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# Today's Plan

01

Answer any lingering questions.

02

Outline the major topics covered so far.



Break into groups for a heavily supported coding session.



### The Important Stuff

#### HTML/CSS:

- The basic parts of an HTML document (<html>, <doctype>, , <h1>, etc.)
- Using in-line, internal, and external CSS style sheets
- Using relative pathways to link CSS and other assets
- Using HTML IDs (#), classes (.), and element names to attach CSS styles

#### Git:

- The advantages of using Git and source control management
- Using Git Bash or Terminal to perform basic Git commands
- Using Git clone, add, commit, and push commands
- Branching via Git branch, checkout, and pull requests

## The Important Stuff

#### **Bootstrap and Mobile Responsiveness:**



Using a pre-built CSS library

02

Including Bootstrap CSS in your existing website

03

The process of dissecting a layout in the Bootstrap grid system

04

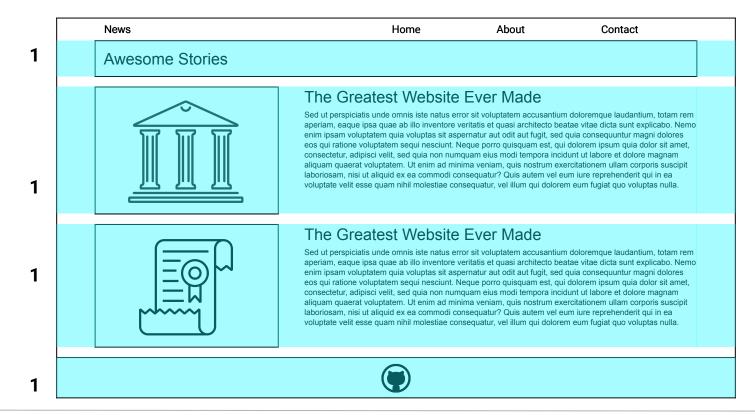
Using Bootstrap components such as panels, jumbotrons, navigation bars, and so on

 $\left(05\right)$ 

A general understanding of media queries and mobile responsiveness

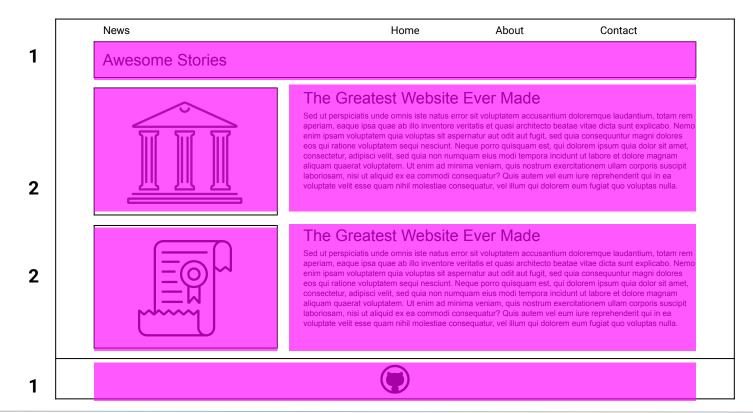
### **Bootstrap Layouts**

#### Rows: 4 total



### **Bootstrap Layouts**

#### Columns total: Different for each row



### **Bootstrap Grid**

Note the rows, columns (col-lg-6), and containers.

```
<div class="container">
    <div class="row">
        <div class="col-lg-12">
             <h1>I'm in Column 1 of 1. I stretch the entire width. And keep going.</h1>
        </div>
    </div>
    <div class="row">
        <div class="col-lg-6">
             \langle h1 \rangleI'm in Column 1 of 2\langle h1 \rangle
        </div>
        <div class="col-lg-6">
             <h1>I'm in Column 2 of 2</h1>
        </div>
    </div>
</div>
```

# The Important Stuff: JavaScript

The purpose JavaScript serves in relation to HTML and CSS The uses and syntax for creating the following: **Variables Functions Objects** Arrays console.log, alert, confirm, and prompt Scope **If-Then Statements** Methods For Loops

# The Important Stuff: JavaScript (Continued)

- Organizing a JavaScript program with regards to global variables, functions, and function calls
- Using vanilla JavaScript code to capture key clicks
- Using Vanilla JavaScript code to generate random numbers

#### **jQuery**

- 1 The purpose of a JavaScript library like jQuery
- The meaning of the jQuery \$(\_) syntax
- Using jQuery to capture button clicks
- Examples of jQuery methods for changing HTML
- Using jQuery and JavaScript to change HTML in response to code



# **Group Activity:**

Review Questions



## **Group Activity:** Review Questions

Spend a few moments seriously looking over the important topics we've covered.

#### Write down any of the following:



Which topics still seem fuzzy or challenging to you?



What specific questions do you have about these topics?



What conceptual questions do you have about these topics?

#### Once you've written your responses to the previous questions, do the following:



Ask the members of your group if they know the answers to your questions or if they can explain a topic you are unsure about.



Write down any topics that you are still unsure about following the group discussion.



