IS216 Web Application Development II

Week 1
Introduction

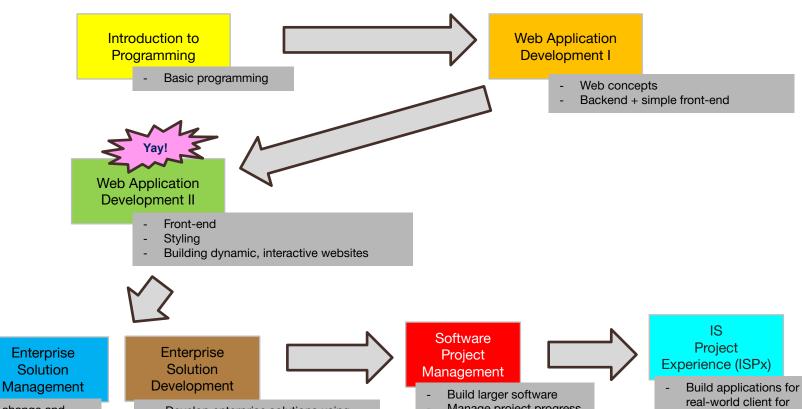
K. J. Shim

Sections: G3/G4

Menu

- Course introduction
- Coffee Break
- Tool setup
- Rapid prototyping a web page
- GitHub & GitHub Pages (Homework)

Course Linkages



Maintenance, change and disaster prevention and recovery in enterprise systems Develop enterprise solutions using Service-Oriented-Architecture (SOA), web services, micro services, etc.

Manage project progress

real-world business problems

Learning Objectives

Styling

Client Side Programming

Interacting with DOM

Event Handling

Responsive, interactive web pages

Problem Solving

Using APIs

Using Frameworks

Upon completion of the course, you will be able to:

- Explain the concept of styling and adding responsive behaviors to web pages
- Build well-styled, responsive web applications using HTML, CSS, JavaScript
- Connect to APIs and process data from external sources using JavaScript
- Use existing, available libraries or frameworks to build complex websites in an efficient, scalable manner

Learning Outcomes

What are the program learning outcomes?

https://computing.smu.edu.sq/bsc-information-systems

Course design document and course learning outcomes

https://smu.sq/CDD-IS216

Assessments



Component		Туре
Lab Test 1 (1 hour 30 mins) Live Coding, Open Book, NO Internet Use of ChatGPT, Co-Pilot (or similar LLMs) is strictly PROHIBITED Bring your own laptop computer	25%	Individual
Final Exam - Lab Test 2 (2 hours) Live Coding, Open Book, NO Internet Use of ChatGPT, Co-Pilot (or similar LLMs) is strictly PROHIBITED Bring your own laptop computer	30%	Individual
Project	30%	Group
 Class Participation eLearn Quiz x 4 In-Class Activities (Peer Help, Sharing) Slack (Peer Help) Assignments 	15%	Individual

SMU Classification: Restricted

Learning Plan

Week	Topic	Remark	Assessments
1	Course Intro, Tool installation, WWW/HTML Recap		
2	CSS - Part 1	Properties, Box Model, Positioning	
3	CSS - Part 2	Bootstrap Project Briefing	
4	DIY e-Learning <i>(complete before Week 4 lesson)</i> JavaScript – Part 1	Syntax, basic operations	
4	JavaScript – Part 2	DOM, event handling Register Project Group (lesson start time)	Quiz 1 (CSS + Bootstrap) Due: 12-SEP-2025 (FRI) 11:59PM
5	JavaScript – Part 3	JSON, Asynchronous calls (Axios, APIs)	
6	Vue.js – Part 1	Basics	Quiz 2 (JavaScript) Due: 26-SEP-2025 (FRI) 11:59PM
7	Vue.js – Part 2	Event Handling Project Proposal Due (Friday, 11:59 PM)	Lab Test 1 (25%) 3-OCT-2025 (FRI) 4PM-5:30PM Scope: Weeks 1-5
8	Recess Week (No Lesson)		

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Learning Plan

Week	Topic	Remark	Assessments
9	Project Progress Pitch (5%)		5-min pitch + ~10-min feedback / Q&A
10	Vue.js – Part 3	Components	Quiz 3 (Vue Parts 1-2) Due: 7-NOV-2025 (FRI) 11:59PM
11	Vue.js – Part 4	Vue application	Quiz 4 (Vue Part 3) Due: 17-NOV-2025 (MON) 11:59PM
12	Project Work Week (consultation)		Project Deliverables DUE Sunday 11:59 PM SG Time
13	Project Presentation (25%)		
14	Study Week		
16	Exam Week		Final Exam (30%) (Lab Test 2) 3-DEC-2025 WED 8:30AM-10:30AM Scope: Weeks 1-10

Project (30%)

- Group size: 3-6 students
- How to find group mates?
 - Find on your own + Match-making (if you opt for it)
- Project topic
 - Propose your own topic
- Project Information
 - Please read the <u>Project Briefing</u> document carefully & thoroughly.
 - eLearn <u>IS216-G3/G4</u> → Content → Project → <u>IS216 Project Briefing Document</u>

Deadlines

- Register group members in eLearn → Group Info → Groups by Week 4 (lesson start time)
 - **G3**: select any available group # between 1 and 10 (both inclusive)
 - **G4**: select any available group # between 11 and 20 (both inclusive)
- Project proposal is due in Week 7 (Friday, 11:59PM SG Time)
 - Teaching team will provide feedback by Week 8 (Wednesday 12PM SG Time).
 - You can submit early as soon as you've put together ideas. Just Slack any of the teaching team members –
 and we will provide feedback.
- Project is due in Week 12 (end of the week, Sunday 11:59PM SG Time). You must submit all deliverables by then.
- Project presentation is to be delivered in Week 13 during lesson time (physically in class).



Quiz x 4 (Part of your Class Participation Grade)

- When are the quizzes?
 - Refer to the Learning Plan & Quiz release/due dates (see below)
 - Multiple unlimited attempts allowed
 - Teaching team will take the **highest achieved score** for grading (after the Final Exam)
- Where are the quizzes?
 - eLearn <u>IS216-AII-Sections-MERGED</u> → Quizzes → Quiz Y where Y denotes a quiz number

Quiz 1 - CSS + Bootstrap

Due on Sep 12, 2025 11:59 PM

Available on Sep 1, 2025 8:00 AM until Sep 12, 2025 11:59 PM

Quiz 2 - JavaScript Basics, DOM & Events •

Due on Sep 26, 2025 11:59 PM

Available on Sep 15, 2025 8:00 AM until Sep 26, 2025 11:59 PM

Quiz 3 - AJAX + Vue.JS Basics V

Due on Nov 7, 2025 11:59 PM

Available on Oct 27, 2025 8:00 AM until Nov 7, 2025 11:59 PM

Quiz 4 - Vue Part II & III 🗸

Due on Nov 17, 2025 11:59 PM

Available on Nov 3, 2025 8:00 AM until Nov 17, 2025 11:59 PM

Late Submission Policy

- 1 hour late: 10% penalty
- Beyond 1 hour: 100% penalty (we no longer accept submissions)
- This policy applies to:
 - Lab Tests
 - Project
 - And other graded submissions requested by the teaching team

Make-Up Policy

Lab Test 1

No makeup

If you have an MC or official reason that we deem valid, your Lab Test 1 score will be combined into the <u>Final</u> <u>Exam</u> (Lab Test 2). That is, your <u>Final Exam</u> (Lab Test 2) weightage will become 55% instead of 30%.

Following the university's valid excuse documentary proof submission policy, you will need to submit documentary proof within 24 hours of missed lesson or missed lab test.

Final Exam

No makeup by default

We will follow SMU's university-wide policy.

Lab Test 1

- Date/time: 3-OCT-2025 (FRI) 4PM-5:30PM SG Time (Week 7, Friday)
- Please CHECK for any conflicts with other SMU tests/exams
 - For example, if you're enrolled in COR2100 Economics and Society, please check with your faculty ASAP on when your midterm exam will be (date/time).
 - o In the past, that module scheduled their midterm in Week 7 on Friday afternoon 4PM+.
 - IS216 is a core module spanning 11 sections. Hence, we are <u>unable to re-schedule our</u>
 <u>Lab Test 1</u> (venues/invigilators are already booked).
 - Please work with your other SMU module faculty to make alternate arrangements.
 - If you have any questions or concerns in this regard, please do not hesitate to speak to Kyong and she'll assist you.

Incomplete ("I") Grade

- A student must fulfill ALL criteria listed below before an "I" grade can be awarded:
 - The student is unable to fulfill the course requirement either because of an illness or extenuating circumstances beyond his/her control (relevant documentary evidence must be submitted).
 - Student must achieve at least 75% attendance in the course.
 - Student is NOT eligible for "I" grade if he/she misses Lab Test 1 even with valid reasons.
 - Student's academic performance must be satisfactory (accumulated score for all attempted components must be at least be 45% of total possible score).

paddil | Classroom

- "A flipped classroom is an instructional strategy and a type of blended learning, which aims to increase student engagement and learning by having students complete readings at their home and work on live problem-solving during class time." (Wikipedia)
- In most weeks, you will see the below when you visit eLearn → Content → Week X where X denotes a lesson week.

Before Class

Complete **readings**, **videos**, **pre-class quiz** by <u>1 day</u> (24 hours) before your lesson time. All **before-class quizzes** are already available for your viewing in:

eLearn IS216-G3/G4 → Quizzes → Week 2: Before-Class Quiz (CSS Basics)

Week 3: Before-Class Quiz (CSS Bootstrap) 🗸

Week 4: Refore-Class Quiz (JavaScrint - Part 1)

∷ In Class

In class lesson will be a mix of concept recap (at the start), code demo (by teaching team), and coding (by students) in cycles. You COULD be paired up randomly with a stranger to code & debug together and present your solution(s) in class.

:: After Class

Extra Exercises (OneDrive documents) are available for you to attempt in most weeks. More **code challenges** (instructions in YouTube videos) are available in some weeks. Students are encouraged to **exchange** hints/tips/Q&As in **Slack #troubleshoot**.

Academic Integrity

- All acts of academic dishonesty (including, but not limited to, plagiarism, cheating, fabrication, facilitation
 of acts of academic dishonesty by others, unauthorized possession of exam questions, or tampering
 with the academic work of other students) are serious offences.
- All work (whether oral or written) submitted for purposes of assessment must be the student's own work. Penalties for violation of the policy range from zero marks for the component assessment to expulsion, depending on the nature of the offence.
- When in doubt, students should consult the instructors of the course.
- Details on the SMU code of Academic Integrity may be accessed as follows:
 - SMU Code of Student Conduct at <u>https://smu.sharepoint.com/:b:/s/ucsc/EckGb3E43zVAp_5o8rKtmUsB02-X_wD02SvGbjri32o3QQ</u> and,
 - SMU Student Disciplinary Code at <u>https://smu.sharepoint.com/:b:/s/ucsc/EQyaUPb3FYIOpO1FD50uXKwBnL0Ha8OMhDDMqRTunO</u> <u>Lymq</u>

Plagiarism Management

 If you plagiarize, e.g. copy other people's work for your project or cheat in any IS216 assessments, this is the process we will follow:

Detection

- E-learn team or Faculty
- Inform SCIS Dean's Office (Jeandie LIM)

Investigation

- E-learn team or Faculty
- SCIS Dean's Office
- SMU Office of Dean of Students

Sanctions

- SMU Office of Dean of Students
- SCIS Dean's Office
- SMU Registrar's Office

Copyright of Course Materials

Course materials obtained during your course of study at SMU are meant for personal use only, namely, for the purposes of studying and research. You are strictly not permitted to make copies of or print additional copies or distribute such copies of the course materials or any parts thereof, for commercial gain or exchange. For example, offering such materials on the Internet through CourseHero, Carousell and the like, is strictly prohibited.

The selling of these materials and/or any copies thereof are strictly prohibited under Singapore copyright laws. Printed materials and electronic materials are both protected by copyright laws. All students are subject to Singapore copyright laws and must strictly adhere to SMU's procedures and requirements relating to copyright.

Please also note that for some materials, the publishers may specifically state that each copy is for the personal use of one individual only and no further reprographic reproduction is allowed, including for personal use. These restrictions are spelt out clearly on these specific sets of resources and students are required to adhere to these rules.

Students who infringe any of the aforesaid rules, laws and requirements shall be liable to disciplinary action by SMU. In addition, such students may also leave themselves open to suits by copyright owners who are entitled to take legal action against persons who infringe their copyright.

We strongly urge all students to respect the copyright laws and abide by SMU's procedures and requirements relating to copyright.

References

SMU has free O'Reilly resource to these books & more, sign if via your SMU Google's account to gain access.

- Learning PHP, MySQL & JavaScript, 7th edition, O'Reilly, Robin Nixon, ISBN13: 978-1098152352
- Vue.js 3 in Action, Marcus C. Lauritsen, ISBN13: 979-8291099803
- Online resources will be provided for each topic.

Learning by doing.

Other Resources

https://www.w3schools.com/



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Other Resources



web development tutorial













HTML Tutorial for Beginners: HTML Crash Course

7M views • 2 years ago



Programming with Mosh



2:44 We're going to start our web development journey here in every section you will learn something new about web development ...

Become a **Frontend Web** Developer HTML · CSS · JavaScript

Frontend Web Development Bootcamp Course (JavaScript, HTML, CSS)

1.9M views • 11 months ago



freeCodeCamp.org

Learn JavaScript, HTML, and CSS in this Frontend Web Development course. In this massive course, you will go from no coding ...



Introduction | Your first JavaScript program | What is JavaScript? | JavaScript variables | Basic...

31 chapters ∨



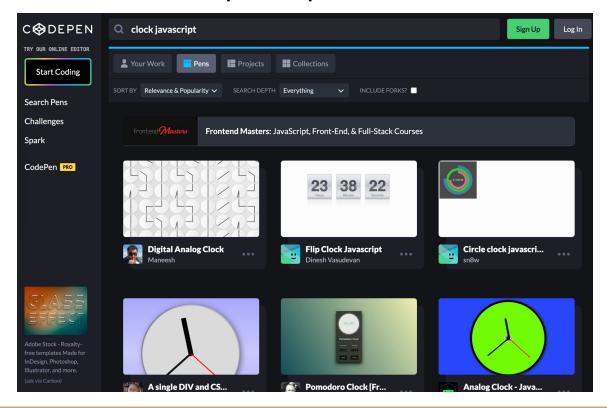
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Other Resources

https://codedamn.com/ frontend web development X **Get Started** 5 results for "frontend web development" (2ms) Sort (Most Popular) ~ Learn JavaScript Basics Price JavaScript is the most important technology to learn as a web developer. This is a Free O All foundational interactive course in order to start learning JavaScript. 4.7 ★★★★ • 15.9k Enrolled • Team codedamn Paid Free Advanced Theoretical JavaScript Get the fundamental understanding of JavaScript, its origin and Event loop - the Free asynchronous model of how JavaScript works Category *** * * * • 3.3k Enrolled • Team codedamn Learn HTML and CSS [2023 Ready] Subcategory HTML5 and CSS3 is the modern syntax used to build webpages. In this course we will Free learn how to use HTML and CSS from scratch and build awesome websites. 4.7 ★★★★ • 19.1k Enrolled • Team codedamn Rating Learn React 18 for free Learn basics about React UI library and understand how to work with React for small to Free mid-sized projects 4.7 **** * * 13.8k Enrolled • Team codedamn

Other Resources

https://codepen.io/



Sections & Faculty

Day	Section	Time	Venue	Lecturer
Monday	G1	08:15 - 11:30	SCIS1 SR 2-3	SHAR Lwin Khin
Monday	G2	15:30 - 18:45	SCIS1 SR 2-3	SHAR Lwin Khin
Tuesday	G8	08:15 - 11:30	SCIS1 SR 2-2	Keith FWA Hua Leong
Tuesday	G9	12:00 - 15:15	SCIS1 SR 2-2	Keith FWA Hua Leong
Wednesday	G10	08:15 - 11:30	SCIS1 SR 2-2	Keith FWA Hua Leong
Wednesday	G11	12:00 - 15:15	SOE/SCIS2 SR B1-1	Jason CHUI
Thursday	G5	08:15 - 11:30	SCIS1 SR 2-3	MOK Heng Ngee
Thursday	G3	12:00 - 15:15	SOE/SCIS1 Computing Lab B1-1	Kyong Jin SHIM
Thursday	G4	15:30 - 18:45	SOE/SCIS1 Computing Lab B1-1	Kyong Jin SHIM
Friday	G6	08:15 - 11:30	SCIS1 SR 2-2	MOK Heng Ngee
Friday	G7	12:00 - 15:15	SCIS1 SR 2-2	MOK Heng Ngee

Sections & Teaching Assistants (TAs)

Section	Teaching Assistant
G1	FONG Shi Hui (shihui.fong.2023@scis.smu.edu.sg)
G2	ANG Zhao Feng (zfang.2023@scis.smu.edu.sg)
G3	Johnny KAUNG Nyan Lin (nl.kaung.2023@scis.smu.edu.sg)
G4	Ka Yong LEE (kayong.lee.2023@scis.smu.edu.sg)
G5	FU Dahai (dahai.fu.2023@scis.smu.edu.sg)
G6	Kainoa HO (kainoa.ho.2023@scis.smu.edu.sg)
G7	TAY Kai Sheng (kstay.2023@scis.smu.edu.sg)
G8	Louis Hartawan (louish.2023@scis.smu.edu.sg)
G9	YAP Jun Yu (junyu.yap.2023@scis.smu.edu.sg)
G10	Ernest HENG Meng Wee (ernest.heng.2023@scis.smu.edu.sg)
G11	TAY Yee Teng (yeeteng.tay.2023@scis.smu.edu.sg)

Want to attend a *make-up* lesson in another section?

Please do the following:

- Email the **faculty** of the section you wish to attend and identify yourself:
 - "I am XXX from Kyong's IS216 section G_. I won't be able to attend her lesson due to ABCDE.
 Thus, I wish to attend your section G_."
 - Replace ABCDE with a valid reason.
 - Please make sure to CC Kyong (<u>kjshim@smu.edu.sg</u>) and your section TA for record keeping purposes.

Use of eLearn sites

There are TWO (2) eLearn sites.

- IS216-G3/G4 eLearn site: https://elearn.smu.edu.sg/d2l/home/427744
 - Primarily, we will use **THIS** eLearn site for content sharing and **Before-Class quizzes** (not graded) for G3/G4 sections.
- IS216-All-Sections-MERGED eLearn site: https://elearn.smu.edu.sg/d2l/home/430380
 - We will use this for course-wide (all sections) announcements.
 - You can also find the 4 Graded Quizzes.

Help Us Understand Your Technical Background

Please help complete this form **NOW** before we go for a break. THANK YOU! ...



G3 - https://forms.gle/3PNupJdmjcePVRKBA

G4 - https://forms.gle/6ZSPpkJ6BB8TvAdc8

Teaching Team



Kyong SHIM SCIS Level 5, Room 5020 kjshim@smu.edu.sg

G3

G4



Johnny KUANG Nyan Lin Somewhere on campus nl.kaung.2023@scis.smu.edu.sg

G3



Chee Chein WONG SCIS Level 2 Learning Way ccwong@smu.edu.sg

G3

G4



Ka Yong LEE Somewhere on campus kayong.lee.2023@scis.smu.edu.sg

G4





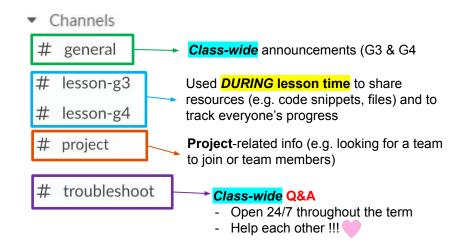
ALL DAY, EVERY DAY IS THE IDEAL TIME TO DRINK COFFEE.

Development & Collaboration Tools

Communication



https://is216-oppa.slack.com/



Email

- We will use Slack as the main communication channel.
 Turn on notification or check Slack everyday.
- Teaching team will use Email for emergencies only.

Communication

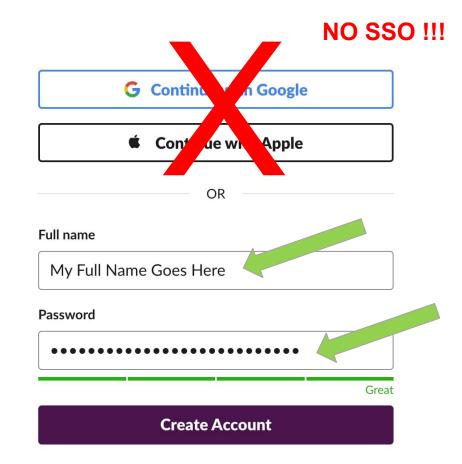
Slack

- Download & install Slack client on your laptop and mobile phone
- Check your SCHOOL.SMU Email
 (Look for an email from Slack)
 e.g. selena.gomez.2024@computing.smu.edu.sg

Join your team on Slack

(Teacher) Kyong (kjshim@smu.edu.sg) has invited you to use Slack with them, in a workspace called is216-oppa.

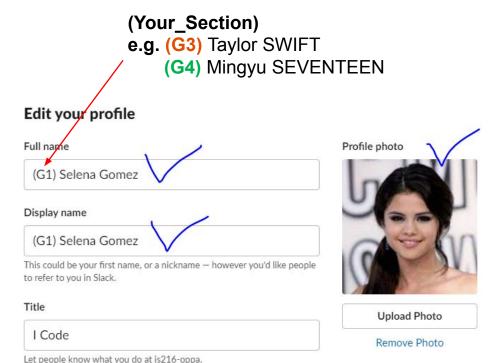




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Communication

- Upon sign-in, do the following:
 - 1. Update both Full name and Display name
 - Use Full Legal Name (as shown your SMU Student Card)
 - Upload profile "face" photo (must show your face clearly without mask)
- Have technical questions? Unable to resolve bugs?
 Have (better) solutions to coding exercises?
 - Post it in #troubleshoot channel
 - Peer learning get help & help others as well
 - If you DM teaching team members, they will ask you to post your questions/comments in #troubleshoot so that other students can also benefit from the Q&A



Development



Visual Studio Code

- https://code.visualstudio.com/download
- Download & install the latest version
- All code/lab demos will be using VSCode
- If you wish to use another editor (e.g. Atom), it's
 ALRIGHT ~~ as long as you can follow us in class.



Google Chrome (web browser)

Download the *latest* version



WAMP

• eLearn IS216-G3/G4 \rightarrow Content \rightarrow Week 1 \rightarrow In Class \rightarrow WAMP & MAMP Installation



Mac Users

- eLearn IS216-G3/G4 → Content → Week 1→ In Class → WAMP & MAMP Installation
- MAMP or XAMPP both should do
- Please take note of HTTP and MySQL port numbers

Please test and verify it works! In web browser, go to:

- <u>http://localhost/</u> (what do you see?)
- http://localhost/phpmyadmin (do you see MySQL login page?)

Some coding exercises may require PHP/MySQL back-end, thus, we require you to have this setup checked.

Rapid Prototyping



Fan Page with Gen Al Tools

(30 mins build + 20 mins showcase)

Mission

- Rapid prototype a Justin Bieber fan page using HTML, CSS, and JavaScript. Don't use any frameworks - only use vanilla HTML, CSS & JavaScript.
 - Name the main file fanpage.html
- Check in Slack #lesson-g3 or #lesson-g4 for sample photos you can use.
 - Feel free to search online for more photos or videos.

Mission

- Correct most of you probably only learned HTML.
- Don't worry you can seek help !!! Consider using ChatGPT or similar.
 - Have a "conversation" with your choice of Gen Al.
 - Think about what prompts to give to the tool to attain desired output.
 - Think about what features can be included in a fan page.

Rapid Prototyping

Speed over perfection

You are to develop a working version quickly, without worrying about polish like perfect images, branding, or performance optimization.

• Functional early model

The HTML, CSS, and JavaScript give you a usable webpage structure that you can open in a browser, interact with, and show others.

Iterative potential

Once you have a working model, you can test it, collect feedback, and then refine the design, layout, or functionality.

User-centered learning

If you showed this page to actual fans or stakeholders, their reactions would guide the next version before you invest more effort. **Ask your neighbors for feedback** - what can be improved? What would **Justin Bieber fans** really want to see in the fan page?



A production-ready site would involve:

- Accessibility checks and cross-browser testing
- Proper image assets and media rights
- Optimization for performance and Search Engine Optimization (SEO)
- Backend/database integration for fan club sign-up / Firebase supabase





Deployment and hosting infrastructure (e.g. cloud platforms)









Host the fan webpage locally

- As a start, host the web page (one or more files) at your computer's localhost.
- Recall from IS113
 - Where is your webroot?
 - How do you access a webpage (e.g. HTML file) from a web browser?
 - Can't see your web page? What is the error message? Are you certain your web server is using port 80 for HTTP? Where can you check and verify it?

Creating a Personal Website Using GitHub Pages

Homework

(Mandatory - It's FUN - You won't wanna miss it)

Create a GitHub account

- Go to GitHub: https://github.com/
- Sign up either with your SMU Email Address (e.g. bobby.kim.2024@scis.smu.edu.sg)
 OR with your personal email address.
- Should you choose the latter option, please make sure to add your SMU Email
 Address as the secondary email. You can do this in Account → Settings → Emails.
- Please make sure to verify your email.



GitHub Desktop

Download from https://desktop.github.com/



• WAIT... we will walk you through later

Download & Install Git

- Windows Users ONLY !!!
- MacOS already comes with git pre-installed
- Go to Git: https://git-scm.com/downloads
- Download and install the latest version.



Both Windows and Mac users, do the following:

Go open Command (Windows) or Go to Terminal (Mac)

```
git config --global user.name "FIRST_NAME LAST_NAME"

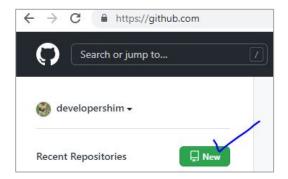
git config --global user.email "MY_NAME@example.com"

Your GitHub Account email address

git config --global user.email "MY_NAME@example.com"
```

Create a new public repository

In web browser, go to github.com → Sign In



Click New

Create a new public repository

Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere? Import a repository.



Create a new public repository

Initialize this repository with:

Skip this step if you're importing an existing repository.

Add a README file

This is where you can write a long description for your project. Learn more.

Add .gitignore

Choose which files not to track from a list of templates. Learn more.

.gitignore template: None 🕶

Choose a license

A license tells others what they can and can't do with your code. Learn more.

License: None ▼

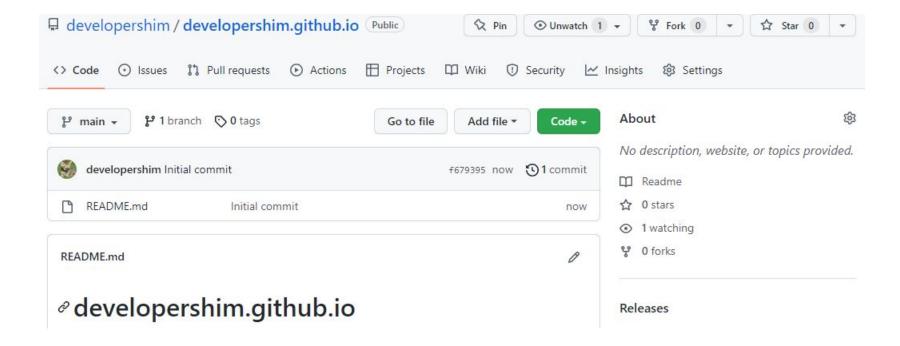
This will set a main as the default branch. Change the default name in your settings.

(i) You are creating a public repository in your personal account.

Create repository

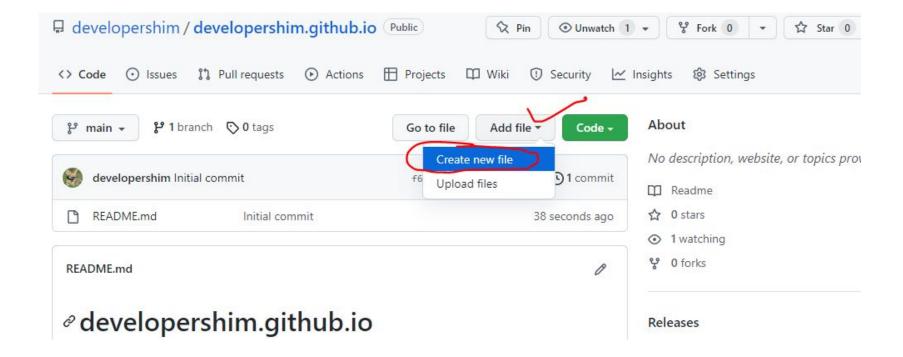
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New repository is ready

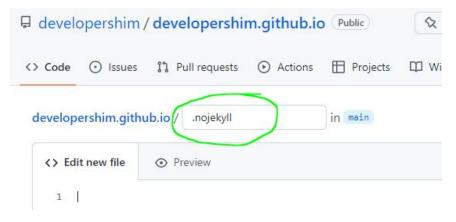


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Add .nojekyll



Add .nojekyll

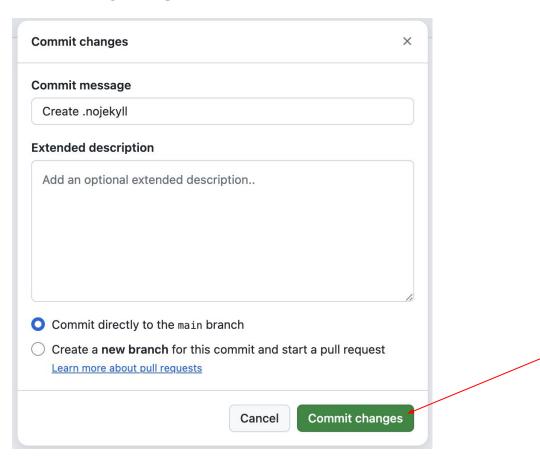


Click
Commit changes...

.nojekyll

So that we can host static HTML pages and images... (instead of using Jekyll's markdowns)

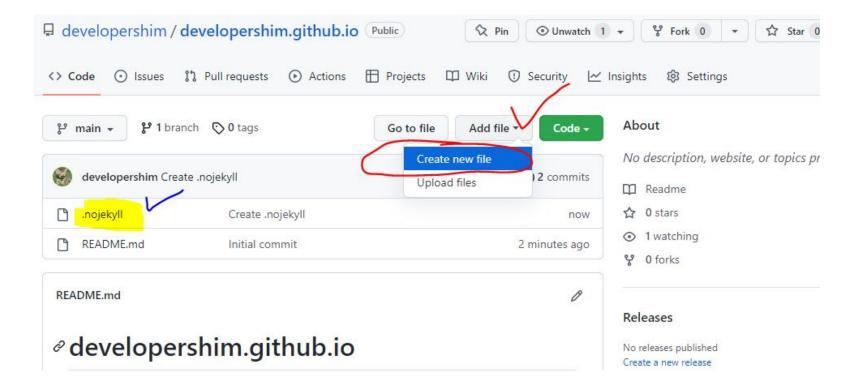
Add .nojekyll



Click

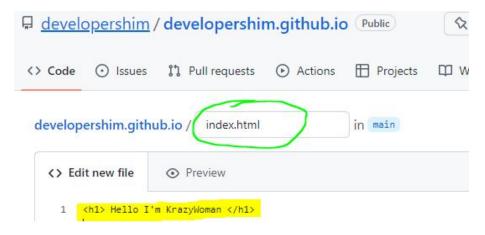
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Add index.html



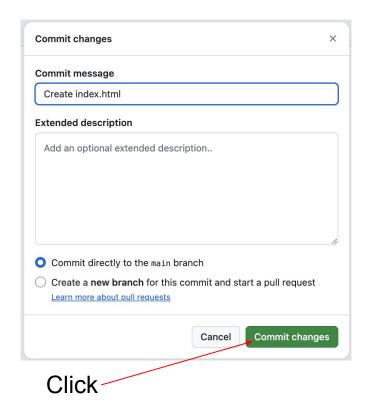
SMU Classification: Restricted

Add index.html

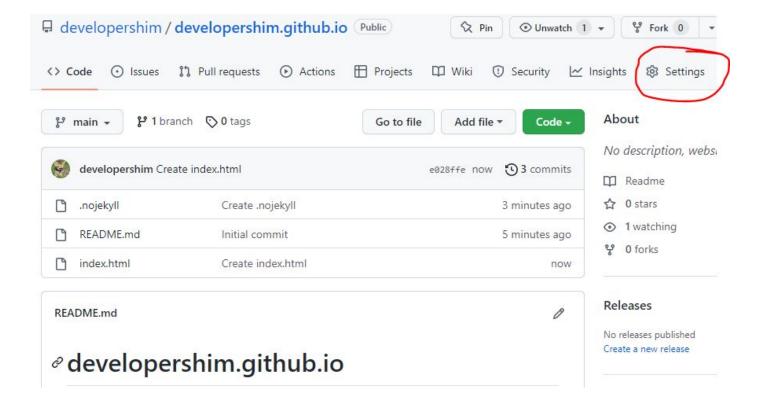


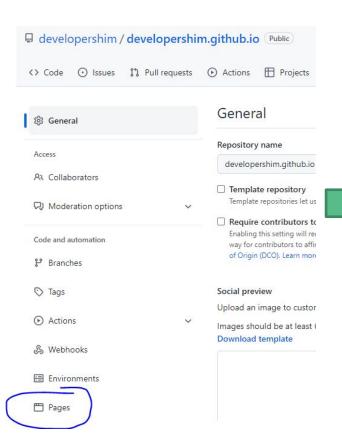
Add <h1> heading with your own name





Settings → **Enable GitHub Pages**





GitHub Pages GitHub Pages is designed to host your personal, organization, or project pages from a GitHub repository. Your site is live at https://developershim.github.io/ [Visit site Last deployed by github-pages 1 minute ago Build and deployment If you want your GitHub Pages website to point to another branch and/or folder, you can configure that Source here (click Save). In my case, it is pointing to the correct **Main** branch Deploy from a branch and the **root/top** directory – so **no change is needed**. Branch Your GitHub Pages site is currently being built from the main branch. Learn more. الا main ▼ / (root) ▼ Save

My **GitHub Pages website** is **ready for viewing**: https://developershim.github.io/

Check yours!

SMU Classification: Restricted

Official GitHub Pages tutorial webpage → <u>HERE</u>

Things to Finish <u>Before</u> Week 2 Lesson (1)

Use **GitHub Desktop** to **push** your **new web page** (let's say it's called **fanpage.html**) such that the following URL will display your celebrity fan webpage:

When the webpage, please make sure to push all referenced local files such as image files.

Once done with your **GitHub Pages site**, please add your fanpage **URL** in this spreadsheet: https://docs.google.com/spreadsheets/d/1-REVXXy 2ScXMjH56tTqYvxCZXxLBVZqJ7BvhiqEnnM/edit?usp=sharing

Please check out this GitHub tutorial on **GitHub Desktop** https://www.youtube.com/watch?v=vXcd3Fbz0Xl

Things to Finish <u>Before</u> Week 2 Lesson (2)

Complete Week 2 "Before Class"

- Check in eLearn → Content → Week 2 → Before Class
 - Watch the video & read the slides
 - Complete Week 2: Before-Class Quiz (CSS Basics)



Questions? Need Help?

Join us in Slack

@

https://is216-oppa.slack.com

Thank You!