Web Development

Designing the Front End

Description

This is the first of several assignments that will guide you through the creation of a Website that you will be working on throughout the semester. The skills you practice on the assignments are meant to be used on a project of your own. Do all your work in a directory called **assignment** off of the **public** directory. Commit your work frequently throughout the day and push your changes at the end of the day to deploy and restart your server. When you are ready to submit this assignment, **tag** your last commit you wish to be graded on as **assignment2** on GitHub. You can keep working and committing and pushing. The TAs and instructors can always view your assignment using the **assignment2** tag.

The Website you will be building throughout the assignments will allow users to create and use online, mobile friendly, Websites. We will be building a Website to create Websites. There are two types of users. We will refer to those users creating the Websites as *developers*. Users that visit the Websites created by the developers will be referred to as *end users*. Only developers can create and modify the Websites. End users can not modify the Websites, they can only interact with them. The Website will be built using the MEAN stack using the four underpinning technologies MongoDB, Express, AngularJS, and Node.js.

In this assignment you will get started creating the Website by first focusing on creating a set of static pages that will serve as a prototype. The prototype will allow evaluating user interface aspects of the application such as navigation, information layout, page dependencies, modalities, and authentication. Although the pages will have links, forms and buttons to interact with, the Website won't actually do anything yet. It will only be an empty shell for now. We will add the functionality as we progress through the rest of the assignments. All pages and content must be responsive and mobile friendly.

Use Cases

The following use cases describe the functionality of the Web application in terms of a set of use cases

Developer Use Cases

- 1. Developer registers
- 2. Developer logs in
- 3. Developer views their profile
- 4. Developer updates their profile
- Developer logs out

Page Use Cases

- 1. Developer views a list of pages in a website
- 2. Developer adds a page to the website
- 3. Developer updates a page
- 4. Developer deletes a page

Website Use Cases

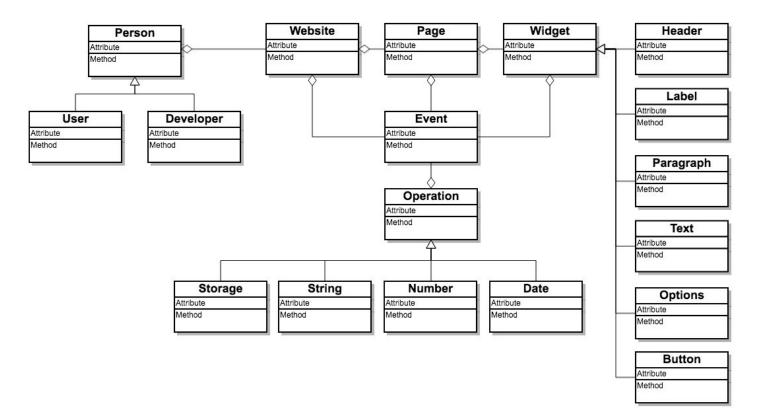
- 1. Developer views a list of her websites
- 2. Developer creates a website
- 3. Developer updates a website
- 4. Developer deletes a website

Widget Use Cases

- 1. Developer views a list of widgets in a page
- 2. Developer adds a widget to a page
- 3. Developer reorders widgets in a page
- 4. Developer updates a widget
- 5. Developer deletes a widget

Data Model

A data model describes the various types of objects that are used in a Website such as pages, widgets, and users. A <u>type of object</u> is also referred to as a <u>class</u> and the diagram below is called a <u>class diagram</u>. Data models also capture the relationships between the different types of objects or classes. For instance the class diagram below states that a person might be related to, or have, several Websites, that a Website in turn can have many pages, a page can have several widgets.



Wireframes

Given the wireframes discussed in class, implement the following HTML pages using HTML, CSS, and Bootstrap. The HTML pages should responsive and mobile first. Tablet and desktop layout will be considered in a later assignment. The wireframes just show the functionality and layout of the page, the do not show the look and feel of the page. You can use the default look and feel provided by bootstrap stylesheet, but you can improve on the style. Apply the styles using bootstrap classes. The instructor will demonstrate how to use bootstrap styles and code samples to build the Web pages. These are the Web pages you must create:

User Pages

- 1. login.html
- register.html
- 3. profile.html

Page Pages

- page-list.html
- page-new.html
- page-edit.html

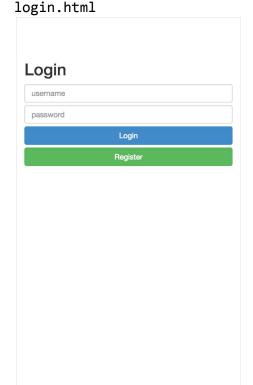
Website Pages

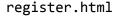
- website-list.html
- 2. website-new.html
- website-edit.html

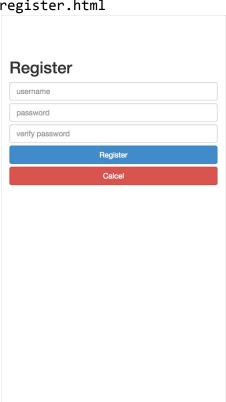
Widget Pages

- widget-list.html
- widget-choose.html
- 3. widget-heading.html
- 4. widget-image.html
- widget-youtube.html

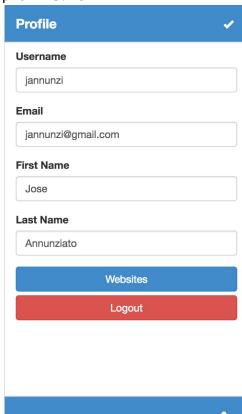
User Pages





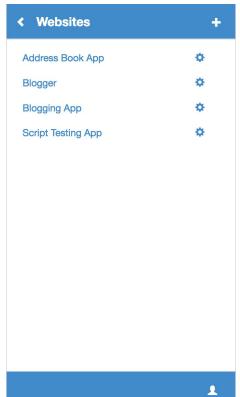


profile.html

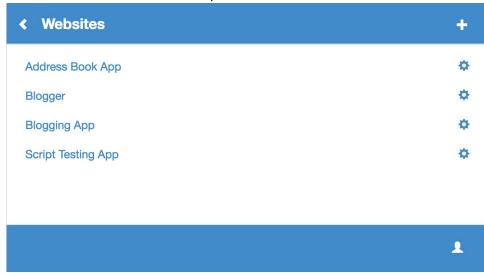


Website Pages

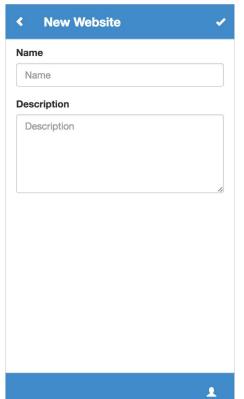
website-list.html Portrait



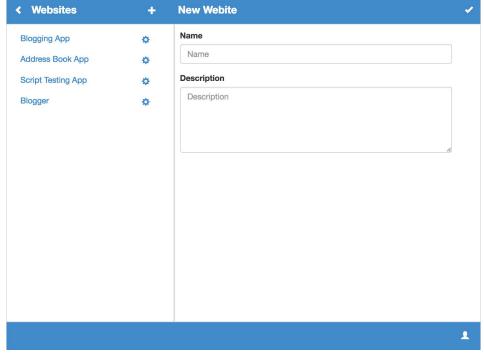
website-list.html Landscape



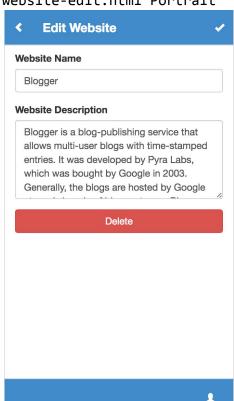
website-new.html Portrait



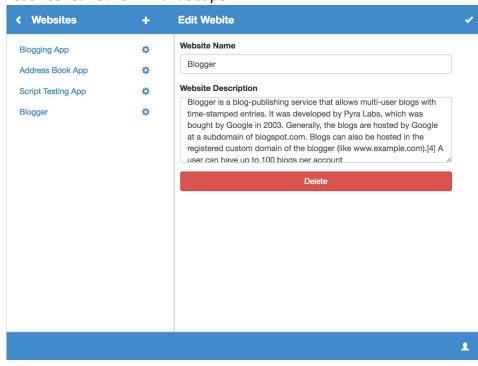
website-new.html Landscape



website-edit.html Portrait

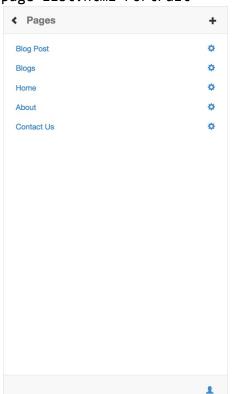


website-edit.html Landscape

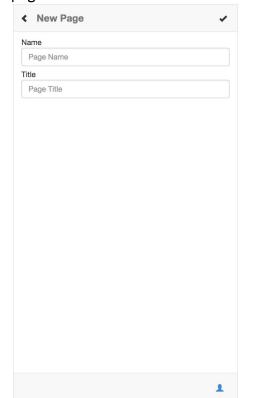


Page Pages

page-list.html Portrait



page-new.html Portrait



page-edit.html Portrait

Name		
Blog Post		
Title		
Page Title		
	Delete	

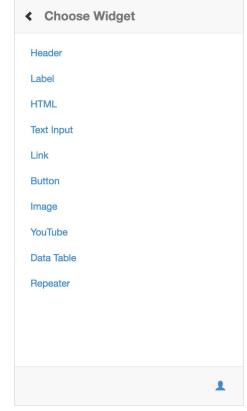
Widget Pages

widget-list.html

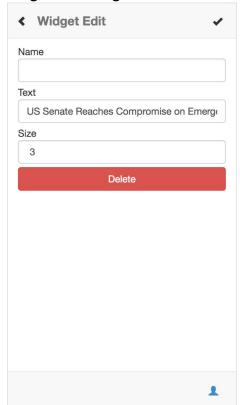


Note: The image, paragraphs, and YouTube video shown above are only for illustration purposes. You can use your image, paragraphs, and YouTube video

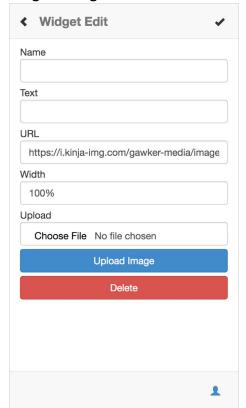
widget-chooser.html



widget-heading.html



widget-image.html



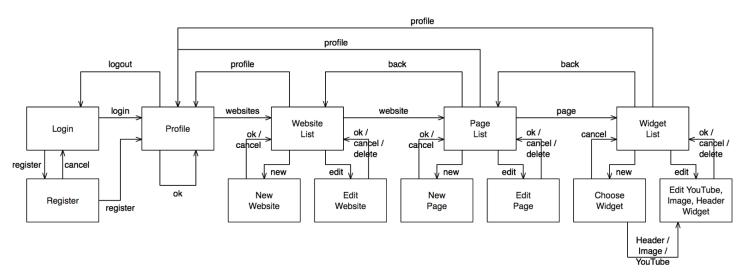
widget-youtube.html

♦ Widget Edit	
Name	
Text	
URL	
https://youtu.be/uLWLashCXHE	
Width	
Delete	

Website Navigation

Implement navigation as shown in the page flow diagram and table below. Ignore links and buttons not listed here. Other links and buttons will be addressed in subsequent assignments.

Page Flow Diagram



Page Flow Table

From Page	Action/Button/Link	To Page	
Login Page - login.html	Login	Profile Page - profile.html	
	Register	Register Page - register.html	
Register Page - register.html	Register	Profile Page - profile.html	
	Cancel	Login Page - login.html	
Profile Page - profile.html	Logout	Login Page - login.html	
	Websites	Website List Page - website-list.html	
	Ok (Check)	Profile Page - profile.html	
Website List Page - website-list.html	New Website (Plus)	New Website Page - website-new.html	
	Edit Website (Cog)	Edit Website Page - website-edit.html	
	Website Name	Page List Page - page-list.html	
	Profile (Person)/	Profile Page - profile.html	
	Back (Left Arrow)		
New Website Page - website-new.html	Ok (Check)	Website List Page - website-list.html	
	Cancel (Left Arrow)		
	Profile (Person)	Profile Page - profile.html	
Edit Website Page - website-edit.html	Ok (Check)	_Website List Page - website-list.html	
	Delete		
	Cancel (Left Arrow)		
	Profile (Person)	Profile Page - profile.html	
Page List Page - page-list.html	Add Page (Plus)	New Page Page - page-new.html	
	Edit Page (Cog)	Edit Page Page - page-edit.html	
	Page Name	Widget List Page - widget-list.html	
	Back (Left Arrow)	Website List Page - website-list.html	
	Profile (Person)	Profile Page - profile.html	
New Page Page - page-new.html	Ok (Check)	Page List Page - page-list.html	

_		
Cancel (Left Arrow)		
Profile (Person)	Profile Page - profile.html	
Ok (Check)	Page List Page - page-list.html	
Delete		
Cancel (Left Arrow)		
Profile (Person)	Profile Page - profile.html	
Add Widget (Plus)	Choose Widget - widget-choose.html	
Back (Left Arrow)	Page List - page list	
Edit Header (Cog)	Edit Header Widget - widget-heading.html	
Edit Image (Cog)	Edit Image Widget - widget-image.html	
Edit YouTube (Cog)	Edit YouTube - widget-youtube.html	
Profile (Person)	Profile page - profile.html	
Header	Edit Header Widget - widget-heading.html	
Image	Edit Image Widget - widget-image.html	
YouTube	Edit YouTube Widget - widget-youtube.html	
Back (Left Arrow)	Widget List - widget-list.html	
Ok (Check)	Widget List - widget-list.html	
Cancel (Left Arrow)		
Delete		
Ok (Check)	Widget List - widget-list.html	
Cancel (Left Arrow)		
Delete		
Ok (Check)	Widget List - widget-list.html	
Cancel (Left Arrow)		
Delete		
	Profile (Person) Ok (Check) Delete Cancel (Left Arrow) Profile (Person) Add Widget (Plus) Back (Left Arrow) Edit Header (Cog) Edit Image (Cog) Edit YouTube (Cog) Profile (Person) Header Image YouTube Back (Left Arrow) Ok (Check) Cancel (Left Arrow) Delete Ok (Check) Cancel (Left Arrow) Delete Ok (Check) Cancel (Left Arrow) Delete Ok (Check)	

Styling

Implement styling as shown in the wireframes. Apply the styles where appropriate. Not all styles are applicable for this particular assignment. In particular, maker sure to

- 1. Use <u>Bootstrap</u> to style the website. Alternatively, you may use <u>Angular Material</u>
- 2. All text input fields must be of type text
- 3. All password input fields must be of type password to hide passwords from prying eyes
- 4. All email input fields must be of type email to support simple validation
- 5. All date input fields must be of type date to provide a simple date picker
- 6. All **textarea** input fields must be <u>at least 3 rows high</u> as shown in the wireframes. Textareas should not have default white space
- 7. All **file** input fields must be of type **file** to allow browsing files
- 8. Configure **input field default text** or values as shown in the wireframes
- 9. All input fields must use Bootstrap's form-control class
- 10. All input fields must have a **placeholder** that describes the type of input. Use the placeholders shown in the wireframes
- 11. <u>Buttons</u> <u>and links</u> that look like buttons, must use bootstrap classes **btn** and **btn-block** classes to render them as buttons where appropriate. Use other button related bootstrap classes to color the buttons as shown in the wireframe, e.g., **btn-primary**, **btn-danger**, **btn-success**
- 12. <u>Tables</u> <u>must</u> <u>be</u> <u>styled</u> with bootstrap classes <u>table</u> and <u>table-responsive</u> to ensure they are responsive. Use other table classes as appropriate
- 13. All links should be styled with a shade of blue, but no underline when hovering
- 14. Use bootstrap **glyphicons** to illustrate actions such as ok, cancel, back, done, add, remove, config, as shown in the wireframe. Alternatively <u>Font Awesome fonts</u> may be used as well

- 15. Make proper use of **white space**, e.g., use padding, margins, wrapping and text justification to style the content as shown in the wireframes
- 16. Pages should not allow pinching-to-zoom on mobile devices, unless otherwise stated
- 17. Pages should not have **horizontal scrollbars** unless otherwise stated
- 18. Headers and footers should be **statically positioned** at the top and bottom respectively. They should not scroll with the rest of the content
- 19. All <u>CSS</u> and <u>JavaScript libraries</u> must use CDN and declared in the meta element. Alternatively, libraries can be declared at the bottom of the body element for performance considerations
- 20. Pages must <u>not use style element or attributes</u>. All additional custom styling must be done in a separate stylesheet file, e.g., **public/assignment/css/styles.css**
- 21. Custom style sheets overriding CSS library styles, must be declared after the library styles they override
- 22. Pages must <u>not use inline JavaScript</u>. All additional custom scripting should be done in a separate JavaScript file, e.g., public/assignment/js/app.js

Deliverables

GitHub Deliverables

To allow TAs and instructor to see your changes, please frequently commit and push your work to GitHub repository. Below is an example of the commands you will use. The example assumes your project is located in ~/neu/webdev:

- > cd ~/neu/webdev
- > git add .
- > git commit -m 'A comment describing your work'
- > git push

Verify that the files have copied to the github repository. Also visit your online website and verify that your changes are reflected on the remote server.

Tagging a Release

We will be using code repository tags (or releases) to "submit" assignments. When you consider your work complete and ready for evaluation (ready for release), go to your code repository in GitHub and generate a release by navigating to "releases". Then click on "Create a new release" and type the name of the tag in the input field labeled "Tag version". We will be using the following tags for the various assignments:

assignment1 (previous assignment)
assignment2 (this assignment)
assignment3 (next assignment)
assignment4
assignment5
assignment6 (last assignment)
project

If you need to resubmit the assignment then create a new tag by adding a version number, e.g.,

assignment2.1, assignment2.2, etc...

We will grade the very last release. The date/time you create the tag will be considered the date/time of submission. If you have questions on how to create tags or have any problem at all, please do not hesitate to give me a call at (978) 761-5742 and we can jump on a Google Hangout and I can walk you through the process.

Blackboard Deliverables

Please submit the following in Blackboard

- 1. GitHub repository URL
- 2. Online Website URL