

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

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Fall Semester 2019 - Week 1

Dr Nick Hayward

# Course Details

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## Lecturer

- Name: Dr Nick Hayward
- Office hours
  - *Tuesday by appointment*
- [Faculty Page](#)

# Course Schedule

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## Important dates for this semester

- Project outline and mockup - presentation & demo
  - *24th September 2019 @ 7pm*
- Mid-semester break
  - **n.b.** *no formal class: 8th October 2019*
- DEV week: 22nd to 29th October 2019
- DEV week - presentation & demo
  - *29th October 2019 @ 7pm*
- Final class: 3rd December 2019
- Final presentation & demo
  - *3rd December 2019 @ 7pm*
- Exam week: 9th December to 14th December 2019
  - *Final assessment due on 10th December 2019*

# Coursework schedule

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## Presentations, reports &c.

- project outline & mockup
  - *due Tuesday 24th September 2019 @ 7pm*
- DEV week demo
  - *due Tuesday 29th October 2019 @ 7pm*
- final team demo
  - *due Tuesday 3rd December 2019 @ 7pm*
- final team report
  - *due Tuesday 10th December 2019 @ 7pm*

# Initial Course Plan - Part I

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**(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

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## **(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

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## 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 Tuesday 24th September 2019 @ 7pm*
- DEV week assessment (Total = 25%)
  - *DEV week: 22nd to 29th October 2019*
  - *presentation & demo: 29th October 2019 @ 7pm*
- end of semester final assessment (Total = 40%)
  - *demo due Tuesday 3rd December 2019 @ 7pm*
  - *final report due Tuesday 10th December 2019 @ 7pm*

# Exercises & discussions

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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

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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. 5 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

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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

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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 Tuesday 24th September 2019 @ 7pm*

# DEV Week Assessment

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Course total = 25%

- continue development of a web application
  - *built from scratch*
    - HTML5, CSS, plain JavaScript...
  - *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, Java, Go, XML...
  - **NO** CSS frameworks, such as Bootstrap, Foundation, Materialize...
  - **NO** CSS preprocessors such as Sass...
  - **NO** template tools such as Handlebars.js &c.
  - *data may be implemented from either*
    - self hosted (MongoDB, Redis...)
    - APIs
    - cloud services (Firebase...)
    - **NO** SQL...e.g. (you may **NOT** use MySQL, PostgreSQL &c.)
- outline research conducted
- describe data chosen for application
- show any prototypes, patterns, and designs

# DEV Week Demo

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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 Tuesday 29th October 2019 @ 7pm*

# Final Assessment

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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, Java, Go, XML...
  - **NO** CSS frameworks, such as Bootstrap, Foundation, Materialize...
  - **NO** CSS preprocessors such as Sass...
  - **NO** template tools such as Handlebars.js &c.
  - *must implement data from either*
    - self hosted (MongoDB, Redis...)
    - APIs
    - cloud services (Firebase...)
    - **NO** SQL...e.g. (you may **NOT** use MySQL, PostgreSQL &c.)
  - *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 demo
  - *due on Tuesday 3rd December 2019 @ 7pm*
- final report
  - *due on Tuesday 10th December 2019 @ 7pm*



## Goals of the course

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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

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## 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

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## 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 324/424 - Fall 2019 @ LUC'
  - <https://trello.com/csteach424>

## Slack group

- group for class communication, weekly discussions, questions, &c.
- Slack group - 'COMP 324/424 - Fall 2019 @ LUC'
  - <https://csteach424.slack.com>

# Group projects

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- add project details to course's Trello group, *COMP 324/424 - Fall 2019 @ LUC*
  - *Week 1 - Project Details*
  - *<https://trello.com/b/2gepsyfx/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

# Intro to Client-side web design

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- 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

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## 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

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## 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

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- 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

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- 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

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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

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Introducing Atom 1.0!



Source - YouTube - Introducing Atom 1.0

# HTML - Intro

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- 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

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- 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

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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

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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

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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

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- 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

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- traverse DOM tree with JavaScript generator

# HTML - attribute syntax - part I

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- 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

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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

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## 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.body.getElementsByTagName('blockquote');

// loop through quotes - freeze quotes object using Array.from to create a
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

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```
/*
 * 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

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- 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>
```

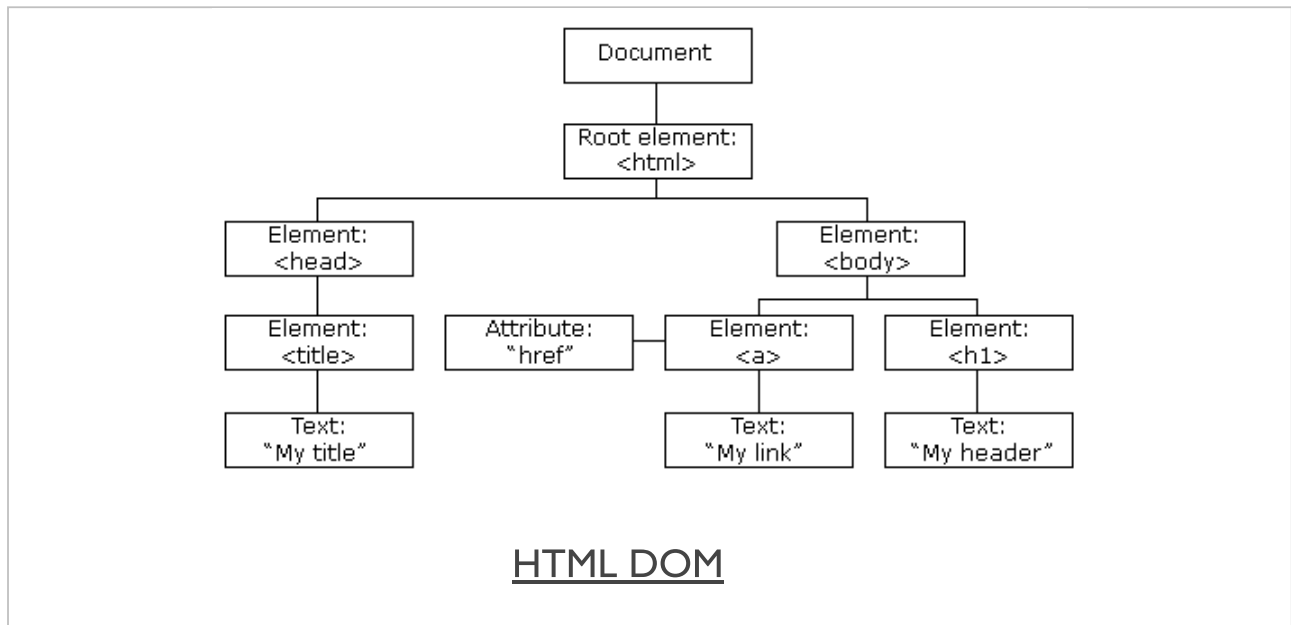
- doctype we add for HTML5 rendering
- not a HTML element, simply tells the browser required HTML version for rendering



# DOM Basics - intro

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



- Source - W3Schools - JS HTML DOM

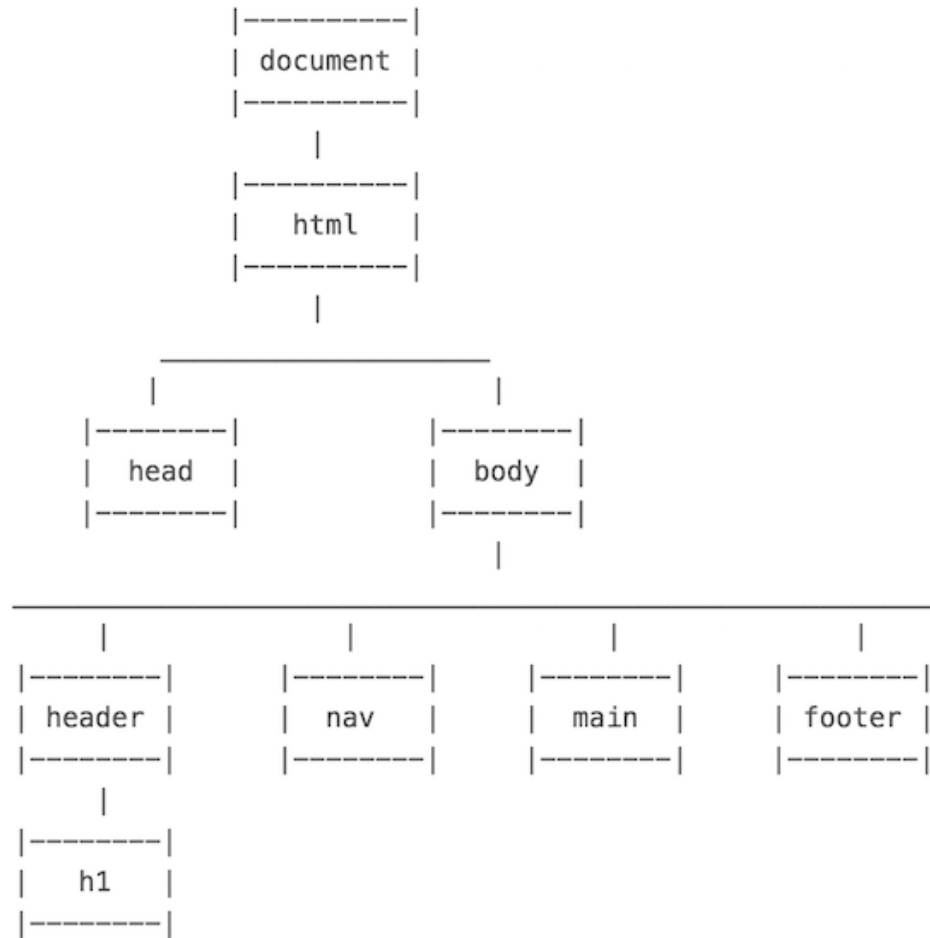
# DOM Basics - what is DOM?

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- **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

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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...

element tag	usage & description
<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>
<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

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## 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...*

# Demos

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- Basic Attribute
- Basic Attribute 2
- DOM Basics - Sample



## Resources

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- 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