Bachelor of Technical-Vocational Teacher Education
MAJOR IN COMPUTER PROGRAMMING:
WEB DEVELOPMENT 1

COURSE MODULE	COURSE UNIT	WEEK
1	9	11
Bootstrap (Components and List Group)		

CHECKLIST

- ✓ Read course and unit objectives
- ✓ Read study guide prior to class attendance
- ✓ Read required learning resources; refer to unit terminologies for jargons
- ✓ Proactively participate in classroom discussions
- ✓ Participate in weekly discussion
- ✓ Answer and submit course unit tasks

UNIT EXPECTED OUTCOMES (UEOs)

At the end of this unit, the students are expected to:

Cognitive:
1. Classify bootstrap components and list group.
2. Execute bootstrap components and list group.
3. Design a webpage using bootstrap components and list group.

Affective:
1. Listen attentively during class discussions
2. Demonstrate tact and respect when challenging other people's opinions and ideas
3. Accept comments and reactions of classmates on one's opinions openly and graciously.

Psychomotor:
1. Participate actively during class discussions and group activities
2. Express opinion and thoughts in front of the class

REQUIRED READINGS

Bootstrap 5 Tutorial. (n.d.). https://www.w3schools.com/bootstrap5/index.php

STUDY GUIDE

Bootstrap
➢ most popular and powerful front-end (HTML, CSS, and JavaScript) framework for faster and easier responsive web development.
➢ includes HTML and CSS based design templates
➢ originally created by a designer and a developer at Twitter in mid-2010. Before being an open-sourced framework, Bootstrap was known as Twitter Blueprint.

Bootstrap Components
1. Accordion
2. Alerts
3. Badge
4. Breadcrumb
5. Buttons
6. Button Group
7. Card
8. Carousel
9. Dropdowns
10. List Group
11. Modal
12. Navs
13. Navbar
14. Pagination
15. Popovers
16. Progress
17. Scrollspy
18. Spinners
19. Toasts
20. Tooltips

Bootstrap List Group
1. Unordered List
2. Active State
3. List Group with Linked Items
4. Disabled Item
5. Flush / Remove Borders
6. Numbered List Groups
7. Horizontal List Groups
8. Contextual Classes
9. Link items with Contextual Classes
10. List Group with Badges

TERMINOLOGIES

BROWSER - a computer program with a graphical user interface for displaying and navigating between web pages.

CLIENT - a program, person or things that are capable of obtaining services provided by another program.

CODING - sometimes called computer programming, is how we communicate with computers.

DOMAIN NAME - refers to your website address. This is what users type in a browser's search bar to directly access your website.

FRAMEWORK - a layered structure indicating what kind of programs can or should be built and how they would interrelate.

FRONT-END - refers to the user interface / client-side, everything with which the user interacts.

HYPERTEXT - a word, phrase or chunk of text that can be linked to another document or text.

HYPERTEXT TRANSFER PROTOCOL (HTTP) - The communications protocol used to connect to Web servers on the Internet or on a local network (intranet).

INTERNET PROTOCOL - a set of rules governing the format of data sent over the internet or other network.

IP ADDRESS (INTERNET PROTOCOL ADDRESS) - a series of numbers that identifies any device on a network.

SEARCH ENGINE - a program that searches for and identifies items in a database that correspond to keywords or characters specified by the user, used especially for finding particular sites on the World Wide Web.

SERVER - a computer or system that provides resources, data, services, or programs to other computers, known as clients, over a network.

WEB PAGES - a hypertext document on the World Wide Web.

WEBSITE - a set of related web pages located under a single domain name, typically produced by a single person or organization.

WIREFRAME - a simplified visual guide that represents the skeletal framework of a website.

WORLD WIDE WEB - an information system on the internet which allows documents to be connected to other documents by hypertext links, enabling the user to search for information by moving from one document to another.

FURTHER READINGS

Bootstrap 5 Tutorial. (n.d.). https://www.w3schools.com/bootstrap5/index.php

UNIT TASK

- Proactively participate in classroom discussions
- Answer and submit course unit tasks

REFERENCES

Bootstrap 5 All Classes List. (n.d.). https://bootstrapcreative.com/resources/bootstrap-5-cheat-sheet-classes-index/

Bootstrap 5 tutorial. (n.d.). https://getbootstrap.com/docs/5.0/getting-started/introduction/

Bootstrap 5 tutorial. (n.d.). https://mdbootstrap.com/docs/standard/bootstrap-5-tutorial/

Bootstrap 5 Tutorial. (n.d.). https://www.w3schools.com/bootstrap5/index.php

Bootstrap Tutorial. (n.d.). https://www.tutorialrepublic.com/twitter-bootstrap-tutorial/