RESPONSIVE WEB DEVELOPMENT WORKSHOP

Amelia Schmidt Lead front-end & UX developer, Equiem

Responsive web development workshop

- What is responsive
- Responsive web design
- Media queries
- CSS preprocessors
- Grids
- Developing for devices
- Developing for older browsers
- Javascript libraries







You'll need:

- Sublime Text http://www.sublimetext.com/
- Xcode https://developer.apple.com/xcode/
- Git https://git-scm.com/
- Bundler http://bundler.io/ and Ruby installed on your computer
- VirtualBox https://www.virtualbox.org/
- Windows boxes https://dev.modern.ie/
- A positive attitude :)

About me

- I have been working as a web developer for four years
- I work at a tech startup called Equiem as Lead Front-end Developer & UX Developer
- I work with SCSS, Javascript, jQuery and PHP day to day
- I'm largely taught by my mentors and the internet

Workshop format

- This is an interactive workshop and you'll be completing tasks as we go along
- Please ask any questions, let's keep this a dialogue
- If you can't do something because of lack of installed programs or you don't have the skillz, that's cool, we can modify for different levels
- We'll start off beginner and move towards more advanced
- Don't worry, and have fun!

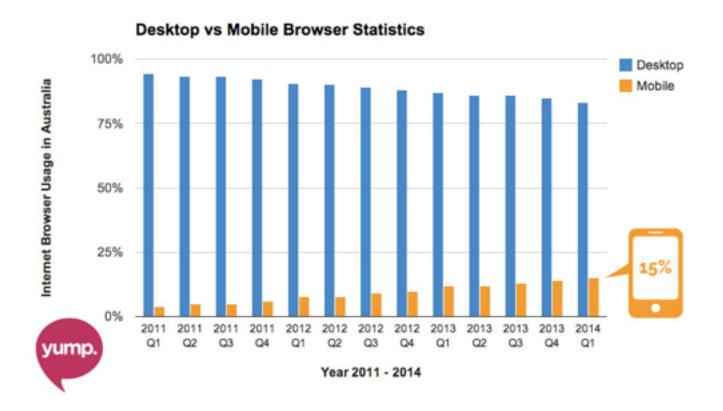
WHAT IS RESPONSIVE?

The world is changing

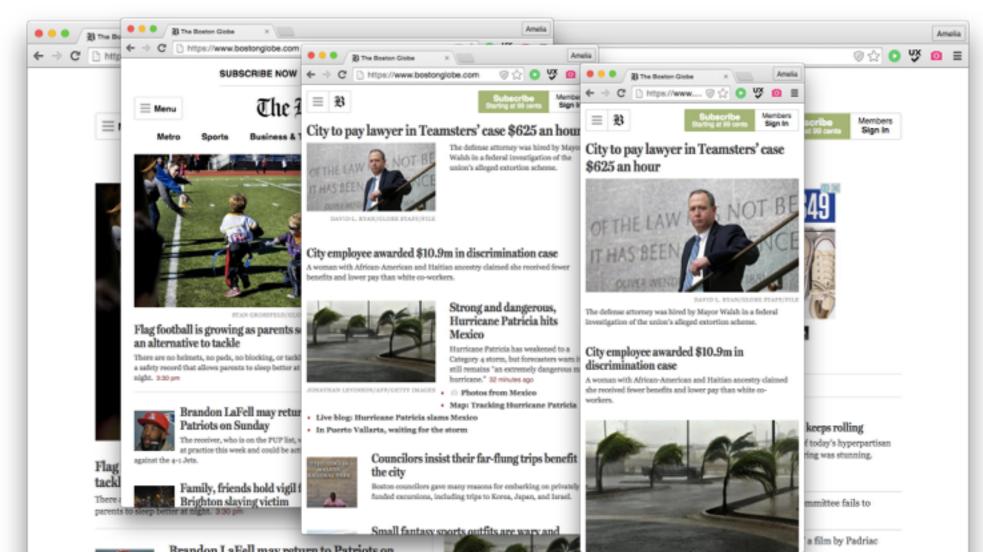
- 34% of smartphone users go online mostly using their phones, and not on a desktop, laptop, or other device
- People using a desktop computer to search online will increase from
 1.4 billion to 1.6 billion users in 2015.
- People searching online using a smartphone will increase from 800 million to 1.9 billion users in 2015

Responsive is one method of making a single website that works across various screen sizes









What it's not:

- "m Dot" eg. http://m.theage.com.au/
- Adaptive
- Liquid
- Static (<u>http://www.liquidapsive.com/</u>)

Adaptive

Adaptive websites introduce media queries to target specific device sizes, like smaller monitors, tablets, and mobile.

Fixed

Fixed websites have a set width and resizing the browser or viewing it on different devices won't affect on the way the website looks.

Fluid

Fluid websites are built using % for widths. Columns are relative to one another and the browser can scale up and down fluidly.

"m dot"

m.website.com is a separate codebase with the same database, essentially an entirely different "skin" for a site built for mobile only.

Responsive is...

- The same website, the same code, the same database, but displayed differently on different screens due to the use of...
- ...<u>media queries</u>, which can be leveraged in powerful ways via grid systems and breakpoints
- The idea that the web is not just one size, or three sizes, but any possible size on an ever-expanding set of devices, including the Internet Of Things revolution
- A design decision, a suite of web tools, a paradigm...

EXERCISE 1: SETUP

KEY OBJECTIVES	AGENDA	
Download the base repo	5 minutes	 Open up terminal \$ git clone git@github.com:meelijane/rwd.git Open up index.html View it in your browser
DELIVERABLE	RESOURCES	
The base repo appearing in your browser	Sublime Text, a Github account, git for command line and a browser	

RESPONSIVE WEB DESIGN

Start with the right tools

- Designing for multiple screen sizes means that static design deliverables will be hard to work with
- Client sign-off can get confusing with RWD
- Photoshop is a photo editing tool
- PSDs can make it hard to keep track of revisions
- Whether you're working Agile or Waterfall (and I recommend Agile), working with responsive design will require you to be fluid as well

Start with the right ideas

- Style-guide driven design
- Component-based design
- Your designer will need to get familiar with responsive web concepts like HTML basics, CSS basics e.g. floats, web typography
- Prototype, prototype and prototype some more
- Design to a grid
- Webflow https://webflow.com/
- http://macaw.co/

Some things to watch out for

- Patterns taken from print design that might not work in a fluid context
- Client sign-off on static designs
- No content provided before designs start
- No context provided for designs eg. user research
- Using Lorem Ipsum in place of any real content

000

Heading

Zombie ipsum reversus ab viral inferno, nam rick grimes malum cerebro. De carne lumbering animata corpora quaeritis. Summus brains sit, morbo vel maleficia?

Heading

Zombie ipsum reversus ab viral inferno, nam rick grimes malum cerebro. De carne lumbering animata corpora quaeritis. Summus brains sit, morbo vel maleficia?

Heading

Zombie ipsum reversus ab viral inferno, nam rick grimes malum cerebro. De carne lumbering animata corpora quaeritis. Summus brains sit, morbo vel maleficia?

Heading

Zombie ipsum reversus ab viral inferno, nam rick grimes malum cerebro. De carne lumbering animata corpora quaeritis. Summus brains sit, morbo vel maleficia?

Heading

Zombie ipsum reversus ab viral inferno, nam rick grimes malum cerebro. De carne lumbering animata corpora quaeritis. Summus brains sit, morbo vel maleficia?

Heading

Zombie ipsum reversus ab viral inferno, nam rick grimes malum cerebro. De carne lumbering animata corpora quaeritis. Summus brains sit, morbo vel maleficia?

Heading

Zombie ipsum reversus ab viral inferno, nam rick grimes malum cerebro. De carne lumbering animata corpora quaeritis. Summus brains sit, morbo vel maleficia? De apocalypsi gorger omero undead survivor dictum mauris.

Heading

Zombie ipsum reversus ab viral inferno, nam rick grimes malum cerebro. De carne lumbering animata corpora quaeritis. Summus brains sit, morbo vel maleficia? Hi mindless mortuis soulless creaturas.

Heading

Zombie ipsum revenus ab viral inferno, nam rick grimes malum oerebro, De carne lumbering animata corpora quaeritis. Summus brains sit, morbo vel maleficia?, imo evi stalking monstra adventus resi dentevil vultus corredat cerebella viventium.

Heading

Zombie ipsum reversus ab viral inferno, nam rick grimes malum cerebro. De carne lumbering animata.

Heading

Zombie ipsum reversus ab viral inferno, nam rick grimes malum cerebro. De carne lumbering animata corpora quaeritis. Summus brains sit, morbo vel maleficia? Hi mindless morbuis soulless creatures, corpora quaeritis. Summus brains sit, morbo vel maleficia? De apocalypsi gorger omero undead survivor dictum mauris.

Heading

Zombie ipsum reversus ab viral inferno, nam rick grimes malum cerebro. De carne lumbering animata corpora quaeritis. Summus brains sit, morbo vel maleficia?, imo evil stalking monatra adventus.

Start with the content

- You can't build a responsive website without an understanding of its content
- Create a content strategy and/or obtain the actual content before you get started with visual design
- It's important for responsive design, accessibility and SEO that your content is semantic and web-ready

"95% of the information on the web is written language. It is only logical to say that a web designer should get good training in the main discipline of shaping written information, in other words: Typography."



Cat on a bag

Here is a great about this cat on a beanbag. The image has a fixed ratio (use the tag) and there is just enough text in this box to fill up the a space. You can use lore want.

<div>

EXERCISE: RESPONSIVE WEB DESIGN

KEY OBJECTIVES	AGENDA	
Understand how responsive design can be incompatible with certain design patterns	10 minutes	 Create the markup to generate a text and image teaser where the image and text sit side by side, and the whole teaser is bounded by a box Resize the browser and observe
DELIVERABLE	RESOURCES	
A text and image teaser in your browser	The repo from the last exercise	



Cat on a bag

Here is a great teaser about this cat on a beanbag. The image has a fixed ratio (use the tag) and there is just enough text in this box to fill up the available space. You can use lorem if you want.

RESPONSIVE WEB DESIGN



Cat on a bag

Here is a great teaser about this cat on a beanbag. The image has a fixed ratio (use the tag) and there is just enough text in this box to fill up the available space. You can use lorem if you want.



Cat on a bag

Here is a great teaser about this cat on a beanbag. The image has a fixed ratio (use the tag) and there is just enough text in this box to fill up the available space. You can use lorem if you want.



Cat on a bag

Here is a great teaser about this cat on a beanbag. The image has a fixed ratio (use the tag) and there is just enough text in this box to fill up the available space. You can use lorem if you want.



Cat on a bag

Here is a great teaser about this cat on a beanbag. The image has a fixed ratio (use the tag) and there is just enough text in this box to fill up the available space. You can use lorem if you want.

RESPONSIVE WEB DEVELOPMENT WORKSHOP

WHAT IS CSS?

CSS is the language for describing the presentation of Web pages, including colors, layout, and fonts. It allows one to adapt the presentation to different types of devices, such as large screens, small screens, or printers. CSS is independent of HTML and can be used with any XML-based markup language. The separation of HTML from CSS makes it easier to maintain sites, share style sheets across pages, and tailor pages to different environments. This is referred to as the separation of structure (or: content) from presentation.

https://www.w3.org/standards/webdesign/htmlcss#whatcss

• A style sheet consists of a list of rules. Each rule or rule-set consists of one or more selectors, and a declaration block.

```
.big-box {
   background-color: red;
}
```

- Selectors may apply to:
 - → all elements of a specific type, e.g. the second-level headers h2
 - elements specified by attribute, in particular:
 - id: an identifier unique within to the document
 - class: an identifier that can annotate multiple elements in a document
 - elements depending on how they are placed relative to others in the document tree.

```
.big-box { Selector background-color: red; }
```

- A declaration block consists of a list of declarations in braces.
- Each declaration itself consists of a property, a colon (:), and a value.
- If there are multiple declarations in a block, a semi-colon (;) must be inserted to separate each declaration.

```
.big-box { background-color: red; block
```

Inheritance

- Inheritance is a key feature of CSS
- Descendant elements may inherit CSS property values from any ancestor element enclosing them.

```
<div class="box">

          <span>CSS is awesome!

</div>
```

Nested HTML elements

Inheritance

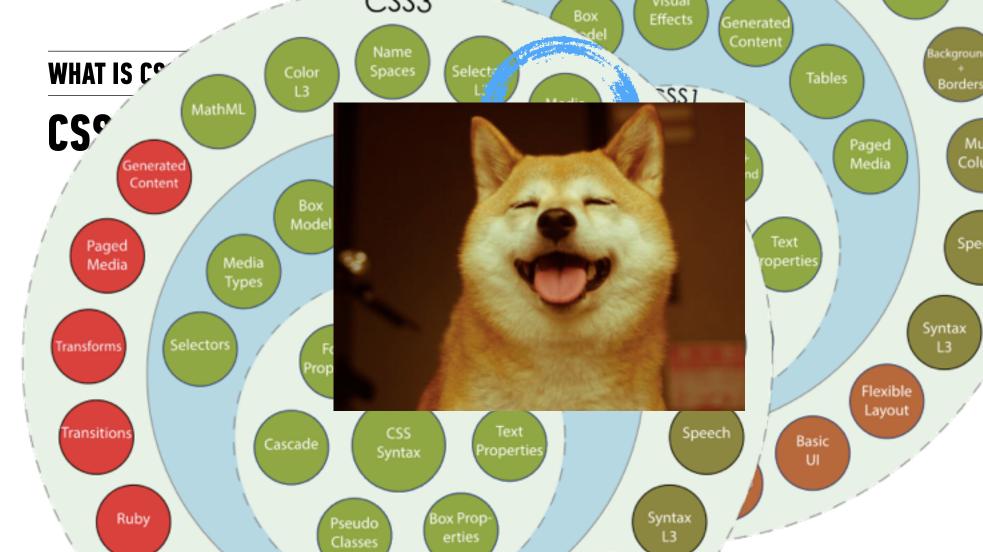
- In general, descendant elements inherit text-related properties, but box-related properties are not inherited. Properties that can be inherited are color, font, letter-spacing, line-height, list-style, text-align, text-indent, text-transform, visibility, white-space and word-spacing.
- Properties that cannot be inherited are background, border, display, float and clear, height, and width, margin, min- and max-height and width, outline, overflow, padding, position, text-decoration, verticalalign and z-index.

Inheritance

```
<div class="box">
  class="paragraph"
    <span>CSS is
awesome!</span>
</div>
```

```
.box {
  color: pink;
}
```

This text will be pink



A media query consists of a media type and at least one expression that limits the style sheets' scope by using media features, such as width, height, and color. Media queries, added in CSS3, let the presentation of content be tailored to a specific range of output devices without having to change the content itself.

http://www.w3.org/TR/css3-mediaqueries/

http://cssmediaqueries.com/overview.html

5

MEDIA QUERIES

```
@media (min-width: 700px) {
  margin-bottom: 20px;
}
```

http://www.w3.org/TR/css3-mediaqueries/

```
@media (min-width: 700px) and (orientation:
landscape) {
  margin-bottom: 20px;
}
```

http://www.w3.org/TR/css3-mediaqueries/

```
@media screen and (device-aspect-ration:
16/9){
  margin-bottom: 20px;
}
```

http://www.w3.org/TR/css3-mediaqueries/

EXERCISE: MEDIA QUERIES

KEY OBJECTIVES	AGENDA	
Change elements on a web page by use of media queries	5 minutes	 Create a media query in the index.html file as <style> CSS Inside the media query, target a div on the page and change its colour for < 400px screen width Resize the window and check it out </td></tr><tr><th>DELIVERABLE</th><th>RESOURCES</th><th></th></tr><tr><td>A web page with a box that changes colour when the screen is less than 400px wide</td><td colspan=2>Sublime text, web browser</td></tr></tbody></table></style>

CSS is like painting

- You apply rules to selectors individually
- Selectors and rules become deeply connected
- Every element on a page is individually themed
- CSS is supposed to add "optional" styles to HTML, which should really be completely usable on its own
- It's easy and very simple...

CSS preprocessors are like... programming

- Variables
- Functions
- Parameters
- "Mixins" and "extends"
- Nesting
- Libraries
- DRY don't repeat yourself

SCSS

- Sass is an extension of CSS3 which adds nested rules, variables, mixins, selector inheritance, and more. Sass generates well formatted CSS and makes your stylesheets easier to organise and maintain.
- Sass is the most mature, stable, and powerful professional grade CSS extension language in the world.
- Sass is completely compatible with all versions of CSS
- There are endless number of frameworks built with Sass. Compass, Bourbon, and Susy just to name a few.

SCSS

- Sass has two syntaxes. The most commonly used syntax is known as "SCSS" (for "Sassy CSS"), and is a superset of CSS3's syntax. This means that every valid CSS3 stylesheet is valid SCSS as well. SCSS files use the extension .scss.
- The second, older syntax is known as the indented syntax (or just ".sass"). Inspired by Haml's terseness, it's intended for people who prefer conciseness over similarity to CSS. Instead of brackets and semicolons, it uses the indentation of lines to specify blocks. Files in the indented syntax use the extension .sass.

SCSS

```
$blue: #3bbfce;
$margin: 16px;
.content-navigation {
  border-color: $blue;
  color: darken($blue, 9%);
.border {
  padding: $margin / 2;
 margin: $margin / 2;
  border-color: $blue;
```

SASS

```
$blue: #3bbfce
$margin: 16px
.content-navigation
  border-color: $blue
  color: darken($blue, 9%)
.border
  padding: $margin / 2
  margin: $margin / 2
  border-color: $blue
```

SASS vs. SCSS?

SCSS

Makes nesting harder which is probably better...

SASS

Doesn't complain about punctuation as frequently

http://thesasswww.j....../editorial

Less typing

ter

SASS

Nicer to read

SCSS

Integrates better with native CSS

SCSS

Lower barrier to entry

5

```
.teaser-box {
   background-color: grey;
   width: 100%;
.header-box {
   background-color: grey;
   width: 100%;
   border: 1px solid black;
   padding: 20px;
.sidebar-box {
   background-color: grey;
   border: 1px solid black;
   width: 100%;
```



SCSS

```
@mixin grey-box {
    background-color: grey;
    width: 100%;
@mixin border {
    border: 1px solid black;
$inner-padding: 20px;
.teaser-box, .sidebar-box, .header-box {
    @include grey-box;
.sidebar-box, .header-box {
    @include border;
.header-box {
    padding: $inner-padding;
```

5

```
<div class="outer">
  <div class="inner">
     <h3>Title</h3>
     Some text
  \langle /div \rangle
</div>
.outer .inner p,
.outer .inner h3 {
  color: red;
```



```
<div class="outer">
   <div class="inner">
      <h3>Title</h3>
     Some text
   </div>
</div>
.outer {
   .inner {
      p, h3 {
         color: red;
                                                                    SCSS
```

Some of the benefits

- Style-guide driven design
- Components and re-usable chunks
- More consistent look and feel, better browser compatibility
- Less repetition, less typing
- Time saved
- Better organised code
- Supercharged CSS with frameworks like Compass

Compass

- Compass is an open-source CSS Authoring Framework.
- Experience cleaner markup without presentational classes.
- It's chock full of the web's best reusable patterns.
- It makes creating sprites a breeze.
- Compass mixins make CSS3 easy.
- Create beautiful typographic rhythms.
- Download and create extensions with ease.

Compass

- http://compass-style.org/
- http://compass-style.org/reference/compass/utilities/color/contrast/

```
// Required variables
$contrasted-dark-default: black;
$contrasted-light-default: white;

// Function
contrast-color($color, $dark, $light, $threshold);

// Mixin
contrasted($background-color, $dark, $light, $threshold);
```

```
$contrasted-dark-default: black;
$contrasted-light-default: white;
.div {
  @include contrasted(#000000);
                                       SCSS
// Compiles as...
.div {
  background-color: #000000;
                                      COMPILED
                                       CSS
  color: #ffffff;
```

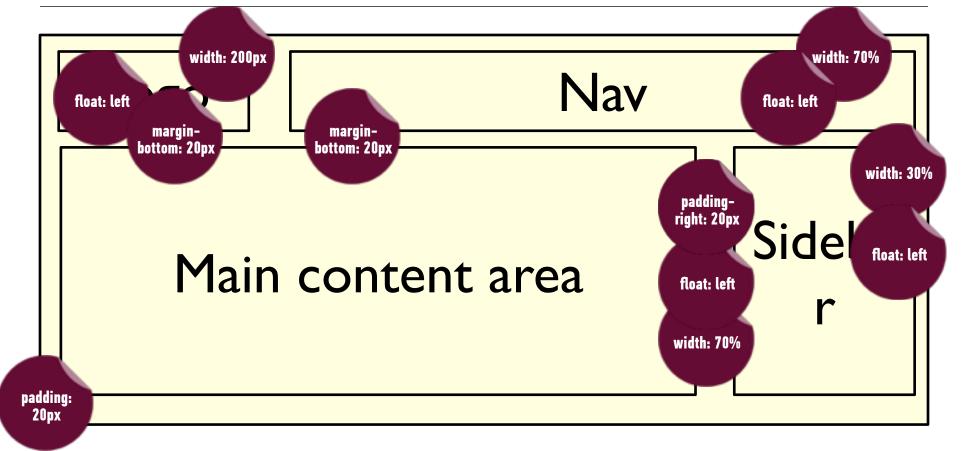
```
$contrasted-dark-default: black;
$contrasted-light-default: white;
.div {
  @include contrasted(#000000);
                                       SCSS
// Compiles as...
.div {
  background-color: #000000;
                                      COMPILED
                                       CSS
  color: #ffffff;
```

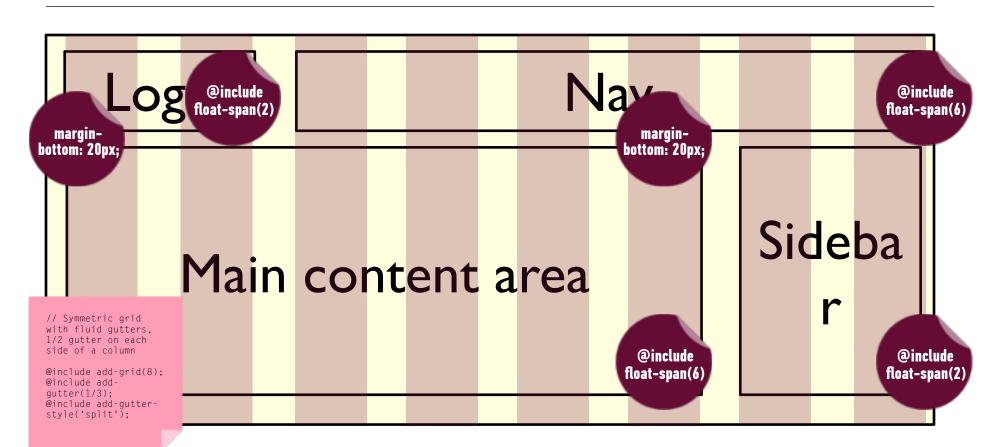
EXERCISE: COMPASS

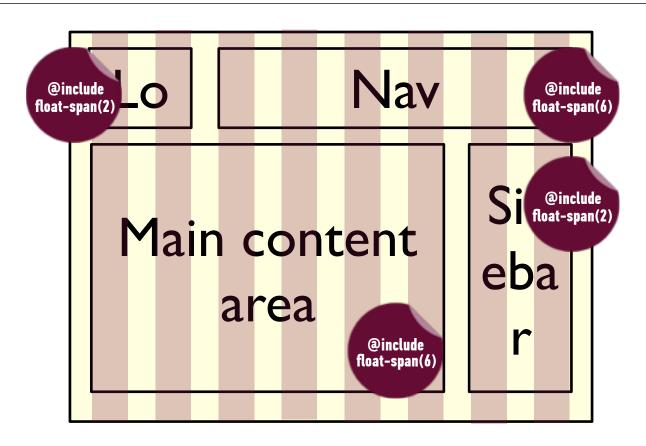
KEY OBJECTIVES	AGENDA	
Get Sass and Compass running, use a Compass function	10 minutes	 Open Terminal \$ gem install bundler \$ bundle install bundle exec compass watch Open "rwd" in Sublime Edit style.scss
DELIVERABLE	RESOURCES	
Working SASS code with use of one Compass function or mixin	Sublime, Bundler, Compass, your browser	

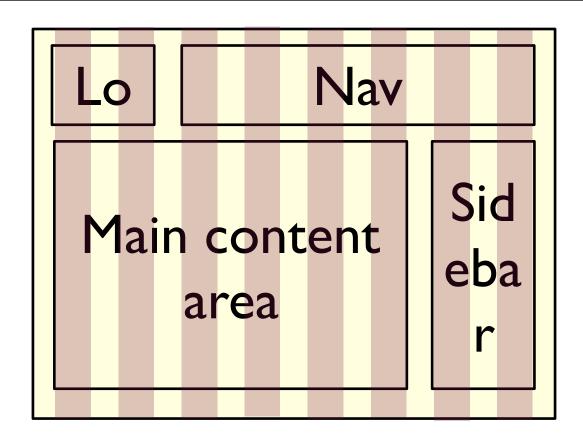
RESPONSIVE WEB DEVELOPMENT WORKSHOP

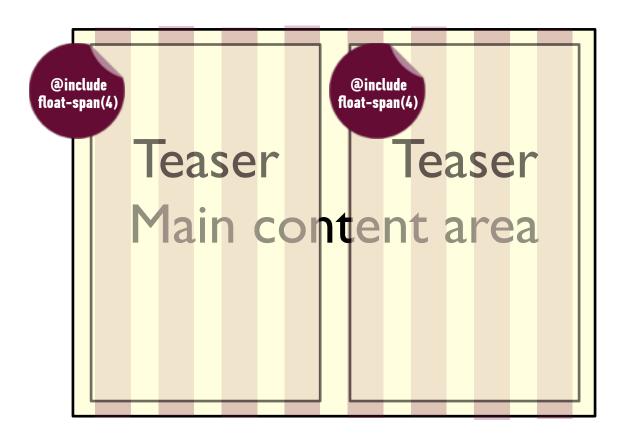
GRIDS

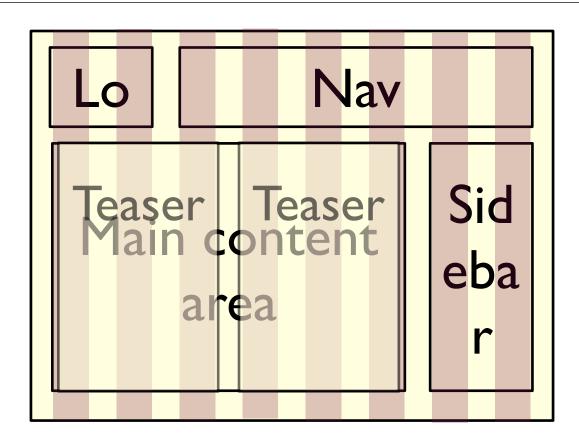


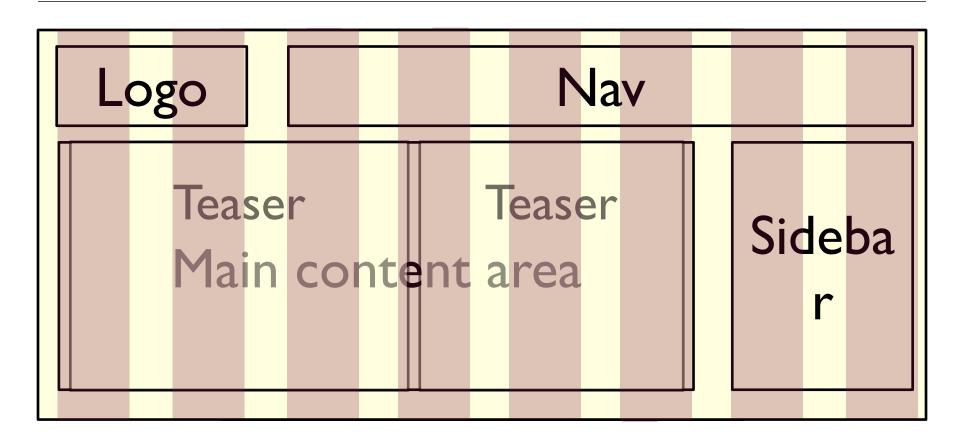






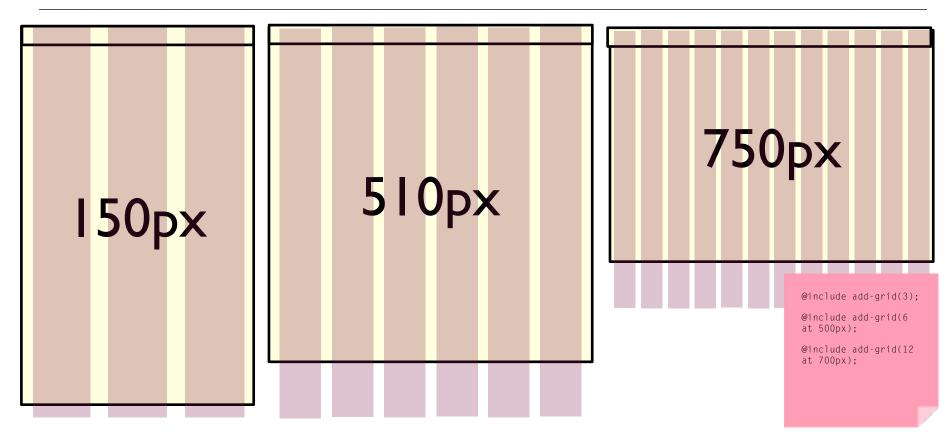






Get on the grid!

- Consistency in element sizing and spacing between elements
- Fixes rounding errors for you
- Float-based grids or absolutely positioned with margins
- Asymmetric, symmetric or arbitrarily organised grids
- Grids inside each element
- No need for fixed pixel width measurements
- Different grids can be defined for different breakpoints



Breakpoints

- http://breakpoint-sass.com/
- Setting breakpoints allows you to create "really simple, organised media queries with Sass"
- Use breakpoints inside elements or outside of them
- Give media queries meaningful names
- Simplified syntax for media queries
- Flexible and works with various different approaches

```
// Set up breakpoints
$smallish: 500px;
.cool-div {
 @include breakpoint($smallish) {
    background-color: blue;
```

```
// Set up breakpoints
$smallish: Opx 500px;
$largeish: 501px 1200px
.cool-div {
  @include breakpoint($smallish) {
     background-color: blue;
  @include breakpoint($largeish) {
     background-color: red;
```

Set breakpoints as ranges

Leverage breakpoints to create "ranges" where your styles apply

```
// Set up breakpoints
$smallish: Opx 500px;
$largeish: 501px 1200px
.cool-div, .uncool-div {
  @include
  breakpoint($smallish) {
     @include float-span(8);
  @include
  breakpoint($largeish) {
     @include float-span(4);
```

```
<div
class="wrapper">
  <div class="cool-</pre>
  div"></div>
  <div
  class="uncool-
  div"></div>
\langle div \rangle
```

.cool-div

.uncool-

Mobile

.cool-div

.uncooldiv

Control your responsive stacking

Breakpoints and grids allow you to fine-tune layouts at different widths

Desktop



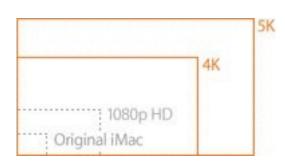
EXERCISE: GRIDS

KEY OBJECTIVES	AGENDA	
Install a simple grid system for your web page	10 minutes	 Set up a simple grid with Singularity Make some divs and position them with @include float-span Set up some breakpoints Change the float-spans at a different breakpoint
DELIVERABLE	RESOURCES	
Insert deliverable/outcome	Sublime, browser	

DEVELOPING FOR DEVICES

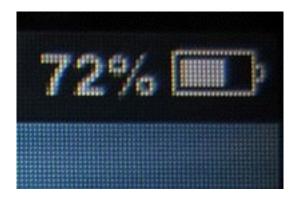
Retina support

- "Retina Display" is a brand used by Apple that have higher pixel density than previous models. But high density screens aren't just Apple.
- iPhone 4 and above
- iPad 3 and above
- A whole bunch of Android devices
- Macbook Pro w/ Retina
- 4k and 5k iMacs now exist



Retina support



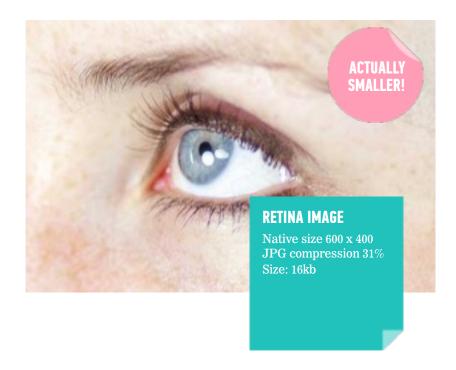


Retina support - what does it mean?

- Images are doubled in height and width to compensate for smaller pixels
- If you have an image that has a low resolution suitable for non-retina screens, it will look crap on a retina screen
- Various workarounds exist for this, including and various Javascript libraries
- For a lot of images, the best solution is to just double it up and reduce the JPG quality
- http://www.netvlies.nl/blog/design-interactie/retina-revolution

Retina images look better for everyone





Retina images look better for everyone

```
<img src="retina-eye600x400.jpg" width="300"</pre>
height="200">
    EASY!
                                   SIZE!
                                                  <IMG> only
```

It's not just for those types of images...

- We use images for all kinds of things including decoration, illustration, logos and icons
- Icons particularly start looking bad without retina support pixelated, sometimes unrecognisable
- SVG to the rescue!

It's not just for those types of images...

 We use images for all kinds of things including decoration, illustration, logos and icons

 Icons particularly start looking bad without retina support - pixelated, sometimes unrecognisable

SVG to the rescue!



DEVELOPING FOR DEVICES

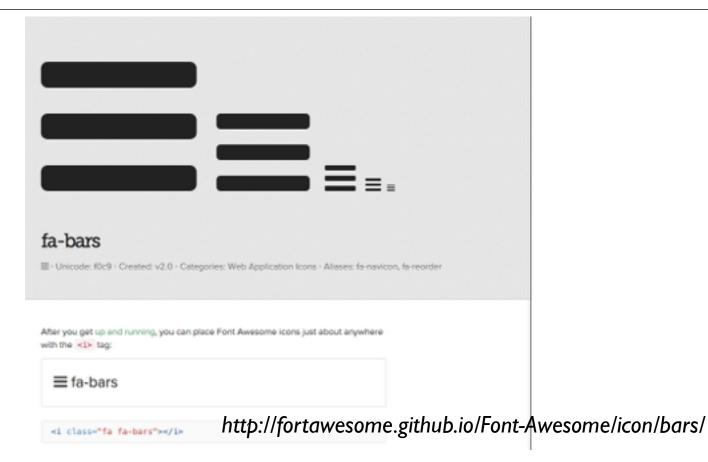
SVG?

- "Scalable Vector Graphics (SVG) is an XML-based vector image format for two-dimensional graphics with support for interactivity and animation."
- Small file size, compresses well and scales to ANY SIZE without losing clarity
- Looks great on retina
- You can even control it via CSS including colours, filters and even animation
- https://css-tricks.com/using-svg/

SVG icons in Icon Fonts

- Remember wingdings? Icon fonts are actual fonts that have icons instead of letters... designed by you!
- Icon fonts use SVG with fallbacks to normal fonts like .otf
- Font Awesome (fortawesome.github.io) is the original
- I like to use a tool called Icomoon https://icomoon.io/
- When your icons are SVG, they look great on all devices!
- Make sure you have a fallback in place Filament Group suggest unicode or emoji!
- https://www.filamentgroup.com/lab/bulletproof_icon_fonts.html

DEVELOPING FOR DEVICES



Testing, testing and more testing

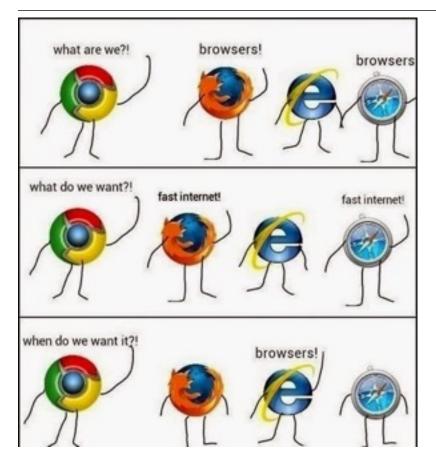
- Nothing beats testing on an actual device
- http://melbourne.opendevicelab.com.au/
- If you've got iOS devices, you can plug them in to your computer and use Safari
- Xcode's device emulator supports SDKs for various iOS devices
- Google Chrome's emulator gives you a sense for different devices, screen sizes, pixel densities and more
- Don't forget about retina!

EXERCISE: DEVELOPING FOR DEVICES

KEY OBJECTIVES	AGENDA	
Demonstrate ability to create websites for devices with Retina support	15 minutes	 Create a double-up image using the JPG compression method and HTML size attributes Implement an icon font and show an icon on the page If you have it, bring up the xCode device
DELIVERABLE	RESOURCES	emulator and open a site in it
Some images that are Retina friendly	Sublime text, an image from Google, Font Awesome https://fortawesome.github.io/Font-Awesome/	

DEVELOPING FOR OLDER BROWSERS

DEVELOPING FOR DEVICES



Devices		Browsers	
desktop	67.5%	Chrome	34.7%
mobile	24.9%	Internet Explorer	28.3%
tablet	7.6%	11.0 9.0 8.0 10.0 7.0 6.0 Other	14.8% 5.5% 3.3% 3% 1.7% < 0.1%
		Safari Firefox	20.3%
		Android Browser Other	2.3%

People still use IE7

- People still use old browsers and that's just reality
- That said you probably don't need to stress over IE7 and IE6 anymore
- But that depends entirely on your context and audience...
- IE8 is has had support deprecated by Microsoft
- ▶ IE9 almost behaves like a normal browser... almost...
- That said, you can't make assumptions and for various reasons you should consider how your responsive site will fare with the older IEs

Progressive enhancement

- Focuses on accessibility and semantic HTML
- Graceful degradation where cool things aren't supported
- This also takes in to account screen readers and other devices that might not have the cool tricks we use for Chrome and Firefox
- Your site should be usable without CSS or Javascript turned on at all!

Progressive enhancement

- Create fallbacks for icon fonts
- Use the Yep/Nope Javascript library
- KISS keep it simple, stupid!
- Remember that IE8 doesn't support media queries so you'll need to make sure it doesn't go haywire
- IE9 and IE8 both have limits including maximum selectors, maximum fonts and just general sluggishness
- There's always http://outdatedbrowser.com/

Don't make assumptions - test!

- Microsoft know that people need special tools to develop for their browsers
- https://dev.modern.ie/ + https://www.virtualbox.org/ = you can open up a Windows computer as a program running on your Mac
- Remember that various different IE versions require various different Windows versions. You can download them individually at modern.ie or more tech savvy can get them all with https://github.com/xdissent/ ievms
- https://saucelabs.com/ is another option but much slower and harder to debug

Compass has lots of options to help

- When you get to actually fixing bugs and writing code that is crossbrowser compatible, Compass is really useful
- http://compass-style.org/reference/compass/support/
- Takes care of vendor prefixing, fallbacks and is configurable so you can choose what and what not to support

EXERCISE: DEVELOPING FOR OLDER BROWSERS

KEY OBJECTIVES	AGENDA	
Open a website up on a Virtualbox Windows Machine	10 minutes	 Download a VM from modern.ie Install it on Virtualbox Run IE and open Developer Tools to inspect markup
DELIVERABLE	RESOURCES	
VirtualBox X-browser testing setup	VirtualBox, <u>modern.ie</u>	

USEFUL JAVASCRIPT LIBRARIES

There are amazing things made to help you!

- jQuery MatchHeights http://brm.io/jquery-match-height/
- Backstretch http://srobbin.com/jquery-plugins/backstretch/
- Fitvids http://fitvidsjs.com/
- Swiper http://www.idangero.us/swiper/
- Mmenu http://mmenu.frebsite.nl/
- Dot Dot Dot http://dotdotdot.frebsite.nl/
- Waypoints http://imakewebthings.com/waypoints/
- Find more at http://www.jqueryrain.com/

Be careful

- Remember that Javascript adds performance overheads so use it sparingly
- Run Javascript only on Desktop if possible, and make sure you aren't triggering it unnecessarily on mobile devices
- But also when optimising for performance, make sure you are testing and not assuming!

KEY OBJECTIVES	AGENDA	
Install a Javascript library and have a play	Whatever remains	 Download one of the libraries from the previous slide Create applicable markup Trigger the library's support
DELIVERABLE	RESOURCES	
Insert deliverable/outcome	Javascript libraries, your project, Sublime	

DISCUSSION TIME

THANKS!

equiem.com.au

meeli.jane@gmail.com