RUTGERS | CODING BOOTCAMP

Session 5.2 - Catching Up!
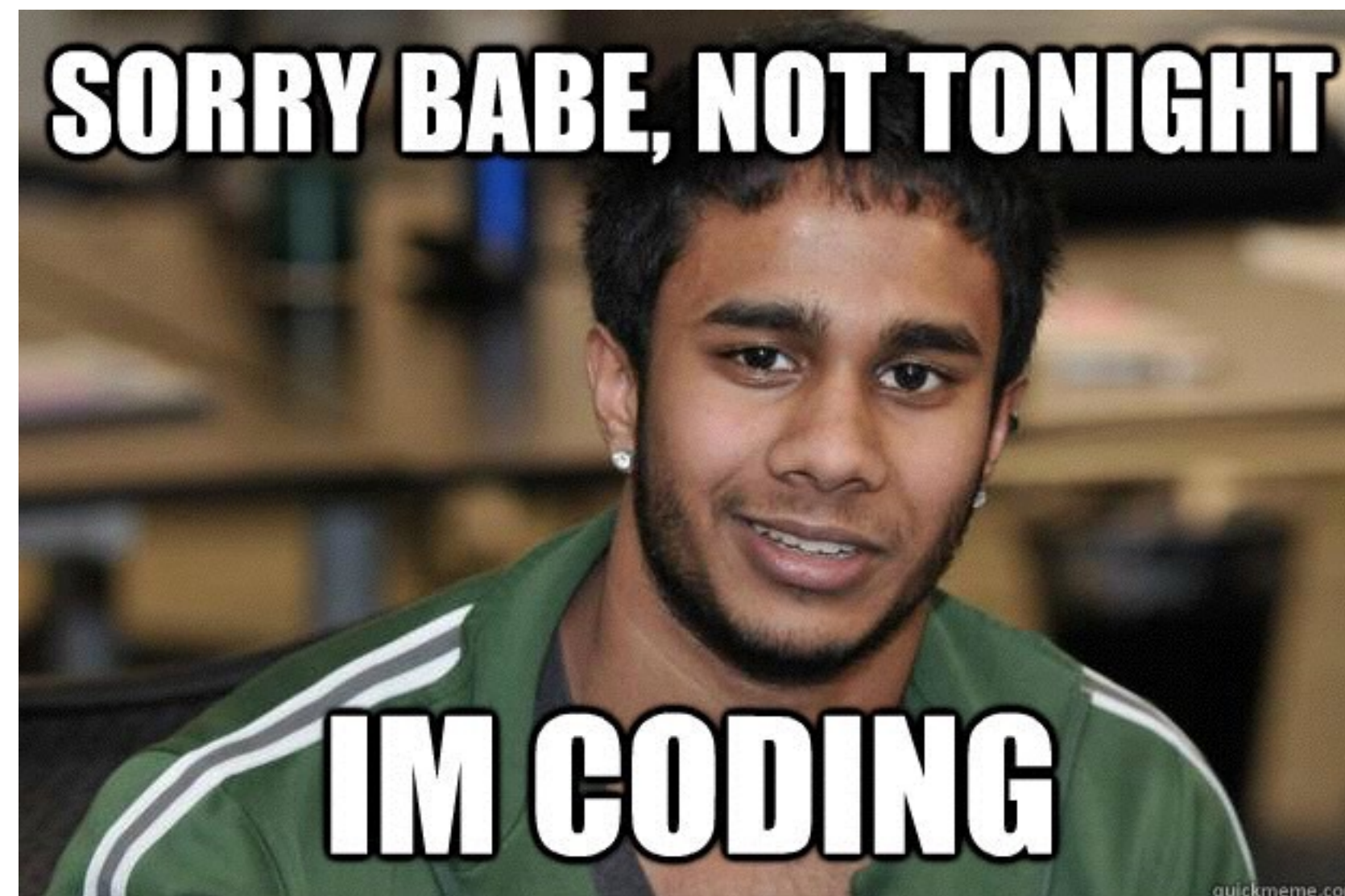
Catching Up!

Objectives

- Students will ask conceptual questions regarding any of the subjects covered so far (HTML, CSS, GIT, Heroku, JavaScript, jQuery)

- Students will absorb a high-level listing of the most important subjects covered to date.

- Students will group code previous or new projects if they choose.

Today's Plan

- We will go over any lingering questions **(15 mins)**
- I will outline the most important topics through today **(30-40 mins)**
- Break into groups for a heavily supported coding session **(2 hours)**

Today's Groups

Slacked out

Recap of Subjects

The Important Stuff

HTML / CSS:

- Basic Parts of an HTML Document (<html>, <doctype>, <p>, <h1>, etc.).

- Using in-line, internal, and external CSS stylesheets.

- 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.

- Understanding how to use Git clone, add/commit, push.

- Understanding branching via Git branch, checkout, and pull-requests

The Important Stuff

Bootstrap / Mobile Responsiveness

The concept of using a pre-built CSS library.

The steps to include Bootstrap CSS into your existing website.

The process of dissecting a layout into the Bootstrap grid system.

A general understanding of how to use Bootstrap components (e.g. panels, Jumbotron, navigation bars, etc.)

A general understanding of @media queries and mobile responsiveness.

COLUMNS

1

2

2

1

Total Not relevant

Slide data from Ahmed Haque

Bootstrap Grid

```html
<!-- Creates the Overall Grid -->
<div class="container">

    <!-- First Row -->
    <div class="row">
        <!-- First (and only column) -->
        <div class="col-lg-12">
            <h1>I'm in Column 1 of 1. I stretch the entire width. And keep going.</h1>
        </div>
    </div>

    <!-- Second Row -->
    <div class="row">
        <!-- First of two columns -->
        <div class="col-lg-6">
            <h1>I'm in Column 1 of 2</h1>
        </div>
        <!-- Second of two columns -->
        <div class="col-lg-6">
            <h1>I'm in Column 2 of 2</h1>
        </div>
    </div>

</div>
```
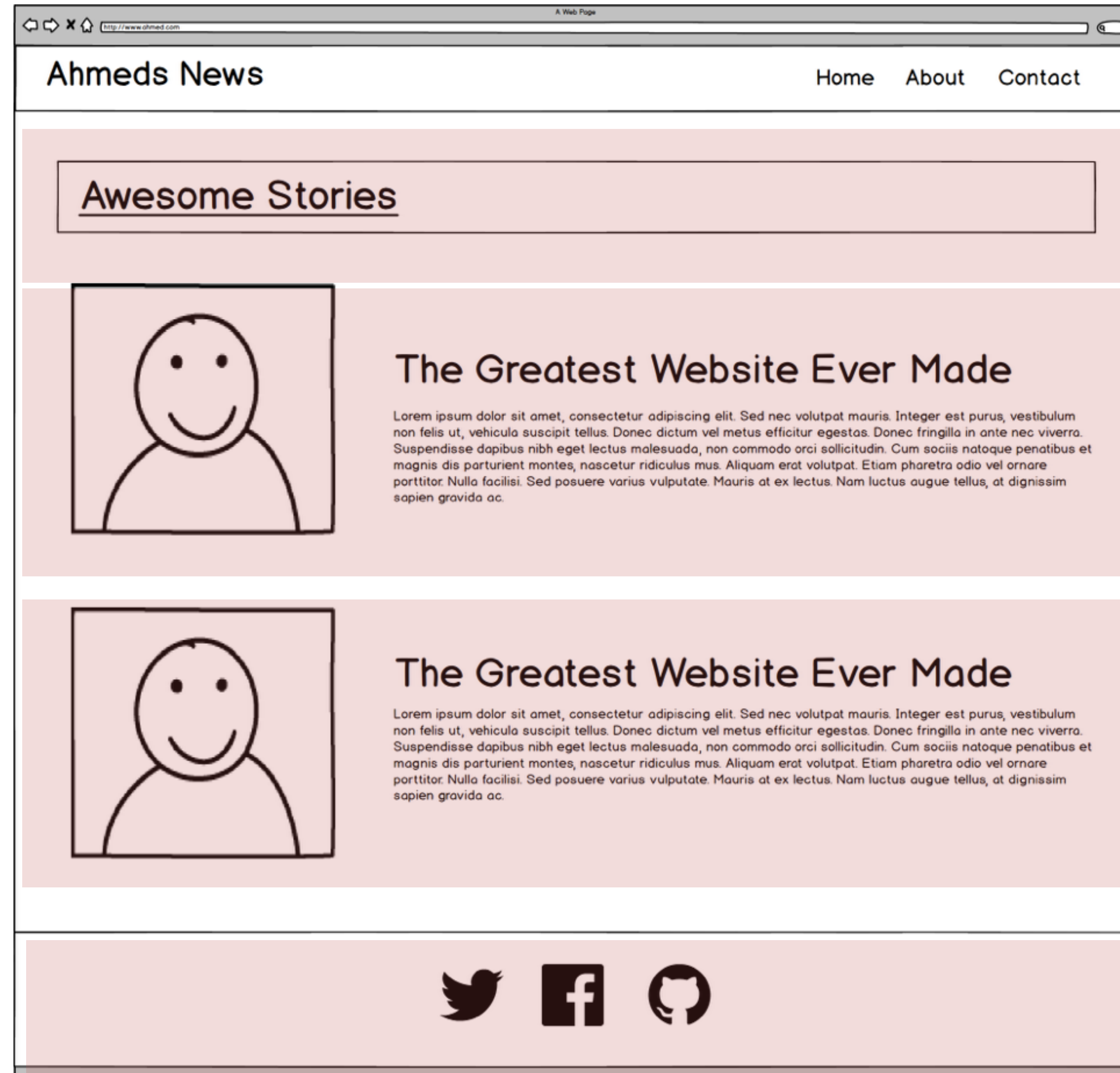
Note the rows, columns (col-lg-6), and containers

The Important Stuff - Javascript

Understand what purpose Javascript serves in relation to HTML and CSS

Understand both the uses and syntax for creating the below:

Variables

Arrays

Console.log, Alerts, Confirms, and Prompts

If-Then Statements

For Loops

Functions

Objects

Scope

Methods

The Important Stuff - Javascript

Understand how to organize a Javascript program with regards to global variables, functions, and function calls

Be able to use old Javascript code to capture keyclicks

Be able to use old Javascript code to generate random numbers

The Important Stuff - jQuery

Be able to explain why we might use a Javascript library like jQuery

Be able to explain what the jQuery $(_) syntax means

Be able to use jQuery to capture button clicks.

Be able to provide a few examples of jQuery methods for changing HTML.

Be able to use jQuery and Javascript to change HTML in response to code.

<h1> Your Turn!!! </h1>

Spend a few moments to <u>seriously</u> look over the "important topics" we've covered.

<u>Then write down any of the following:</u>

- What still seems fuzzy or challenging to you?

- What specific questions do you have about these topics?

- What conceptual topics do you have about these topics?

<u>Once you've written them down:</u>

- Turn to the members of your group and ask if they know the answers to your questions or if they can explain a topic:

- Write down any questions or topics that are still left unanswered (or weren't answered well).

Lingering Coding Questions?

Slide data from Ahmed Haque

Group Work

Where to Start…

Can you and each person in your group…

- Comfortably build the Hangman Game (HW 3) from scratch?
  No? Then start with Hangman

- Explain conceptually how "Ahmed The Game" works?
  No? Then start by dissecting Ahmed the Game.

- Comfortably use jQuery to modify HTML based on clicks?
  No? Then start with Lottery Generator.

- Comfortably create a grid-based design with Twitter Bootstrap?
  No? Then start with Twitter Bootstrap Assignment.

Podcast of the Week

A 10(ish) Minute Podcast for Developers.

https://developertea.com/

Coding Tips

- Create a Real Programming Environment

- Make Programs From Scratch

- Start Small

- Write Lots of Code

- Ask for Help

- Ask for Help the Right Way

http://www.programmingforbeginnersbook.com/blog/when_you_know_the_basics_but_you_still_cant_code/