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

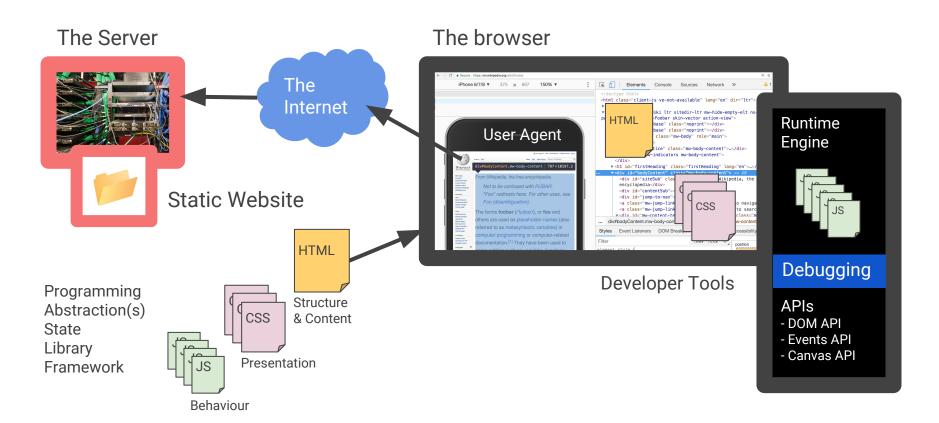
Team

Work in a shared codebase and shared knowledge environment

Communicate blockers effectively

Present your own work to others







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

