

WEB

WEB

(yay?)

me

- 2nd year student in MFADT
- Software engineer at The Huffington Post (dayjob)
- ESL teacher in Rio de Janeiro for 2 years
- News Producer at a local news station for 4 years
- Creative writing major at Johns Hopkins
- Thought I wanted to be a doctor in high school
- Was a child

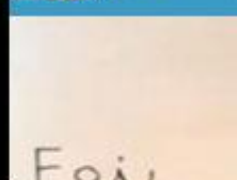
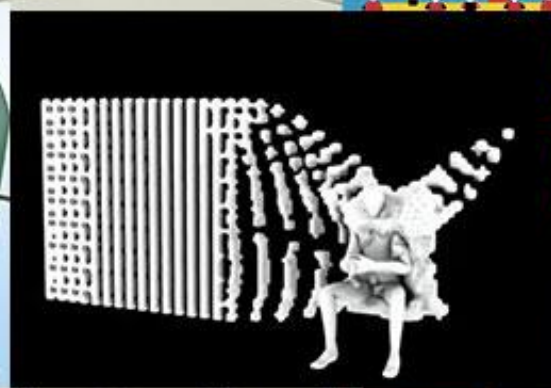
i like play

i like ideas

i respect failing

you

- I know the difference between synchronous and asynchronous javascript calls.
- I could produce a basic webpage in a short period of time if I had a gun to my head.
- I could not produce a website right now if my life depended on it.
- I know there is a thing called the internet and someday hope to find out what all the fuss is about.
- I fear the web.
- I love the web.
- I think the web is irrelevant.



Takin' it
slow

Takin' it
slow

(and then totally not)

Syllabus Summary:

DAY 1 : NO CLASS

DAY 2 : INTRO TO THE INTERNET

DAY 3 : HTML & STRUCTURE OVERVIEW

DAY 4 : CSS BASICS

DAY 5 : RECAP & JQUERY BASICS

DAY 6 : INTRO TO WEB DESIGN

DAY 7 : CSS EXPERIMENTATION

DAY 8 : JS/JQUERY EXPERIMENTATION

DAY 9 : PROTOTYPING

DAY 10 : PRESENT PROTOTYPE

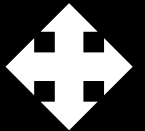
DAY 11-14 : WORKING SESSION

DAY 15 : FINAL PRESENTATION

- What is the web?
- What's on the web?
- How many different types of websites can you think of?



Link Tag

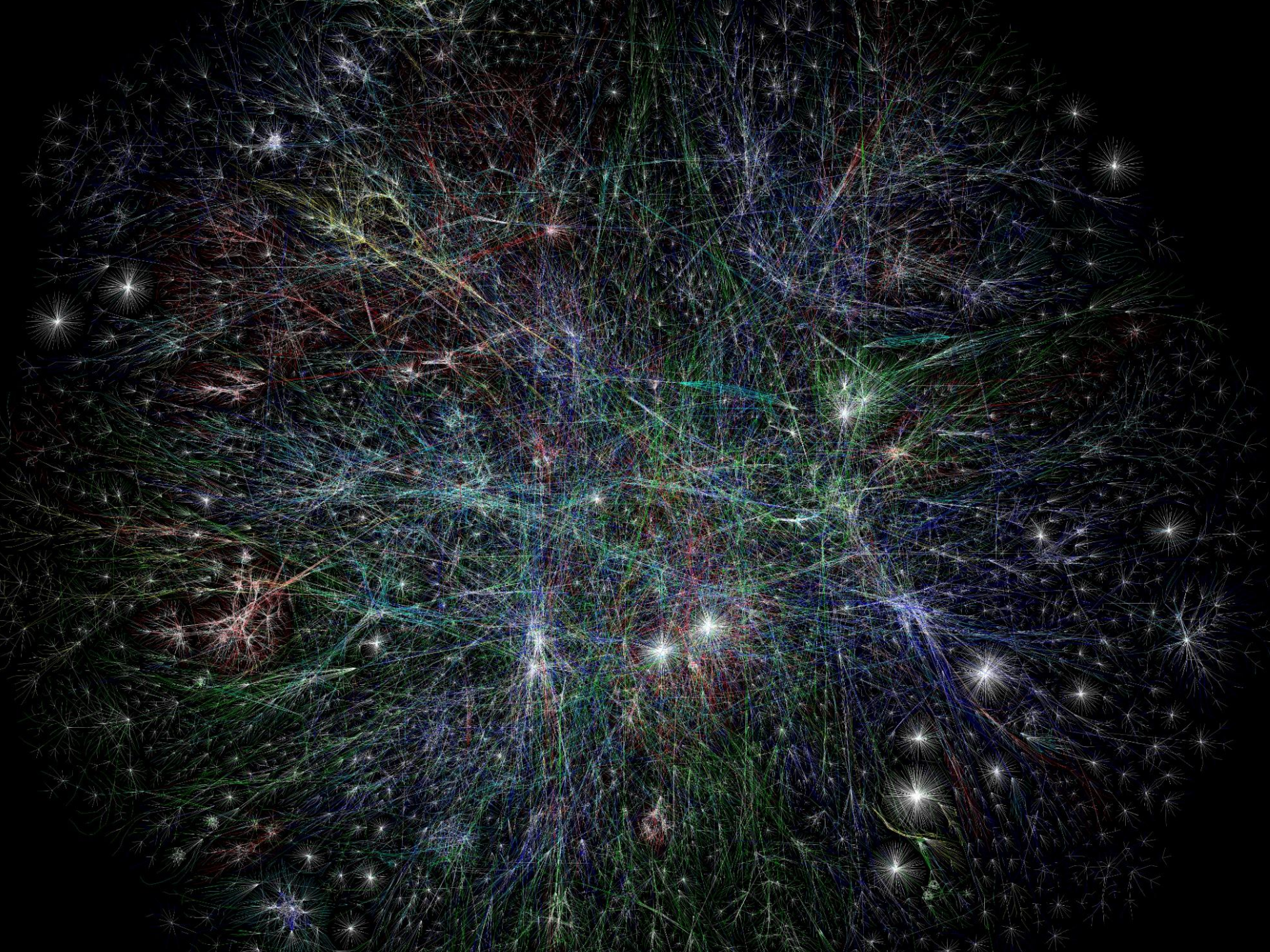


- The web is not a thing.
- The web is not one thing.
- The web is not a place.
- The web is a collection of individual places and things.

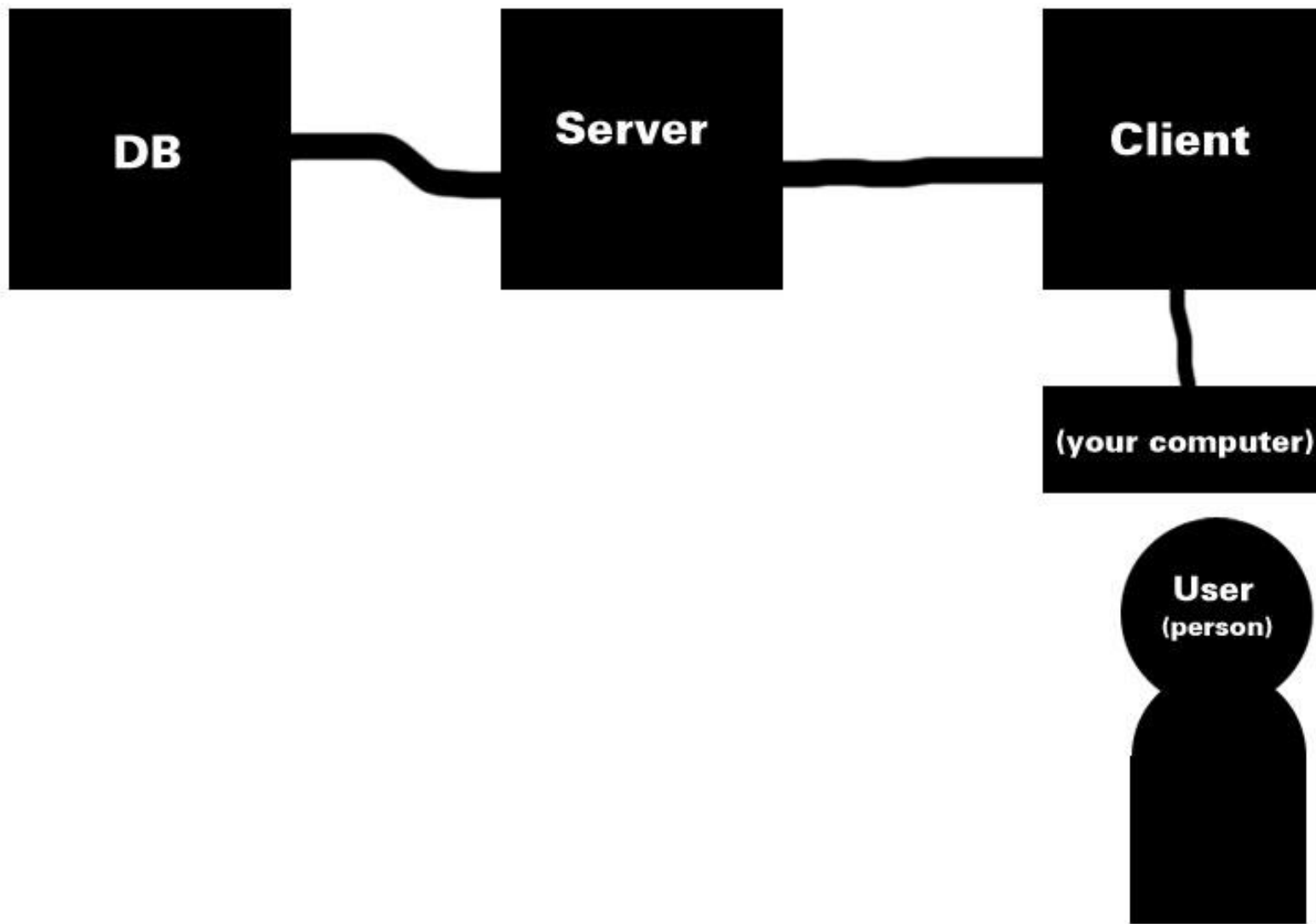


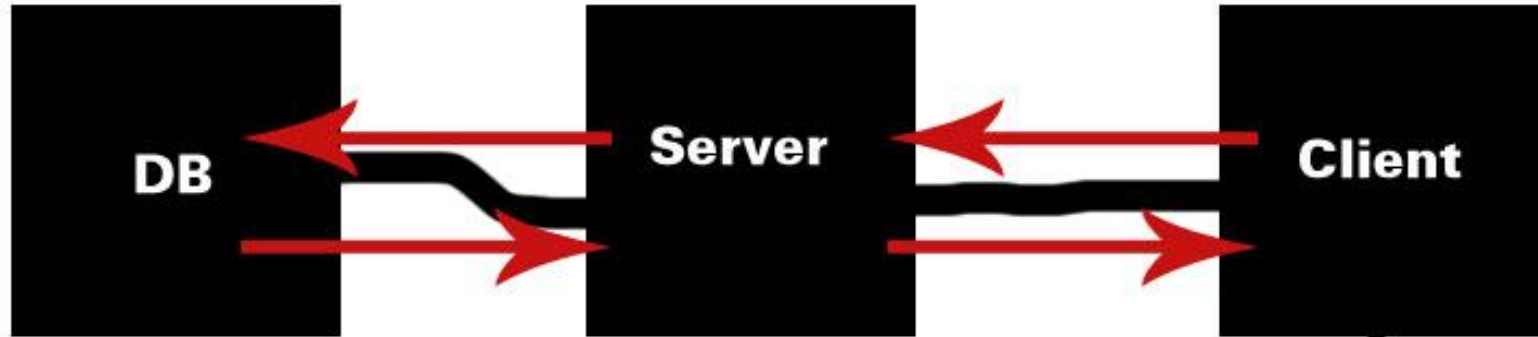
- The web is space.
- Your site is your space.
- You can do anything in that space.
- The most basic web page is a blank page.
- But that space lives in... well, space.





src: <http://idsgn.org/posts/mapping-the-internet/>





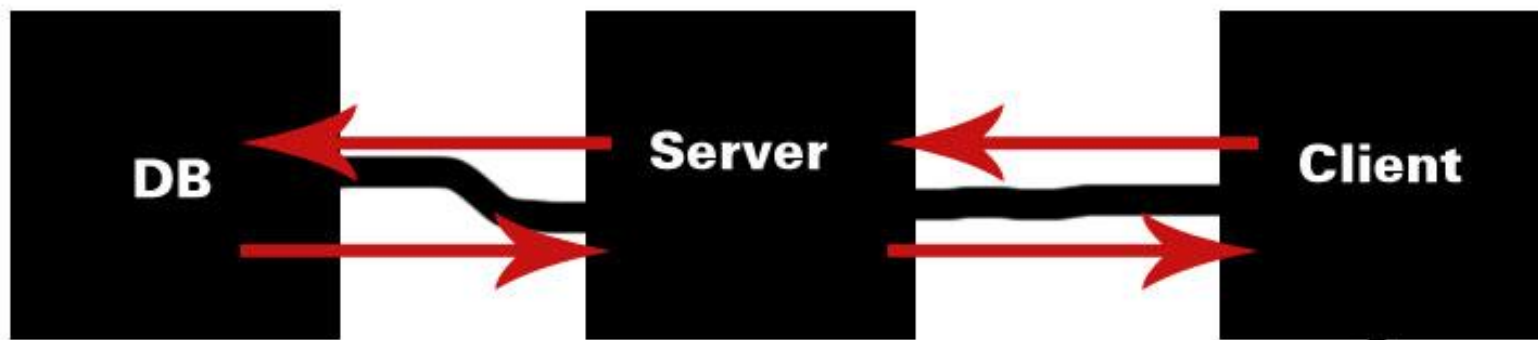
LOAD PAGE

1. Client asks server for the page ("Hey, gimme the page!")
2. Server asks DB for info to populate the page ("What's in it?")
3. DB sends info to the server ("Here's the info")
4. Server uses info to generate the page and send it to the client ("Here's the page")

(your computer)

User
(person)





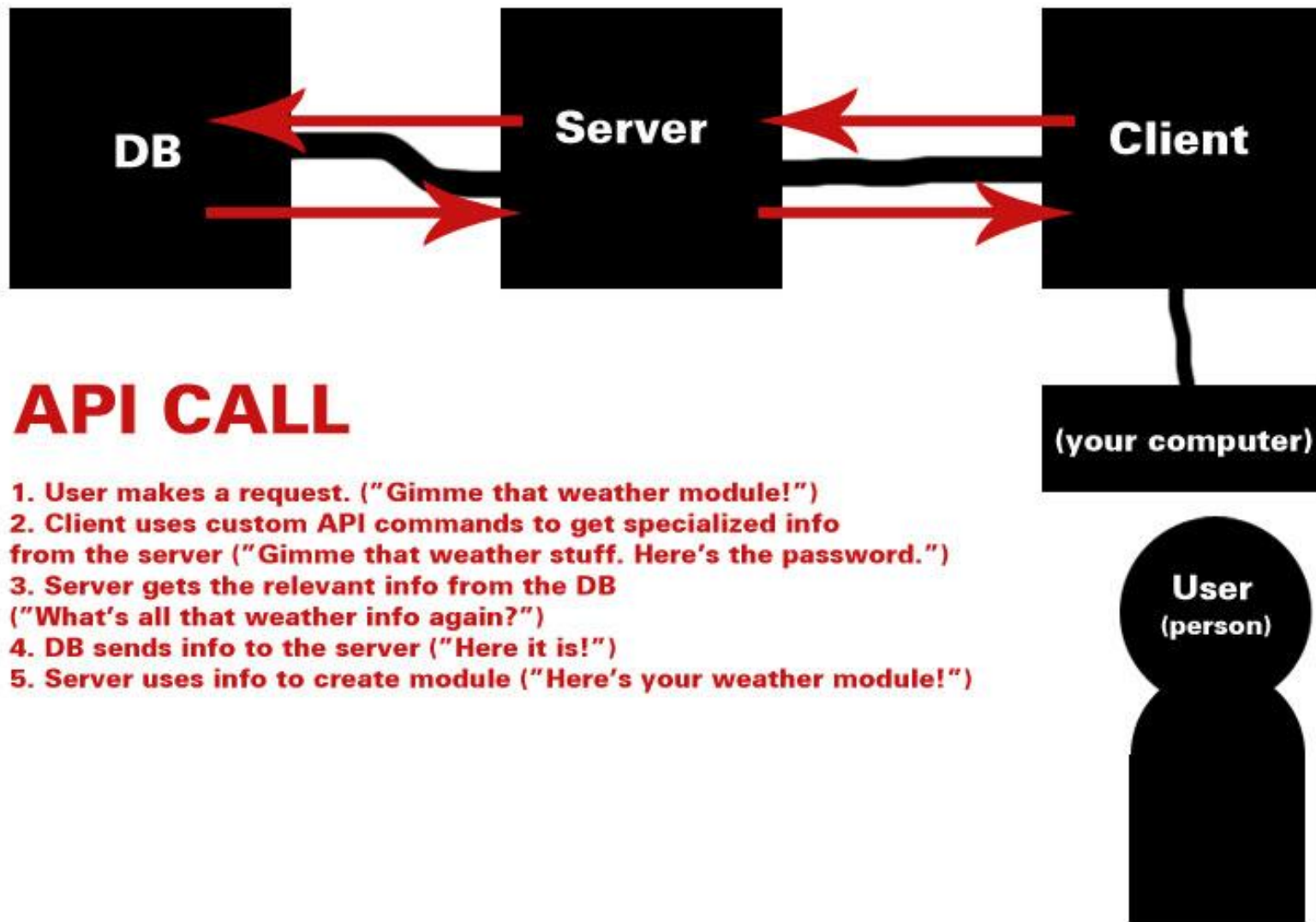
LOG IN

1. Client sends name and password to the server
("Here's my info!")
2. Server asks DB if it is correct ("Oh yeah? We'll see about that...")
3. DB says yes or no and sends word to the server.
("That's right/No way!")
4. Server generates a different page depending on the answer
from the DB ("You're in!/No way, dude!")

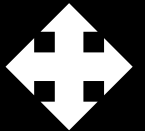
(your computer)

User
(person)

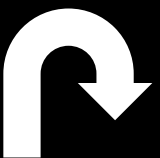




Relay Race



- Where are lists of information usually kept?
- Where does the heaviest computation occur? Why?
- Where does secret information live?
- Where are user interactions usually handled?



BREAK

CONCEPT CHECK AMBUSH!

Write a paragraph explaining in plain english how one of the following things happen (i.e. what talks to what and in what order to get the information):

- *A user logs into a site*
- *A list of products display when you go to a site*
- *A website loads*
- *A user's geolocation position is translated into an opacity scale*
- *A chat program*



*What is a local
server and why,
God, why?*



Web standards

*clean and easier to maintain write and take over in
HTML. Organization of thought.*

<http://www.w3.org/standards/>



Open Source

Collaboration, not competition.

Sharing makes us stronger. Javascript is better than Flash because it was open. The most important languages of the web are open.



Nomenclature

*markup, stylesheet, selector, element, object, json, jquery,
href*



IDEs, FTP, code editor

Text Wrangler (boo), Coda, Sublime Text 2, Cyberduck, etc.



Google.
StackOverflow.
Github.



Homework!

Find 3 websites you really like something about and write a half a page explaining exactly what you like about each one. Then, draw a diagram of the architecture of the site based on what you can see. AND post an introductory post on the blog.

** Reading list*

