

A decorative graphic on the left side of the slide. It consists of a blue parallelogram and a light green parallelogram, both tilted at an angle. The blue shape is in the foreground, and the green shape is partially behind it. They are set against a dark blue background with faint, lighter blue diagonal stripes.

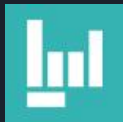
Lecture 1: Intro/Wireframes



Who am I?

Lead Front End Developer @ Postman

- Previous employment
 - Software Engineer @ Airbnb (1.5 yrs)
 - Web Developer @ ASUS North America (1 yr)
 - Web Developer @ Incentive Networks (2.5yrs)



Portfolio: <https://www.williamsfuller.com/>

GitHub: <https://github.com/wsfuller>



POSTMAN






Intro: Tell us about yourself

Helpers:

- What is your name?
- Where do you work?
- What's your major?
- What do you hope to learn?
- What kind of music are you into?
- What are you excited about for this class?
- etc.

Tell us a **FUN FACT** about yourself



Disclaimer: Grades and Homework submission

Starting this quarter or next we should all be using Canvas

I haven't used Canvas up to this point and this will be the first time

I ask for patience and help from you to make this experience as positive as possible





Intro: What is this course about?

Flow of building a website

- **Wireframe** a website
- **Design** a website
- **Prototype** a website
- **Code** a website
- **Deploy** your site
 - Use free GitHub Pages
 - Or buy a domain/hosting

Learn

- How to ask questions
- Where to find help
- Networking/How the Internet works w/Guest Speaker
- Bootstrap Framework and other helpful tools
- Some limitations and challenges of browsers



Intro: What to expect in/out of class

In class

- Introduction
- Student Feedback
 - How can the class be improved?
- Lecture
- Break
- Demonstration
- Break
- Class time (varies)

Outside of class

- Practice coding HTML and CSS examples
 - Use any and all resources
 - w3schools.com
 - CSS Tricks
 - YouTube
 - etc.
- Homework
 - Wireframes
 - 1-2 hours
 - Design
 - 2-3 hours
 - Coding
 - 4+ hours

Intro: What we will learn

HTML 5

*Content
Structure*



CSS 3

*Style
Presentation*

JavaScript

Behavioral





Intro: Tools



Git

+



GitHub

Intro: Tools



Atom Text Editor

- Used for coding
- Flexible with plugins and themes
- Made by the folks at GitHub
- Available macOS/Windows
- Free



GitHub Desktop

- GUI for working with Git
- Easier than using [Terminal](#) or [Command Line](#)
- Made by the folks at GitHub
- Available macOS/Windows
- Free



Intro: Can I use other text editors?

But I want to use

- Sublime Text
- Notepad++
- Brackets
- Vim
- Emacs
- Komodo
- Visual Studio
- Webstorm

If you travel this road you will be doing it as a lone wolf. As I've used many of these editors before I'm not advising it for this course. It makes everything run better when you use the tools of the many not the few.

Intro: What Browser should I use?

I highly encourage you use Chrome in this class

- Easier for me to help you
- Solid Developer Tools
- Used for in class demos
- Grading Finals with

Note: There's nothing wrong with other browsers. But like in the previous slide, **"It makes everything run better when you use the tools of the many not the few."**





Intro: Do we need to read the book?

Si

Oui

Hai

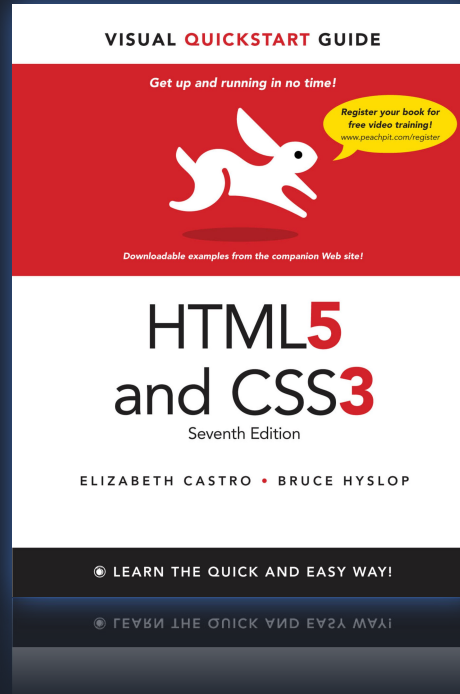
YES!!!

Shi

Ja

Sim

Intro: The Book

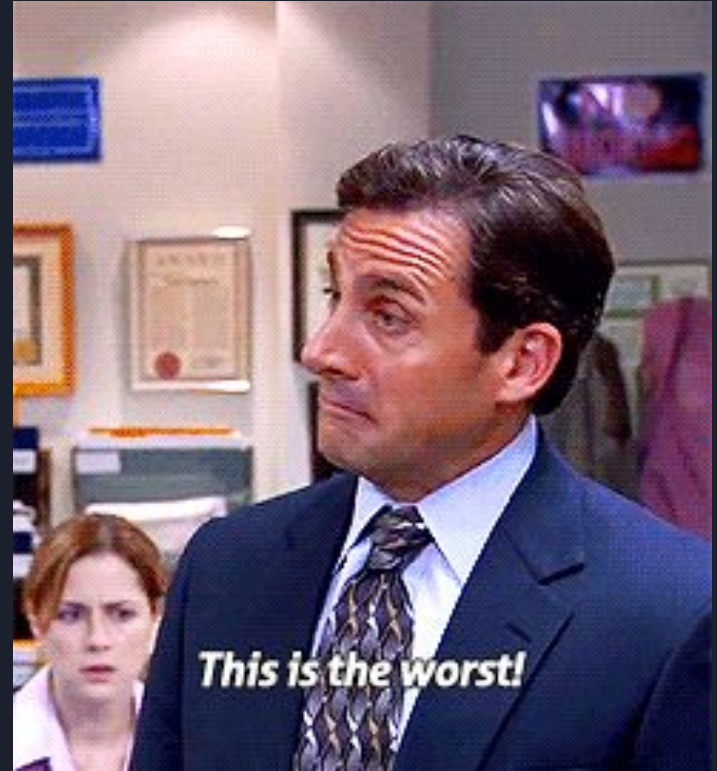
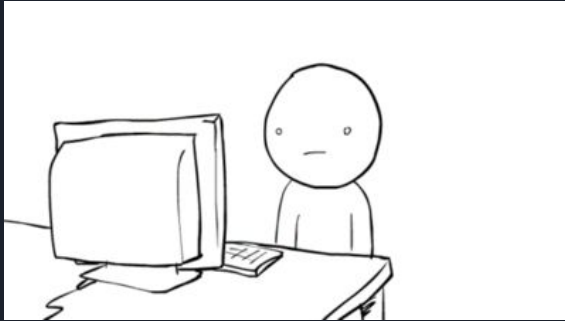




Intro: Why the book is important

- Lectures are loosely based on chapters in the book
- Reading the book
 - Will give you a head start
 - Help form questions
 - Introduce you to new concepts
- Although this version of the book is dated the concepts are still relevant

Intro: You *will* get to this point...a lot



Intro: Feeling meh, confused, frustrated, etc.

And sometimes you're going to feel like this...



- Raise your hand
- Ask questions
- Ask for help
- Did you try Google?
- Did you try Stack Overflow?
- Maybe you need to take a break
- Reach out to me
 - Email me:
steve_fuller@berkeley.edu
 - Ask me to come to class early
 - Stay after class

Intro: Helpful resources

These sites will help you with
everything covered in this class

...srsly

- [HTML w3schools](#)
- [CSS w3schools](#)
- [JavaScript w3schools](#)
- [CSS Tricks](#)
- [HTML 5 Cheatsheet](#)
- [CSS Cheatsheet](#)
- [Stack Overflow](#)





Intro: Website Requirements

[Here is my band website](#)

Minimum Website Requirements:

- Homepage
 - Full screen image
 - HTML 5 Video (Optional)
- About page
 - X2 large paragraphs of text
 - X2 lists
 - Import at least 1 image within a paragraph
 - Tell me all about the band I want to understand who they are and what they are about
- Discography
 - X3 albums
 - Album covers, album title, release date, numbered tracks
- Media
 - X8 thumbnail images
 - Images must have Lightbox effect
 - X3 embedded YouTube Videos
- Merch
 - X6 merch items
 - Must be able to Filter items
 - X2 categories
- Tour Dates
 - HTML Table with headers: Venue, Location, Date, Time, and Where to buy tickets
 - X10 Dates must be present
 - Link out to Venues and/or Where to Buy tickets
- Deploy Site
 - GitHub
 - Hosting and Domain (Bonus)



Intro: The end goal of this course

1. Identify
2. Wireframe
3. Design
4. Prototype
5. GitHub
6. Code
7. Deploy



Sign up for GitHub

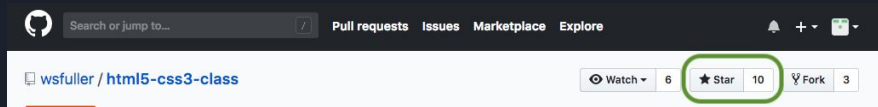


Intro: Sign up for GitHub

1. [Go to GitHub](#)
2. Sign up for GitHub
 - a. Create account
 - b. Choose your plan
 - i. Default Unlimited Public
 - c. Tailor your Experience (optional)
3. [Go to class Repository](#)
4. Click the Star, bookmarks

In this repository you will see several links

- class-resources
 - class-directory
 - Lectures
 - Lectures will be uploaded in .pdf and .pptx formats from Google Slides
 - deftones-site.sketch
- final-project, this is my final coded site



Intro: Class Resources



Within GitHub you will find class-resources

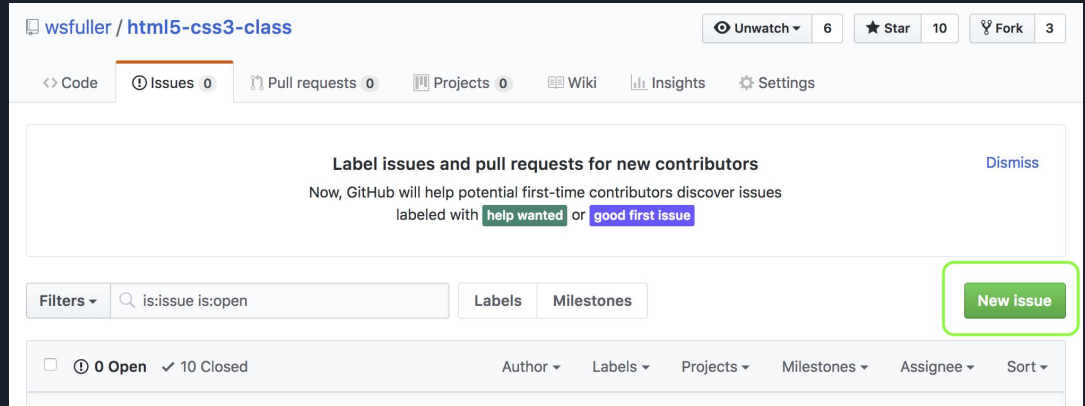
These resources will be:

- Lectures
 - Uploaded by next evening
- Code Examples from Class
- Syllabus
- etc

Intro: Help make things better

Just like anything in this industry, nothing is constant. I'm asking you to help me to ultimately help others make this a better class.

Make GitHub Issues



Wireframes



Wireframe: How to Wireframe

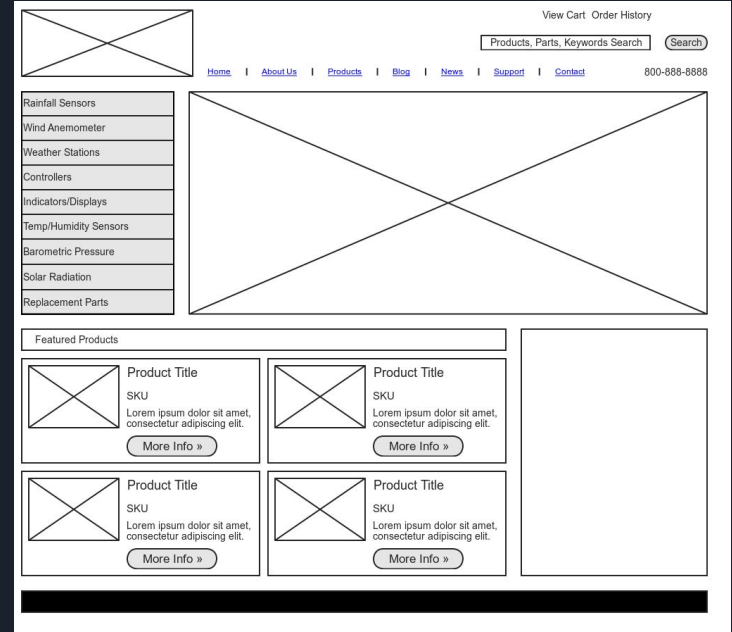


[Video Link](#)

Intro: Wireframe Examples

Wireframes should be simple but comprehensive

- [Example 1](#)
- [Example 2](#)
- [Example 3](#)





Wireframe: Tools/Setup

- You can essentially wireframe using any medium
- You can use
 - Pen and Paper
 - Illustrator
 - Sketch
 - Photoshop
 - Draw.io
 - Balsamiq
- All submitted work needs to be
 - .png
 - .jpeg/jpg
- Canvas Size (guide)
 - Width: 1400px
 - Height: 1000px but allow for this to expand

Homework

- Identify band/artist
- Read Ch. 3 & 6
- Wireframe
 - Home
 - About
 - Discography





Index

- [iQuery](#)
- [Git](#)
- [GitHub](#)
- [CSS Flexbox Guide](#)
- [Bootstrap](#)
- [HTML5/CSS3 Book](#)
- [inVision](#)
- [Demo Site](#)
- [GitHub Desktop](#)
- [Atom Text Editor](#)
- [Wireframe Video](#)