

Assignment Cover Sheet

Student name:	Saheed Abdulrazaq Ahmed, Mbadinuju kester						
Student number:	3061874, 3062	2323					
Faculty:	Computing S	cience					
Course:	BSCH-OSD/C	Cork/FT	Stage/year:	1			
Subject:	OPERATING	SYSTEM DE	VELOPMENT				
Study Mode:	Full time	✓	Part-time				
Lecturer Name:	Fergan Lane						
Assignment Title:	Assignment 5						
No. of pages:							
Disk included?	Yes		No	✓			
Additional aformation:	(ie. number of	pieces submit	ted, size of assignment,	A2, A3 etc)			
Date due:	04 August, 20)21					
Date submitted:							
							

Contents

	Date due:	1
	Date submitted	
	Description of site design (2/3 pages) - A description of the finished site, explaining the variousdecisions you made. Usenshots with captions to explain major design decisions.	
•	Research (1 page) - Some links or screenshots of sites that have inspired you (can be subjectrelated or not)	6
•	A site-map diagram (1 page) - A diagram of the pages on your site and how they are organised	7
	Wireframes (1/2 pages) - A rough wireframe of key page layouts. You should include wireframesfor both full sized tens and a mobile screen	8
•	Review (1/2 pages) - A group statement reflecting on the work and process	. 10

• Description of site design (2/3 pages) - A description of the finished site, explaining the various decisions you made. Use screenshots with captions to explain major design decisions.

The main design incorporates materials which can be found in bars and pubs. Mainly marble, wood, metal, bricks, graffiti paint, gold and glass a lot of glass. The Idea is the site represents a build like Temple Bar and parts of Amsterdam where you can find a lot of modern bars surrounded by graffiti.

- Wood is a big element in a lot of buildings from bar counters to chairs, tables, windows etcetera. I decided that this should be incorporated into the website design. This can mainly be found on the Navigation Bar leading to every page and also on the Index page as a background for some of the text in the

- Marble is a common theme across most high-end bars I incorporated it in both my Navigation bar and made "Bar Counter equivalent" for each of the top 5 pubs.



- Neon Signs and all kinds of signs to simulate the feeling of being in a bar. We wanted to simulate the feeling of neon-glow and barsines used commonly for advertisements and marketing. Nothing catches the eye like a shiny sign with glowing text and visual marketing.



Graffiti are a common theme amongst district which harbor a large amount of drinking establishments which us why we decided to have various colored text reminiscent of street art including appropriate backgrounds.

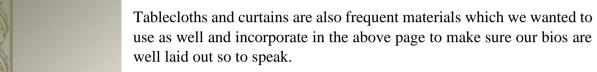
- Bricks are literally the building block of bars, pubs, and restaurants. We decided to incorporate them into the design layout and place the text behind them in a graffiti style.







Glass, One of the more important elements of any bar, pub or restaurant is the presence and use of glass. It can be found everywhere from windows, doors, glasses bottles, ornaments, chandeliers to everything that is small or large visible or invisible.







The Backgrounds were inspired by iconic locations describing every city. From Temple Bar to, local sites to views outside of the cities. The Locations were meant to be representative but varied as well.

All the images above were downloaded in an appropriate web-safe resolution however some needed to be resized and optimized which was done with https://compressimage.toolur.com/.

All documents were validated with the HTML-Validator inside Firefox, however although the errors were down to 0 some design choices could not avoid warnings. For example, the navigation bar requires an empty span element to work correctly. Using one is unavoidable however in result to that the Validator will pick up 7 Warnings for each page as the bar is used almost everywhere. We decided against using JavaScript libraries but instead code everything ourselves with vanilla JS.

• Research (1 page) - Some links or screenshots of sites that have inspired you (can be subject related or not)

The research started with a discussion of the content that the website would present and for who the website would be for. After talking about different topics for different publics, we found something in common, bars & pubs, that we not just love them, but we also share a professional experience in the field.

The idea is to show the best 5 pubs based on reviews and from best tourism websites but also from reviews of locals, taking in consideration the 6 biggest cities of the country, Dublin, Cork, Galway, Limerick, Drogheda, and Waterford.

The research was done step-by-step and different angles were searched to make the choice of the pubs, aiming not only for a good beer, but also good food and specially a lot of fun, with live music and cultural events.

It started with the Bio of each of the cities, with a brief explanation of the city and population. The research for pubs was done taking into consideration that each city has different backgrounds, one more student, other may be more locals and other more tourists, and looking for common interests for all.

After selecting the cities and having the basic information, the research for the background were the next step, relating the images to the city or to some event of the city and with the responsive page it looks great.

The main tourists web pages such as Google Reviews, TripAdvisor and similar were used to understand by the reviews what each pub had to offer. The images of each pub with public domain were the biggest issue encountered, being easy for pubs in Dublin, Galway and Cork, as they are more tourist places and easier to find reviews and images from everywhere in theworld, but harder for pubs of smaller fame.

After each pub was rated the research started one-by-one, going through them websites, social medias and using public review to describe the pub in its best way, using short sentences but with effective effect, to keep people reading and not getting bored. Pictures from the carrousel were searched in a way that would create interest from the user looking at the web page and drinks from the menu of a few of the pubs were selected to the the carrousel, so, most of the images are not from the pub directly, but they are in some way connected.

With the research done and organized in a separate paper, the next step was to add the images and the text to the code and let the website take life.

• A site-map diagram (1 page) - A diagram of the pages on your site and how they are organized.



Figure 1 (Site Map - used https://tobloef.com/text2mindmap/)

• Wireframes (1/2 pages) - A rough wireframe of key page layouts. You should include wire frames for both full sized screens and a mobile screen.

4k Screen View – this is how the website will appear on a massive 4k- living room television screen.









The carrousel gives a super nice visual effect and it is the effect of glass as it relates to the drinks

interactive and get attention from who is seeing it. With this effect that remembers a cold beer.





I-Pad Mini View – this is how the website will appear on a small mobile device.



We started off by meeting in one of the CSWD Zoom classes and bothcame up with the idea that we wanted to do a site related to pubs and bars across Ireland. Initially we wanted to have a guide to Dublin butlater we expanded to the whole of Ireland and we decided that we wanted to include more locations of this beautiful Country.

Later when I had more Zoom sessions and started doing them privately outside of class so we could finish planning and designing our Web Site. We also used GitLab that we mastered during SD1 because it was useful. GitLab is a powerful tool which was very helpful in sharing our ideas.

After the team finished planning the Web Site, we began building it. Inthe beginning we only had an idea which turned into a page which turned into a few more and at the end we had a fully working Website. All the knowledge acquired through the year came in use, both of us realized that our assignments get better each time when we compared coded from last semester. Which gradually improved with every build.

We were enthusiastic with the idea of doing a website containing the best pubs in the country and we did it with great joy. As Ahmed prefers coding and Kester prefers more research, we divided the team as so, but at every step of the way we shared information, contents, explanation, questions, and funny things with each other.

Unfortunately we could not share all we were able to learn, because it feels there are millions of amazing places to be in this country and for us, both foreigners, it was so interesting and we definitely learned a lot, pubs, cultures, events, periods of the year which is best to go and only for Dublin, Cork, Galway, Limerick, Drogheda and Waterford and not only of the coding, but something we can bring with us forever in Ireland, in our trips.

From the coding perspective it is amazing to see improvements we have done during the year, comparing our first assignments to this last one. We imagined the website in a certain way, and we did it. Even with a lot of effort put into it, it feels it has been easier and easier to write the codes, recognize errors and search for upgrades or different features.

Building a website as a team is an experience which helps people to learn and grow not only their coding skills but much more than that. Doing this project together also helped us become better programmers and it grew our communication skills.

Communication was just as important as learning from each other and helping ourselves in points of weakness which the other could compensate for.