

MMP 350 CSS Week 3 Class 1

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Goals for Week 3 Class 1

1. Schedule Website Critiques
2. Review wireframing
3. Moqups exercise
4. Discussion about responsive and adaptive design

Where We're Headed in Week 4

Today's class is intended to provide students with a foundation for their mid-term assignment, as well as to prepare them for the next two weeks where we will be implementing prototypes, first using the bootstrap framework and then with SASS.

Wireframe tools

What is wireframing?

A wireframe is a schematic diagram or blueprint for a website. Wireframes are used by designers to visualize, and thereby understand, the relationship between screen elements.

Exercise 1: Wirefy

Purpose

To use the wirefy tool to examine the structure of webpages.

Background

Wirefy is a [bookmarklet](#). A bookmarklet is a bookmark stored in a web browser that contains JavaScript commands that add new features to the browser. Wirefy lets you turn any webpage into a wireframe.

Step 1

Go to [wirify.com](https://www.wirify.com):

<https://www.wirify.com/about/wirify-overview-and-why/>

Step 2

Make your bookmarks toolbar active:

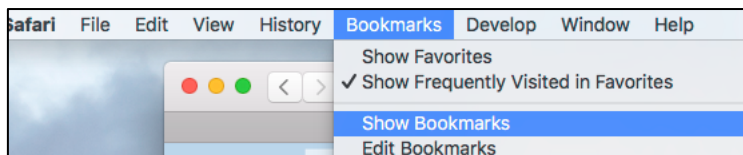


Figure 1: Activating the bookmarks toolbar in Safari.

Drag the Wirefy link (Wirify by Vokside) to your bookmarks toolbar (figure 2)

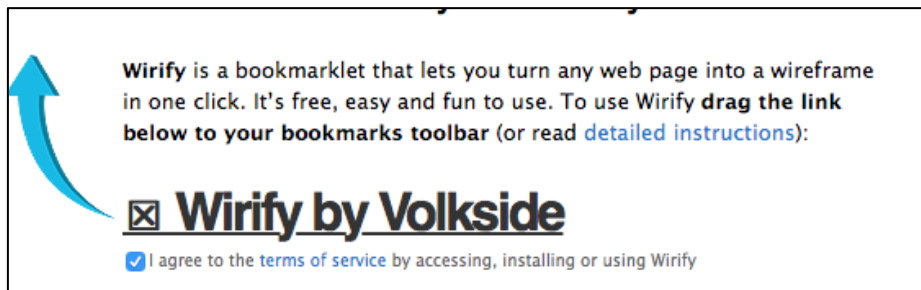


Figure 2

Step 3

Go to a favorite website and click on the Wirify by Volkside link on your bookmarks toolbar (figure 3).

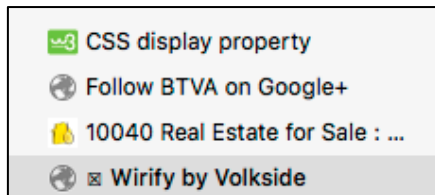


Figure 3

Exercise 2: Moqups

Purpose

To explore common features of the most common collaborative wireframing tools, moqups.com

Step 1

Go to moqups.com

<https://app.moqups.com/edit/page/ad64222d5>

Step 2: Sign up for Free Account

To activate your free account, click on the [Free Plan](#) link at the bottom of the moqups.com homepage (figure 4).

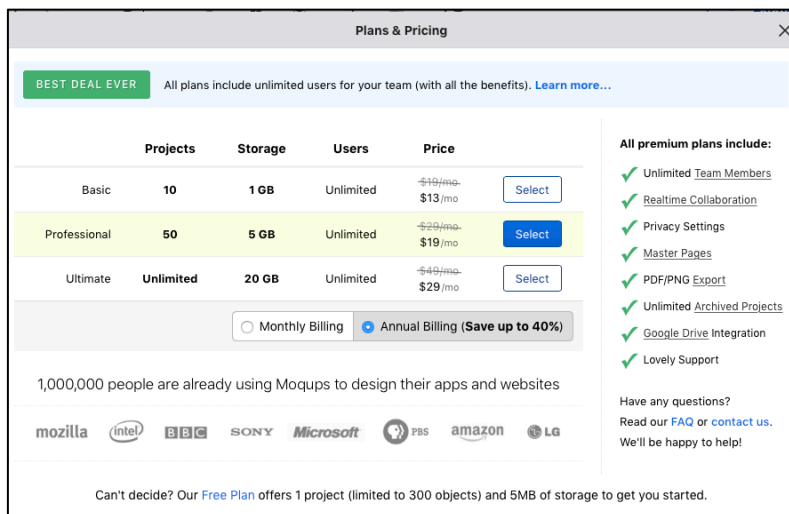


Figure 4: The moqups.com homepage

Step 3

Once you have created a project, review the instructions on the main page and then delete them.

Step 4: Edit the header

Edit the main heading to say [Your Name] Portfolio (figure 5)



Figure 5: Adding a header to a moqups.com page

Double click on the text to change its formatting (figure 6)

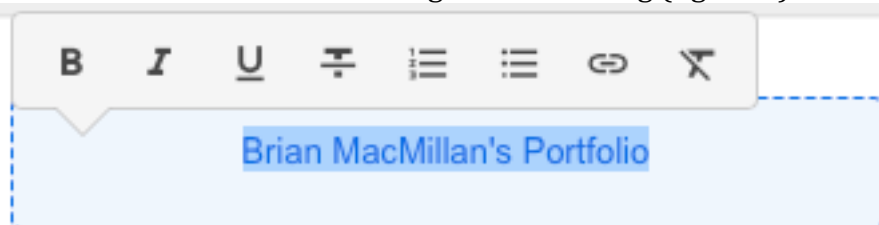


Figure 6: Applying basic text formatting



Figure 7: Changing to Format mode

Change the color and font size of your heading text. The settings in figure z result in the output in figure 8.

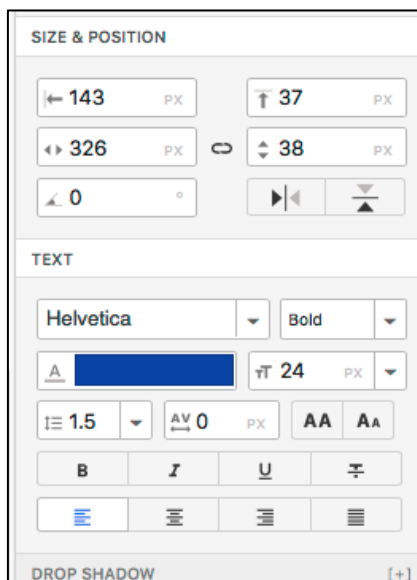


Figure 8: The text format in moqups.



Figure 9: The results of the text formatting decisions illustrated in figure 8.

Step 5: Add an icon to the header

Click on the [Icons](#) icon on the left hand panel (figure 10).



Figure 10: The Icons menu item

Select an icon from the fly-out panel that appears, for example the Android icon (figure 11).



Figure 11: The Android icon from the moqups icon fly-out panel.

Drag the icon to your header and format the results. They should look something like figure 12.



Figure 12: header with icon

Step 6: Insert image

Click on the Images menu item on the left hand menu and then [Upload images](#) link to add an image to your project (figure 13).

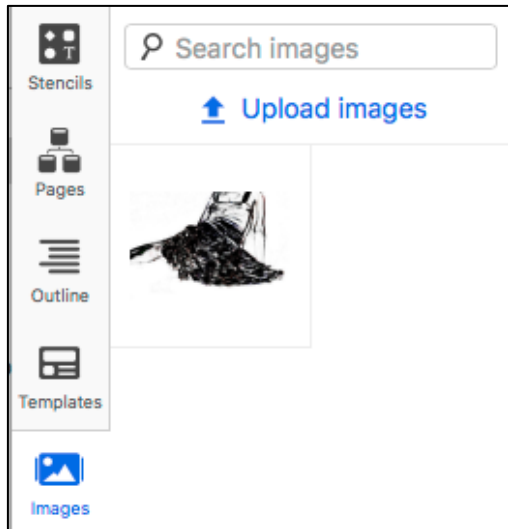


Figure 13: Once you have uploaded an image it will appear in the images palette Only jpgs, png and gif formats are supported.

Step 7: Add a link

Click on the [Stencils](#) icon to get access to basic HTML elements (figure 14)

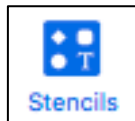


Figure 14: the [Stencils](#) menu item.

Click on the Link menu item and drag a link to your page (figure 15).



Figure 15: The [Link](#) menu item

Double click on the link and change its text to read [Login](#).

Step 8: Preview the Result

Click on the [Preview](#) button in the upper right hand corner of your screen to preview your work as if it were a functioning webpage.

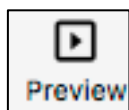


Figure 16

Click on the [Edit Project](#) button to exit from preview mode.

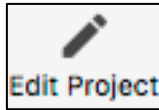


Figure 17

Your page should now look something like what is illustrated in figure 18.



Figure 18: Mockup page with icon, header, image and link.

Step 9: Create a login page

Click on the [Pages](#) icon and then on the [New page](#) option (figure 19). Name the page [Login](#). While you're at it, rename your first page to [Home Page](#).

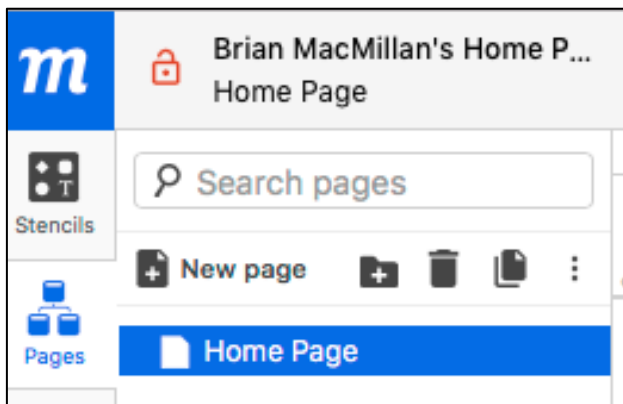


Figure 19: The pages icon.

Now edit the login page so that it looks like figure 20. This page will use Heading, Label, Text Input, Text Area, Checkbox and Button elements.

Login

User Name

Email address:

Terms and conditions

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nulla quam velit, vulputate eu pharetra nec, mattis ac neque. Duis vulputate commodo lectus, ac blandit elit tincidunt id. Sed rhoncus, tortor sed eleifend tristique, tortor mauris molestie elit, et lacinia ipsum quam nec dui. Quisque nec mauris sit amet elit iaculis pretium sit amet quis magna. Aenean velit

☒ Agree to terms and conditions

Figure 20

Step 10: Modify the Login Link on your home page to launch the login page.

Navigate to your home page, select the [Login](#) link and then click on the [Interactions](#) button on the upper right hand corner of the screen. It has a lightening bolt icon (figure 21).

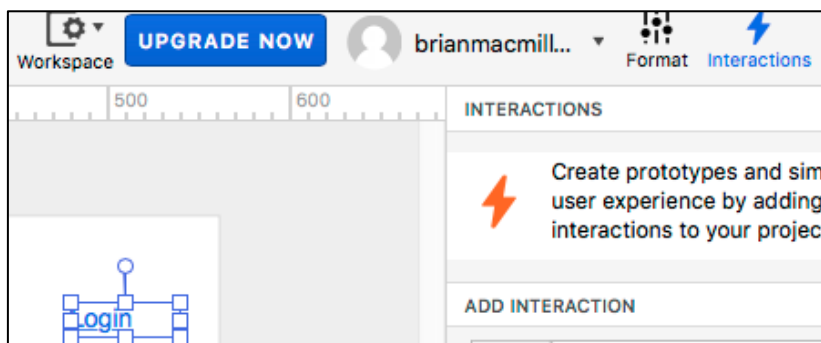


Figure 21

To add an interaction you need to select an event (Click), and action (Go to Specific Page) and a target page (Login) (see figure 22)

ADD INTERACTION

ON

DO

TARGET

Figure 22

Step 11: Add an Interaction to the Submit button

Add an interaction to the Submit button that returns the user to the Homepage.

Step 12: Save your Project

To save your project click on the main menu, which is activated by clicking on the mockups logo on the upper left hand corner of the page (figure x) and selecting Save. Note that unless you pay, you can only save one project and you cannot export your work.

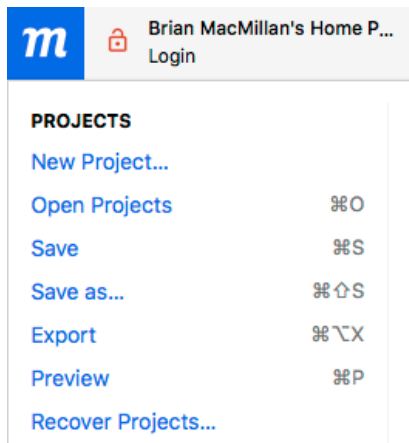


Figure 23: the Mockups Main menu.

Step 13

If you finish this exercise before the rest of the class, either read the articles linked to at the bottom of this document, or begin your homework assignment.

Responsive / Adaptive Design

Responsive design is the practice of designing websites that change style and layout to fit a variety of devices with different dimensions, screen densities and functionalities to create an optimal viewing experience based on a single template. In responsive design, the rules will move fluidly between sizes, applying new dimensions to every dimension.

Like responsive design, **adaptive design** changes based on screen size and density, but adaptive design generally pinpoints specific breaking points or thresholds and creates designs for those points.

Both concepts are rooted in the idea of **progressive enhancement**, the idea that websites should be designed to provide the basic content to any device, while progressively introducing enhanced design possibilities for modern devices.

Class Exercise: Analysis of an Adaptive Webpage

Go to <http://www.houstonchronicle.com>

Change the size of the screen. What happens?

Activate the Inspect Element tool (figure 24)

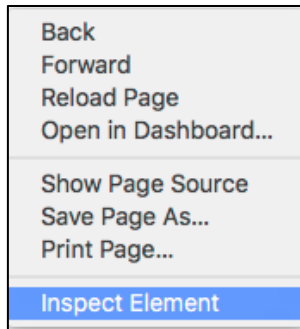


Figure 24: Right click to inspect elements of a web page.

If you are using Firefox change the location of the Inspect Element frame clicking on the left hand button, illustrated in figure 25, below. What happens?



Figure 25. In Firefox you use the icon on the left to move the position of your inspection frame.

Answer: The width of the content adjusts dynamically.

Question: What is the width of the header element?

Answer: 100%

Question: Why a percentage and not an absolute number?

Question: What is the width of the body element?

Question: How does the width of the content element vary as screen width changes?? What is the maximum size of #content? What is the minimum size?

Question: The site uses a very common framework. Which one?

Readings

1. [Responsive design](#)
2. [Fixed, fluid and elastic layouts](#)
3. [Adaptive vs. Responsive](#)
4. [Progressive enhancement](#)

Homework

1. Mockup your Midterm Project.
2. Read the articles in the readings section