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

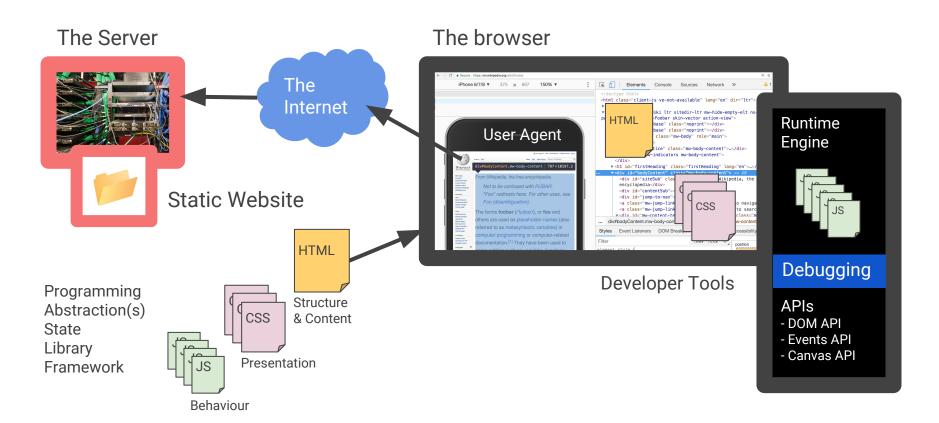Visualise, plan, prioritise, and manage the scope and tasks of a project

Team

Work in a shared codebase and shared knowledge environment

Communicate blockers effectively

Present your own work to others

IRON HACK

The Server

The browser

The Internet

Static Website

Runtime Engine

User Agent

HTML

CSS

Debugging

Developer Tools

APIs
- DOM API
- Events API
- Canvas API

Programming
Abstraction(s)
State
Library
Framework

HTML

Structure & Content

CSS

Presentation

JS

Behaviour

Overview

IRON HACK

Technologies

HTML

CSS

Javascript

The browser APIs

DOM API

Events API

Canvas API

IRON
HACK

Tools

Debugger

IDE

Linting & beautifying

Terminal

Git + Github + Github Pages

IRON
HACK

Concepts

Static Website

Structure & Content
+ Presentation + Behaviour

User Agent & Compatibility

Programming + Runtime

Debugging

API

Events + Async

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HACK

Best Practices

Agile / Lean

XP / Clean Code

Frontend Development

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HACK

Agile / Lean

Small plans

Visualise work

Limit WIP

Pull, don't push

Deliver early, deliver often

IRON
HACK

XP / Clean Code

Pair programming

Coding standards

Single responsibility

Simplicity

DRY + YAGNI

IRON
HACK

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

IRON
HACK