



Frontend development Class 01, Series 02

**Frontend** 



### CLASS 01



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figma

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## Reflection on your assignments



Have you had any trouble completing your assignment?







# HTML, CSS and Javascript recap







- HTML stands for Hyper Text Markup Language
- HTML is the standard markup language for Web pages
- HTML elements are the building blocks of HTML pages
- HTML elements are represented by <> tags

```
<!DOCTYPE html>
<html>
<html>
<body>
<h2>HTML</h2>
Hello Bahirdar
This is a paragraph.
This is another paragraph.
</body>
</html>
```







#### **HTML**

```
<!DOCTYPE html>
<html>
<body>
<h2>HTML</h2>
Hello Bahirdar
This is a paragraph.
This is another paragraph.
</body>
</html>
```

browser render

#### **OUTPUT**

#### **HTML Paragraps**

HTML paragraphs are defined with the tag.

This is a paragraph.

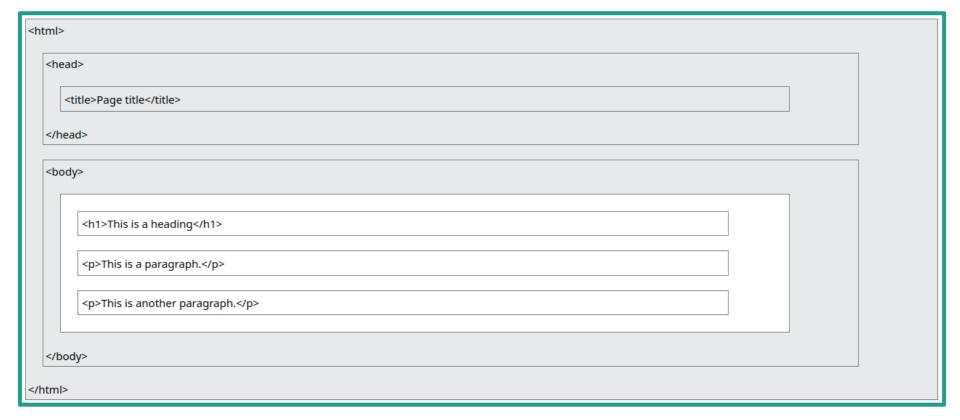
This is another paragraph.







#### HTML page structure









#### **HTML Element**

An HTML element is defined by a start tag, some content, and an end tag.

- HTML elements can be nested
- HTML is Not Case Sensitive

```
<tagname>Content goes here...</tagname>
<h1>My First Heading</h1>
My first paragraph.
```







#### **HTML Attributes**

HTML attributes provide additional information about HTML elements.

- All HTML elements can have attributes
- Attributes provide additional information about elements
- Attributes are always specified in the start tag
  - Attributes usually come in name/value nairs like

```
<a href="https://hahu.jobs">Visit Hahujobs</a>
<img src="img_girl.jpg" width="500" height="600">
This is a red paragraph.
```







### **HTML Headings**

HTML headings are titles or subtitles that you want to display on a webpage.

 Search engines use the headings to index the structure and content of your web pages.

 Users often skim a page by its headings. It is important to use headings to show the

```
<h1>Heading 1</h1>
<h2>Heading 2</h2>
<h3>Heading 3</h3>
<h4>Heading 4</h4>
<h5>Heading 5</h5>
<h6>Heading 6</h6>
```

### Heading 1

Heading 2

Heading 3

Heading 4

Heading 5

Heading 6







### **HTML Paragraphs**

A paragraph always starts on a new line, and is usually a block of text.

The HTML element defines a paragraph.

This is a paragraph.

This is another paragraph.

This is a paragraph.

This is another paragraph.







#### **HTML Tables**

HTML tables allow web developers to arrange data into rows and columns.

- Each table cell is defined by a and a tag.
- Each table row starts with a and end with a
- Sometimes you want your cells to be headers, in those cases use the tag instead of the tag

Company	Contact	Country
Alfreds Futterkiste	Maria Anders	Germany
Centro comercial Moctezuma	Francisco Chang	Mexico
Ernst Handel	Roland Mendel	Austria
sland Trading	Helen Bennett	UK
aughing Bacchus Winecellars	Yoshi Tannamuri	Canada
Magazzini Alimentari Riuniti	Giovanni Rovelli	Italy

Company Contact Country Alfreds Futterkiste Maria Anders Germany Centro comercial Moctezuma Francisco Chang Mexico 







#### **HTML Lists**

HTML lists allow web developers to group a set of related items in lists.

- An unordered list starts with the 

   tag. Each list item starts with the tag.
- An ordered list starts with the tag. Each list item starts with the tag.

Coffee
Tea
Milk

#### An unordered HTML list:

- Item
- Item
- Item
- Item

#### An ordered HTML list:

- 1. First item
- 2. Second item
- 3. Third item
- 4. Fourth item

Coffee
Tea
Milk







## CSS is the language we use to style a Web page.

- CSS stands for Cascading Style Sheets
- CSS describes how HTML elements are to be displayed on screen, paper, or in other media
- CSS saves a lot of work. It can control the layout of multiple web pages all at once
- External stylesheets are stored in CSS files

```
body {
   background-color: lightblue;
}

h1 {
   color: white;
   text-align: center;
}

p {
   font-family: verdana;
   font-size: 20px;
}
```

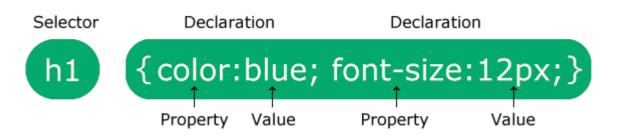






### **CSS Syntax**

A CSS rule consists of a selector and a declaration block.





- The selector points to the HTML element you want to style.
- The declaration block contains one or more declarations separated by semicolons.
- Each declaration includes a CSS property name and a value, separated by a colon.
- Multiple CSS declarations are separated with semicolons, and declaration blocks are surrounded by curly braces.







#### **CSS Selectors**

A CSS selector selects the HTML element(s) you want to style.

Simple selectors (select elements based on

```
p {
   text-align: center;
   color: red;
}
```

```
#para1 {
  text-align: center;
  color: red;
}
```

Combinator selectors (select elements based on a specific relationship between them)

```
div p {
  background-color: yellow;
}
```

Pseudo-class selectors (select elements based on a celectors)

```
based on a ce
a:hover {
    color: #FF00FF;
}
```

Pseudo-elements selectors (select and style a part

```
a:hover {
  color: #FF00FF;
}
```

Attribute selectors (select elements based on an

attribute or attribute value)









#### **How To Add CSS**

When a browser reads a style sheet, it will format the HTML document according to the information in the style sheet.

There are three ways of inserting a style sheet

External CSS

Internal

```
<head>
<link rel="stylesheet" href="mystyle.css">
</head>
```

```
<head>
<style>
body {
 background-color: linen;
}

h1 {
 color: maroon;
 margin-left: 40px;
}
</style>
</head>
```

This is a paragraph.







#### **Colors**

Colors are specified using predefined color names, or RGB, HEX, HSL, RGBA, HSLA values.

CSS/HTML support\_

140 standard color names.

CSS Background Color

<h1 style="background-color:Orange;">Orange</h1>

Orange

**CSS Text Color** 

<h1 style="color:Tomato;">Hello World</h1>

Hello World







### **CSS Padding & Margins**

Padding is used to create space around an element's content, inside of any

dofined harders

This element has a padding of 70px.

Margins are used to create space around elements, outside of any defined

This element has a margin of 70px.







### **CSS Backgrounds**

The CSS background properties are used to add background effects for elements.

#### **CSS Background Color**

```
body {
  background-color: lightblue;
}
```

#### Hello World!

This page has a light blue background color!

#### **CSS Background Image**

```
body {
  background-color: lightblue;
}
```

#### Hello World!

This page has an image as the background!







## JavaScript is a scripting or programming language that allows you to implement complex features on web pages

- Store useful values inside variables.
- Operations on pieces of text (known as "strings" in programming).
- Running code in response to certain events occurring on a web page.
- And much more!







### **Javascript Variables**

Variables are containers for storing data (storing data values).

4 Ways to Declare a JavaScript Variable

- Using var
- Using let
- Using const
- Using nothing

```
var x = 5;
var y = 6;
var z = x + y;
```

```
let x = 5;
let y = 6;
let z = x + y;
```

```
x = 5;
y = 6;
z = x + y;
```

```
const price1 = 5;
const price2 = 6;
let total = price1 + price2;
```







### **Javascript Data Types**

JavaScript variables can hold different data types: numbers, strings, objects, booleans, arrays, and undefined

```
To be able to operation of the length = 16; // Number let lastName = "Johnson"; // String let x = {firstName:"John", lastName:"Doe"}; // Object
```

know something about th

#### **JavaScript Types are Dynamic**

// Now x is a Number
// Now x is a String







### **Javascript Operators**

JavaScript operators are used to assign values, compare values, perform arithmetic operations, and more.

```
Assignment operators (=, +=, -=, *=)
```

• Comparison operators 
$$(==, >, <, !=, ===)$$

- Arithmetic operators (+, -, \*, /)
- Logical operators (&&, ||, !)
- String operators (+, +=)
- Conditional (ternary) operator (variablename = (condition)?
  value1:value2)
- Bitwise operators  $(\&,|,^*,\sim,>>,<<)$  and more







### Javascript if/else and switch

Conditional statements are used to perform different actions based on different conditions.

Very often when you write code, you want to perform different actions for different degisions.

```
if (time < 10) {
   greeting = "Good morning";
} else if (time < 20) {
   greeting = "Good day";
} else {
   greeting = "Good evening";
}</pre>
```

```
switch (new Date().getDay()) {
  case 6:
    text = "Today is Saturday";
    break;
  case 0:
    text = "Today is Sunday";
    break;
  default:
    text = "Looking forward to the Weekend";
}
```







### **Javascript Loops**

Loops can execute a block of code a number of times.

Loops are handy, if you want to run the same code over and over again, each time with a different value.

#### instead of writing

```
text += cars[0] + "<br>";
text += cars[1] + "<br>";
text += cars[2] + "<br>";
text += cars[3] + "<br>";
text += cars[4] + "<br>";
text += cars[5] + "<br>";
```

#### for loop

```
for (let i = 0; i < cars.length; i++) {
   text += cars[i] + "<br>";
}
```

#### while loop

```
while (i < 10) {
  text += "The number is " + i;
  i++;
}</pre>
```







### **Javascript Functions**

A JavaScript function is a block of code designed to perform a particular task. A JavaScript function is executed when "something" invokes it (calls it).

#### **Function Invocation**

- When an event occurs (when a user clicks a button)
- When it is invoked (called) from JavaScript code

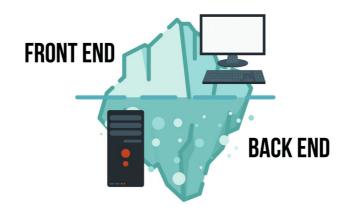
```
function (hyFungiien(pialpy) (Selfinvoked)
return p1 * p2; // The function returns the product of p1 and p2
}
```





### What is Frontend?





the front end is the part of the website a user or customer interacts with

The front end of a website is everything the user either sees or interacts with when they visit the website. It is responsible for the total look and feel of an online experience.















### **UI/UX**



At the most basic level, the user interface (UI) is the series of screens, pages, and visual elements—like buttons and icons—that enable a person to interact with a product or service.

User experience (UX), on the other hand, is the internal experience that a person has as they interact with every aspect of a company's products and services.





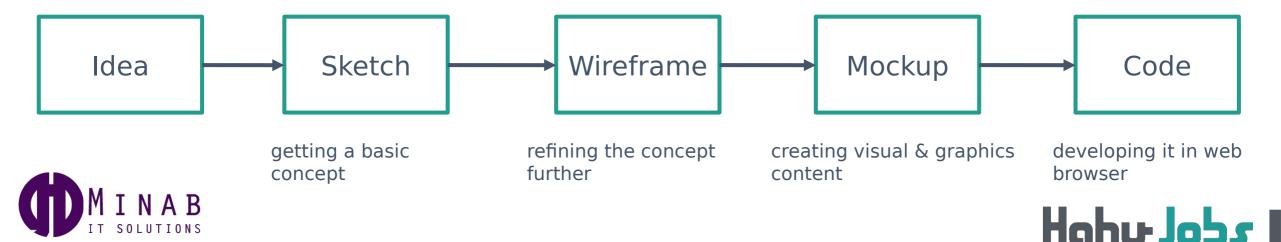


### Wireframing and Sketching

Typically, wireframes are produced early in the design process, during the ideation phase when designers need to explore a variety of different options and select the best one.

Wireframes are great at that stage because they help designers to demonstrate how the layout should be organized without explicitly specifying the visual design of a product.

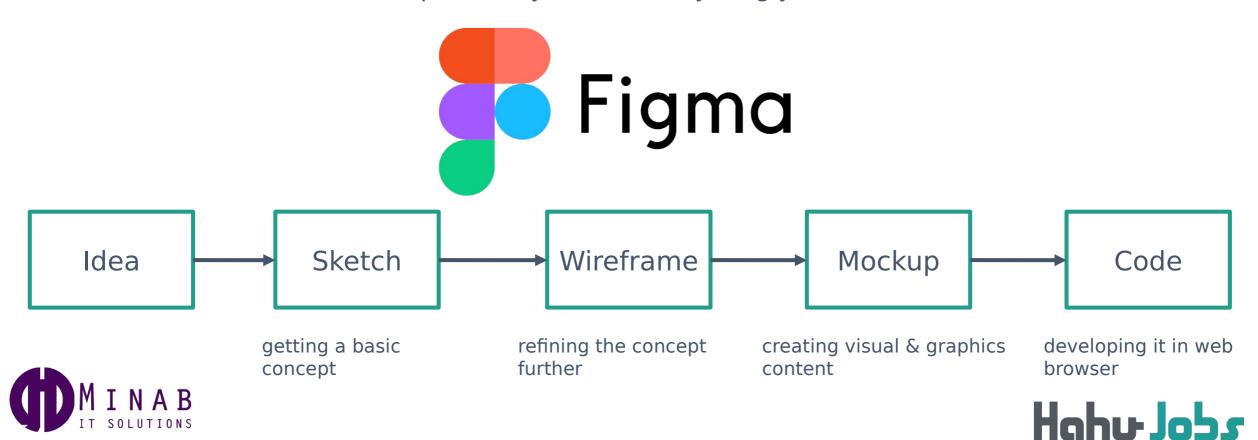
**Sketching Always Comes Before Wireframing** 





### **Mockup with Figma**

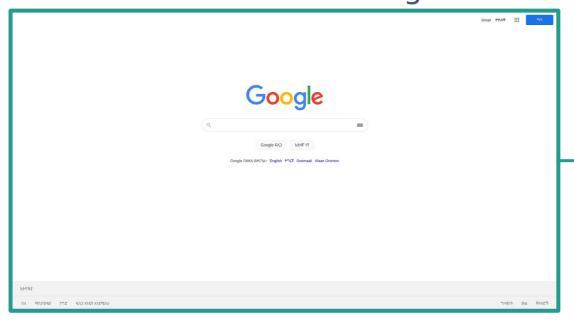
Figma is a fantastic design tool focused on designing ui/ux interfaces and provides you with everything you need.

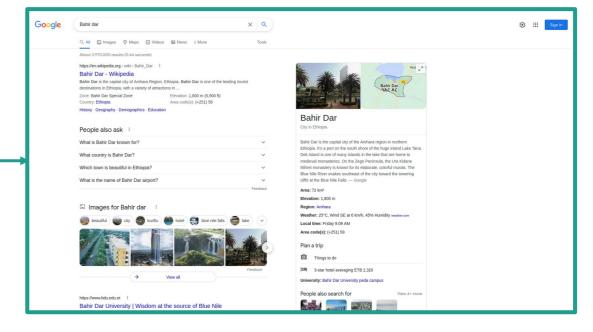






Design two page mockup of google.com with Figma













## Thank you!

# Hahu-Jobs

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