CSS & HTML Level 1: Week 5
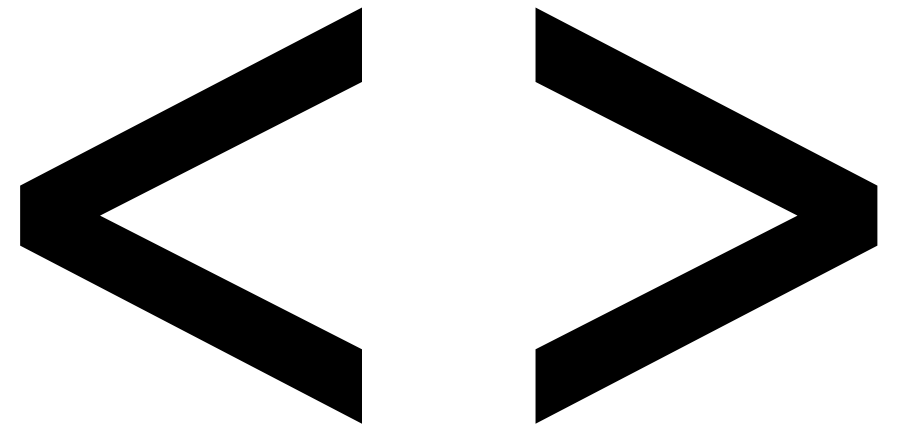
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This week

- Some useful HTML stragglers

- Web fonts

- Show and tell

- Overviews of CSS3, Javascript, responsive and mobile-first concepts, accessibility, and version control

- Course and instructor evaluation

More HTML elements

iframe

- Used to **load content from another HTML document** on your page

- Common used to:

  - **Embed** video or media (like YouTube)

  - Add social **widgets** (like the "Like" button)

  - Load 3rd party ads

Embedding an iframe

- Include **fallback text and/or HTML**

```
<iframe src="page.html">
  If you can see this, your browser doesn't
  support iframes. <a href="page.html">Here's
  a link to the content.</a>
</iframe>
```

- Specify the iframe's `height` and `width` in CSS or with HTML attributes

```
iframe {
  width: 200px;
  height: 200px;
  border: 0; /* optional but suggested */
}
```

Let's make an iframe!

figure

```
<figure>
  <img src="kittens.png" alt="kittens in a basket">
  <figcaption>Kittens play with a ball of yarn in a
  basket.</figcaption>
</figure>
```

- HTML5 container that calls out one ore more **self-contained** images, diagrams, videos, charts, tables, or code samples

- **Supports the main content** but doesn't lose its meaning by itself

figcaption

```
<figure>
  <img src="kittens.png" alt="kittens in a basket">
  <figcaption>Kittens play with a ball of yarn in a
  basket.</figcaption>
</figure>
```

- HTML5 element that lives inside a `<figure>` and defines the caption for its contents

- A `<figure>` can have **only one** `<figcaption>`

Web fonts

Web fonts

- **Web fonts** let us style sites with fonts that users may not have on their computer

- Web font files are **hosted by or downloadable from services** that license online use

Web font licensing

- **Not all fonts can be used online**, even if you own the rights for print, in Photoshop, etc.

- Fonts with online-specific licensing will come with documentation saying so

- **Exception:** If you own the rights to use a font with design software, you can use it in images published online
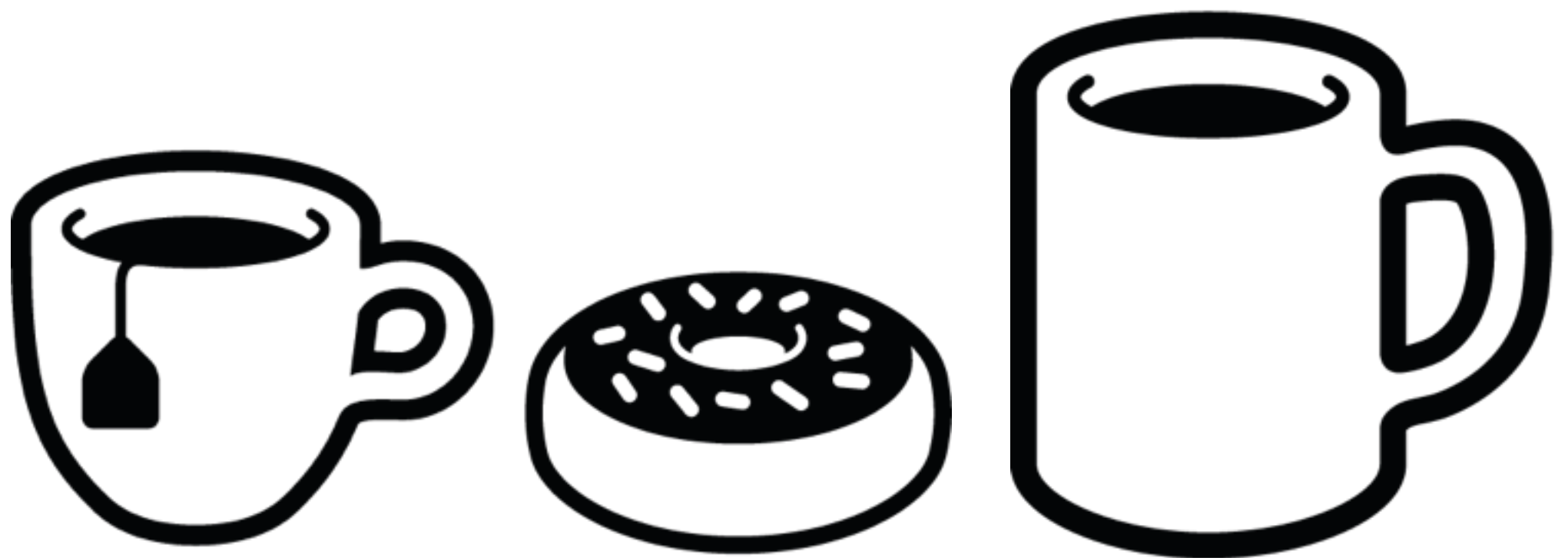
Some web font options

- **Google Fonts** is free and hosted

- **FontSquirrel** is free and not hosted

- **TypeKit** is subscription-based and hosted (and owned by Adobe)

- **FontDeck** is subscription, not hosted

- **MyFonts** is paid and not hosted

- And many others!

Let's try out Google Fonts.

Project show and tell
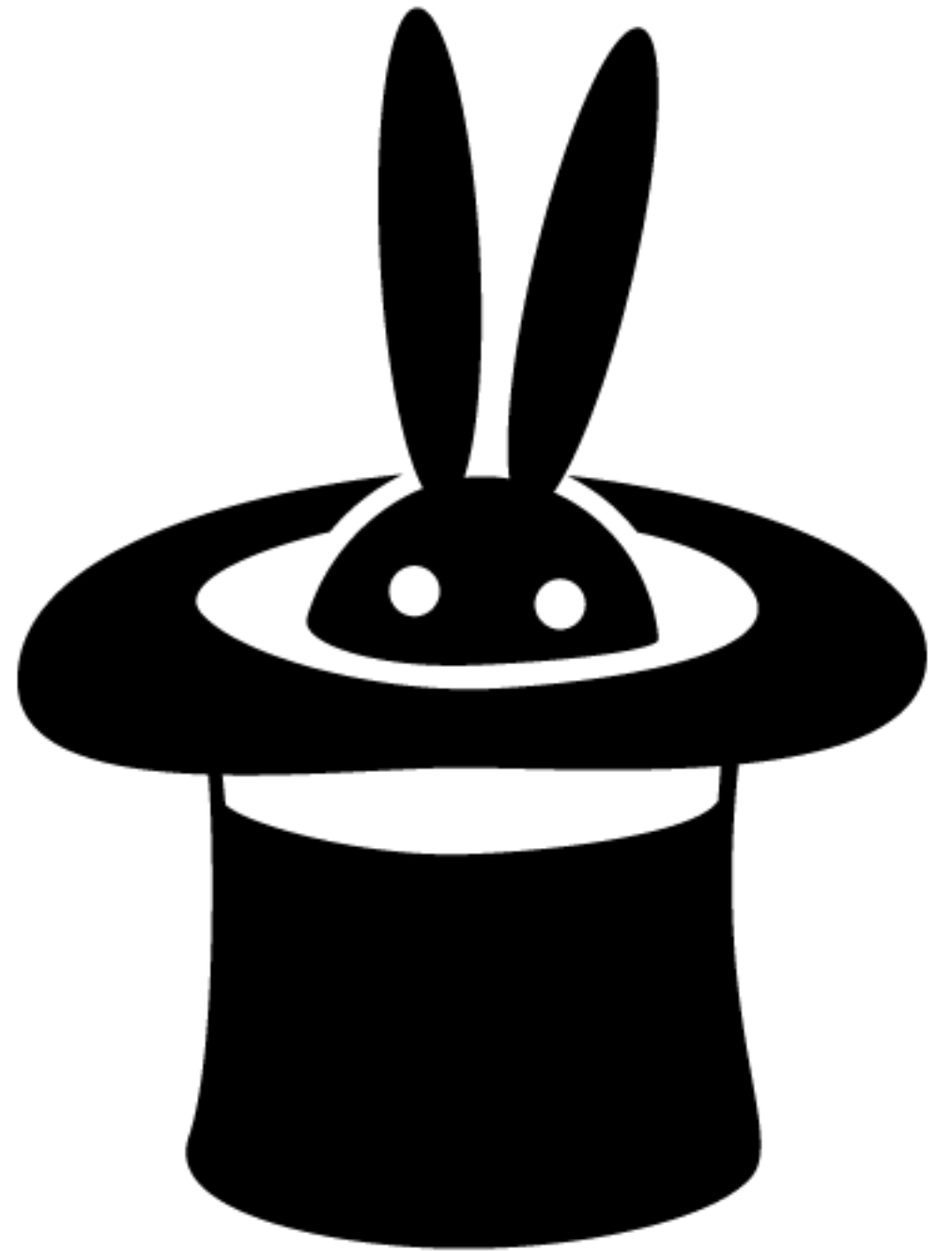
Overviews of related stuff

Javascript

- The third pillar of the web along with **HTML** and **CSS**

- Added to an HTML document with the `<script>` element

- Allows for **manipulating elements and attributes** in HTML to add extra interactivity

Google Analytics

- [Google Analytics](#) provides a free **javascript snippet** that is **added to each HTML page you want to track**

- Learn about **your traffic** and what **systems your visitors use**

- Make informed decisions about your site to help meet your goals

jQuery

- A **Javascript library** (i.e., a set of pre-made scripts)

- A platform for **common user interface patterns** like slideshows, moving/hiding/showing, widgets, validation

- **Heavily tested** and **prevents having to roll your own** Javascript to complete a common task

CSS3

- **CSS3** techniques add extra **refinements, depth, transitions, animations, rotations, and typography options**

- Frequently **combined with Javascript**

- Can range from simple (rounded corners!) to print-like presentations to full-blown interactive experiences

Responsive design

- Allows layouts to **adjust to the size of a device**

- Uses **% of the parent container** instead of fixed pixel widths

- Can use CSS3 **media queries** to call different styles based on the size of a user's browser window

Responsive design example

```html
<body>
  <main><!-- main content of the page --></main>
  <aside><!-- page sidebar --></aside>
</body>
```

```css
/* basic widths for larger browser window/screen */
main { width: 80%; }
aside { width: 20%; }

/* styles for smaller browser window/screen override previous widths */
@media all and (max-width: 520px) {
  main, aside {
    width: 100%;
    /* change other styles at different browser sizes! */
    background: #ccc;
  }
}
```

Mobile-first design and dev

- Means thinking about scaling up using **progressive enhancement**

- **Define your base experience that can work on a smartphone** and add enhancements to tablets, then laptops and desktops

- Only add bells and whistles **when a system can more easily support them**

Why think about mobile?

- In 2012, 31% of US adults with cell phones did most of their online activity on their phones*

- In 2013, half of US teens with smart phones do most of their online activity on their phones**

- "...since the birth of Android nearly as many iOS and Android devices have been sold as PCs"***

* http://www.pewinternet.org/Reports/2012/Cell-Internet-Use-2012.aspx
** http://www.pewinternet.org/Presentations/2013/Jul/10-Things-to-Know-About-HowTeens-Use-Technology.aspx
*** http://www.asymco.com/2013/07/18/the-pc-calamity/

Web accessibility (or a11y)

- **Web accessibility** is about providing support for people in three major use cases:

  - No/low sight

  - No/low sound

  - No/low motor skills

- HTML, CSS, and Javascript can be written to support all three

Implementing a11y

- **Logical content order and semantics**

- Media **alternatives**

- **Keyboard** focus and interactions

- **Contrast**

- W3C has guidelines for developing sites that are **friendly to people with disabilities and assistive tech**

Version control

- **Version control** is a method of storing versions of files so that changes are recorded

- Helps **prevent** accidental deletions, additions, mistakes, and errors in live code

- Services like **GitHub** let you store projects and keep track of your changes

Course and instructor evaluation

★★★★☆

Please...

- Be constructively critical!

- Be specific!

- Be honest!

- Visit https://www.svcseattle.com/evaluation/

- Choose "**HTML and CSS Level 1 (Summer 13)**"

Thank you!