COMP2203: Application Scripting

Session DA-ap

Differing Approaches

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Overview

We'll be looking at different ways to build a website:

- Raw coding
- CMSs (Content Management Systems)
- Frameworks

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Raw Coding

e.g. http://argles.org/david/

Typically:

- Use a text editor to write code
- Write directly in HTML
- Also use scripting languages, like php and Javascript

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Content Management Systems

e.g. http://minisail.org.uk/ , based on "Wordpress"

- Don't need to know how to code
- Use on-screen editors for content
- Use "plug-ins" to add functionality
- Manage content via the web

Frameworks

- e.g. http://www.web2access.org.uk/ based on "Bootstrap"

- Need to know how to write HTML...

- ...and scripting languages (usually php and Javascript)

- But also have library of useful stuff available

Comparison

It's "Horses for courses"

	Ease of creation	Ease of maintenance	Ease of content update	Speed of page delivery	Security	Professional look	Cross browser compatibility
Hand-coded	Quick for small sites	MUST be well documented, or maintenance a nightmare	Need to design it well to make updates easy	Typically the fastest	Who are you kidding...?	How good a graphic designer are you?	This can be a quagmire...
CMS	Can be a significant starting overhead, quick when you know how	Just keep up-to-date with the online updates	Can get others to maintain pages for you	Probably optimised, but keep away from too many plug-ins!	Probably a large team of professionals on the case	Probably a large team of professionals on the case	Probably a large team of professionals on the case
Framework	Need to know the framework and what it provides	Document well, watch for updates	Design it well	Make sure you design it well	Depends what's on offer, should be safe	It's there to help you look good!	Probably a large team of professionals on the case

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What We're Doing

- ANY approach requires you to understand the basics of HTML, CSS and scripting

- So I'll (mainly) be following through a set of examples on raw coding

- Russell and Magnus will be taking you through a set of industry-standard tools (including the "Bootstrap" framework)

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Not Just The Tools

- But it's not just about the tools
- You are ITO...
- ...so we will expect you to learn how to manage web projects...
- ...and to document them well

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Not Just The Skills

- And it's not just about the (practical) skills

- The tools and practical skills will be out of date soon

- So it's important to grasp the underlying principles – there's plenty of them!

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Break

What do you see as the pros and cons of these different approaches?

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