

# **Comp 324/424 - Client-side Web Design**

---

Spring Semester 2019 - Week 1

Dr Nick Hayward

# Course Details

---

## Lecturer

- Name: Dr Nick Hayward
- Office: Doyle 307 (LSC)
- Office hours
  - *Monday afternoon by appointment (LSC)*
- [Faculty Page](#)

# Course Schedule

---

## Important dates for this semester

- Martin Luther King, Jr. Holiday: Monday 21st January 2019
  - **n.b.** no formal class: Monday 21st January 2019
- Project outline and mockup
  - presentation & demo: Monday 11th February 2019
- Spring Break: Monday 4th to Saturday 9th March 2019
  - **n.b.** no formal class: Monday 4th March 2019
- DEV week: Monday 11th to Monday 18th March 2019
  - presentation & demo: Monday 18th March 2019 @ 4.15pm
- Final class: Monday 22nd April 2019
  - presentation & demo: Monday 22nd April 2019 @ 4.15pm
- Exam week: Monday 29th April to Saturday 4th May 2019
  - Final assessment due on Monday 29th April 2019 by 4.15pm

# Coursework schedule

---

## Presentations, reports &c.

- project outline & mockup
  - *due Monday 11th February 2019 @ 4.15pm*
- DEV week demo
  - *due Monday 18th March 2019 @ 4.15pm*
- final team demo
  - *due Monday 22nd April 2019 @ 4.15pm*
- final team report
  - *due Monday 29th April 2019 @ 4.15pm*

# Initial Course Plan - Part I

---

**(up to ~ DEV Week)**

- Build and publish a web app from scratch
  - *general setup and getting started*
  - *maintenance and publication*
  - *basic development and manipulation (HTML, CSS, JS...)*
  - *add some fun with Ajax, JSON, server-side...*
  - *useful data storage techniques and options*
  - *testing...*

# Initial Course Plan - Part 2

---

**(Up to the end of the semester)**

- Augment and develop initial app
- Explore other options
  - *further libraries and options*
  - *tools and workflows*
  - *visualisations, graphics...*
  - *publish (again...)*
- Data options
  - *self hosted (MongoDB, Redis...)*
  - *APIs*
  - *cloud services, storage (Firebase, Heroku, mLab...)*
- React...

# Assignments and Coursework

---

## Course will include

- weekly bibliography and reading (where applicable)
- weekly notes, examples, extras...

## Coursework will include

- exercises and discussions (Total = 20%)
  - *various individual or group exercises and discussions*
- project outline & mockup (Total = 15%)
  - *brief group presentation of initial concept and mockup*
  - *due Monday 11th February 2019 @ 4.15pm*
- DEV week assessment (Total = 25%)
  - *DEV week: 11th to 18th March 2019*
  - *presentation & demo: Monday 18th March 2019 @ 4.15pm*
- end of semester final assessment (Total = 40%)
  - *demo due Monday 22nd April 2019 @ 4.15pm*
  - *report due Monday 29th April 2019 @ 4.15pm*

## Exercises & discussions

---

Course total = 20%

- exercises
  - *help develop course project*
  - *test course knowledge at each stage*
  - *get feedback on project work*
- discussions
  - *sample websites and applications*
  - *design topics, UI and UX concepts*
- extras
  - *code and application reviews*
  - *various other assessments*
  - *peer review of demos*



# Development and Project Assessment

---

Course total = 80% (Parts 1, 2 and 3 combined)

## Initial overview

- combination project work
  - *part 1 = project outline & mockup (15%)*
  - *part 2 = DEV Week development & demo (25%)*
  - *part 3 = final demo and report (40%)*
- group project (max. 4 persons per group)
- design and develop a web app
  - *purpose, scope &c. is group's choice*
    - **NO** blogs, to-do lists, note-taking...
    - chosen topic requires approval
    - **NO** content management systems (CMSs) such as Drupal, Joomla, WordPress...
    - **NO** PHP, Python, Ruby, C# & .Net, Go, XML...
    - **NO** CSS frameworks, such as Bootstrap, Foundation, Materialize...
  - *must implement data from either*
    - self hosted (MongoDB, Redis...)
    - APIs
    - cloud services, storage (Firebase, Heroku, mLab &c.)
    - **NO** SQL...

# Project outline & mockup assessment

---

Course total = 15%

- begin outline and design of a web application
  - *built from scratch*
  - *HTML5, CSS...*
  - *builds upon examples, technology outlined during first part of semester*
  - *purpose, scope &c. is group's choice*
  - **NO** *blogs, to-do lists, note-taking...*
  - *chosen topic requires approval*
  - *presentation should include mockup designs and concepts*

# Project mockup demo

---

Assessment will include the following:

- brief presentation or demonstration of current project work
  - *~ 5 to 10 minutes per group*
  - *analysis of work conducted so far*
  - *presentation and demonstration*
  - *outline current state of web app concept and design*
  - *show prototypes and designs*
  - *due Monday 11th February 2019 @ 4.15pm*

# DEV Week Assessment

---

Course total = 25%

- continue development of a web application
  - *built from scratch*
  - *HTML5, CSS, JS...*
  - *continue design and development of initial project outline and design*
  - *working app (as close as possible...)*
  - **NO** *content management systems (CMSs) such as Drupal, Joomla, WordPress...*
  - **NO** *PHP, Python, Ruby, C# & .Net, Go, XML...*
  - **NO** *CSS frameworks, such as Bootstrap, Foundation, Materialize...*
  - *must implement data from either*
    - *self hosted (MongoDB, Redis...)*
    - *APIs*
    - *cloud services (Firebase...)*
    - **NO** *SQL...*
- outline research conducted
- describe data chosen for application
- show any prototypes, patterns, and designs

# DEV Week Demo

---

DEV week assessment will include the following:

- brief presentation or demonstration of current project work
  - *~ 5 to 10 minutes per group*
  - *analysis of work conducted so far*
  - *e.g. during semester & DEV week*
  - *presentation and demonstration*
  - *outline current state of web app*
  - *explain what works & does not work*
  - *show implemented designs since project outline & mockup*
  - *show latest designs and updates*
  - *due Monday 18th March 2019 @ 4.15pm*

# Final Assessment

---

Course total = 40%

- continue to develop your app concept and prototypes
- working app
  - **NO** content management systems (CMSs) such as Drupal, Joomla, WordPress...
  - **NO** PHP, Python, Ruby, C# & .Net, Go, XML...
  - **NO** CSS frameworks, such as Bootstrap, Foundation, Materialize...
- explain design decisions
  - describe patterns used in design of UI and interaction
  - layout choices...
- show and explain implemented differences from DEV week
  - where and why did you update the app?
  - perceived benefits of the updates?
- how did you respond to peer review?
- final report
  - due on Monday 29th April 2019 @ 4.15pm

## Goals of the course

---

A guide to developing and publishing interactive client-side web applications and publications.

### Course will provide

- guide to developing client-side web applications from scratch
- guide to publishing web apps for public interaction and usage
- best practices and guidelines for development
- fundamentals of web application development
- intro to advanced options for client-side development
- ...

# Course Resources - part I

---

## Website

Course website is available at  
<https://csteach424.github.io>

- timetable
- course overview
- course blog
- weekly assignments & coursework
- bibliography
- links & resources
- notes & material

## No Sakai



## Course Resources - part 2

---

### GitHub

- course repositories available at <https://github.com/csteach424>
  - *weekly notes*
  - *examples*
  - *source code (where applicable)*

### Trello group

- group for weekly assignments, DEV week posts, &c.
- Trello group - COMP 424
  - <https://trello.com/csteach424>

### Slack group

- group for class communication, weekly discussions, questions, &c.
- Slack group - COMP 424
  - <https://csteach424.slack.com>

Invite URL will be sent to LUC email address.

## Group projects

---

- add project details to course's Trello group, *COMP 424 - Spring 2019 @ LUC*
  - *Week 1 - Project Details*
  - *<https://trello.com/b/2VJTDIHR/week-1-project-details>*
- create channels on Slack for group communication
  - *please add me to the private channel*
- start working on an idea for your project
- plan weekly development up to and including DEV Week
  - *11th to 18th March 2019*
  - *DEV week demo on 18th March 2019*

# Intro to Client-side web design

---

- allows us to design and develop online resources and publications for users
  - *both static and interactive*
- restrict publication to content
  - *text, images, video, audio...*
- develop and publish interactive resources and applications
- *client-side scripting* allows us to offer
  - *interactive content within our webpages and web apps*
- interaction is enabled via code that is downloaded and compiled, in effect, by the browser
- such interaction might include
  - *a simple mouse rollover or similar touch event*
  - *user moving mouse over a menu*
  - *simple but effective way of interacting*

# Client-side and server-side - Part I

---

## Client-side

- scripts and processes are run on the user's machine, normally via a browser
  - *source code and app is transferred to the user's machine for processing*
- code is run directly in the browser
- predominant languages include HTML, CSS, and JavaScript (JS)
  - *HTML = HyperText Markup Language*
  - *CSS = Cascading Style Sheets*
  - *many compilers and transpilers now available to ease this development*
    - *e.g. Go to JavaScript...*
- reacts to user input
- code is often visible to the user (source can be read in developer mode etc...)
- in general, cannot store data beyond a page refresh
  - *HTML5 and local web APIs are changing this...*
- in general, cannot read files directly from a server
  - *HTTP requests required*
- single page apps create rendered page for the user

## Client-side and server-side - Part 2

---

### Server-side

- code is run on a server
  - *languages such as PHP, Ruby, Python, Java, C#...*
  - *in effect, any code that can run and respond to HTTP requests can also run a server*
- enables storage of persistent data
  - *data such as user accounts, preferences...*
- code is not directly visible to the user
- responds to HTTP requests for a given URL
- can render the view for the user on the server side

and so on...

# Getting started

---

- basic building blocks include HTML, CSS, and JS
- many tools available to work with these technologies
- three primary tools help with this type of development
- web browser
  - *such as Chrome, Edge (IE?), Firefox, Opera, Safari...*
- editor
  - *such as Atom, Sublime, Microsoft's Visual Studio Code...*
- version control
  - *Git, (Mercurial, Subversion)*
  - *GitHub, Bitbucket...*

# Getting started - Web Browsers

---

- choose your favourite
  - *Chrome, Firefox, Safari, Edge...*
  - *not IE*
- developer specific tools
  - *Chrome etc view source, developer tools, JS console*
  - *Firefox also includes excellent developer tools*
  - *Firebug*
- cross-browser extension for web developers
  - *Web Developer*

## Getting started - Editors

---

Many different choices including

### ***Linux, OS X, and Windows***

- Atom
- Sublime
- Visual Studio Code

### ***OS X specific***

- BBEdit
  - *TextWrangler*

and so on.



## Video - Atom 1.0

---

Introducing Atom 1.0!



Source - YouTube - Introducing Atom 1.0

# HTML - Intro

---

- acronym for *HyperText Markup Language*
- simple way to structure visual components of a website or web application
- HTML also uses keywords, or element tags
  - *follow a defined syntax*
- helps us to create web pages and web applications
  - *web browsers, such as Chrome or Firefox, may render for viewing*
- an error can stop a web page from rendering
  - *more likely it will simply cause incorrect page rendering*
- interested in understanding the core of web page designing
  - *understand at least the basics of using HTML*

# HTML - structure of HTML

---

- basic HTML tag defines the entire HTML document

```
<html>
...
</html>
```

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
"http://www.w3.org/TR/html4/strict.dtd">
<html>
  <head>
    ...
  </head>
  <body>
    ...
  </body>
</html>
```

# HTML - Element syntax - part I

---

Constructed using elements and attributes, which are embedded within an HTML document.

Elements should adhere to the following,

- start with an opening element tag, and close with a matching closing tag
  - *names may use characters in the range **0-9**, **a-z**, **A-Z***
- content is, effectively, everything between opening and closing element tags
- elements may contain empty or *void* content
- empty elements should be closed in the opening tag
- most elements permit attributes within the opening tag

## HTML - Element syntax - part 2

---

An element's *start* tag adheres to a structured pattern, which may be as follows,

1. a `<` character
2. tag name
3. optional **attributes**, which are separated by a space character
4. optional space characters (one or more...)
5. optional `/` character, indicating a **void** element
6. a `>` character

For example,

```
<!-- opening element tag -->  
<div>  
<!-- void element -->  
<br />
```

## HTML - Element syntax - part 3

---

An element's *end* tag also adheres to a pattern, again exactly as defined as following,

1. a `<` character
2. a `/` character
3. element's tag name (i.e. name used in matching start tag)
4. optional space characters (one or more...)
5. a `>` character

For example,

```
<!-- element's matching end tag -->  
</div>
```

**NB: void** elements, such as `<br />` or `<img />`, do *not* specify end tags.

## HTML - Element syntax - part 4

---

- HTML, XHTML, can be written to follow the patterns and layouts of XML
- HTML elements can also be nested with a parent, child, sibling...
  - *relationship within the overall tree data structure for the document*
- as the HTML page is loaded by a web browser
  - *the HTML DOM (document object model) is created*
- basically a tree of objects that constitutes the underlying structure
  - *the rendered HTML page*
- DOM gives us an API (application programming interface)
  - *a known way of accessing, manipulating the underlying elements, attributes, and content*
- DOM very useful for JavaScript manipulation

## Example - DOM structure & JavaScript

---

- traverse DOM tree with JavaScript generator



# HTML - attribute syntax - part I

---

- HTML attributes follow the same design pattern as XML
- provide additional information to the parent element
- placed in the opening tag of the element
- follow the standard syntax of name and value pairs
- many different permitted legal attributes in HTML
- four common names that are permitted within most HTML elements
  - *class, id, style, title*

## HTML - attribute syntax - part 2

---

Four common names permitted within most HTML elements

- `class`
  - *specifies a classname for an element*
- `id`
  - *specifies a unique ID for an element*
- `style`
  - *specifies an inline style for an element*
- `title`
  - *specifies extra information about an element*
  - *can be displayed as a tooltip by default*

### **NB:**

- cannot use same name for two or more attributes
  - *regardless of case*
  - *on the same element start tag*

## HTML - attribute syntax - part 3

---

### A few naming rules for attributes

- empty attribute syntax
  - `<input disable>`
- unquoted attribute-value syntax
  - `<input value=yes>`
  - *value followed by /, at least one space character after the value and before /*
  - *i.e. usage with a void element...*
- single quoted attribute-value syntax
  - `<input type='checkbox'>`
- double quoted attribute-value syntax
  - `<input title="hello">`

### **NB:**

- further specific restrictions may apply for the above
- consult [W3 Docs](#) for further details
- above examples taken from [W3 Docs - Syntax Attributes Single Quoted](#)

# Example - HTML - custom attributes - part I

---

```
<!doctype html>
<html lang="en">
  <head>
    <meta charset="utf-8">
    <title>JS tests - DOM creation - Attributes</title>
  </head>
  <body>
    <header>
      <h3>JS tests - DOM dynamic creation - Attribute Access</h3>
    </header>
    <section id="content">
      <p>
        <blockquote id="berryhead" data-visible="true">
          Shine through the gloom, and point me to the skies
        </blockquote>
      </p>
    </section>
    <script type="module" src="./attributes.js"></script>
  </body>
</html>
```

## Example - HTML - custom attributes - part 2

---

```
/*
 * attributes.js
 * - basic access for custom attributes
 */

// get example blockquote nodes
let quotes = document.getElementsByTagName('blockquote');

// loop through quotes - freeze quotes object using Array.from
for (let quote of Array.from(quotes)) {
  if (quote.getAttribute('data-visible')) {
    quote.setAttribute('data-visible', 'false');
  }
}
```

- example - Basic Attribute

## Example - HTML - custom attributes - part 3

---

```
/*
 * attributes.js
 * - basic access for custom attributes
 * - add event listener for mouse click
 */

// get example blockquote nodes
let quote = document.getElementById('berryhead');

// add event listener to quotes object
quote.addEventListener('click', () => {
  if (quote.getAttribute('data-visible') === 'true') {
    quote.setAttribute('data-visible', 'false');
    quote.style.color = '#779eab';
  } else {
    quote.setAttribute('data-visible', 'true');
    quote.style.color = '#000';
  }
});
```

- example - Basic Attribute 2
- MDN - Using Dynamic Styling Information

# HTML - Doctype - HTML5

---

- DOCTYPE is a special instruction to the web browser
  - *concerning the required processing mode for rendering the document's HTML*
- doctype is a required part of the HTML document
- first part of our HTML document
- should always be included at the top of a HTML document, e.g.

```
<!DOCTYPE html>
```

or

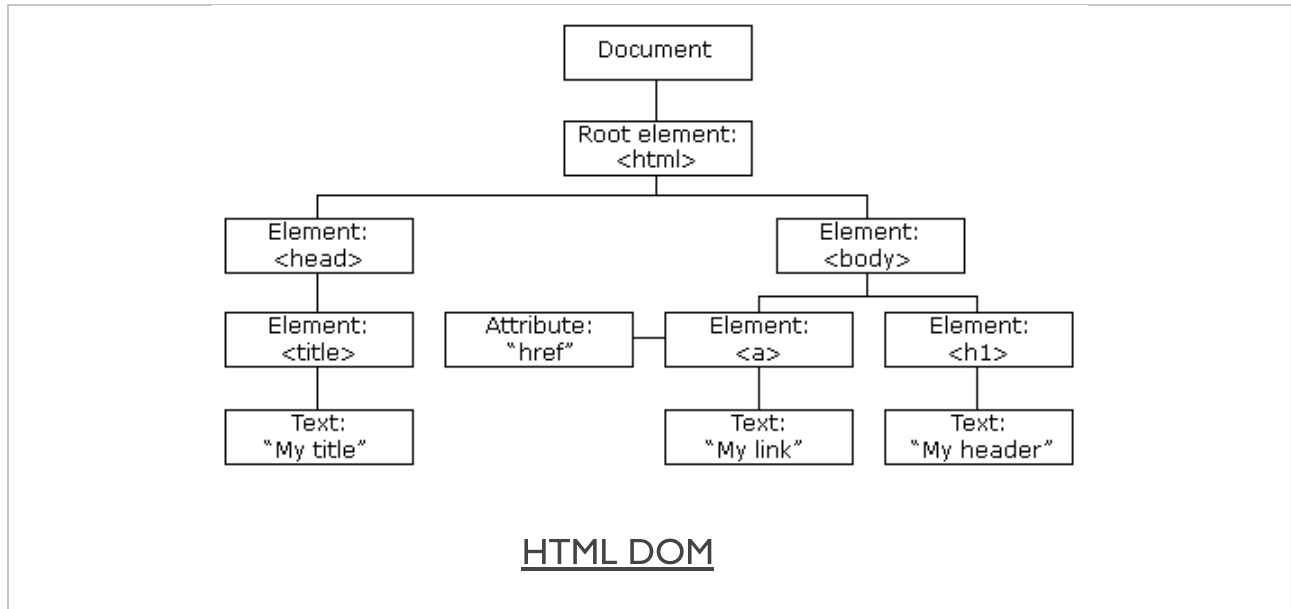
```
<!doctype html>
```

- doctype we add for HTML5 rendering
- not a HTML element, simply tells the browser required HTML version for rendering

# DOM Basics - intro

---

## A brief introduction to the document object model (DOM)



- Source - W3Schools - JS HTML DOM

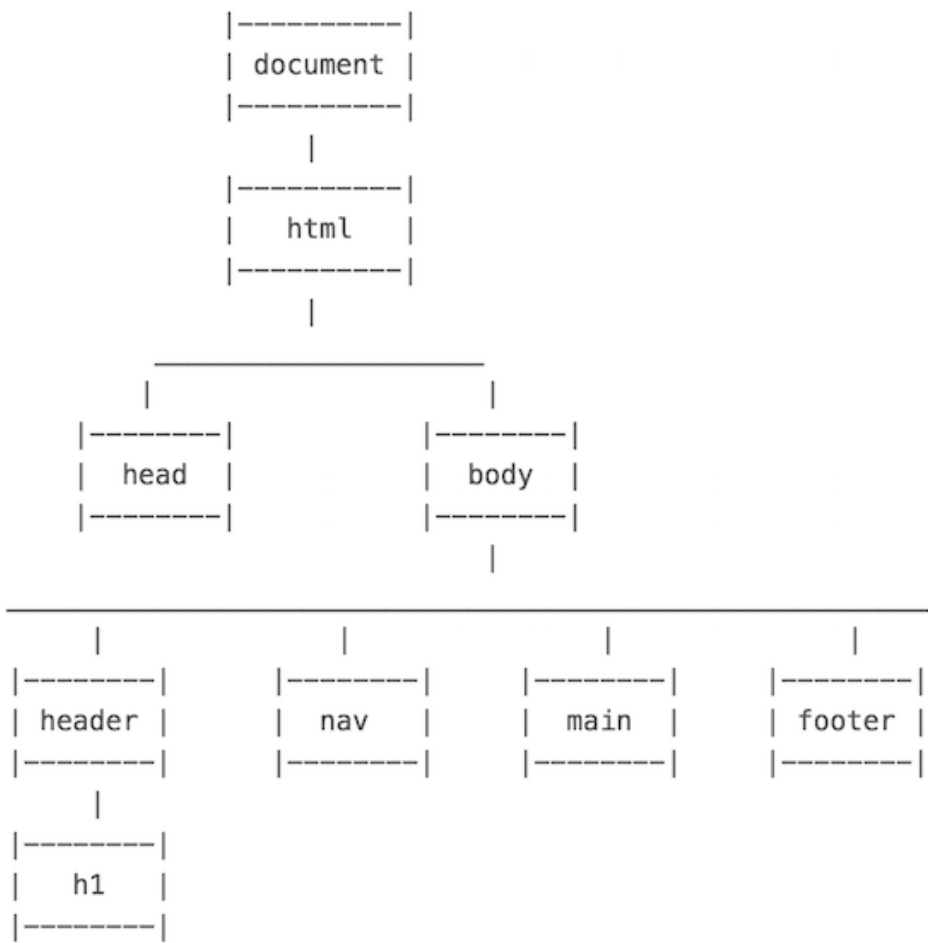


# DOM Basics - what is DOM?

---

- **DOM** is a platform and language independent way
  - *to access and manipulate underlying structure of HTML document*
- structured as a representation of a tree data structure
  - *its manipulation follows this same, standard principle*
- DOM tree is constructed using a set of nodes
  - *tree is designed as a hierarchical representation of the underlying document*
- each node on our tree is an element within our HTML document
- inherent hierarchical order originates with the **root** element
  - **root** sits at the top of our **tree**
  - *descends down following lineage from node to node*
- each node is a child to its parent
  - *we can find many siblings per node as well*
- root at the top of the tree...

# Image - HTML DOM



HTML DOM

# DOM Basics - useful elements

element tag	usage & description
<html>	container element for a HTML document
<head>	contains metadata and document information
<body>	contains main content rendered as the HTML document
<header>	page header...
<nav>	navigation, stores and defines a set of links for internal or external navigation
<main>	defined primary content area of document
<footer>	page footer...
<section>	a section of a page or document
<article>	suitable for organising and containing independent content
<aside>	defines content aside from the content which contains this element
<figure>	logical grouping of image and caption
<img>	image - can be local or remote using url in src attribute
<figcaption>	image caption
<h1>, <h2>...	headings from 1 to 6 (1 = largest)
<a>	anchor - link to another anchor, document, site...
<p>	paragraph
<ul>, <ol>, <dl>	unordered, ordered, definition lists
<li>	list item, used with <ul>, <ol>...
<dt>	definition term, used with <dl>
<dd>	definition description, used with <dl>
<table>	standard table with rows, columns...
<tr> >	table row, used with <table>
<th>	table heading, used with <table> and child to <tr>
<td>	table cell, used with <table> and child to <tr>

element tag	usage & description
<div>	non-semantic container for content, similar concept to <section>
<span>	group inline elements in a HTML document
<canvas>	HTML5 element for drawing on the HTML page
<video>	HTML5 element for embedding video playback
<audio>	HTML5 element for embedding audio playback

**NB:** *<div> and <span> can be used as identifiers when there is no other suitable element to define parts of a HTML5 document. e.g. if there is no defined or significant semantic meaning...*

# DOM Basics - sample

---

```
<!DOCTYPE html>
<html>
  <head>
    <base href="media/images/">
    <meta charset="UTF-8">
    <!-- week 3 - demo 1 -->
    <title>Week 3 - Demo 1</title>
  </head>
  <body>
    <header>
      <h1>Ancient Egypt</h1>
    </header>
    <nav>...</nav>
    <main>
      <section>
        <p>
          Welcome to the Ancient Egypt information site.
        </p>
        <figure>
          
          <figcaption>Ptolemaic temple at Philae, Egypt</figcaption>
        </figure>
      </section>
      <aside>
        Temple at Philae in Egypt is Ptolemaic era of Egyptian history.
      </aside>
    </main>
    <footer>
      foot of the page...
    </footer>
  </body>
</html>
```

- Demo - DOM Basics - Sample

# DOM Basics - index.html page

---

## index.html usage and structure

- basic `index.html` page for loading web apps
- app will start with the `index.html` document
  - *html pages saved as `.html` or `.htm`*
  - *`.html` more common...*
- `index.html` acts as a kickstart
  - *for loading and rendering the app*
  - *loads other app resources - CSS, JS...*
- consistent elements in the HTML DOM
  - *`<html>`, `<head>`, and `<body>`*
- HTML5 apps will add
  - *`<header>`, `<main>`, and `<footer>` (when required)*
  - *many other elements for building the app...*

# HTML Basics - metadata & <head> element - part I

---

- part of a HTML document's metadata
- allows us to set metadata for a HTML page
- customised just for that page or replicated as a site-wide implementation
- we can add numerous additional elements to <head>
- add similar links and code for JavaScript
  - use the <script> element & attributes such as *type* and *src*
  - HTML4 requires *type* and *src*
  - HTML5 requires *src*

```
<!-- HTML4 and XHTML -->
<script type="text/javascript" src="script.js"></script>
<!-- HTML5 -->
<script src="script.js"></script>
```

# HTML Basics - metadata & <head> element - part 2

---

- add a <title> element with text added as the element content
  - *shown in the browser tab or window heading*

```
<title>Our Page Title</title>
```

- set a default base address for all relative URLs in links within our HTML

```
<base href="/media/images/" target="_blank">
```

- links now simply use the base URL or override with full URL

```
  
<a href="http://www.flickr.com">Flickr</a>
```

- <meta /> adds metadata about the HTML document

```
<meta name="description" content="The Glass Bead Game" />  
<meta name="keywords" content="novel, fiction, herman hesse, electronic edition"
```



# HTML - <head> element example

---

```
<head>
  <meta charset="utf-8">

  <title>Sample...</title>
  <meta name="description" content="sample metadata">
  <meta name="author" content="COMP424">

  <link href="style.css" rel="stylesheet">
  <script src="script.js"></script>

</head>
```

# HTML Basics - <body> - part I

---

## intro

- to define the main body of the web page we use the <body> element
- headings can be created using variants of
  - <h1>, <h2>.....<h6>
- we can now add some simple text in a <p> element

```
<p>...</p>
```

- add a line break using the <br> element
  - <br /> for strict XHTML void
- <hr> element adds a horizontal line
  - <hr /> for strict XHTML void
  - implies rendering division
  - instead of defined structural divide...
- comments can also be added through our HTML

```
<!-- comment... -->
```

# HTML Basics - <body> - part 2

---

## linking

- linking is an inevitable part of web design and HTML usage
- can be considered within three different contexts
  - *linking to an external site*
  - *linking to another page within the same site*
  - *linking different parts of the same page*
- add links to text and images within the HTML
- <a> element for links plus required attributes, e.g.

```
<!-- external link -->
<a href="http://www.google.com/">Google</a>
<!-- email link -->
<a href="mailto:name@email.com">Email</a>
<!-- internal page link -->
<a href="another_page.html">another page</a>
<!-- define internal anchor - using name attribute -->
<a name="anchor">Internal anchor</a>
<!-- define internal anchor - using ID attribute -->
<a id="anchor">Anchor</a>
<!-- internal anchor link -->
<a href="#anchor">Visit internal anchor</a>
<!-- internal anchor link on another page -->
<a href="/another_page.html#anchor">Visit internal anchor</a>
<!-- internal anchor link on a page on an external site -->
<a href="https://www.test.com/test.html#anchor">Visit internal anchor on external
```

- Demo - HTML - Internal Anchor

# HTML Basics - <body> - part 3

---

## linking - cont'd

- standard attributes supported by <a> element include
  - *class, id, lang, style, title...*
- optional attributes are available for <a> element including
  - *target, href, name...*
- target attribute specifies where the link will be opened relative to the current browser window
- possible attribute values include

```
<!-- open link in new window or tab -->
_blank
<!-- same frame -->
_self
<!-- open within parent frameset -->
_parent
<!-- open in the same window -->
_top
```

- Demo - HTML - Internal Anchors with Scroll

# HTML Basics - <body> - part 4

---

## images

- <img> allows us to embed an image within a web page
- <img> element requires a minimum *src* attribute

```


```

- other optional attributes include
  - *class, id, alt, title, width, height...*
- use images as links
- image maps

```
<map name="textmap">
  <area shape="rect" coords="..." alt="Quote 1" href="notes1.html" />
</map>
```

- Demo - Woolf Online

# Demos

---

- Basic Attribute
- Basic Attribute 2
- DOM Basics - Sample
- HTML - Internal Anchor
- HTML - Internal Anchors with Scroll

## Resources

---

- Jaffe, Jim., *Application Foundations For The Open Web Platform*. W3C. 10.14.2014. <http://www.w3.org/blog/2014/10/application-foundations-for-the-open-web-platform/>
- MDN - Using Dynamic Styling Information
- The Unicode Consortium
- Unicode Information
- Unicode examples
- W3 Docs for further details