



Web Applications using Fomantic UI

Donald Howard and Jonathan van Alteren
ESUG 2019



Pharo consortium portal

A clean, innovative, open-source, Smalltalk-inspired environment.

Pharo is a clean, innovative, open-source Smalltalk-inspired environment.

Pharo's goal is to deliver a clean, innovative, free open-source Smalltalk-inspired environment. By providing a stable and small core system, excellent dev tools, and maintained releases, Pharo is an attractive platform to build and deploy mission critical Smalltalk applications.

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The consortium is for legal entities, if you are an individual that wants to support Pharo participate to the [Pharo association](#).

Industrial members



ENSTA Bretagne



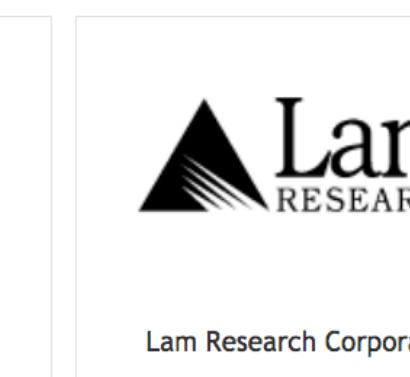
Ingenieurbüro Schmidt



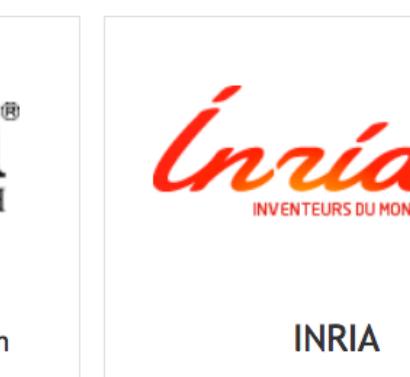
JPMorgan Chase



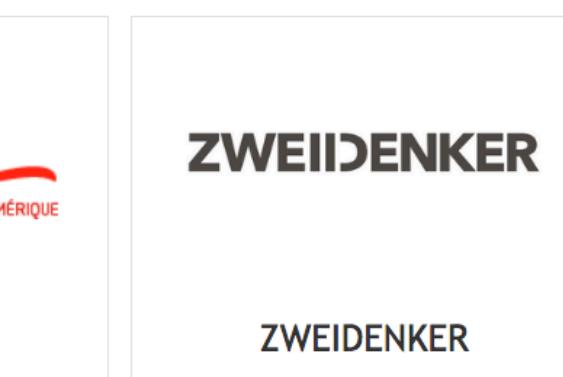
Lifeware



Lam Research Corporation



INRIA



ZWEIDENKER



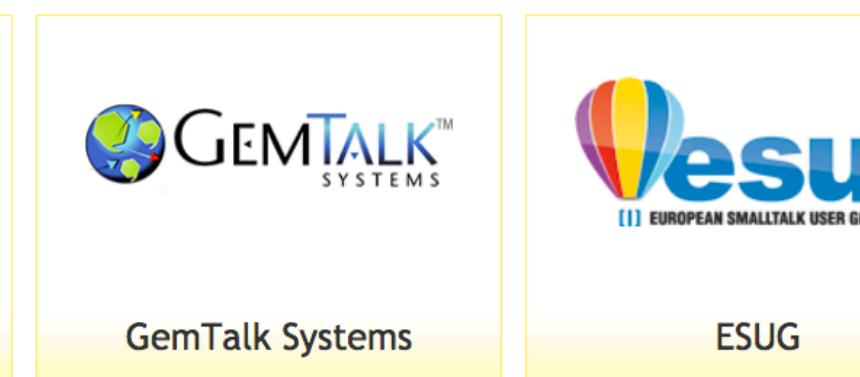
feenk



Thales



Projector Software



GemTalk Systems



ESUG



Object Guild



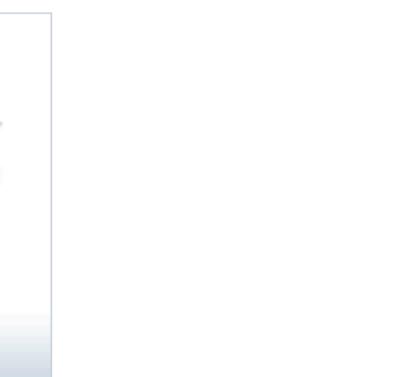
HRworks



Yesplan



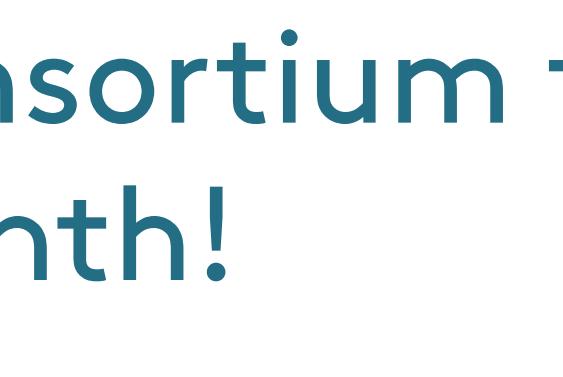
Beta Nine



Inspired.org



Inceptive.be



Ta Mère



Object Profile

Palantir Solutions



netstyle.ch GmbH



Osoco

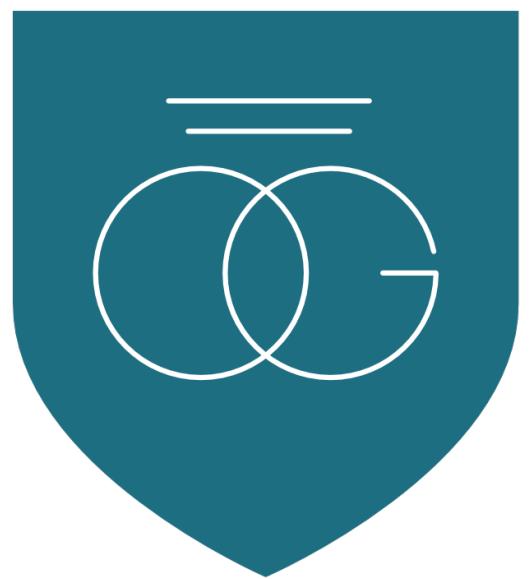


Sensus

Object Guild joined
the Pharo
Consortium this
month!



OBJECT GUILD



Object Guild

Mission

Amsterdam, The Netherlands

We are committed to use technology and software to make the world a better place.

We do that by working for clients who are equally committed to social and environmental values.

Our focus is on creating **software that fits**, that seamlessly integrates with and enhances the complex system where it is used.

Comparing modern popular UI frameworks

Basis of comparison

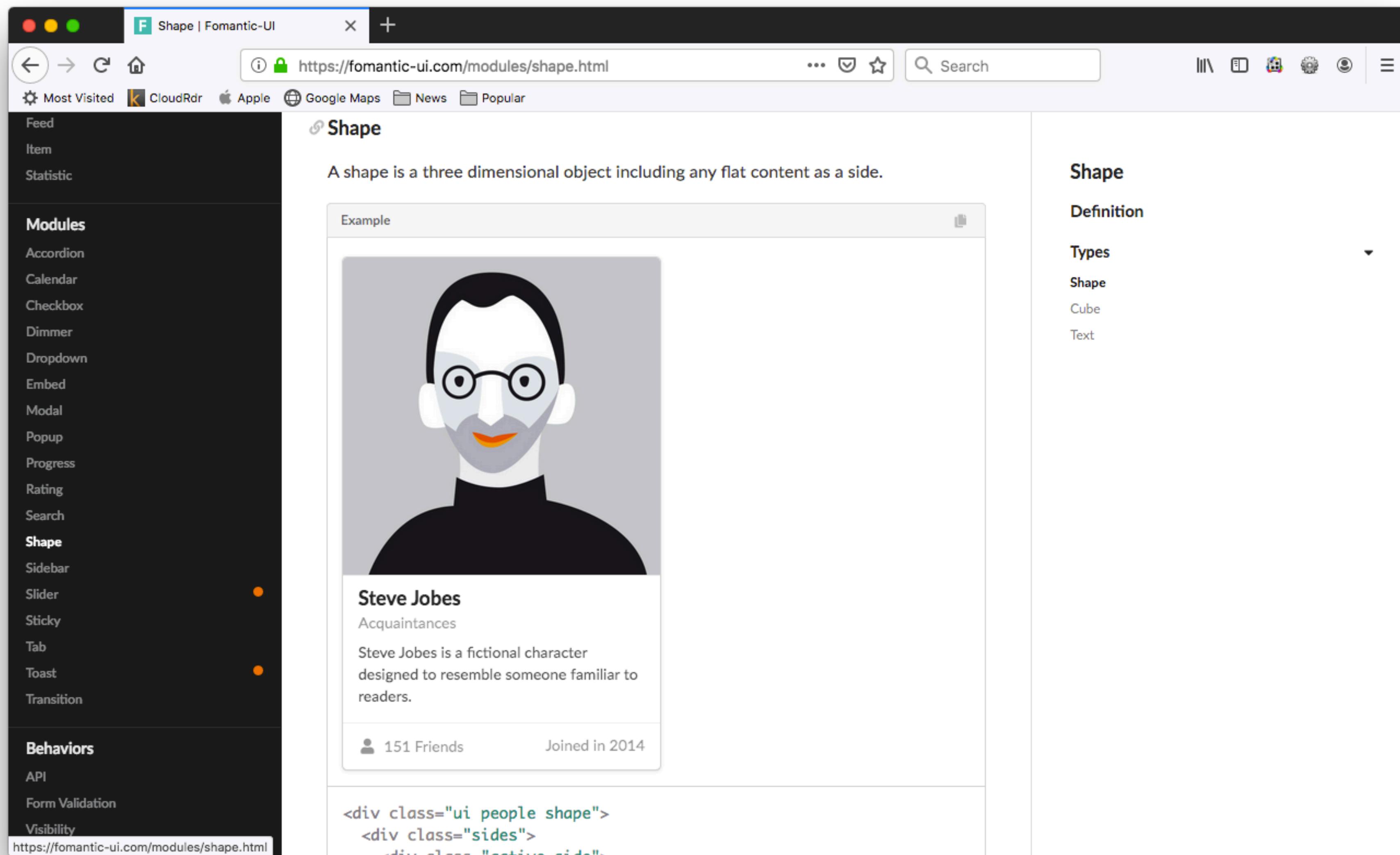
- Popularity
- Active development
- Good documentation
- Level of specificity
- Appearance
- Ability to customize

Numerous frameworks—top three for us

- Fomantic UI, Bootstrap, Material Design Lite



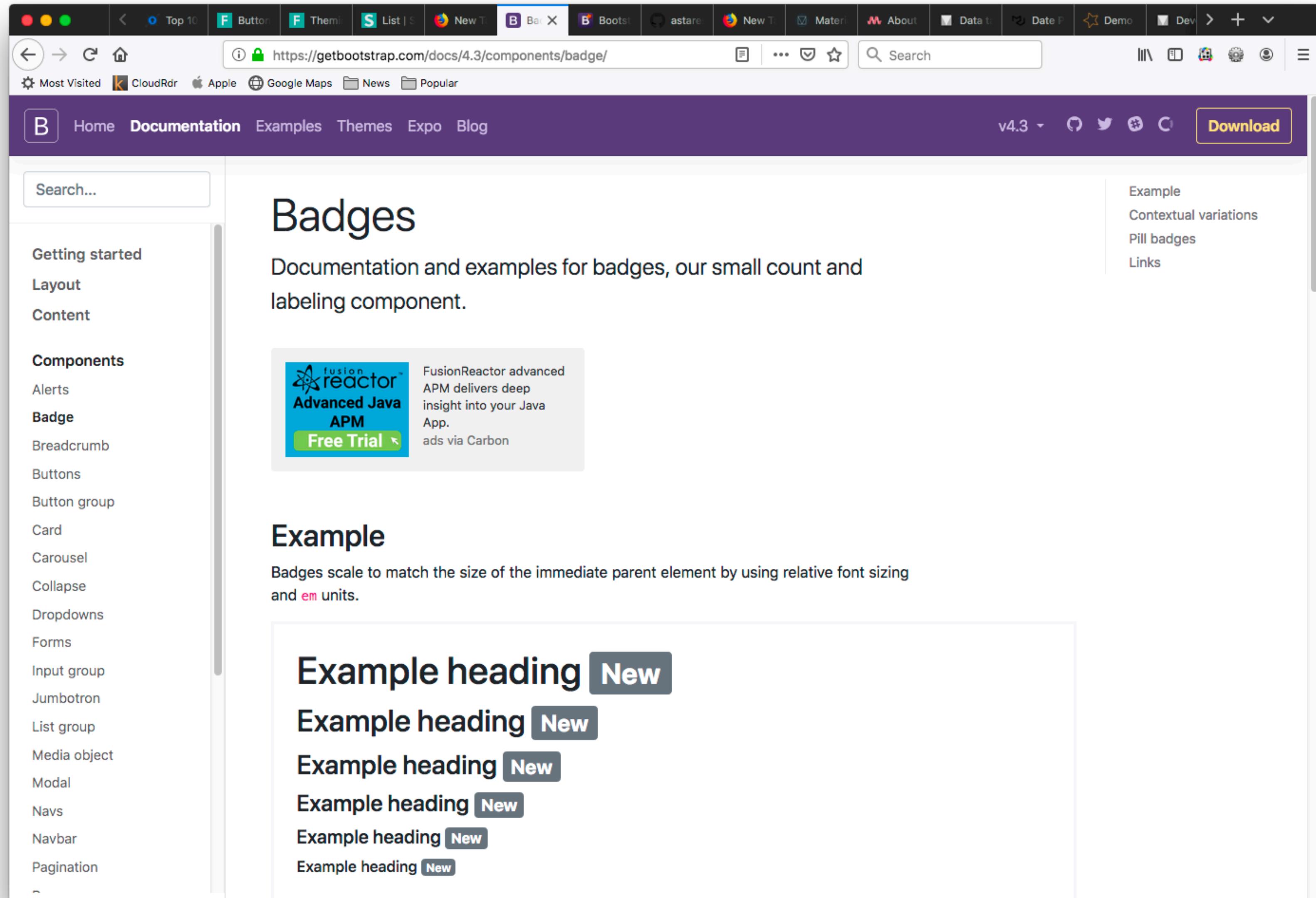
Fomantic UI <https://fomantic-ui.com>



The screenshot shows a web browser window with the URL <https://fomantic-ui.com/modules/shape.html>. The page title is "Shape". The content area displays a definition of a shape as a three-dimensional object including any flat content as a side, followed by an example of a "Shape" module. The example shows a portrait of Steve Jobs with a callout box below it. The callout box contains the name "Steve Jobs", the title "Acquaintances", a description of Steve Jobs as a fictional character, and statistics "151 Friends" and "Joined in 2014". At the bottom of the example, there is a snippet of HTML code for the "ui people shape" module. The left sidebar lists various Fomantic UI modules: Feed, Item, Statistic, Modules (Accordion, Calendar, Checkbox, Dimmer, Dropdown, Embed, Modal, Popup, Progress, Rating, Search, Shape, Sidebar, Slider, Sticky, Tab, Toast, Transition), Behaviors (API, Form Validation, Visibility), and a link to the module page. The bottom of the browser window shows the URL again: <https://fomantic-ui.com/modules/shape.html>.

- Simple, intuitive, uses natural language
- Cutting edge style and appearance
- Active community support
- Fomantic UI is forked from Semantic UI
 - Continue active development
 - Intent to merge

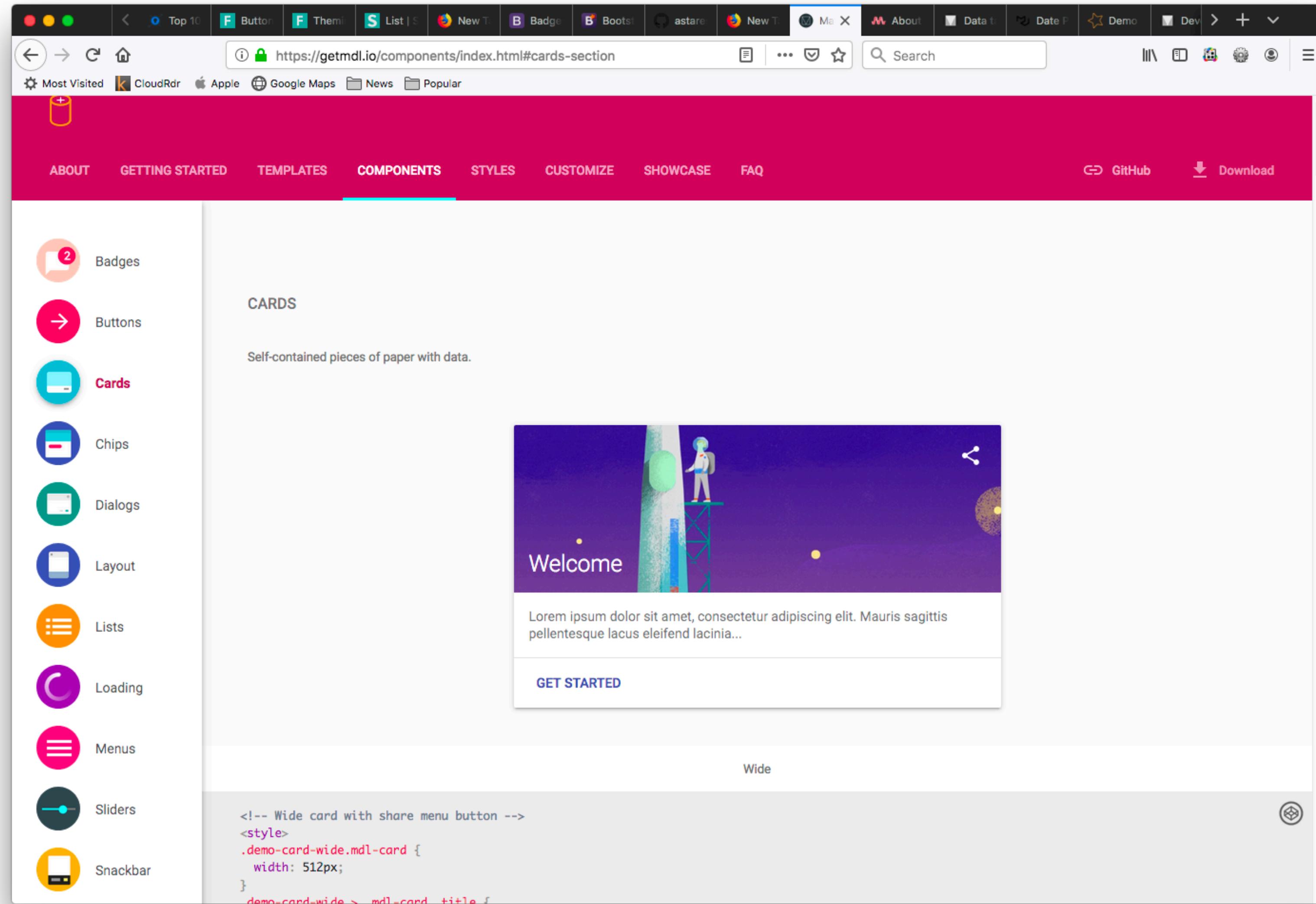
Bootstrap <https://getbootstrap.com>



The screenshot shows the Bootstrap documentation for the 'Badges' component. The page has a purple header with a search bar, a navigation menu, and a 'Download' button. The main content area features a heading 'Badges' and a sub-section 'Example' with a 'FusionReactor Advanced Java APM' badge. Below this is a 'Example' section showing multiple badge examples. The left sidebar lists various Bootstrap components like 'Alerts', 'Badge', 'Breadcrumb', etc.

- Large installed base
- Ongoing updates, new features and integrations
- Has Seaside implementation for Bootstrap v3 and v4
- <https://github.com/astares/Seaside-Bootstrap>

Material Design Lite <https://getmdl.io>



- Weight of Google behind it
- Implements Google's material design guidelines
- Has Seaside implementation for MDL v1 and Material Components Web v2
- [https://github.com/DuneSt/](https://github.com/DuneSt/MaterialDesignLite) MaterialDesignLite
- [https://github.com/DuneSt/](https://github.com/DuneSt/MaterialComponents) MaterialComponents



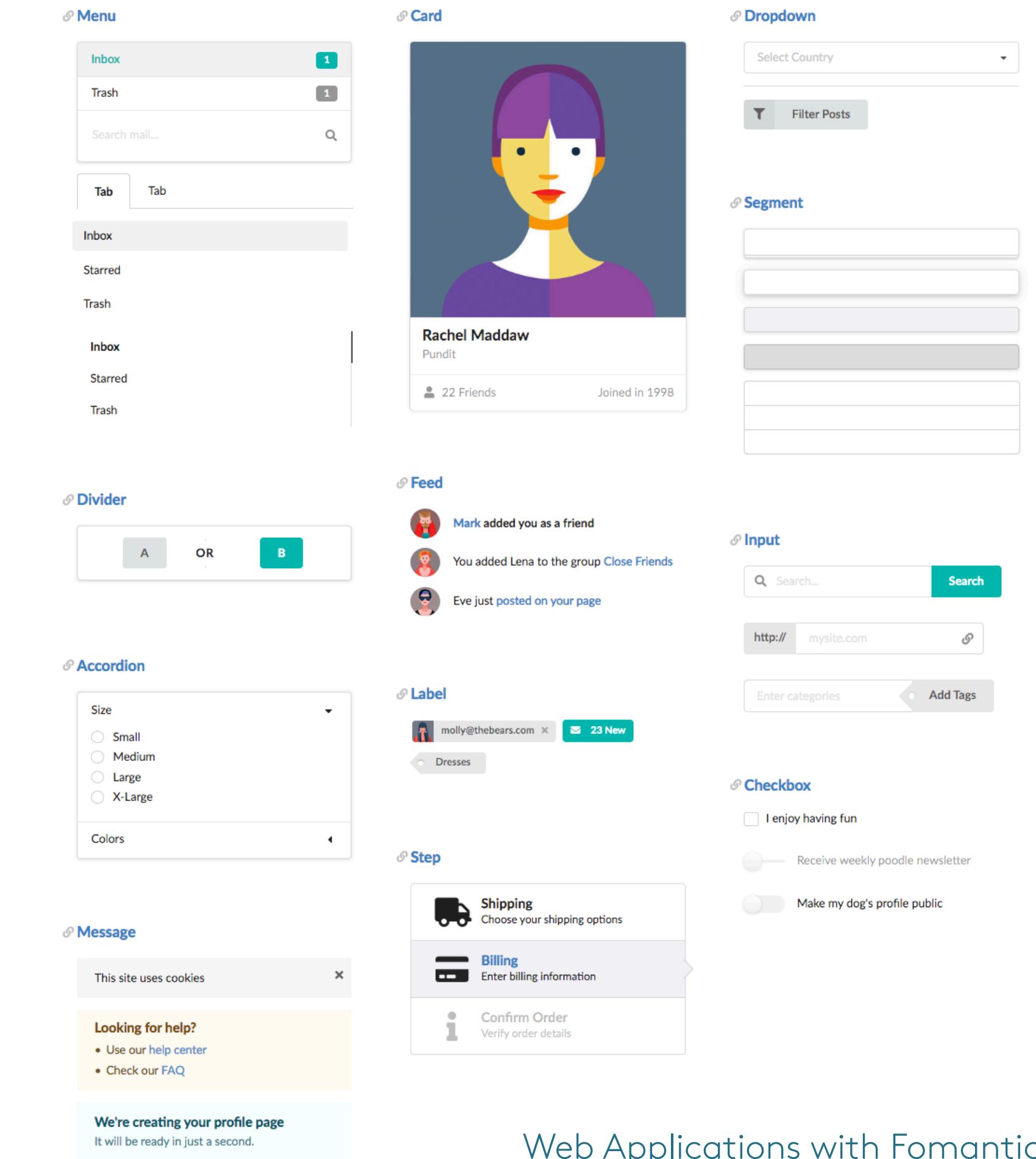
Why did we choose Fomantic UI?

Quickly build business web applications.

Professional look and feel.

Comprehensive set of 'Enterprise Ready' components

- Allows for rapid development of (forms-based) business applications.
- Flexible layout options with nested grids, lists and menus, etc.
- Advanced widgets out-of-the-box, for example Calendar and Dropdown.
- Good documentation, including lots of examples.
- Supports standard HTML elements, but also allows customization when needed.



Semantics

CSS class names use natural language.

Context sensitive behavior of layout and styling.

Reduces cognitive load of developer.
Very powerful and easy to work with.

Trade off: initial learning curve,
but...
productivity goes up quickly.

Fomantic UI

Example

First Name

First Name

Last Name

Last Name

I agree to the Terms and Conditions

Submit

```
<form class="ui form">
  <div class="field">
    <label>First Name</label>
    <input type="text" name="first-name" placeholder="First Name">
  </div>
  <div class="field">
    <label>Last Name</label>
    <input type="text" name="last-name" placeholder="Last Name">
  </div>
  <div class="field">
    <div class="ui checkbox">
      <input type="checkbox" tabindex="0" class="hidden">
      <label>I agree to the Terms and Conditions</label>
    </div>
  </div>
  <button class="ui button" type="submit">Submit</button>
</form>
```

Bootstrap

Email address

Enter email

We'll never share your email with anyone else.

Password

Password

Check me out

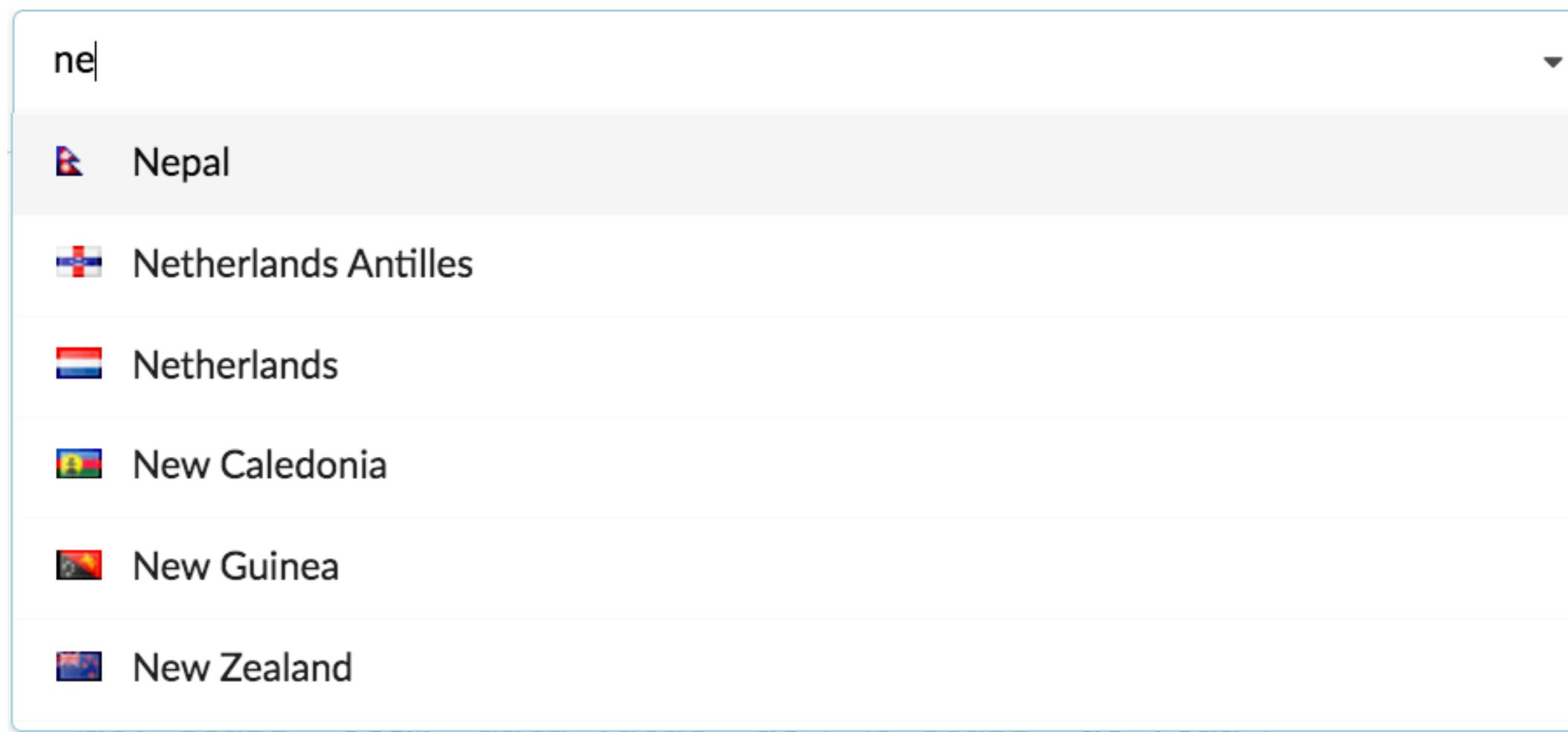
Submit

Copy

```
<form>
  <div class="form-group">
    <label for="exampleInputEmail1">Email address</label>
    <input type="email" class="form-control" id="exampleInputEmail1" aria-describedby="emailHelp" placeholder="Email address">
    <small id="emailHelp" class="form-text text-muted">We'll never share your email with anyone else.</small>
  </div>
  <div class="form-group">
    <label for="exampleInputPassword1">Password</label>
    <input type="password" class="form-control" id="exampleInputPassword1" placeholder="Password">
  </div>
  <div class="form-group form-check">
    <input type="checkbox" class="form-check-input" id="exampleCheck1">
    <label class="form-check-label" for="exampleCheck1">Check me out</label>
  </div>
  <button type="submit" class="btn btn-primary">Submit</button>
</form>
```

Fomantic UI

Multiple Search Selection Dropdown



Bootstrap

Single Button Dropdown



Our design principles

Wrap framework elements as necessary in less complicated, cleaner objects and methods

- Build incremental CSS class features with method calls
- Most are just very simple subclasses of WATagBrush that understand which CSS classes are relevant for that Fomantic UI element

Stay within Seaside

- Implications: Fomantic classes subclass WA and adopt Seaside API; will use WA brushes directly if no "wrapping" necessary



Our design principles (continued)

Stay within Fomantic

- Implications: Implement Fomantic's additions to HTML palette (via 'divs' of grids, containers, columns, etc.) using its vocabulary
- We're not creating higher order Seaside components to reduce verbosity. Instead, we stay close to the Fomantic UI elements and CSS class 'language'.
- No need to learn much on top of Fomantic UI language





Next up...

Some hands-on examples

Questions?

Please reach out to us to collaborate or exchange ideas.

Object Guild is...

Don Howard - dhoward@objectguild.com

Jonathan van Alteren - jvalteren@objectguild.com

Dave West - dwest@objectguild.com