



# USER MANUAL

Juan Daniel's Virtual Programming Lab

## Short description

This application will teach you how to create your own website with HTML5, CSS3, BOOTSTRAP, MYSQL AND PHP.

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## Application Description

JD's Virtual Programming Lab is an application for smartphones with Android 5.1 lollipop or greater, the application teaches you how to create a website. The application is native, so connections are fast, and the interface is simplified for using it on the phone. The functions of the application are: the teaching of 5 programming languages: HTML5, CSS3, BOOTSTRAP, MYSQL, PHP.

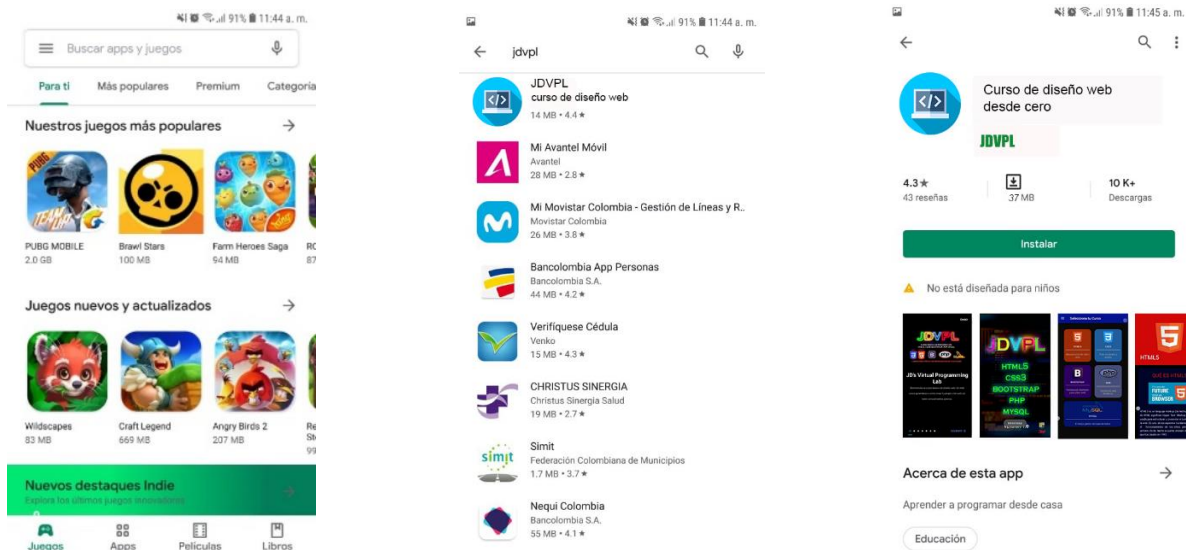
## Requirements

The minimum requirements for the JDVPL application to work correctly are the following:

- 1) Android operating system (5.1 or greater).
- 2) Connectivity (3G, 4G. And / or WIFI).

## Downloading the application

This application can be downloaded by accessing the link <https://play.google.com/store?hl=en> directly from your Smartphone by going to the search engine and we write jdvpl, there it will appear as it is shown in the figure; Once you found and selected you will proceed to install it.



## Presentation Screens

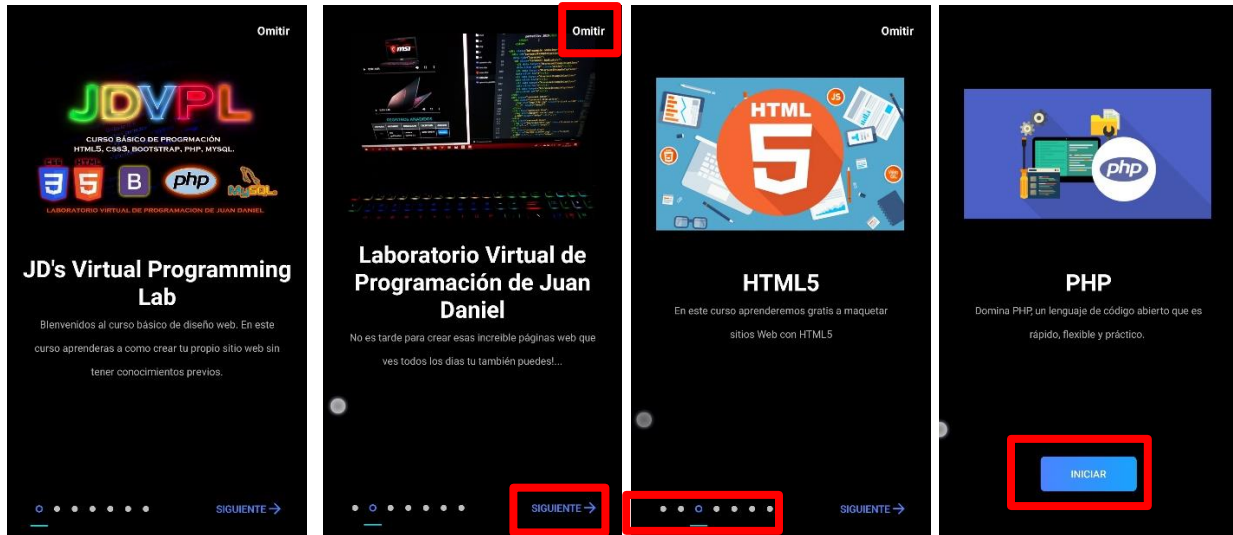


Figure 1

Figure 2

Figure 3

Figure 4

The first screen (Figure 1) will show you information about the application, as well as a brief description of the programming languages contained in the jdvpl course. As we see in each screen you can skip or continue (Figure 2) if you want to know what the app will be about, once you finish the initial screens, you will get the start button (Figure 4) which will start the course web design; if you want to return to the initial screens you can do it by sliding backwards or by pressing on the small buttons as indicated in Figure 3.

Observation: this presentation will appear only once, if you want it to appear again, you must delete the application data with the cache.

Starting screen



Figure 1

After you have continued the presentation of the application, one screen will appear from now on every time you close the application. This screen contains the logo, the courses and the version.

Login and registration screen



Figure 1



Figure 2



Figure 3

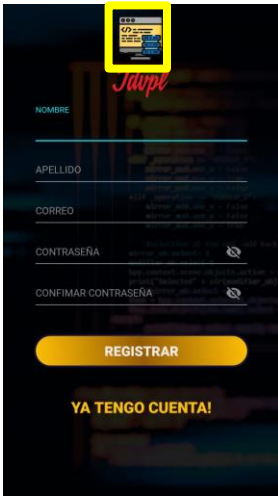


Figure 4

After the first screen, the application will enter to the session screen (Figure 1), if you are not already registered, you must press the "**You are not registered**" button and there will be another screen (Figure 2), in which you must fill in the data to register, if you have already registered in another cell phone you will enter with the same email and password; also clicking on the application icon, it will go to the register screen (figure 3). With the icon that appears on the registration screen (Figure 4) you can choose a photo, which will go in your user profile, the picture will remain in the application every time you log in, for the other hand, if you already have an account, you must click on "**I already have Account**" and you will return to the Login Screen, where you can enter with the corresponding data.

The Login screen has two fields; one for the mail, with which you have registered and the other for the password, this can be seen with the icon eye.

On the Registration screen you have the fields of: First Name, Last Name, Email, Password and Confirm Password you must complete all the fields to enter the application.

### Initial Menu Screen



Figure 1



Figure 2

After you have registered or logged in, this screen will appear (Figure 1), which you have the information of: “**Curso basico de diseño web: HTML5, CSS3, BOOTSTRAP, PHP, MYSQL**” (Figure 1). At the top we will find the navigation icon that will then display a menu (Figure 2).

### Navigation menu

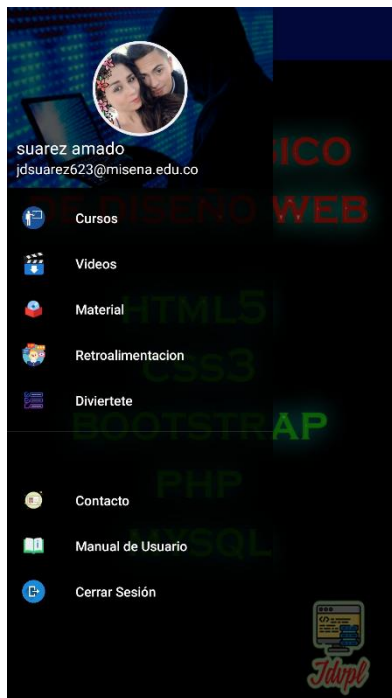


Figure 1

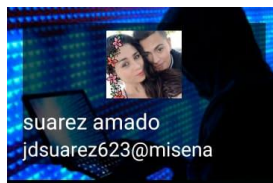


Figure 2

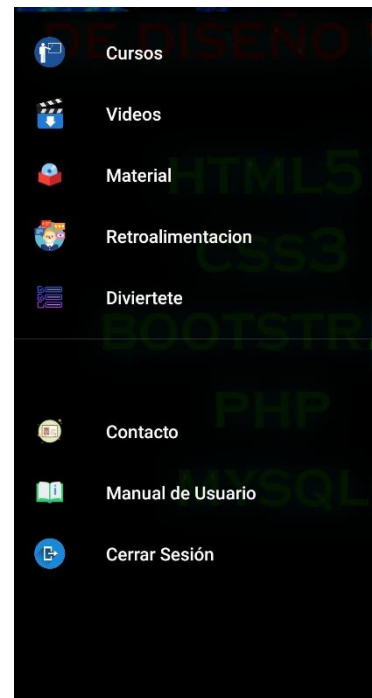


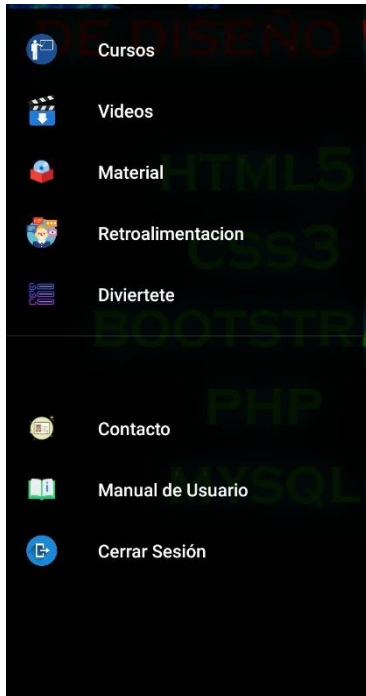
Figure 3

In this part we have the menu (Figure 1), it has the following options:

At the top we have the image, the email and the last name of the corresponding user (Figure 2).

At the bottom of the user's photo, you have the menu options, they have 8 options (Figure 3):

## Menu options



The first "**Courses**" in which are the 5 programming languages that we are going to work on.

The second option "**Videos**" has all the videos related to the web design course.

The third option "**Material**" you will find the necessary software to carry out the course.

The fourth option "**Feedback**" you will find publications that will be made through screenshots or images in which you can publish or comment on these images.

The fifth option "**Have fun**" you can test yourself how much you have learned from the course.

The sixth option "**Contact**" you will find information of the person who made the application in case you have any questions.

The seventh option "**User Manual**" you can find the operation manual of the application.

The eighth option "**Log out**" is to exit the profile you are in and be able to start again or with another profile.



## Option courses

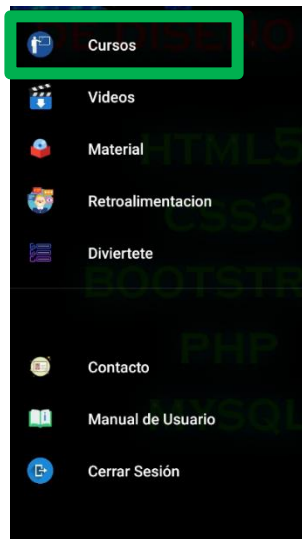


Figure 1



Figure 2

In the **"courses"** option (Figure 1), you will find all the tutorials to perform for the design of a website, it consists of HTML5, CSS3, BOOTSTRAP, MYSQL, PHP. To access each Tutorial, you must press the icon of each programming language (Figure 2).

## HTML5 course



Figure 1



Figure 2



Figure 3

After pressing the orange icon (Figure 1) you will enter to HTML5 programming course, it contains detailed information on this language (Figure 2); In addition to pressing any of the two buttons that you will find at the bottom of the HTML5 course (Figure 3) you will be able to see a video, this video you will learn how to make a website only with HTML5 language.

### CSS3 course



Figure 1



Figure 2

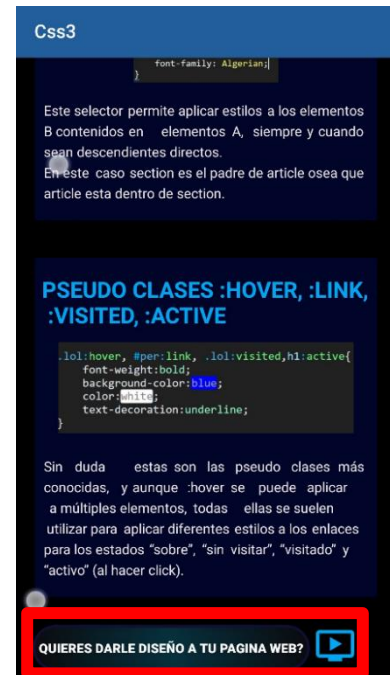


Figure 3

If you press the blue icon (Figure 1), you will enter to css3 course (Figure 2), you will have information about that course, at the bottom you will also find a video (Figure3) of how to give style for a website.

## Bootstrap course



Figure 1



Figure 2



Figure 3

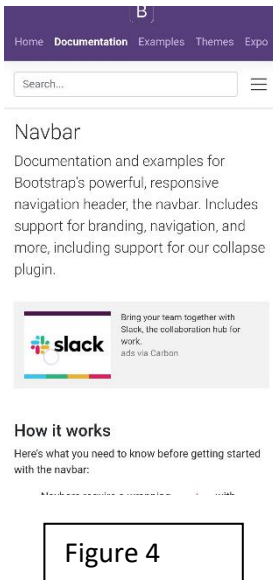


Figure 4

If you want to learn Bootstrap you must press the Bootstrap box (Figure 1), then you will get information about that course (Figure 2); At the bottom (Figure 3) you can see a video of how Bootstrap is used, and you will also have access to the official website where you will find the course documentation in case you want to use other components (Figure 4).

## Php course



Figure 1



Figure 2

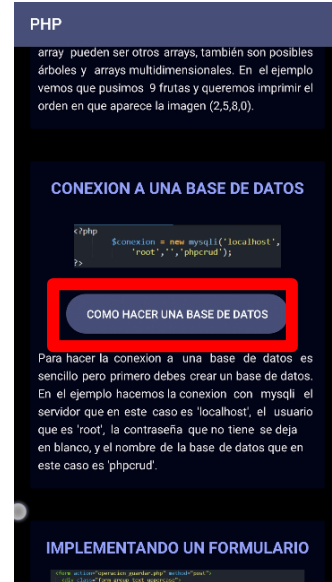


Figure 3

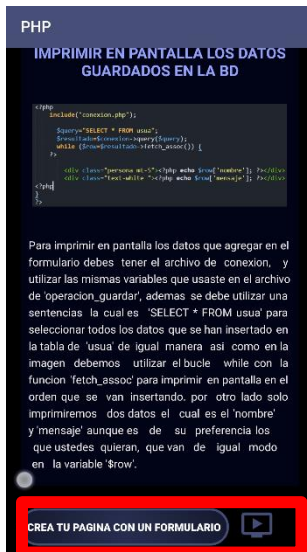


Figure 4

If you want to learn php, you must press the php box (Figure 1) and it will show you the complete course (Figure 2), you will also find images that were tested so that the users won't have problems when they're going to test it on some website. You will also find a tutorial (Figure 3) about how to make a database if you do not have knowledge of mysql, finally at the bottom you can see a video (Figure 4), which I teach you how to make a form by adding photos and texts.

## MySQL course

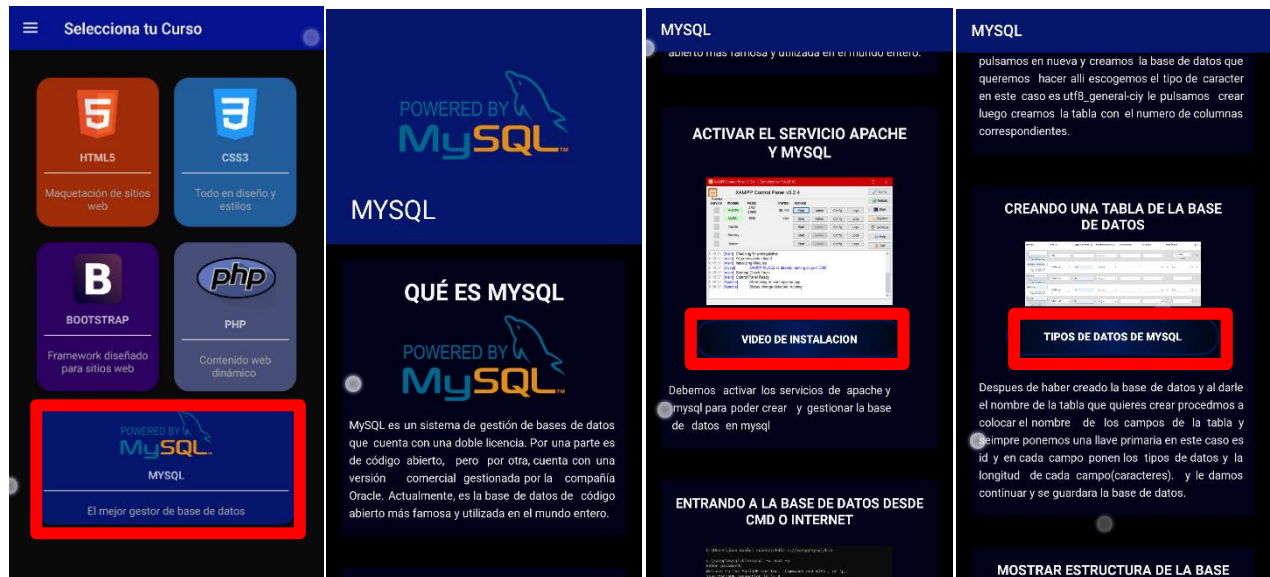


Figure 1

Figure 2

Figure 3

Figure 4



Figure 5

Finally, if you want to create or manage a database, you can access the MySQL course (Figure 2) through the MySQL box (Figure 1), when you have accessed, you will find all the information about databases with MYSQL, you will also have to install a program (Figure 3), this program will work if you need to manage databases, also if you do not have knowledge of the data types of a database, you will find a website where you will find all types, by pressing the button as shown in Figure 4, for the other hand, you can watch a video tutorial by pressing the button at the bottom (Figure 5).

## Opción videos

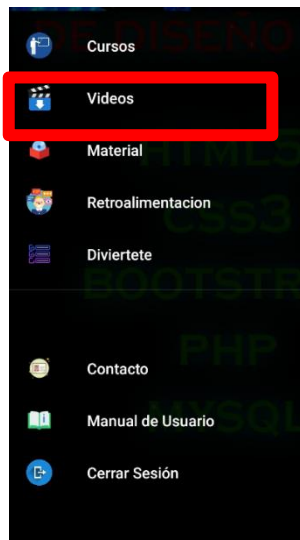


Figura 1

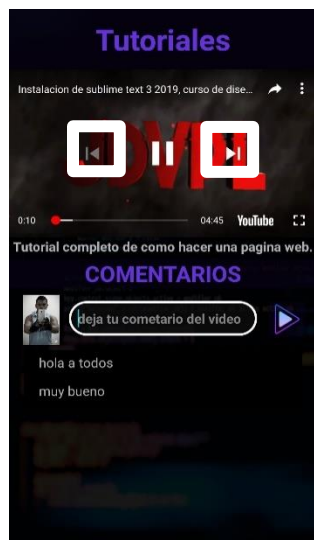


Figura 2



Figura 3

En la opción **video** (Figura 1) encontraras todos los videos que contiene la aplicación, en total hay 7 videos que de igual manera si quieres ver el siguiente o el anterior video solo debes presionar en el botón siguiente o anterior (Figura 2). En la sección de comentarios (Figura 3) podrás agregar o ver comentarios de los tutoriales.



## Opción Material

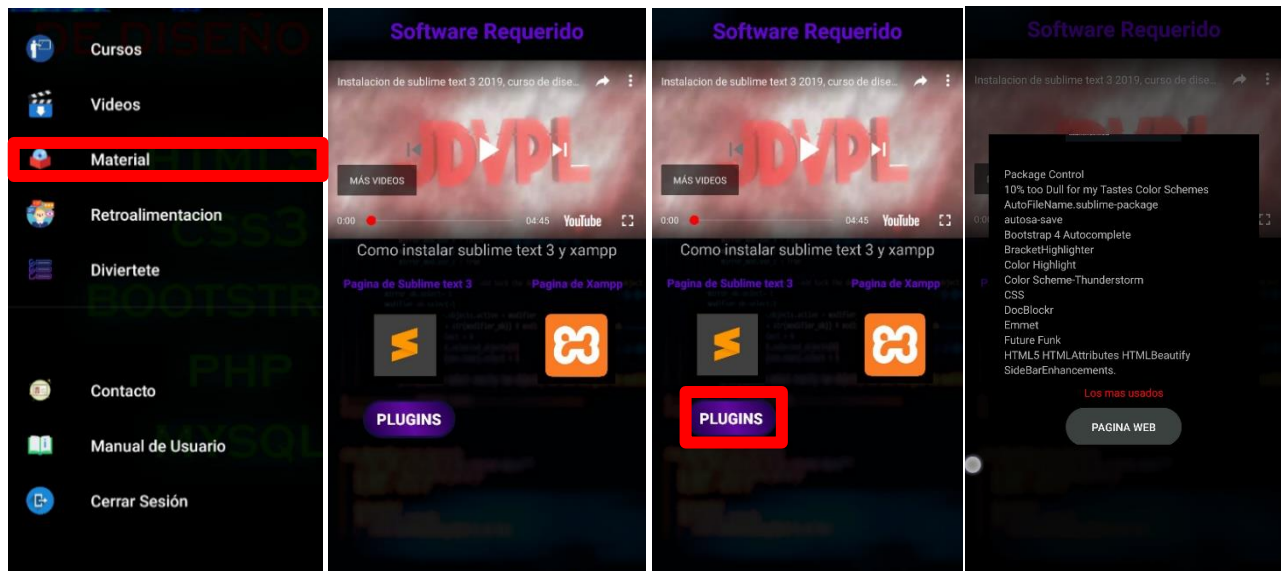


Figura 1

Figura 2

Figura 3

Figura 4

En opción Material (Figura 1) encontraras 2 videos (Figura 2) de instalación del software requerido para el seguimiento del curso, además en los iconos de cada software encontraras las páginas web de **Sublime Text 3** y de **XAMPP**; por otro lado, en el botón de plugins (Figura 3) obtendrás el nombre de los plugin que tengo instalado en el tutorial, y también deje una página web de los plugins más usados el cual podrás acceder presionando el botón **página web** (Figura 4).

## Opción Retroalimentación

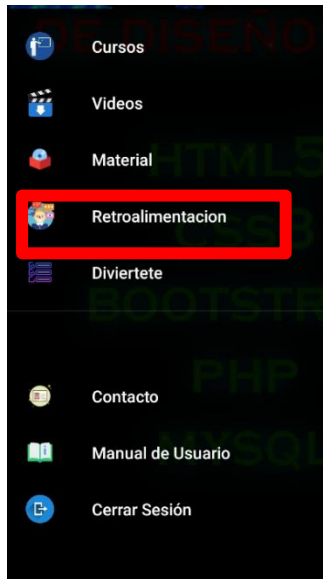


Figura 1

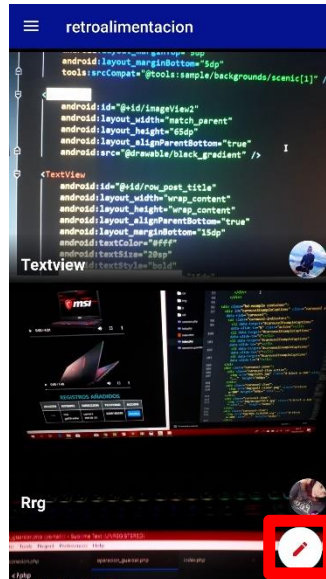


Figura 2



Figura 3

En la opción **retroalimentación** (Figura 1) podrás ver o agregar imágenes de código, si quieres agregar una imagen debes presionar el botón flotante (Figura 2) y te saldrá tres campos en el cual debes llenarlos todos, debes colocar el título del problema, la descripción y la imagen. Luego de que se hayan llenado todos los campos correspondientes debes presionar el botón del lápiz y se agregara correctamente en la pantalla inicial de retroalimentación en orden ascendente donde saldrá el título que le colocaste a la imagen y también la foto de perfil como se muestra en la figura 2.



## Comentar imágenes

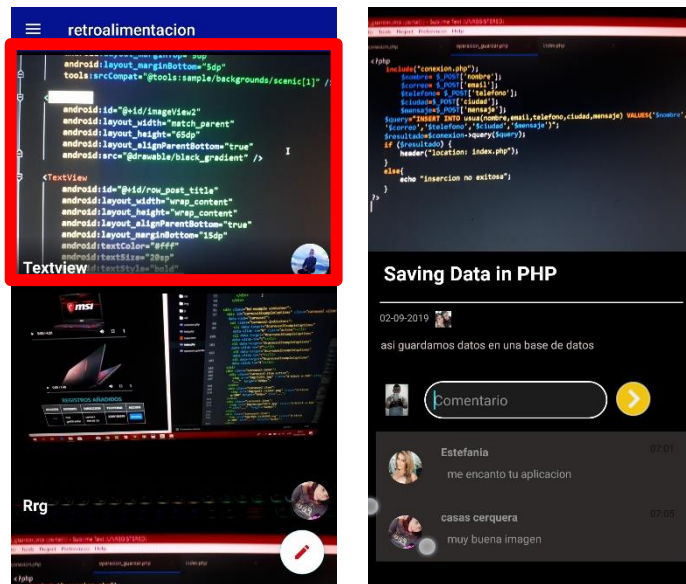


Figura 1

Figura 2

Si quieres comentar o ver la descripción del post puedes presionar la imagen que deseas comentar (Figura 1), luego te aparecerá una pantalla donde podrás hacerle zoom a la imagen, en la parte inferior de la imagen saldrá el título de la imagen, la fecha de publicación, la foto de perfil la persona que la agrego y más abajo podrás ver los comentarios que han hecho y también podrás hacer un comentario del problema.

## Opción Diviértete

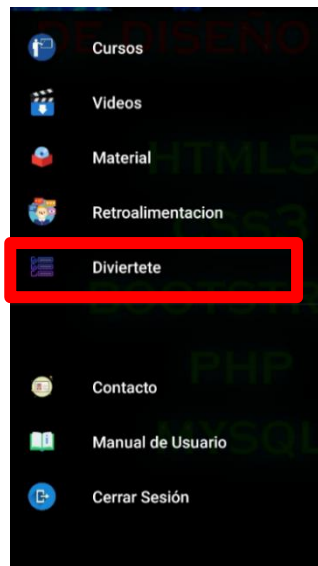


Figura 1



Figura 2



Figura 3

En la opción **Divierte** (Figura 1) podrás hacer un pequeño quiz de lo que has aprendido en cualquiera de los 5 lenguajes que tiene la aplicación. Como podemos ver puedes seleccionar el tipo de lenguaje de programación y la dificultad (Figura 2) para que pruebes tus conocimientos del tema, también saldrá el récord de que tengas acumulado el puntaje mayor es 5. Una vez que hayas elegido la dificultad y el tipo de lenguaje darás en comenzar y habrá una pantalla donde te hará unas preguntas, debes seleccionar la correcta, si es correcta acumularas la puntuación, pero ten cuidado de que solo habrá 30 segundos para responder la pregunta, si es la correcta saldrá en verde de lo contrario saldrá rojo y un sonido de acuerdo si esta correcta o incorrecta.

## Opción Contacto

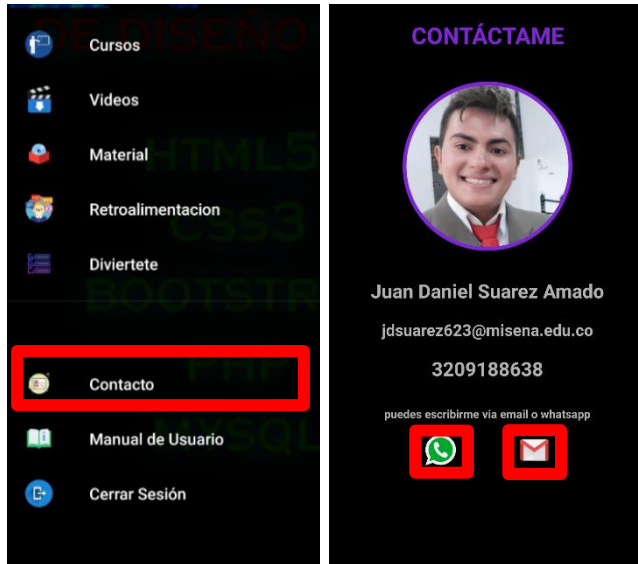


Figura 1

Figura 2

En la opción **contacto** (Figura 1), encontraras información del autor y creador de la aplicación, en la parte inferior podrás contactarlo por medio de WhatsApp o Gmail si tienes alguna inquietud, sugerencia o quejas presionando los iconos correspondientes.

## Opción Manual de usuario



Figura 1

Figura 2

Figura 3

En la opción **manual de usuario** (Figura 1) podrás encontrar una guía de como se maneja la aplicación estará en la versión ingles y en español presionando el icono que se encuentra en la parte inicial derecha (Figura 2), también podrás descargar el manual presionando el icono de descarga que se encuentra en la parte inferior derecha (Figura3), pero debes tener internet para hacerlo.

### Opción Cerrar Sesión

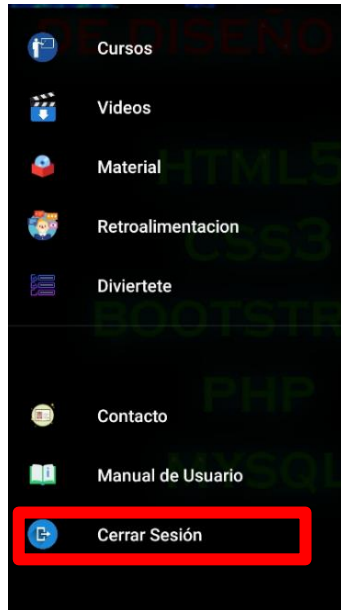


Figura 1

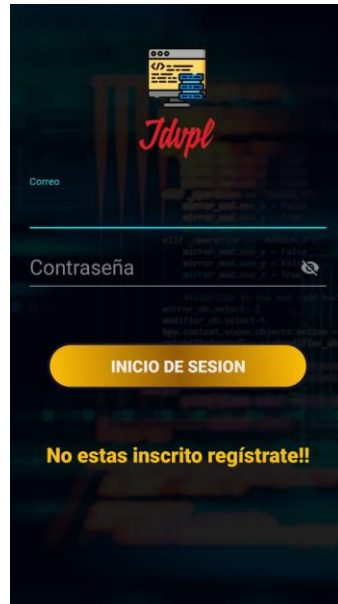


Figura 2

En la opción **cerrar sesión** (Figura 1) podrás cerrar el perfil si quieres iniciar nuevamente o deseas iniciar con otro perfil, una vez que hayas cerrado sesión volverás a la pantalla de Login.



