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Welcome

- Fundamentals over framework
 - I'm not a framework guy. I'm a fundamentalist. I believe in the fundamentals: HTML, CSS, JavaScript. You can do your job with this holy trinity: HTML, CSS, JavaScript. Often frameworks are a crutch for people who never learned the fundamentals. I'm not going to teach you that. I'm going to make you strong with the fundamentals, and then if you choose to branch out into frameworks like bootstrap or, god help you, JQuery, then at least you'll know what is going on and how to fix it when it breaks.
- Too much rather than not enough
 - I'd rather give you too much material than not enough

Getting Started

Should You Even Learn Web Dev - Websites vs Apps

- [video & transcript - Rand Fishkin at Moz](#)
 - unless you're top 100 app potential, web makes more sense than mobile today
 - The top 25 to 50 apps in mobile — and it depends on who you ask — some sources are showing that just the top 5 apps are responsible for 80% to 90% of all app usage.
 - the average mobile owner uses about 24 apps per month, 24 unique apps per month and visits between 10 and 30 times as many unique websites in a given month.
- [What the web can do](#)
- salary web programmer
 - [google search](#)
 - [us news & world report](#)
 - [Hack Reactor](#)

Resources

There is a sea of information on how to learn web programming today. I've looked at most of it. Here are the resources which I think are the best. This is the pathway which I recommend:

- [these notes](#) & [comprehensive notes](#)
- [codecademy.com/html/css](#)
- <http://learn.shayhowe.com/>
- [MDN Learning The Web](#)

- layout
 - [box model](#)
 - <http://learnlayout.com/>
 - <https://css-tricks.com/snippets/css/a-guide-to-flexbox/>
- reference
 - [MDN](#)
 - [all HTML elements](#)
 - [all HTML attributes](#)
 - [CSS Reference](#)
 - <http://caniuse.com/>
 - <http://www.webplatform.org/>
- css selectors
 - <https://css-tricks.com/how-css-selectors-work/>
 - <https://docs.webplatform.org/wiki/css/selectors>
 - https://docs.webplatform.org/wiki/tutorials/using_selectors
 - [MDN](#)
- tools
 - [structured data](#)
 - [google fonts](#)
 - [autoprefixer](#)
 - craftsmanship
 - [workmanship manual](#)
 - [code guide](#)
 - performance
 - [browser diet](#)
 - [Google Web Fundamentals](#)
 - [My Notes: Critical Rendering Path](#)
 - favicon
 - <http://realfavicongenerator.net/>
 - [remote debugging on android](#)
 - [css lint](#)
 - [JSON editor](#)
 - [emmet cheat sheet](#)
 - <http://codepen.io/>
- stats
 - <http://cssstats.com/>
- staying current
 - [The Web Ahead](#)
 - [Rand Fishkin at Moz](#)
 - <http://html5weekly.com/>

How To Succeed

- focus
- get in front of what's coming and let it hit you

Getting The Code Used In This Course

- download the zipped folder of code here:
 - <https://github.com/GoesToEleven/html-css>

Workflow Preview

- creating a web page
- pushing to github
- 001_workflow-preview

Configuring Your Environment

Editors - WebStorm

Choose one editor and get good at it. You don't need to have all three of these editors, or even watch all three of the editor videos. Just choose one editor. That's it. Just one.

- <http://color-themes.com/> - [relax your eyes](#)
- [font - Bitstream Vera Sans Mono](#)
- [my settings for webstorm which you can import](#)
 - install the font
 - use "import settings" in webstorm
- live preview
 - you will also need this: [chrome jetbrains plugin](#)

Editors - Atom.io

- running from the command line on Mac
- opening your project folder
- live preview

Editors - Sublime

- Sublime is hugely popular but I do not care for it. It is my least favorite of the three editors / IDEs presented. In this video, I share my reasons why I don't like Sublime. For

many, however, Sublime is their first choice so I feel compelled to include a short video about it as a possible choice for an editor.

Terminal Overview

- CLI vs GUI
- History of Computers
 - Xerox PARC
 - Steve Jobs
 - Bill Gates

Terminal Essentials

- basic commands
 - pwd
 - cd
 - cd /
 - cd ../
 - ls
 - ls -la
 - cmd + k
 - cmd + c (this stops a running process)
 - nano (opens editor)
 - cat (prints out contents of a file)

Terminal Emulator on Windows

- use one of these emulators on windows
 - <https://desktop.github.com/>
 - change settings to “git bash”
 - in Windows, search for “git bash” then run it
 - <http://babun.github.io/>

Github Overview

- Github is like facebook but for code: it allows you to share your code with others. Just like you share moments of your life on Facebook, so too can you share moments from your coding on Github. Why would you want to do this? There are many reasons to use github, but here are three: (1) it allows others to have insight into who you are as a coder, (2) it is Version Control Software (VCS) which allows you to collaborate easily with others, and (3) it is a repository for storing your code online.

Github Repository Creation

- creating a repo

Github Essentials

- basic commands
 - git status
 - git add --all
 - git commit -m "some msg"
 - git push
 - git log
- github workflow
 - you change files and then run these commands
 - git add --all
 - git commit -m "some msg about the changes"
 - git push

Review

- editors
 - webstorm
 - atom
 - sublime
- terminal
 - GUI vs CLI
 - basic commands
- git
 - git vs github
 - creating a repo
 - basic commands

Introduction to HTML

History of Internet & WWW

- arpanet
- circuit-switching vs packet-switching
- Tim Berners-Lee

HTML, CSS, JavaScript

- The holy trinity: structure, formatting, functionality
- 003_html-css-javascript

Understanding HTML Terms

- elements, tags, attributes, values
- comments
- 004_element-tags-attributes-values
- 005_comment

HTML Document Structure

- basic html page
- self closing elements
 -
 - <input>
 - <link>
 - <hr>
 -

 - <embed>
 - <meta>
 - <param>
 - <source>
 - <wbr>
- code validation
 - <http://validator.w3.org/>
 - <http://jigsaw.w3.org/css-validator/>
- 006_document-structure

Build Web Pages

- [MDN](#)
 - [all HTML elements](#)
 - [all HTML attributes](#)
- 007_build-web-pages

HTML File Naming Conventions

- HTML pages should be saved with the **.html extension**

- 90% of the time the home page of your site will be named **index.html** in order to be picked up by the browser as the default document.
- Use **alphanumeric** only in page names. That is, a-z, 0-9. The only exceptions are: **-(dash)**, **_(underscore)** and **~ (tilde)**.
- **Never use spaces** in the file name of anything destined for the web, as spaces will be encoded by the server, producing long and ugly URLs. Replace spaces with hyphens.
- Use **lowercase** exclusively when naming files, as some web servers are sensitive to case.
- When planning a site, create a naming convention for files and stick to it without exception.
- Always <title> a page the moment you create it, using a convention you have created. Too often this task falls by the wayside and is neglected, resulting in irrelevant or confusing titles, or no title at all.
- Always remain aware where you are saving files, and be consistent about doing so. New web developers often experience a great deal of frustration and confusion because they're looking at the wrong version of the file they think they are working on. For that reason, I strongly suggest saving only one copy of any file: do not try to retain multiple versions of the same page. If you start a new page, give it a completely different (and appropriate) file name.

HTML Folder Structure

- css
- js
- imgs
- pics

Relative vs Absolute URLs

- relative
 - within one domain / website: relative to one resource, where is the other resource
 - example:
 - pic/anatomy-of-an-html-element.png
- absolute
 - full URL
 - https://developer.mozilla.org/en-US/docs/Learn
 - from the root of a site, where is the resource
 - *"If the path part of the URL starts with the "/" character, the browser will fetch that resource from the top root of the server, without reference to the context given by the current document."* (source: [MDN](#))
 - /pic/anatomy-of-an-html-element.png
- 008_absolute-url

[Emmet.io](https://emmet.io)

- [emmet cheat sheet](#)
 -

Hands-On Exercises

- Hello World
 - Create a webpage with a paragraph that displays “Hello World”
- A novel
 - Create a webpage that has headings and paragraphs
- 010_example-files

Review

- History of Internet & WWW
- html, css, javascript
 - structure, formatting, functionality
- document structure
- elements, tags, attributes, values
 - opening tag, closing tags
 - self closing tags
- code validation
- MDN, documentation, all HTML elements
- file naming, folder naming
- Relative vs Absolute URLs
- emmet

Introduction to CSS

CSS Overview

- css allows us to format
- selector, property, value
- css rules - cascade
- [inline](#), [internal/embed](#), [link](#), [@import](#)

Selectors - Basic

- type, class, id, attribute

Selectors - Combinations

- descendent (article h2)
- direct child (article > h2)
- sibling (article ~ h2)
- adjacent sibling (article + h2)

Selectors - Pseudo Classes

- a:link
- a:visited
- a:hover
- a:active
- a:focus
- input:enabled
- input:disabled
- li:first-child
- li:last-child
- div:only-child
- p:first-of-type
- p:last-of-type
- img:only-of-type

CSS Resets

- [sanitize.css](#) (newest)
- [normalize.css](#) (older)
- [meyer css reset](#) (oldest)

Hands-On Exercises

- Hello World
- A novel
- Data table

Hands-On Solutions

- Hello World
- A novel
- Data table

