## FRONTEND DEVELOPMENT

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### INTRODUCTION

- USER INTERFACE
- LAYOUT, STYLE, AND BEHAVIOR OF THE WEBSITE OR APPLICATION

# WHAT IS HTML, CSS, JS AND BOOTSTRAP?

## HTML

## HTML TAGS

- html
- head
- title
- body
- header
- nav
- main
- section
- article
- aside

- footer
- h1 h6
- p, span, strong
- a
- ul, ol, li
- img
- form
- input, label, textarea, select, option, button

• div

## CSS

## CSS

## INTERNAL STYLESHEET

```
<head>
<head>
<style>
/* CSS */
</style>
</head>
```

## INLINE STYLES

```
 This is a
paragraph.
```

## LINK CSS TO HTML

### Link to File

```
<head>
rel = "stylesheet" type = "text/css" href = "style.css">
</head>
```

## CSS SELECTORS

```
#newId{
    /* CSS */
.newClass {
    /* CSS */
    /* CSS */
```

### CSS Text Styling:

- Size: Specifies the size of the font.
- Weight: Specifies the weight of the font (normal, bold, lighter, 100-900).
- Color: Specifies the color of the text.
- Font-Family: Specifies the font family for text.
- \* Line-height: Specifies the height of a line of text.
- Letter-spacing: Specifies the spacing between characters in a text.
- Word-spacing: Specifies the spacing between words in a text.
- Text-align: Specifies the horizontal alignment of text.

### CSS Backgrounds:

- Color: Specifies the background color of an element.
- Image: Specifies a background image for an element.

#### CSS Variables:

Allows for the storage of values as variables to be reused throughout the stylesheet.

#### CSS Border:

- Width: Specifies the width of an element's border.
- Style: Specifies the style of an element's border (solid, dotted, double, etc.).
- Color: Specifies the color of an element's border.
- Radius: Specifies the rounding of an element's corners.
- Top, Right, Bottom, Left: Specify separate border properties for each side of an element.

### Box Model:

- Margin: Specifies the outermost layer of space outside an element.
- Border: Specifies a border around an element.
- Padding: Specifies the innermost layer of space within an element.
- \* Width and Height: Specifies the width and height of an element.

#### Position:

- Static: Default positioning, elements are placed in the normal flow of the document.
- Absolute: Elements are positioned relative to the nearest positioned ancestor (instead of the viewport, like fixed).
- Relative: Elements are positioned relative to their normal position.
- Fixed: Elements are positioned relative to the viewport and will not move with scrolling.
- Sticky: Elements are positioned relative

## **CSS POSITIONS**

```
position: relative;
top: 10px;
right: 20px;
bottom: 30px:
left: 40px:
```

```
position: absolute;
z-index: 1;
```

## BOOTSTRAP

## BOOTSTRAP

- A POWERFUL FRONT-END FRAMEWORK
- DEVELOPED BY TWITTER, NOW OPEN-SOURCE
- STREAMLINES THE WEB DEVELOPMENT PROCESS
- SAVES TIME AND ENHANCES PRODUCTIVITY

## KEY FEATURES OF BOOTSTRAP

- RESPONSIVE DESIGN
- PRE-STYLED COMPONENTS
- CUSTOMIZABLE THEMES

## BENEFITS OF USING BOOTSTRAP

- TIME EFFICIENCY
- CROSS-BROWSER COMPATIBILITY
- COMMUNITY AND SUPPORT

## SETTING UP BOOTSTRAP

• VISIT THE OFFICIAL BOOTSTRAP WEBSITE (GETBOOTSTRAP.COM)

- Copy the appropriate link tag from the "CSS" section
- Paste the link tag in the head section of your HTML file

## ADDING JAVASCRIPT DEPENDENCY

• TO ENABLE BOOTSTRAP'S JAVASCRIPT FUNCTIONALITY, ADD A LINK TO THE BOOTSTRAP JS FILE

- Copy the appropriate link tag from the "JS" section
- Place the script tag before the closing body tag (</body>) of your HTML file

## JAVASCRIPT

## WAYS TO PRINT IN JS

CONSOLE.LOG("HELLO WORLD!")
document.write("This will be written like paragraph ")
alert("testing")
prompt("FeedBack") --> will show a textbook with label(FeedBack)

## DATATYPES IN JAVASCRIPT

### TWO TYPES OF DATATYPES IN JAVASCRIPT:-

- Primitive Data Types: undefined, null, number, string, boolean, symbol
- Reference Data Types: arrays and objects

### LET (ONLY CAN USE IN A BLOCK)

var (for every datatype also)

const (for keeping secret)

## CONT...

### **NUMBERS:**

var num1 = 55;var num2 = 55.55;

### **BOOLEANS:**

var a = true; var b = false;

### **STRING**:

var str1 = "This is a string";
var str2 = 'This is also a string';
var str3 = `This is alsoooo a string`;

## CONT...

```
OBJECTS:
VAR MARKS = {
WAQAS: 99,
USMAN: 90,
AFFAN: 10
}
```

### **UNDEFINED:**

```
VAR UND = UNDEFINED;
VAR UND1;
VAR N = NULL;
```

### **ARRAYS**:

VAR ARR = [1, 2, "WQS", 4, 5];

## **OPERATORS IN JS**

ARITHEMATIC OPERATORS (+,-,\*,/)
assigment operators (=,-=,\*=)
comparison operators (==,>=,<=,!=,==)
logical operators (&&,||)

## FUNCTIONS AND CONDITIONS

```
function sum(a, b) {
  return a + b;
}
```

if ,else if ,else (same as c++,c#)

## LOOPS

```
For loop:
for (var i = 0; i < arr.length; i++) {
}
```

### Foreach Loop:

```
arr.forEach(function (element) {
   // console.log(element);
})
```

## ARRAYS

```
let i = [1,"waqas",true,null,34.5];
i.length; // give length
i.pop(); // del last element of array
i.push("hehe"); // add on last
i.shift(); // del 1st element
i.unshift("Hehe"); // add on first place
const newlen = i.unshift("Hehe");
console.log(newlen); // print new array length
i.toString(); // convert all to string
i.sort(); // first convert to string and sort like wise
```

## STRING METHODS

```
let mystring = "Im a good boy! good good";
console.log(mystring.length);
console.log(mystring.indexOf("good"));
console.log(mystring.lastIndexOf("good"));
console.log(mystring.slice(0,3));
console.log(mystring.replace("good","bad"));
```

### DATE METHODS

```
let currentDate = new Date();
console.log(myDate.getTime());
console.log(myDate.getFullYear());
console.log(myDate.getDay());
console.log(myDate.getMinutes());
console.log(myDate.getHours());
```

## DOM MANIPULATION

document.getElementById('click').click()
document.getElementById('click').style.border = 'blue'
document.getElementById('click').style.border= '2px solid blue'

Let elem = document.getElementById('click');
console.log(elem);
Let elemClass = document.getElementsByClassName("container"
console.log(elemClass);

### CONT...

elemClass[0].style.background = "yellow";
elemClass[0].classList.add("bg-primary");
elemClass[0].classList.remove("bg-primary");
elemClass[0].innerHTML
elemClass[0].innerText