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CS4830

Journal

For my topic for Exploration 1, I decided to explore a different CSS framework. Most people in the web site making business have heard of/ use Bootstrap, but for this exploration, I decided to dig deep into Skeleton.

So, why use Skeleton? Skeleton is extremely useful for people who are working with smaller projects and don’t need all the components of a big framework, like bootstrap. Skeleton provides all of the standard HTML components, such as a grid, typography, buttons, forms, list, tables, media queries, and utility classes. Skeleton is also pretty cool, because it allows developers to stop making non-responsive web pages. This is nice feature, because it allows users on the web page to resize the window and have no repercussions and regret going to that site.

My thoughts on using Skeleton? I enjoyed exploring a new world of CSS framework, but it does seem like Skeleton does still have some bugs, and they still getting started. There website is relatively small, but easy to navigate. Which is the whole point using Skeleton, for small projects that don’t need all the extra stuff that big frameworks have. The website has all the basic useful tutorials and code that helped me get started. Once I played around with some of the code on their website, I went to Google to find more in depth tutorials to make my own web page. I messed around with various div tags and giving them different column numbers. In their CSS files, they provide already made styling so its easy to build the HTML page. They have styling for headers, list, buttons, head, body, backgrounds, and input. I used three CSS files, base.css, layout.css, and skeleton.css. That is all I needed to build the webpage, and the tutorial I found online was helpful along the way. I also, added to my page some forms and buttons from the skeleton website. Very clean and nice looking!

Issues I found was with trying to use my own stylings. My own stylings would be overwritten, so I had to go into one of the CSS file and delete some default styles.

Overall, exploring Skeleton was fun and interesting. I would suggest it to anyone who’s looking to develop a website for a small project.

First start with going to their homepage and looking at their documentation: (1st step: download Skeleton package)

<http://getskeleton.com>

other documentations:

<https://www.sitepoint.com/getting-started-with-skeleton-simple-css-boilerplate/>

then try exploring outside their website and looking at tutorials that others have put up:

<https://webdesign.tutsplus.com/tutorials/building-html-page-structure-with-skeleton--cms-23253>

<https://designshack.net/articles/mobile/build-a-responsive-mobile-friendly-web-page-with-skeleton/>

My page:

<http://ec2-18-220-224-155.us-east-2.compute.amazonaws.com/>

GitHub:

<https://github.com/katewatkinz/CS4830_Exploration_1_FS2017>