

1/ Introduction

As part of my professional training at Access Code School, I have to make a mobile application using languages and frameworks that we learnt during the training, and other imposed frameworks. This mobile app must introduce myself, describe my curriculum, show my skills, deal with projects we achieved by presenting them, and end with a form to contact me.

First, in this brief, I am going to describe the wireframe of my project and how the application works. Secondly, I am going to describe the used framework to make this application.

2/ Description of the wireframe

2.1/Structure and contents

My mobile app is going to be a “one page “web app. That is to say, all information is going to be displayed without new page loading. The page is going to be cut into several sections: header, about me, education, skills, portfolio, and contact. First, in the header, there is a navigation bar. The access is allowed directly to the different section of the page. Then, there is the title, defined as “Eddy’s portfolio, web developer”, which shows the subject of the app. Pictures of nature, landscapes are in background, corresponding to me. The following section introduces myself. Here is a short description of me, first and last name, place of life, activities, and hobbies. Beside of this text are two pictures: a photo of me and a picture of one of my hobbies. The next section presents my education. Here I explain briefly what I have done before joining Access Code School in Besançon. After that, the text is a description of what I learn at the ACS. Next, the skills section describes what languages and frameworks I know and practise .There are logos as illustration of each language or framework I practise. After that comes the main section: portfolio. It’s here that my different projects are presented. By clicking over the pictures that’s represent screenshots of the projects, a pop-up appears with a description of the project. The next section is a form to contact me if the visitors have questions, comments, suggestions, or others requests. A short text describes that. People have to write name, e-mail, and message explaining their requests, before send the form. There is also a picture to illustrate the form. The last section is the footer with a link to my Github account (Github logo).

2.2/Animations

The navigation bar is going to be always visible, fixed on top of the screen. By touching the navigation bar, there is a colour change when a button is active. When the app is opened, the title appears by sliding from the left to the right. The pictures behind the title are in a slider. The animation transition is going to be a progressive change of picture, without translations. By touching the sections titles, a slight change of the background colour occurs (sections titles divisions), changing the theme of the app every time you touch sections titles. In the portfolio section, by touching the screenshots of the projects, a pop up appears with a progressive enlargement. A grey cross in the right top corner of the pop-up allows the visitors to close the pop-up with a progressive shrinking. By sending the form, a message appears under the form to tell the visitor the form as been sent or if it is incomplete. All the pictures of the app appear by the left or the right, depending of their position (see wireframe at the next page, first wireframe for app, second wireframe for a pop-up).

3/ Description of the used framework

To build my app, I choose a framework between Angular 2, VueJS and ReactJS.

VueJS is a library to create easily JS effects and animations. We just have to include a CDN in a HTML page to use it. ReactJS seems to be more complicated to use, but the functions and results are the same that VueJS.

I decide to use Angular 2. Angular 2 is an improved version of Angular 1. First, Angular 2 seems to be difficult to install and to learn. I have to use command lines to do it. Besides, I have to install several programs before use Angular 2. First, I set Node.js, a framework to use JS in backend side. Secondly, I set Angular files in command lines and TypeScript (language used to secure JavaScript, transpiled in JavaScript to be interpreted by web navigators).

In my opinion, Angular 2 is better to make my application, because it's a one-page app. Indeed, Angular 2, especially Ionic (Angular framework for mobile apps), is really suitable for app building. Moreover, Angular appears to be more popular and more sought after than VueJS or ReactJS. Finally, I prefer Angular 2 for its syntax, its language which seems to be more logical than VueJS or ReactJS. More animation effects are also displayable thanks to Angular 2.

ABOUT ME		EDUCATION		SKILLS
	PORTFOLIO		CONTACT	

EDDY'S PORTFOLIO WEB DEVELOPER

ABOUT ME

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SKILLS



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PORTFOLIO



Projet jeu



Blog



Espace membre

CONTACT

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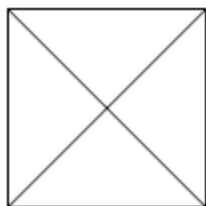
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