- Now create event handler for header_back:

```
$(function () {
  $("#show_chat").click(function () {
    $(".left-window").css("display", "none")
    $(".right-window").css("display", "block")
    $(".header_back").css("display", "block")
  })
  $(".header_back").click(function () {
    $(".left-window").css("display", "block")
    $(".right-window").css("display", "none")
    $(".header_back").css("display", "none")
  })
})
```

11. Now our output look like this :



What's next?

In the next class, you will be creating more database queries, to add both players' details.
Read & write game state and player count.

EXTEND YOUR KNOWLEDGE:

Watch this video to learn more about creating forms using p5.DOM.js:

<https://youtu.be/lAtoqRz78l4>

WhiteHat Jr + WhiteHat Jr + WhiteHat Jr