Project 1 (Exam 1	L):	Informative	App
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Topic: <u>Dreaming Places</u>

Instructions: Project 1 consists in creating a one page informative app. The information of the app is about a place (city, country, or state) where you want to inform people about that place.

In your app you have to present four information about the place such as:

- 1. Where is the place and why it is a famous place.
- 2. Activities to do in that place.
- 3. Important things or locations of that place.
- 4. Contact information

Remember that you are creating a one page web app using the HTML and CSS skills learned in chapter 1, 2, 3, and 4. The HMTL and CSS skills that must be in your web app are:

- Writing links: linking to other sites, to an email address, and to a specific part of the same page
- Text characteristics, text-size, text alignment, text shadow, first letter of a paragraph, text border, margin and padding
- Design layout in css using <div> element, float property, and box-sizing.
- CSS styling images: rounded, circled, border, and shadow images.
- Navigation Bars (fixed navigation bar).
- Create contact and media icons.

Example) Informative App: Japan



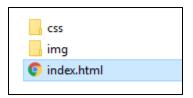






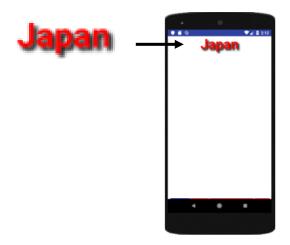
PROCEDURE

1. Open the **Command Prompt** and prepare the emulator. After it, open a text editor, Atom, create two new files, and save one file as index.html and another one as index.css in the *css* folder in your cordova project. If your cordova emulator is not working properly, you can run the app through the internet browser, Google Chrome. Your project folder should look like as the following:



2. Remember to set the structure of your HTML file as the following:

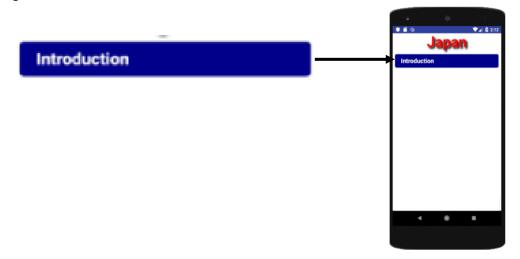
3. Create a title with font color, font-size, text-align, and text-shadow, font-family, font-weight.



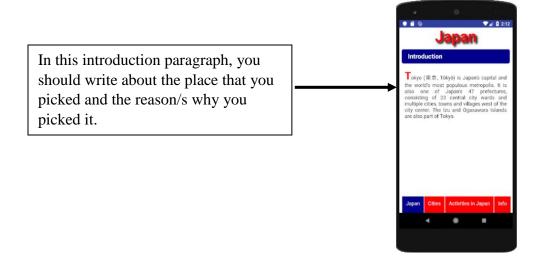
4. Create a navigation bar that will stick on the bottom of the app. The navigation bar should have four tabs with background-color, height, font-size, padding, and font color when the links are active and hover. Also, each navigation tab should be linked to a specific part of your app using *id* and has a smooth scrolling effect. The *id* part you will complete at the end of the project.



5. Create a subtitle using heading, h3, and apply the following attributes to it: width, height, padding, background color, font color, and border-radius.



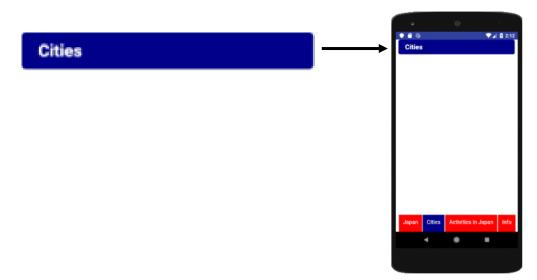
6. Create a division or paragraph to introduce the place of your project. This paragraph should have padding, and text-align to justify.



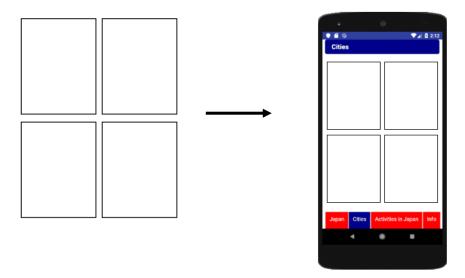
- 7. Download and save images about your chosen place in your *img* folder from your cordova project folder.
- 8. Create a container to display the image. The image should have a border-radius to 50% and shadow



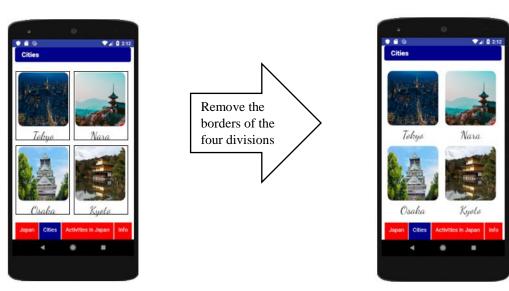
9. After step 8, create another subtitle to introduce images of your project's place such as cities, parks, season's sightseeing, etc.



10. Create four divisions, two divisions on the top and two in the bottom. You can add a solid border to the divisions for reference, but remember that those borders can be removed later.



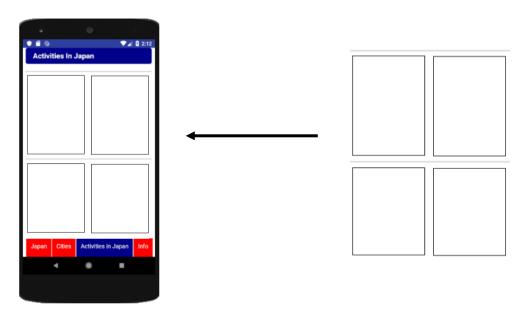
11. Add images and text to each container. The images should have rounded borders with the width of 100% and the height of 80%. The text should be centered with font-family and bigger font-size. Once you have the images and texts set in the division, you can remove the borders of the division.



Create another subtitle to introduce the different activities that you can do in your chosen place.



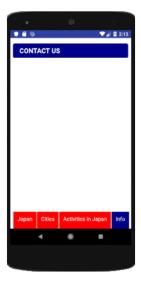
12. Create four divisions, two divisions on the top and two in the bottom. Separate the top and the bottom divisions with a break. You can add border to the divisions for reference, but remember that those borders can be removed later.



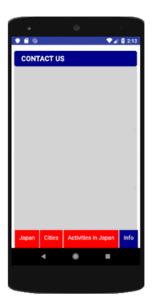
13. Use one division on the top and bottom row to store an image and the other division to put information about the image. Do not forget to include padding to the information division. You can remove the border once you have the image and information set.



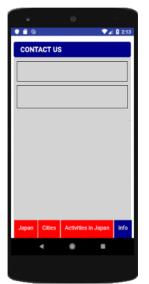
14. Create another subtitle as CONTACT US.



15. Download five icons: phone, email, twitter, facebook, and Instagram from www.iconfinder.com.
Remember that the icons must be saved in the *img* folder.



16. For this contact session, you can use flex-container as reference. Create a main container of about 500px height with a background color of your choice (the background-color must be a light color)



17. Create two divisions inside the main container and border them for reference. Once you have the border you can add margin to the divisions.



18. Insert the icon images, phone and email, to the two division. Remember that for the images to sit on the left size of the container, you might need to use **float:**left;, add padding to the divisions, and adjust the height and width of the icon images to the adequate size. The email should link to your student or personal email using the mailto attributes.



19. Once you have phone and email information set, you can remove the border. Also, you can add a break after the two divisions.



20. Now, you can add the social media contact using flex-container. Add a break after the media logos.



- 21. The last step is to add your credentials to your app. For example, you can write one of the following:
- Copyright @ "write your full name" 2020
- Designed by "write your full name" @ 2020
- 2020 @ "write your full name"

In the credential, your name should be in italic.

22. Now that you are done with your app design, the last step is to link each navigation bar to a specific part of the same app page.

------ You are done! Good luck! ------