



# Custom Webpages

Skills Bootcamp in Front-End Web Development

Lesson 3.3



The background is a dark charcoal gray with a series of parallel diagonal lines running from the top-left to the bottom-right. Overlaid on this are several teal-colored geometric shapes: a large central triangle pointing right, a smaller triangle to its left, and a small square to its right. Scattered around these shapes are various white line-art symbols, including a plus sign, a minus sign, a circle with a dot, a circle with a horizontal line, a circle with a vertical line, a circle with a diagonal line, a circle with a cross, a circle with a dot, a circle with a horizontal line, a circle with a vertical line, a circle with a diagonal line, a circle with a cross, a circle with a dot, a circle with a horizontal line, a circle with a vertical line, a circle with a diagonal line, and a circle with a cross.

**WELCOME**

# Today's Objectives

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By the end of class today, you will:



Customize Bootstrap Components



Code a one-page website based on a prompt.



# Quick Recap: Bootstrap Concepts

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Components are used to quickly construct a layout. The elements can then be customized to fit your design, speeding your workflow.



The responsive column system always adds up to 12 for a row of content.

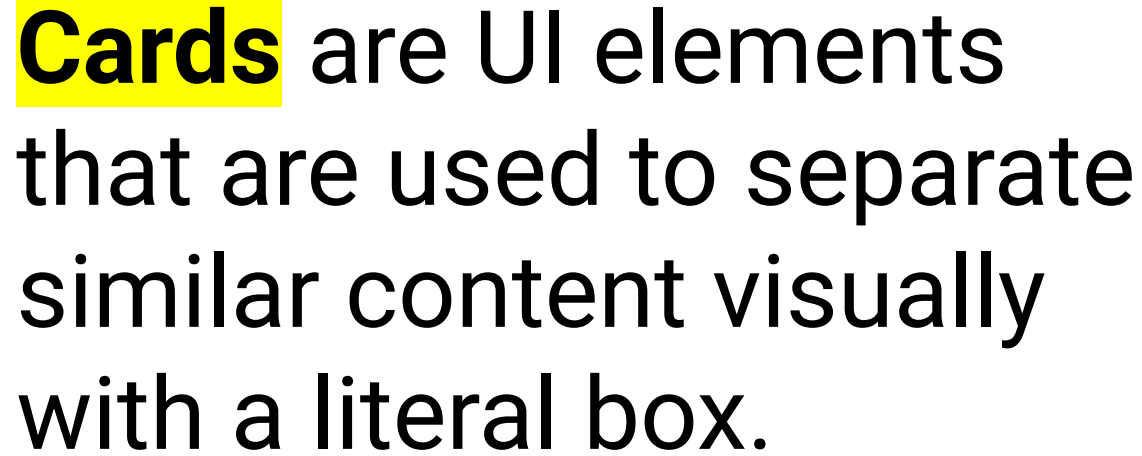


You can use multiple Bootstrap column classes to control how and when your content responds to different viewport widths.



Any CSS Flex property you learned can be applied to Bootstrap 4 because Bootstrap 4 was written using CSS Flex.

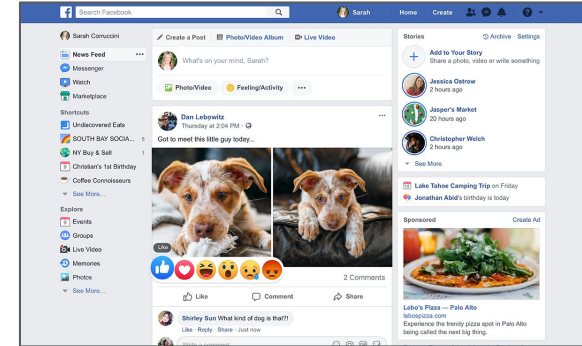
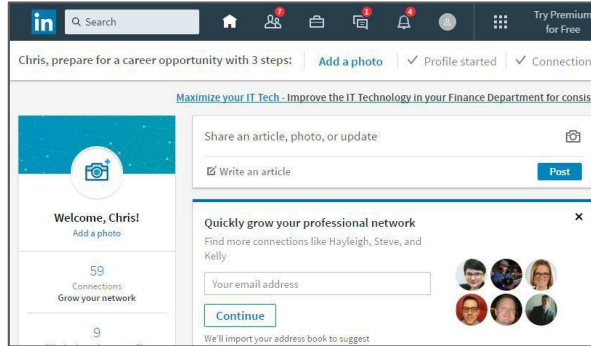
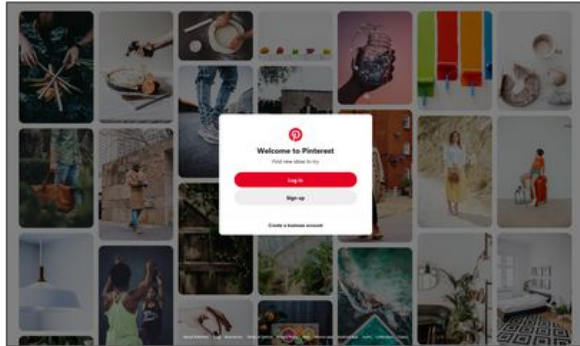
# UI Elements: Cards



**Cards** are UI elements that are used to separate similar content visually with a literal box.

# UI Elements: Cards

You have seen cards if you use the internet. Websites like Facebook, Twitter, and Pinterest are places where cards became popular as a design trend.





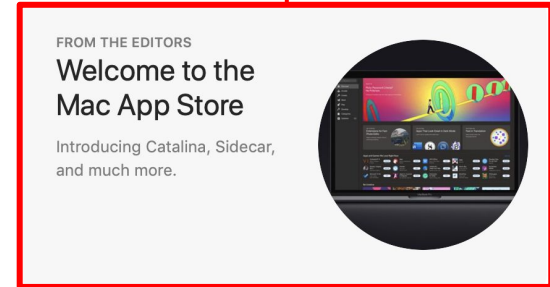
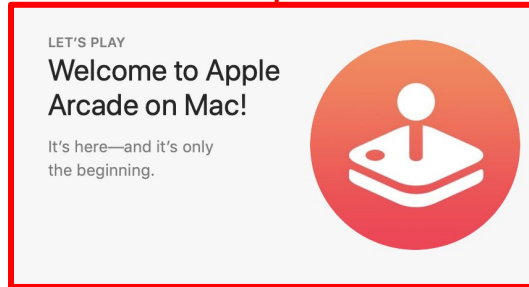
**The purpose of cards** is to make your content more digestible by grouping elements together that have related content.



# UI Elements: Cards

Notice how these two cards visually separate the content with the grey background.

Analyze the contents of the cards. Notice how each card contains only information that relates to everything else on the card.



Apps and Games We Love Right Now

[See All](#)



macOS Catalina

[VIEW](#)



Ecosia

[GET](#)

# Card Design Best Practices

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01

Keep it simple.

02

Direct your user to the desired action.

03

Use images strategically.

04

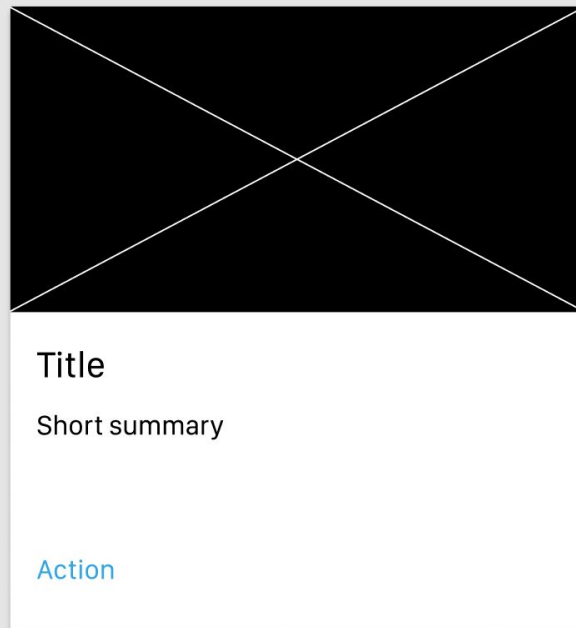
Support micro-interactions.

# Card Design Best Practices

## 01 Keep it simple.

Cards are used to focus our users on specific information.

Everything in the card should be relevant.



# Card Design Best Practices

02

**Direct your user to the desired action.**

Users will automatically want to click on cards when they see them.

Give them clear CTAs and ways to convert on your content.

## **bauhaus100 Newsletter**

The bauhaus100 newsletter will be circulated from time to time with news about the Bauhaus Centenary 2019.

Email address

☐

I agree to the data protection declaration .

**Subscribe to newsletter**

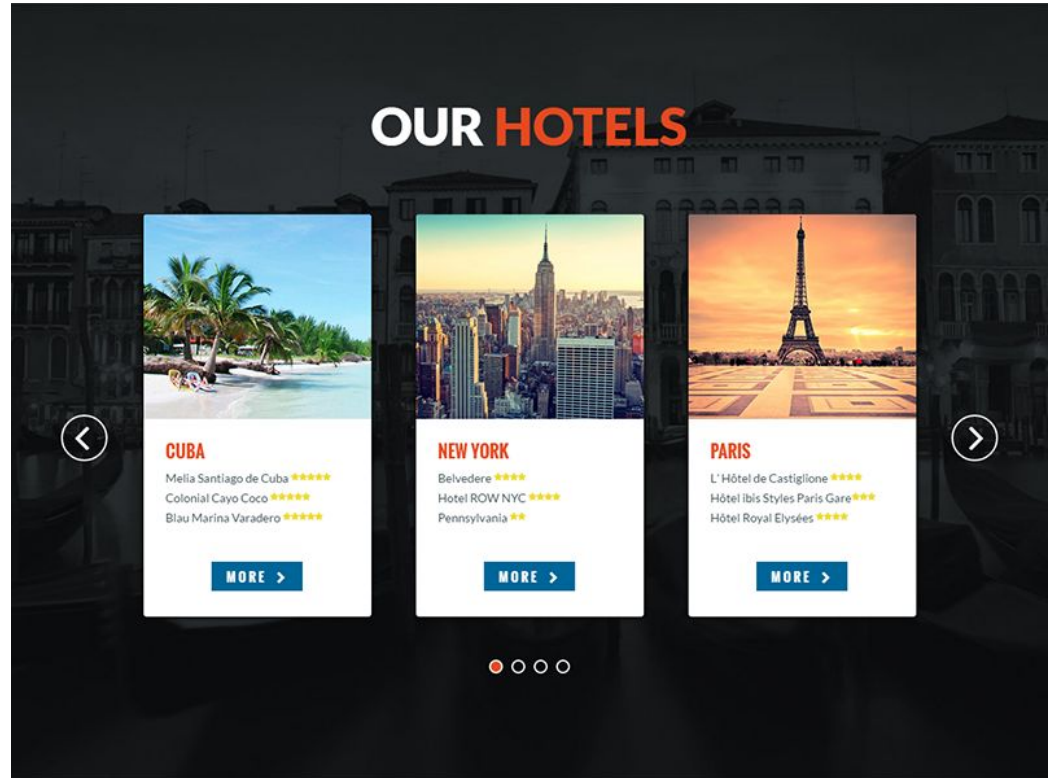
# Card Design Best Practices

03

## Use images strategically.

Use eye-catching imagery that relates to the topic of the card.

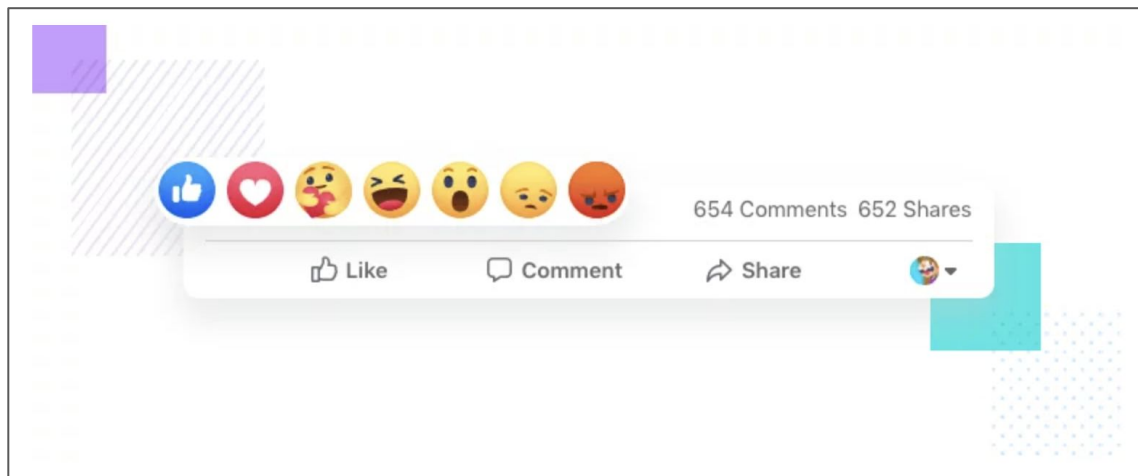
If the images and headline don't match, there will be confusion.



# Card Design Best Practices

## 04 Support micro-interactions.

Even simple interactions  
add life to your cards  
(Like, Share, Favorite button, etc.).



# Cards Component Sample Code

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286x180

## Card title

Some quick example text to build on the card title and make up the bulk of the card's content.

Go somewhere

```
<div class="card" style="width: 18rem;">
  
  <div class="card-body">
    <h5 class="card-title">Card title</h5>
    <p class="card-text">Some quick example
    text to build on the card title and make up
    the bulk of the card's content.</p>
    <a href="#" class="btn btn-primary">Go
    somewhere</a>
  </div>
</div>
```



# Instructor Demonstration

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## Customize Bootstrap 4 Cards





## **Activity:** Webpage Funnel Customization: Part 3—Cards to Footer

In this activity, you'll customize the cards on your template site.

Suggested Time:

30 Minutes

# Your Cards Should Look Like the Following

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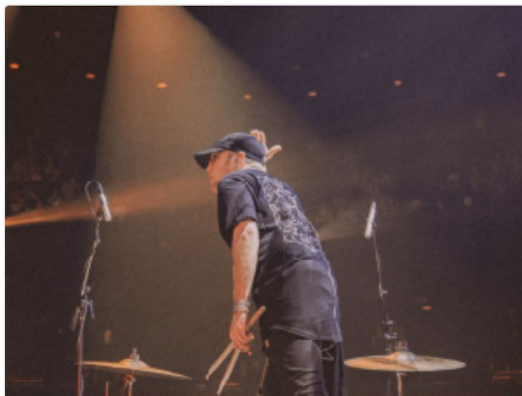
## Shows Near You



### Melbourne, Australia

Come see Slipknot unleash their new album "We Are Not Your Kind"

[Go somewhere](#)



### Chicago, Illinois

Metallica finally returns to the big stage in Chicago Illinois

[Buy Tickets](#)



### Long Beach, California

The Red Hot Chili Peppers take the stage at the Honda Center


[Buy Tickets](#)

# Customize Content



# Your Content Should Look Like the Following


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**We are always here to help!**

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod Lorem ipsum dolor sit amet.


Contact Us



**The best prices!**

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod Lorem ipsum dolor sit amet.

Learn More



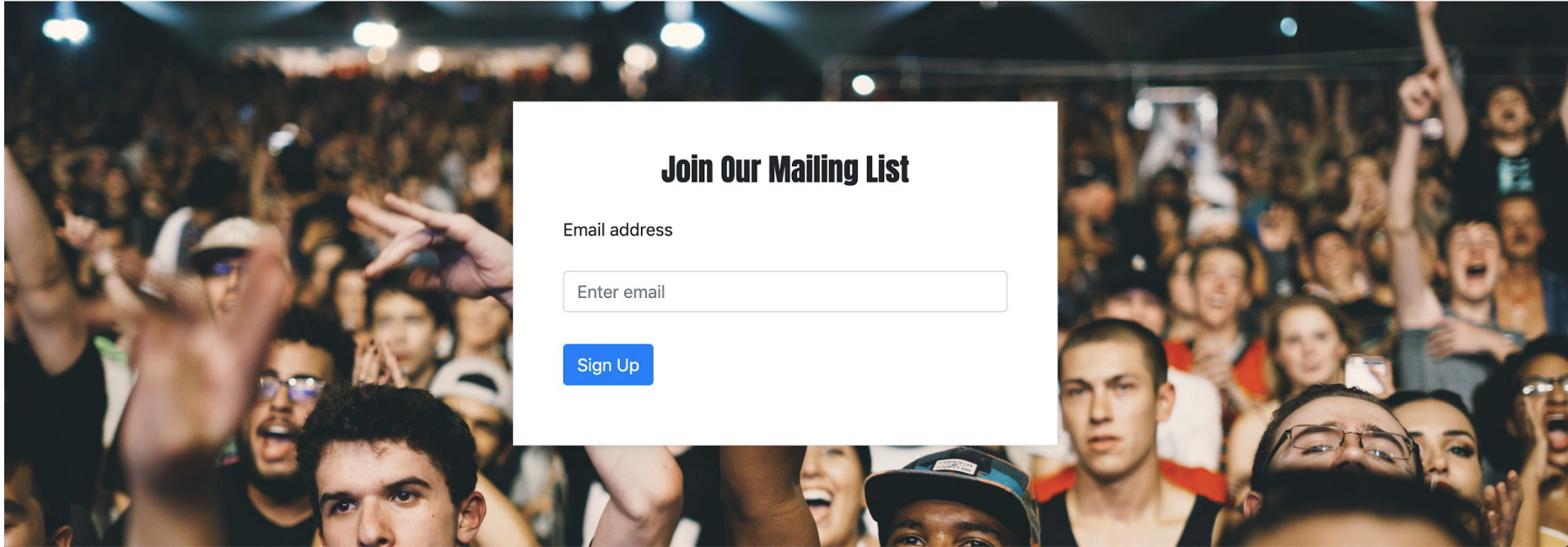
**The best shows!**

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod Lorem ipsum dolor sit amet.

More shows

# Your Footer Should Look Like the Following

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Time's Up! Let's Review.

# Webpage Funnel Best Practices

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01

Identify three main CTAs that are important for your business (e.g., sign up for the mailing list, become a member, etc.).

02

Each section needs to be focused on one topic, and everything in that section must relate to that topic.

03

Each section should relate to a specific user demographic. Is this section for the run-of-the-mill user or is it for a team lead/decision maker?

A close-up, high-angle shot of a computer keyboard. The central focus is a large, white, rectangular key with rounded corners. On this key, there is a dark blue icon of a coffee cup with three wavy lines above it representing steam. Below the icon, the word "Break" is printed in a dark blue, serif font. The key is set against a light-colored, textured keyboard surface. Surrounding the main key are other keys, including one with a double quote symbol to the left and one with a dash/underscore symbol to the right, all slightly out of focus.

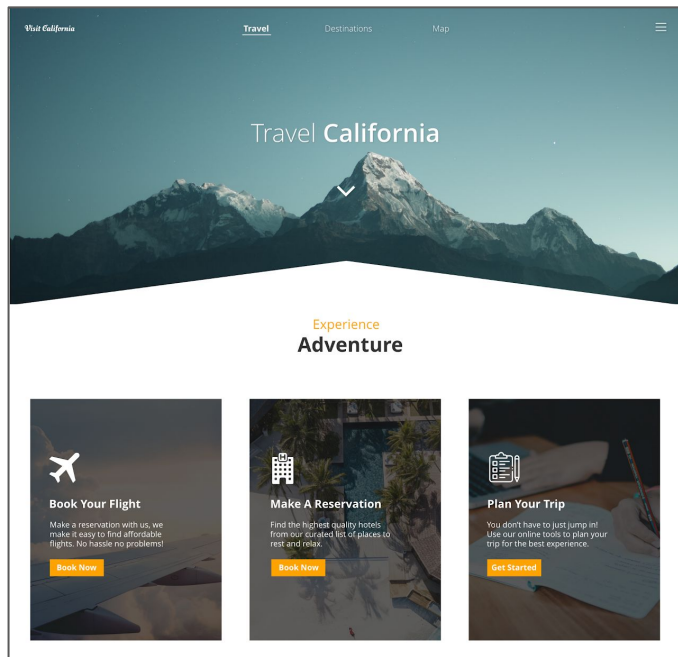
Break



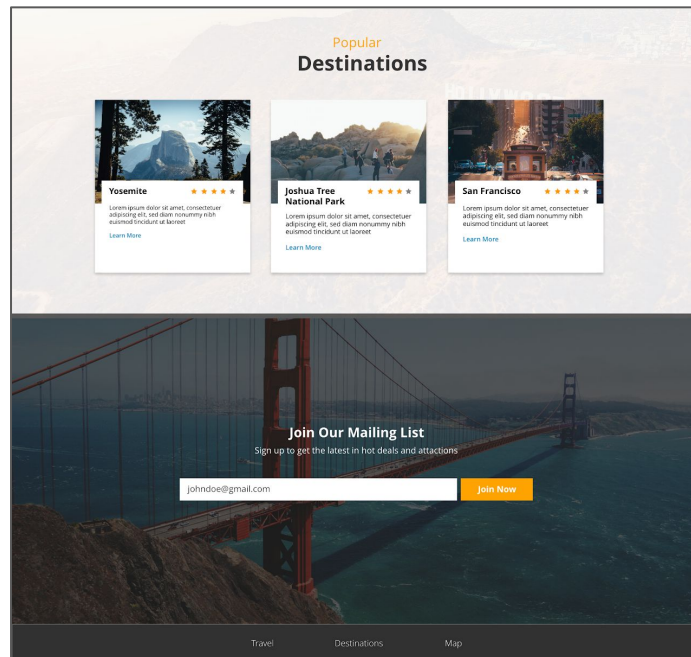
# Travel California

# Today We Build—Travel California

## Top half



## Bottom half



# Today's Progress

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Learn how to build prototypes using Bootstrap 4.

01

**First half: front-end  
development first steps**

Customize the following sections:

2. Preparing Web-Ready Assets



02

**Second half: coding Travel  
California**

Customize the following sections:

3. Build Travel California



# How Bootstrap Fits In


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Now that you know how to use Bootstrap, its benefits, and how to customize it, you can perform the following tasks:



# A Day in the Life of a Front-End Developer



A woman with dark hair in a bun, wearing a bright yellow sweater and blue jeans, is sitting on a windowsill. She is holding a white mug in her left hand and has a laptop open on her lap with her right hand on the keyboard. She is looking out the window. A large yellow circle is overlaid on the left side of the image, containing text.

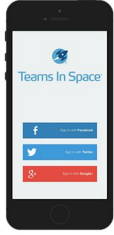

A front-end  
engineer starts  
their day reviewing  
technical  
documentation.

# A Day in the Life of a Front-End Developer

A project manager will assign you tasks in the form of a requirements document.

This document will be composed of goals, a user persona or a user story, some wireframes, functional requirements, and nonfunctional requirements.

## User interaction and design

Description	Login screen	Activity stream
Mockup		

## Questions

Below is a list of questions to be addressed as a result of this requirements document:

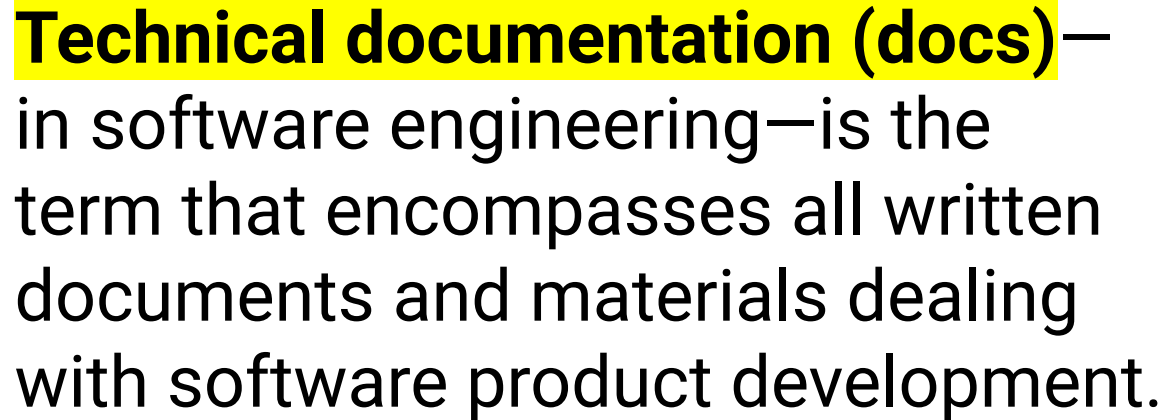
Question	Outcome
What about Google Apps	<ul style="list-style-type: none"><li>• We think this is important, but not for version one.</li><li>• We can look at this at a later stage.</li><li>• 💡 It might be worth someone looking into a shared notification library to do this.</li></ul>
Are we supporting Blackberry?	<ul style="list-style-type: none"><li>• Again, not for initial version - but we haven't had much demand for this.</li></ul>
Should we have an offline mode?	<ul style="list-style-type: none"><li>• We've talked about the pros and cons. In brief:<ul style="list-style-type: none"><li>➕ Seamless experience for customers, they won't notice if there is a connection issue</li><li>➕ Most of our competitors don't have this</li><li>➖ Could be expensive to build</li><li>❓ Should we spike this at a later sprint?</li></ul></li></ul>

## Not Doing

- Google Apps Authentication - out of scope, see above for details
- Blackberry support - we won't look at doing this, if demand picks up we can look at it.
- Native app. We are starting with a mobile web view first and get back to a native app depending on feedback that we get.

👍 Like Be the first to like this

requirements ✎

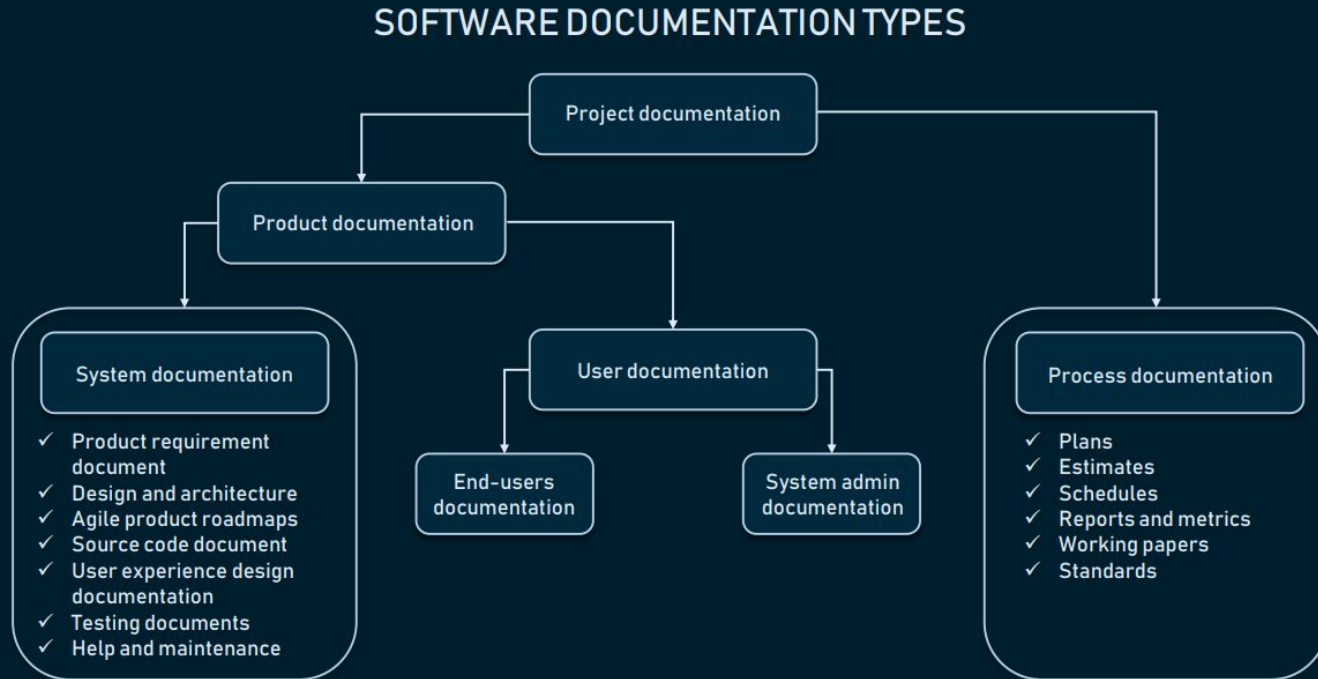


**Technical documentation (docs)**—  
in software engineering—is the  
term that encompasses all written  
documents and materials dealing  
with software product development.



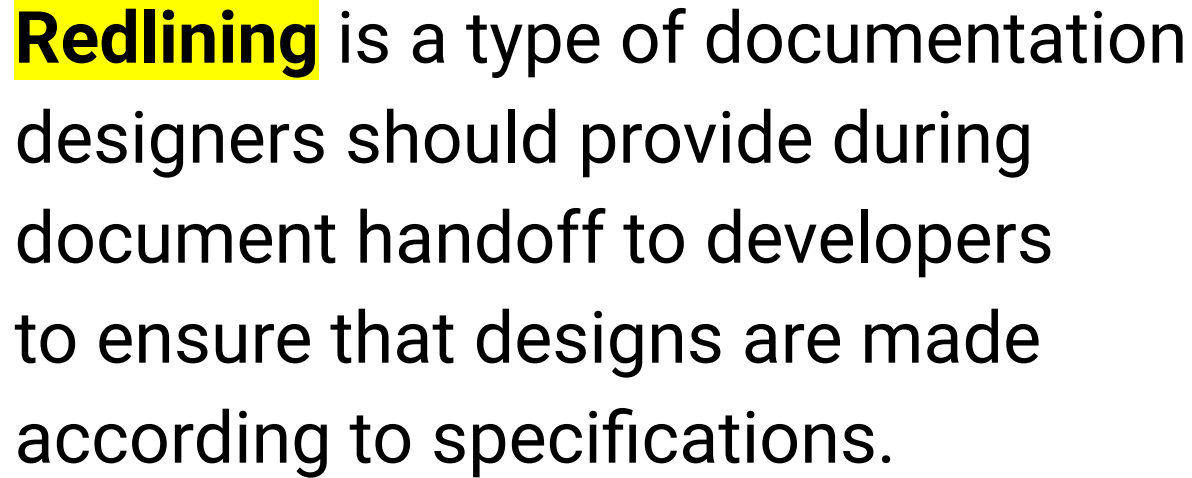
# There Are Many Types of Documentations

The main goal of effective documentation is to ensure that developers and stakeholders are headed in the same direction to accomplish the objectives of the project.





What is redlining?



**Redlining** is a type of documentation designers should provide during document handoff to developers to ensure that designs are made according to specifications.

# What Is Redlining?

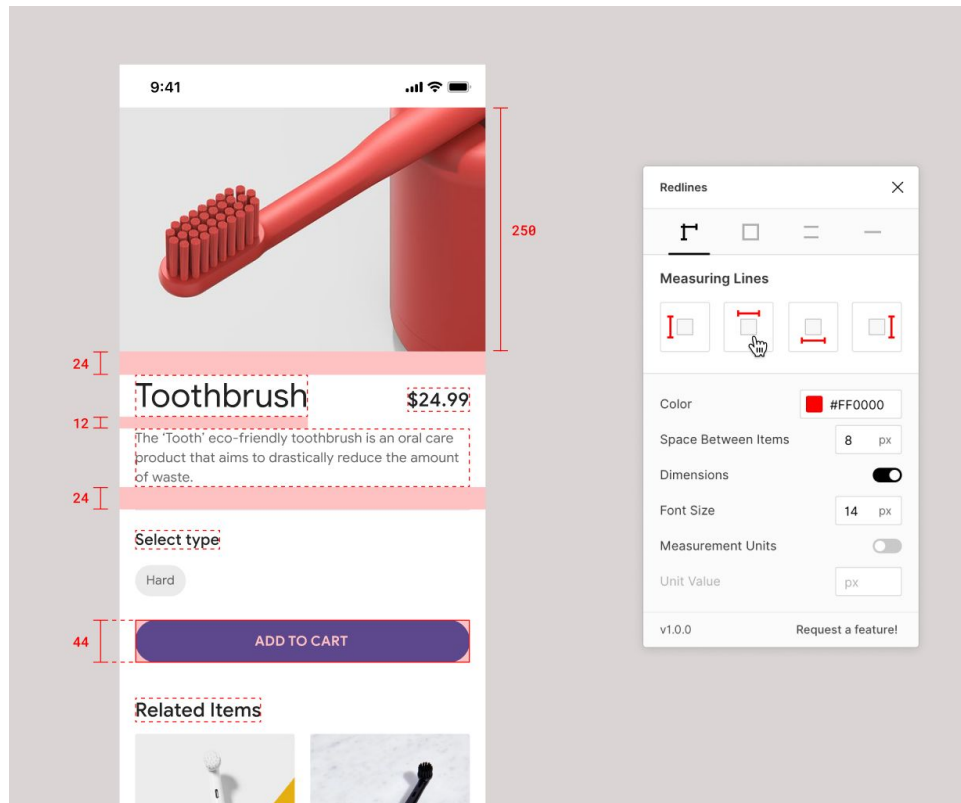
“Redline” refers to the literal guides, which are often red lines, within a document that communicate exact spacing, margins, etc. Tools like Figma and Zeplin make this an easy process.



Figma



Zeplin



# Front-End Developer First Steps

# Image Compression

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Believe it or not, knowing how to compress an image is a handy skill in the real world.



# First Steps: Folder Structure

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Generally, freelance work will come with a design brief and working files (an Illustrator, Adobe XD, or Photoshop file) for the designer to generate the assets they'll need.

**Sometimes the client provides the pre-exported assets, but this is rare, so the designer should expect to create all the assets.**



01

Create the project folder structure.



02

Give the project a name, followed by an image folder and a CSS folder.



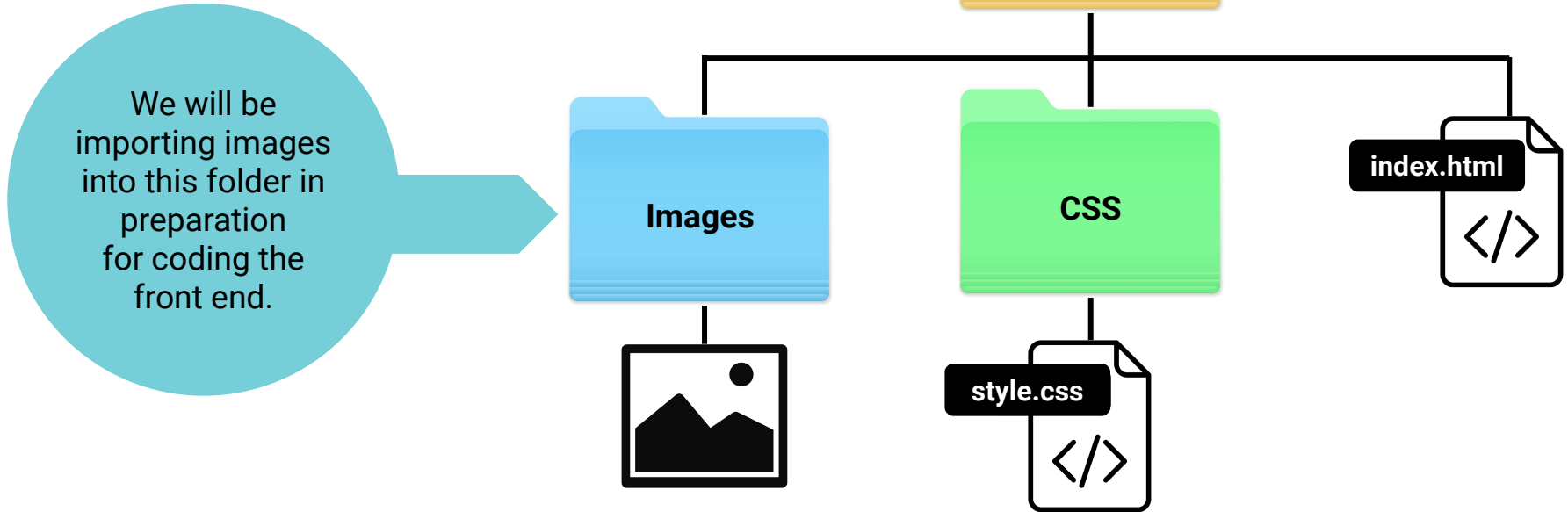
03

Import images into the images folder in preparation for coding the front end.

# First Steps: Folder Structure

First, create the project folder structure.

Give the project a name, followed by an image folder and a CSS folder.





# Preparing Assets for the Web



Setting up web assets is a key step in preparing to code a project. It interrupts the workflow when writing code to stop and export a file. You'll want to have all assets available and organized to focus on the code of the site.

# Preparing Assets for the Web

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Before beginning to code, three things that should take place:

01

Agree on the scope and design of the project.

02

Have all the assets named, compressed, and ready to go to avoid having to stop and search for the correct image in the design.

03

Have the file and folder structure set up, so you can focus on the job at hand, coding the layout of the design.

# Optimize Design Files for Developer Handoff

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While handing off designs to developers frequently happens after a major project milestone, here are some things you can do earlier in the design process to set up your files to improve handoff.

01

Assign descriptive names to your site images.

02

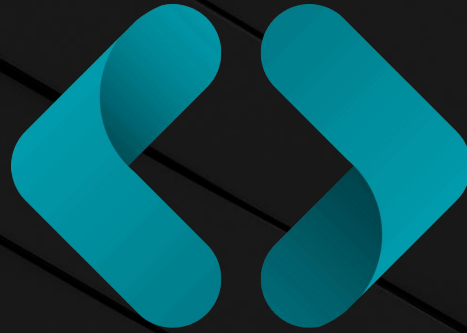
Choose the desired image file type.

03

Resize your images: large files on your website can affect the loading speed.

04

Optimize your images.



Time to <code>



# **Activity: Build the HTML, Part 1**

In this activity, you'll build the HTML for your webpage.

Suggested Time:

50 Minutes



Time's Up! Let's Review.

# Let's Review: Build the HTML, Part 1

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What components did you use to help speed your development process?



Do you feel like using a component helped you develop this site faster?



Does anyone have any questions about how to use the col classes to build containers?



# Let's Style Our Webpage!

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## **Activity: Build the CSS, Part 2**

In this activity, you'll apply the CSS properties you've learned to make your design look cool!

Suggested Time:

15 Minutes



**Time's Up! Let's Review.**

# Questions?



