PER SCHOLAS

ALAB 326.3.1:

Developing with Bootstrap

Version 1.1, 02/05/24

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Introduction

This lab tasks you with refactoring some previous assignments to use Bootstrap.

You will revisit some familiar challenges from Frontend Mentor, and replace your custom CSS with Bootstrap utility classes and components in order to achieve a similar result.

Objectives

- Use Bootstrap utility classes to style a professionally designed web component.
- Use Bootstrap components to simplify the process of creating common elements.

Submission

Submit your completed lab using the **Start Assignment** button on the Assignment page in Canvas.

Your submission should include:

- A link to your GitHub repository or repositories for the challenges presented.

Instructions

Step 1: Fork and Refactor

The following steps will ask you to re-complete the Frontend Mentor challenges you faced in [ALAB 326.2.1 - Practicing Implementation](#), this time using Bootstrap.

For each challenge, fork your previous repository to use as a starting point. You will then refactor your existing code to use Bootstrap wherever possible. Try to avoid using custom CSS!

Since you already have custom CSS in place, your goal is to develop associations between CSS styles and the Bootstrap classes that control them.

The result may not be *exactly* the same as what you started with, or the design you are aiming for. That is okay! The goal of this assignment is to practice using Bootstrap for the first time, not to be perfect with it.

Remember to check the Bootstrap documentation for additional classes and components that may aid you in this process!

Step 2: The First Challenge – QR Code Component

Your first challenge is to complete the **QR Code Component**.

The challenge brief is as follows:

> *Your challenge is to build out this QR code component and get it looking as close to the design as possible.*
>
> *You can use any tools you like to help you complete the challenge. So if you have something that you would like to practice, feel free to give it a go.*
>
> *Download the starter code and go through the README.md file. This will provide further details about the project. The style-guide.md file is where you will find colors, fonts, etc.*

Once you have completed this challenge, move on to the next one below.

Step 3: The Second Challenge – Blog Preview Card

Your second challenge is to complete the **Blog Preview Card**.

Repeat the steps above to get started with this challenge.

The challenge brief is as follows:

> *Your challenge is to build out this blog preview card and get it looking as close to the design as possible.*
>
> *You can use any tools you like to help you complete the challenge. So if you have something that you would like to practice, feel free to give it a go.*
>
> *Your users should be able to:*
>
> ○ *See hover and focus states for all interactive elements on the page*
>
> *Download the starter code and go through the README.md file. This will provide further details about the project. The style-guide.md file is where you will find colors, fonts, etc.*

Once you have completed this challenge, move on to the next one below.

Step 4: The Third Challenge – Space Tourism Multi-Page Website

This final challenge is a significant step up in difficulty and complexity, intended to test your abilities with HTML, CSS, *and* JavaScript: the Space Tourism Multi-Page Website.

It is **not required** to complete this challenge in its entirety for this assignment; however, you should continue to work on this challenge to the best of your ability for the remainder of your available time.

The challenge brief is as follows:

Your challenge is to build out this multi-page space tourism website and get it looking as close to the design as possible.

This project is a collaboration between Frontend Mentor, Scrimba, and Kevin Powell. If you' would like to see how Kevin would tackle the project, you can follow along on Scrimba's free course.

If you are working through it yourself, please use any tools you like to help you complete the challenge. So if you have something that you would like to practice, feel free to give it a go.

If you choose to use a JS-heavy approach, we provide a local data.json file for the different page data. This means that you will be able to pull the data from there instead of using the separate .html files.

Your users should be able to:

○ *View each page and toggle between the tabs to see new information*
○ *View the optimal layout for each of the website's pages, depending on the device screen size.*
○ *See hover states for all interactive elements on the page.*

Download the project and go through the README.md file. This will provide further details about the project and help you get set up.

As noted in the brief above, this challenge has a code-along opportunity through Scrimba. The entirety of that course is about **seven hours** of content, without pausing. This should put the scope of this challenge into perspective – do not worry if you only complete portions of it in the allotted time.

Step 5: Continuing to Challenge Yourself

If you need inspiration or additional practice in the future, return to the Frontend Mentor challenges page for a wide variety of challenges to conquer. Practice makes perfect, especially when that practice results in projects that can be included in your portfolio!