GA GENERAL ASSEMBLY

FRONT-END WEB DEVELOPMENT

Joe Bliss
Aspiring Bestseller of a Book I Didn't Write

AGENDA

Homework Review / Q&A

Debugging Lab

Most Common HTML5 Elements

Navigation

Sprites

Busy Hands

Final Project Milestone 1

HOMEWORK REVIEW / Q&A

And ... how'd it go?

EXERCISE – ART IS HARD

SO IS DEBUGGING CODE

Work with a partner to find all of the errors in this code.

HTML5 ELEMENTS

The following behave like <div>'s, but add semantic value to your code:

<header>

<footer>

<main>

<section>

<aside>

<nav>

HTML5 ELEMENTS

<header>

‣ Defines a header for a document or section

<footer>

‣ Defines a footer for a document or section

<nav>

‣ Defines navigation links

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HTML5 ELEMENTS

<section>

  ‣ Defines a section in a document

<aside>

  ‣ Defines content aside from the page content

CODEALONG – NAVIGATION

Vertical Nav

Horizontal Nav

Nav with Images

CREATING NAVIGATION

<nav>, <ul>, <li>, and <a>

Or

<nav>, <a>

http://css-tricks.com/navigation-in-lists-to-be-or-not-to-be/

SPRITES – WHAT THEY ARE

Collections of images put into one single image.

Facebook - facebook.com
- ‣ https://fbstatic-a.akamaihd.net/rsrc.php/v2/yX/r/YurnGbd0S_-.png

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SPRITES – WHY WE USE THEM

Quicker load time

- ‣ Reduce the number of server requests and save bandwidth.

Easier for designers to manage

- ‣ All images stored in one place.

No "Blips"

- ‣ http://jobs.smashingmagazine.com

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CODEALONG – SPRITE SOCIAL MEDIA

EXERCISE – BUSY HANDS

Idle hands are the Devil's workshop. Get Busy Hands!

Work with a partner to plan-out the site.

Re-group as a class.

Code individually.

IDOL HANDS

FINAL PROJECTS

Take a look at a couple examples.

FINAL PROJECT MILESTONE

Start thinking about your projects. Next week we will touch-base, and I'd like to take a look at an initial sketch or "wireframe" by the following week:

- Can be sketched out by hand

- Can be done using a wireframing tool

- http://balsamiq.com/

THINK LIKE A COMPUTER