

# Module 1

WebDev 101



# Goals

Plan, build, and deploy a static website or game with no backend support



# Learning Objectives

## Coding

Understand and apply correctly the fundamental **concepts** of WebDev

Combine the basic WebDev **technologies** correctly, applying the **best practices**

Be comfortable with the coding, debugging and support **tools**

## Project

Solve problems independently, asking structured and informed questions

Read and write technical documentation

Visualise, plan, prioritise, and manage the scope and tasks of a project

## Team

Work in a shared codebase and shared knowledge environment

Communicate blockers effectively

Present your own work to others

The Server

The browser

The Internet

Static Website

User Agent

Runtime Engine

Debugging

Programming  
Abstraction(s)  
State  
Library  
Framework

HTML

Structure  
& Content

CSS

Presentation

Behaviour

JS

Developer Tools

APIs  
- DOM API  
- Events API  
- Canvas API

Overview

IRON  
HACK

# Technologies



The Internet + the web

HTML

CSS

Javascript

The browser APIs

DOM API

Events API

Canvas API

# Tools



Browser developer tools

Screen Reader

W3C Validators

Debugger

IDE

Linting & beautifying

Terminal

Git + Github + Github Pages

# Concepts



Static Website

Structure & Content  
+ Presentation + Behaviour

User Agent & Compatibility

Programming + Runtime

Debugging

API

Events + Async

Abstraction(s) + State

Library & Framework

# Best Practices



Agile / Lean

XP / Clean Code

Frontend Development



# Agile / Lean

Small plans

Visualise work

Limit WIP

Pull, don't push

Deliver early, deliver often



# XP / Clean Code

Pair programming

Coding standards

Single responsibility

Simplicity

DRY + YAGNI



# WebDev 101

Structure and content first

Separation of concerns

Semantics & Accessibility

Responsive design > mobile first + fluid layout



# Values & Principles



Communication

Rapid feedback

Simplicity

Small increments

Quality work