

Introduction to Webapp Development

Open Government Products

Objectives

- Learn more about digital product development
- Learn about building blocks of web applications
 - Frontend (HTML, Javascript, CSS)
 - APIs and libraries

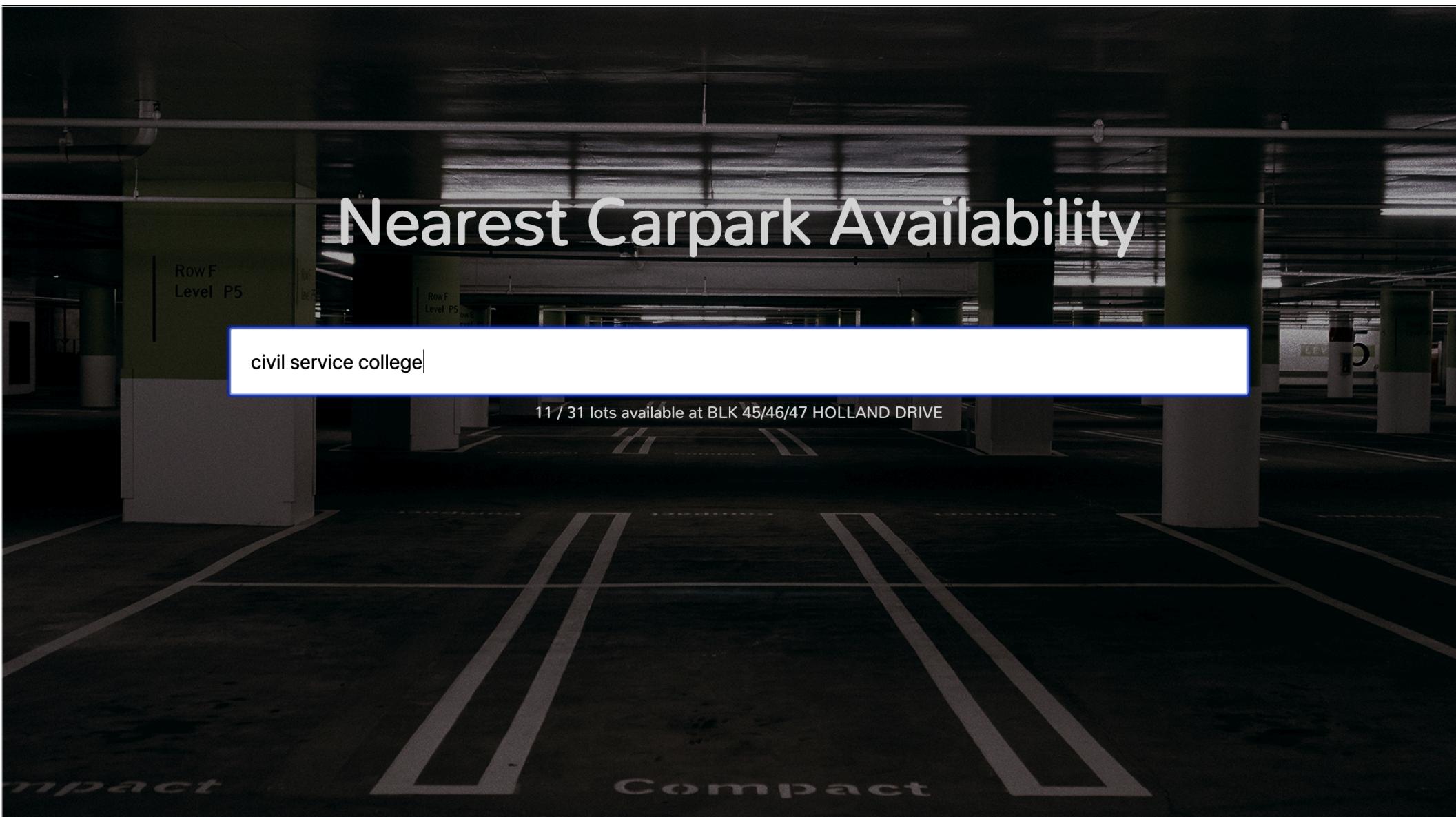
Overview

- Sharing on Parking.sg
- Hands on coding workshop

Sharing on Parking.sg

Hands on Coding Workshop

What you're going to build



Outline

1. Introduction to HTML - building the skeleton of our site
2. Introduction to Javascript - adding interactivity to our site
3. Introduction to APIs - fetching and displaying data on the site
4. Introduction to CSS - styling the site
5. Deploying the site to the internet

Before we begin

- Refer to presentation/presentation.pdf for the slides
- Go into student-folder/ to get started

Step 1 - Displaying some text

Setup

- Open the index.html file in **Visual Studio Code**
 - We will be editing our code in Visual Studio Code
- Open the index.html file in **Google Chrome**
 - You should see nothing on the webpage right now, as the file is empty
 - As we progress, you will see changes you make in the file show up on Chrome by refreshing the page

```
<body>
```

```
    hello
```

```
</body>
```

- Save the file and refresh the page in Chrome
- HTML files specify the content that the browser should display
- HTML uses tags to differentiate between different parts of the page
 - <body> - opening tag for the page's content
 - </body> - closing tag

```
<body>  
    hello there!  
</body>
```

```
<body>
```

```
    hello
```

```
    there!
```

```
</body>
```

- HTML has a specific way of formatting content
- What you see is not necessarily what you get

```
<body>  
  <h1>hello</h1>
```

there!

```
</body>
```

- The h1 tag makes the content inside become a **header**
- Try using the <title> tag

```
<body>
  <h1>Nearest Carpark Availability</h1>
</body>
```

```
<body>
  <h1>Nearest Carpark Availability</h1>
  <input>
</body>
```

- input creates an input box
- input tags aren't designed to contain text or other elements, so there is *no* corresponding closing tag

```
<body>
  <h1>Nearest Carpark Availability</h1>
  <input placeholder="Enter a location">
</body>
```

- HTML tags can have extra **attributes** given to them
- These **attributes** can change the behaviour and appearance of the element

```
<body>
  <h1>Nearest Carpark Availability</h1>
  <input placeholder="Enter a location">

  <div>Hello!</div>
</body>
```

divs are containers that are used to organise and arrange content

```
<body>
  <h1>Nearest Carpark Availability</h1>
  <input placeholder="Enter a location">

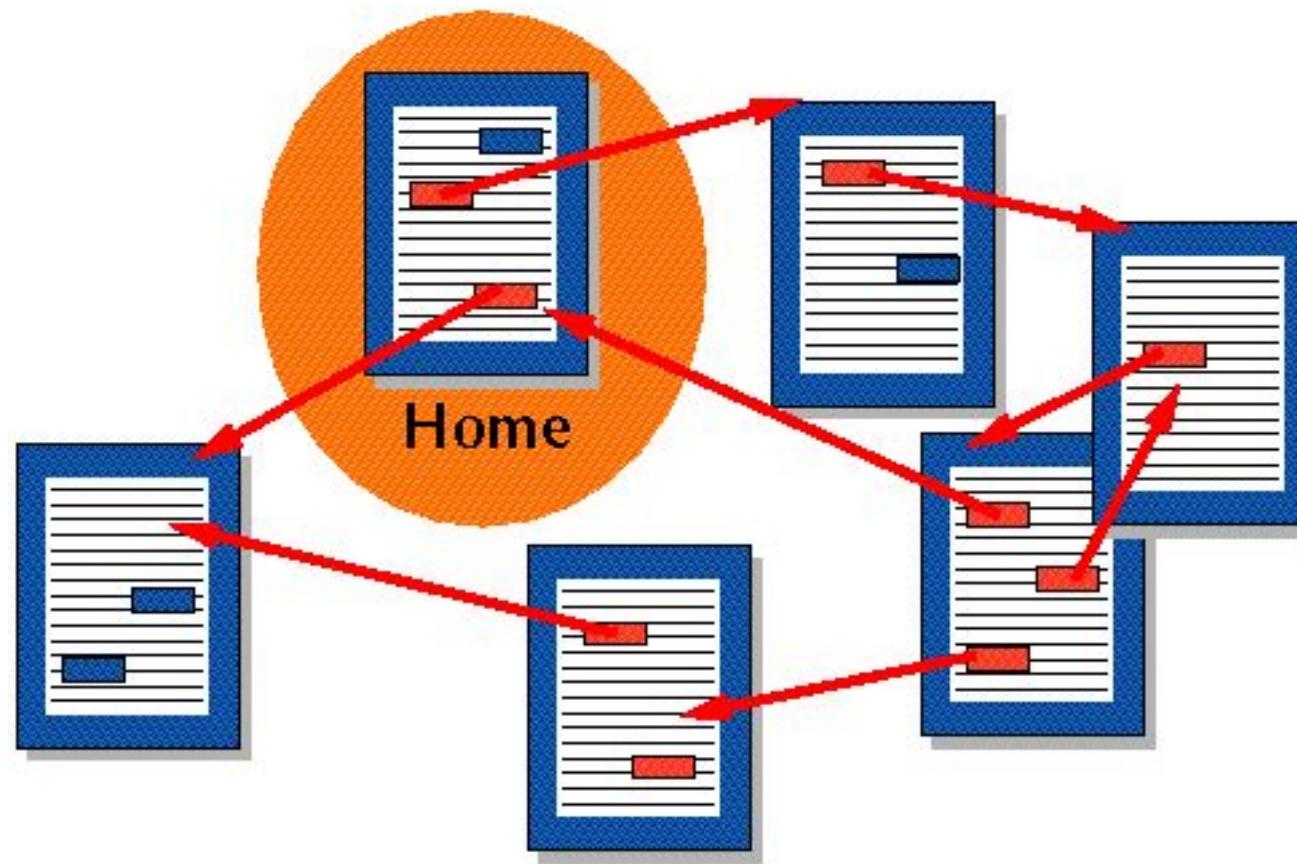
  <div>123 / 456 lots available at Blk 789</div>
</body>
```

What is HTML?

Hypertext Markup Language (HTML) is the standard **markup language** for documents designed to be displayed in a web browser.

Hypertext

Text with references (usually called hyperlinks) to other text that the reader can immediately access.



Markup Language

A system for annotating a document in a way that is syntactically distinguishable from the text.

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE recipe PUBLIC "-//Happy-Monkey//DTD RecipeBook//EN"
"http://www.happy-monkey.net/recipebook/recipebook.dtd">

<recipe>

    <title>Peanut-butter On A Spoon</title>

    <ingredientlist>
        <ingredient>Peanut-butter</ingredient>
    </ingredientlist>

    <preparation>
        Stick a spoon in a jar of peanut-butter,
        scoop and pull out a big glob of peanut-butter.
    </preparation>

</recipe>
```

A short detour

Adding styles to your page!

```
<body style="background-color: lightskyblue">
```

```
.
```

```
.
```

```
.
```

```
</body>
```

What colors can I use? Find the at https://developer.mozilla.org/en-US/docs/Web/CSS/color_value

Work so far:

```
<body style="background-color: lightskyblue">
  <h1>Nearest Carpark Availability</h1>
  <input placeholder="Enter a location">

    <div style="color:red">123 / 456 lots available at Blk 789</div>
</body>
```

- Future code will not have style tags, for simplicity

Step 1 - A quick recap

- Webpages all require HTML files in your browser
- HTML tells the browser what to display
- Using HTML tags and attributes

What's next:

Adding interaction to our page!

Metaphor - the human body

Term	Metaphor	Function
HTML	Skeleton	Structure
CSS (styles)	Skin	Styling, formatting
Javascript	Brain	Behaviour/actions

```
<body>
  <h1>Nearest Carpark Availability</h1>
  <input placeholder="Enter a location">

  <div>123 / 456 lots available at Blk 789</div>
</body>
```

```
<script> alert("Hello!") </script>
```

script content is javascript code that the browser will execute

```
<head>
  <script src="carpark-logic.js"></script>
</head>

<body>
  <h1>Nearest Carpark Availability</h1>
  <input placeholder="Enter a location">

  <div>123 / 456 lots available at Blk 789</div>
</body>
```

To make it simpler, we can put the javascript code into another file

carpark-logic.js

```
alert(3 + 10)
```

- What do you see?

Note: For subsequent slides, the slide title is the file you should be editing

What's next

- We need to be able to replace the address and parking lot information dynamically based on what the user searches
- We can do that by using Javascript to:
 1. Find the div with carpark info
 2. Change the text inside the div
- To find the correct div for Step 1, we need to give the div an identifier!

index.html

```
<body>
  <h1>Nearest Carpark Availability</h1>
  <input placeholder="Enter a location">

  <div id="carparkInfo"></div>
</body>

<script src="carpark-logic.js"></script>
```

- Change the div tag to remove the text and add an id

Refresh the page - the address should have disappeared

carpark-logic.js

```
document.getElementById("carparkInfo").innerText = "No lots available at Blk 789"
```

- `document.getElementById` gets the `carparkInfo` div in our HTML
- Changing `innerText` changes the HTML displayed inside the `carparkInfo`'s div
- Be precise with your spelling and casing - computers are quite unforgiving!
- Refresh the page and your text should reappear

Introducing functions

- Functions are like recipes - they're a way to group some instructions together

```
function bakeCake() {  
    preheatOven()  
    mixIngredients()  
    putInOven()  
}
```

- `bakeCake` is the function name
- `{` is used to denote the start of function, `}` to denote end

Introducing functions

- Functions are like recipes - they're a way to group some instructions together

```
function bakeCake(flour, eggs) {  
    preheatOven()  
    mixIngredients(flour, eggs)  
    putInOven()  
}
```

- flour and eggs are the function inputs
- (denotes the start of function inputs and) denotes the end

carpark-logic.js

```
function addCarparkToPage() {  
  document.getElementById("carparkInfo").innerText = "No lots available at Blk 789"  
}
```

- Wrap your existing code into a function (by adding the first and last line)
- addCarparkToPage is the name of this function
- The function does not take in any inputs
- When you refresh your page, the text disappears. Why?

carpark-logic.js

```
function addCarparkToPage() {  
  document.getElementById("carparkInfo").innerText = "No lots available at Blk 789"  
}
```

addCarparkToPage()

- Creating a function does not run the code inside yet
- We need to call the function to run the code inside
- Analogy - writing a recipe is different from making a recipe

carpark-logic.js

```
function addCarparkToPage(address) {  
    document.getElementById("carparkInfo").innerText = "No lots available at " + address  
}  
  
addCarparkToPage("Blk 000")
```

- Add one function input to take in an address
- Try changing function inputs and refresh the page

carpark-logic.js

```
function addCarparkToPage(availableLots, totalLots, address) {  
    document.getElementById("carparkInfo").innerText = availableLots + " / " + totalLots + " lots available at " + address  
}  
  
addCarparkToPage("123", "456", "Blk 789")
```

- Add function inputs so that we can easily change the address and parking lot information displayed
- Try changing function inputs and refresh the page

Recap

- Javascript adds interaction
- Javascript connects to HTML using getElementById
- A function is a bunch of code that's grouped together
- Calling a function runs the code in it

What's next?

Reacting to user input

index.html

```
<body>
  <h1>Nearest Carpark Availability</h1>
  <input id="locationInput" placeholder="Enter a location">

  <div id="carparkInfo"></div>
</body>

<script src="carpark-logic.js"></script>
```

Give the input element the locationInput identifier

carpark-logic.js

```
function addCarparkToPage(address, totalLots, availableLots) {  
    .  
    .  
}  
addCarparkToPage("123", "456", "Blk 789")
```

```
document.getElementById("locationInput")
```

Retrieve the input element using its ID

carpark-logic.js

```
function addCarparkToPage(address, totalLots, availableLots) {
```

```
.
```

```
.
```

```
}
```

```
addCarparkToPage("123", "456", "Blk 789")
```

```
var parkingLocation = document.getElementById("locationInput")
```

- var is short for variable
- We're saving the element into the parkingLocation variable
- Analogy - saving your word document into Document.docx

carpark-logic.js

```
function addCarparkToPage(address, totalLots, availableLots) {  
    .  
    .  
}  
  
var parkingLocation = document.getElementById("locationInput")  
  
parkingLocation.addEventListener("keydown", addCarparkToPage)
```

- Remove the `addCarparkToPage("123", "456", "Blk 789")` and add the event listener

carpark-logic.js

```
function addCarparkToPage(address, totalLots, availableLots) {  
    .  
    .  
}  
  
var parkingLocation = document.getElementById("locationInput")  
  
parkingLocation.addEventListener("keydown", insertLocation)  
  
function insertLocation(event) {  
    addCarparkToPage("123", "456", "Blk 789")  
}
```

insertLocation in carpark-logic.js

```
function insertLocation(event) {  
  if (event.key === "Enter") {  
    addCarparkToPage("123", "456", "Blk 789")  
  }  
}
```

- We only want to care about when the Enter key is pressed
- === is an equality check
- { once again signifies start of the conditional and } denotes the end

insertLocation in carpark-logic.js

```
function insertLocation(event) {  
    console.log(event)  
    if (event.key === "Enter") {  
        addCarparkToPage("123", "456", "Blk 789")  
    }  
}
```

- What if you wanted to use some other key?
- On your Chrome Browser, right click, select Inspect, and see the output when you type into the input box

What's next

Now we need to get the location that we typed in.

We can do that in a similar way to how we injected the text.

Find the input element, and extract its content.

insertLocation in carpark-logic.js

```
function insertLocation(event) {  
  if (event.key === "Enter") {  
    var searchLocation = parkingLocation.value  
    addCarparkToPage(searchLocation, "456", "78")  
  }  
}
```

- `parkingLocation.value` gets the text that has been typed into the input box
- pass that on to the `addCarparkToPage` function as the first variable

Recap

- React to user input by registering **event listeners**
- Only react to Enter key press
- Get the text that the user has typed in

What's next?

- 1 Grab user input location
- 2 Get X and Y coordinates of given location
- 3 Get carpark closest to X and Y coordinates

What is an API call?

- Way for apps to communicate (over the internet)
- An API call is like a phone call to a wise person who has the answers to your questions
 - "**What time is it now?**"
 - "**Where are all the carparks in Singapore?**"
 - "**What is the current price of Bitcoin?**"

How do we make an API call?

- We need the help of a request library
- A library is a set of functions that someone else has written
- Like using tools that a wise man created

Why do we use APIs/Libraries?

- Don't reinvent the wheel
 - Passport: For password authentication
 - OpenCV: For image recognition
- Keeps our app simple!
- Some information can only be provided by certain people/organisations (e.g. price of Bitcoin)

Demo of OpenCV

- We can stand on the shoulders of giants by using these libraries
- Value adding instead of rebuilding

Our API call

"What are the X and Y coordinates of this location?"

<https://docs.onemap.sg/#onemap-rest-apis>

Go to [https://developers.onemap.sg/commonapi/search?
searchVal=revenue&returnGeom=Y&getAddrDetails=Y&pageNum=
1](https://developers.onemap.sg/commonapi/search?searchVal=revenue&returnGeom=Y&getAddrDetails=Y&pageNum=1)

Try the following:

- change the searchVal to Jurong
- change the returnGeom to N
- change getAddrDetails to N
- Note which parameters are required and which are optional

index.html

```
<head>
  <script src="https://unpkg.com/axios/dist/axios.min.js"></script>
  <script src="carpark-logic.js"></script>
</head>

<body>
  .
  .
  .
</body>
```

- How do we make these requests? Using a library!
- Use the script tag to add the axios library to your code

insertLocation in carpark-logic.js

```
function insertLocation(event) {
  if (event.key === "Enter") {
    var searchLocation = locationInput.value
    var url = "https://developers.onemap.sg/commonapi/search?searchVal=" + searchLocation + "&returnGeom=Y&getAddrDetails=N"
    console.log(url)
  }
}
```

- Click on the link in the console. Does it give you the correct information?

insertLocation in carpark-logic.js

```
async function insertLocation(event) {
  if (event.key === "Enter") {
    var searchLocation = locationInput.value
    var url = "https://developers.onemap.sg/commonapi/search?searchVal=" + searchLocation + "&returnGeom=Y&getAddrDetails=N"
    var response = await axios.get(url)
    console.log(response)
  }
}
```

- Where is the information within the object?

insertLocation in carpark-logic.js

```
async function insertLocation(event) {
  if (event.key === "Enter") {
    var searchLocation = locationInput.value
    var url = "https://developers.onemap.sg/commonapi/search?searchVal=" + searchLocation + "&returnGeom=Y&getAddrDetails=N"
    var response = await axios.get(url)
    console.log(response.data.results[0])
  }
}
```

What's next

- Now we want to get the nearest carpark to that X and Y value
- Slightly too complicated for now, so we've written a library to help with that

index.html

```
<head>
  <script src="https://unpkg.com/axios/dist/axios.min.js"></script>
  <script src="carpark-library.js"></script>
  <script src="carpark-logic.js"></script>
</head>

<body>
  ...
</body>
```

Add carpark-library.js to your code

* head tag loads our library before the rest of the page

insertLocation in carpark-logic.js

```
async function insertLocation(event) {
  if (event.key === "Enter") {
    var searchLocation = locationInput.value
    var url = "https://developers.onemap.sg/commonapi/search?searchVal=" + searchLocation + "&returnGeom=Y&getAddrDetails=N"
    var response = await axios.get(url)
    var nearestLocation = response.data.results[0]
    var carpark = await getNearestCarparkTo(nearestLocation.X, nearestLocation.Y)
    console.log(carpark)
  }
}
```

- Call the `getNearestCarparkTo(...)` function and provide it with X and Y coordinates
- What does `carpark` hold?

insertLocation in carpark-logic.js

```
async function insertLocation(event) {
  if (event.key === "Enter") {
    var searchLocation = locationInput.value
    var url = "https://developers.onemap.sg/commonapi/search?searchVal=" + searchLocation + "&returnGeom=Y&getAddrDetails=N"
    var response = await axios.get(url)
    var nearestLocation = response.data.results[0]
    var carpark = await getNearestCarparkTo(nearestLocation.X, nearestLocation.Y)
    addCarparkToPage(carpark.address, carpark.total_lots, carpark.lots_available)
  }
}
```

Recap

- Made API call to convert location to X and Y
- Used library function to get the nearest carpark

What's next?

- Content and logic is all done!
- Next - styling your site!

index.html

```
<head>
  <script src="https://unpkg.com/axios/dist/axios.min.js"></script>
  <script src="carpark-library.js"></script>
  <script src="carpark-logic.js"></script>
  <link rel="stylesheet" type="text/css" href="carpark-style.css"></link>
</head>

<body>
  <h1>Nearest Carpark Availability</h1>
  <input id="locationInput" placeholder="Enter a location">

  <div id="carparkInfo"></div>
</body>
```

carpark-style.css

```
body {  
    background-image: url("background-image.png");  
    background-size: cover;  
    background-position: center;  
  
    text-align: center;  
    color: #F2F2F2;  
    margin-top: 10%;  
}
```

- Style the body
- Add each line one at a time and see the change

carpark-style.css

```
h1 {  
    font-size: 64px;  
}
```

Style the h1

carpark-style.css

```
input {  
    font-size: 20px;  
  
    width: 70%;  
    padding: 12px 20px;  
    margin-bottom: 30px;  
    border-radius: 4px;  
}
```

Style the input (search box)

carpark-style.css

```
@import url('https://fonts.googleapis.com/css?family=Mandali');

body {
    background-image: url("background-image.png");
    background-size: cover;
    background-position: center;

    text-align: center;
    color: #F2F2F2;
    margin-top: 10%;
    font-family: "Mandali";
}

...
```

Import a font package from fonts.google.com

carpark-style.css

```
@media only screen  
and (max-device-width: 480px) {  
  
    input {  
        font-size: 32px;  
        width: 95%;  
    }  
}
```

@media query: checking for screen size and then defining a specific style for the element

Recap

- Use CSS Selectors to style the body, h1, and input
- Use @media queries to set style for mobile devices

Recap

Term	Metaphor	Function
HTML	Skeleton	Structure
CSS (styles)	Skin	Styling, formatting
Javascript	Brain	Behaviour/actions

Next Step!

- Deploying your app to the internet
- Up to now, your website is just on your computer
- We will now deploy it to the internet so everyone can see and use it!

Deployment

1. Go to <https://www.bitballoon.com/>
2. Drag and drop the app folder on to the site.
3. Wait for it to process your data
4. Voila! Your site has been hosted!

Recap

1. What a website consists of
2. HTML + Javascript + CSS
3. API calls - communication over the internet
4. Deploying websites

That's all folks!

Any questions?

Challenge Mode

If you're done and would like a little more of a challenge, try doing these:

- Loading information takes time. Is there any way we can give the user visual feedback while they're waiting?
- Can we show additional information for the nearest carpark? Can we display an icon based on carpark type?
- Can we show the three nearest carparks instead of only one?