

# Front-End Web Development

Albert Penticoss  
Web Designer, University of Melbourne

# **Start your engines!**

- Connect to wifi
- Open your text editor
- Open GitHub desktop and GitHub website
- Open schoology

# Submit your assignment

- Please submit assignment 3
- **REMINDER:** No “auto” extensions - if you need an extension please ask me personally

## Reminder – Graduation requirements

- To graduate from the course, students must:
  - 1. complete at least 80% of assigned homework
    - 8 assignments so you can only miss one!
  - 2. attend 80% of classes - so you can miss up to a maximum of four
  - 3. satisfactorily complete the final project (as determined by the course instructor and stated on the class syllabus).

# What are we going to cover today?

- Lesson 6 Review - 5 min
- Introduction To Programming - 75 min
- Break - 15min
- Introduction to Javascript
  - What JS Can Do - 20min
  - Reading JS - 15min
  - Lab - 30 min

---

**FEWD - LESSON 7**

---

# **LESSON 6 REVIEW**

---

**FEWD – LESSON 6**

---

# **WIREFRAMES**

---

**FEWD – LESSON 6**

---

# **CSS HEIGHT AND MARGINS COLLAPSE**



# CSS height and margins collapse

- › Take care when choosing to use height
- › For the most part you want the height of your elements to be natural according to their contents, you may want to specify a min-height, but rarely a height.
- › Element padding and margins should dictate spacing.
- › Vertical margins in CSS collapse!
- › This is a good thing but can be a pain.

<https://css-tricks.com/what-you-should-know-about-collapsing-margins/>

<http://www.sitepoint.com/web-foundations/collapsing-margins/>

---

**FEWD - LESSON 6**

---

# **CSS SELECTORS**

# Basic selectors

- Tag or Type selector

```
p { }
```

- Class selector

```
.error { } /* all elements with class="error" */
```

```
p.error { } /* all p tags with class="error" */
```

- Id selector

```
#main-nav { } /* all elements with id="main-nav" */
```

```
div#main-nav { } /* all div tags with id="main-nav" */
```

# Descendant selector

```
div p { }
```

- › Selects all p tags within div tags

```
<div>
```

```
  <h2>Bobby</h2>
```

```
  <p>Hello</p>
```

```
  <section>
```

```
    <p>All the way down the tree</p>
```

```
  </section>
```

```
</div>
```

```
<div>
```

```
  <h2>Richard</h2>
```

```
  <p>Hi</p>
```

```
  <p>My name is</p>
```

```
</div>
```

# Child selector

```
div > p { }
```

- › Selects all p tags that are direct children of div tags

```
<div>
```

```
  <h2>Bobby</h2>
```

```
  <p>Hello</p>
```

```
  <section>
```

```
    <p>Not me I'm a grand child</p>
```

```
  </section>
```

```
</div>
```

```
<div>
```

```
  <h2>Richard</h2>
```

```
  <p>Hi</p>
```

```
  <p>My name is</p>
```

```
</div>
```

# Adjacent sibling selector

`p + ul { }`

- › Selects all ul tags that direct follow p tags

```
<div>
```

```
  <h2>Bobby</h2>
```

```
  <p>Hello</p>
```

```
  <ul>
```

```
    <li>List</li>
```

```
  </ul>
```

```
  <h2>Richard</h2>
```

```
  <ul>
```

```
    <li>Not me I follow a ul not a p</li>
```

```
  </ul>
```

```
</div>
```

# Attribute selectors

`img[src="small.gif"]`

- › Selects all `img` tags with attribute `src="small.gif"`

`[src="small.gif"]`

- › Selects any tag with attribute `src="small.gif"`

`[alt]`

- › Selects any tag with an `alt` attribute regardless of its value

# Pseudo class selectors

- We spoke about these last lesson, they target element 'state' that the browser defines for you
- eg
  - :first-child
  - :hover
  - :active
  - :odd()
  - :nth-child()



# Pseudo element selectors

- Similar to pseudo classes pseudo elements are defined by browser and not you
- eg

`p:first-line { }`

`p:first-letter {font-size: 200%; font-weight: bold; }`

`:before { }`

`:after { }`

- Allow you insert content before or after an elements html content - very powerful!

# Selector specificity

- More specific selectors trump less specific ones

```
div p.error {color: blue; }
```

```
p.error { color: red; }
```

```
.error { color: green; }
```

<https://developer.mozilla.org/en/docs/Web/CSS/Specificity>

<https://css-tricks.com/specifcs-on-css-specificity/>

Even more selectors: <http://code.tutsplus.com/tutorials/the-30-css-selectors-you-must-memorize--net-16048>

---

**FEWD – LESSON 6**

---

# **BACKGROUND IMAGES**

# Background images

- › CSS background images are good for decorative images

- › Syntax:

```
body {  
    background-image: url("some-background.jpg");  
    background-repeat: no-repeat;  
    background-size: 300px 100px;  
    background-position: top right;  
}
```

- › Shorthand

```
body { background: url("some-background.jpg") no-repeat top right; }
```

---

**FEWD – LESSON 6**

---

# **HTML BOILERPLATE**

# HTML Boilerplate

- Best practice starting point for web sites and web apps.

<https://html5boilerplate.com/>

**FEWD – LESSON 7**

---

# **INTRODUCTION TO PROGRAMMING**

# What is a Program

- A **program** is a set of instructions that you write to tell a computer what to do



# What Is Programming

- **Programming** is the task of writing those instructions in a language that the computer can understand.

# **Becoming A Programmer**

- › It isn't about the programming language. It is about changing how you think.
- › We have to know how the computer thinks to change how we think.

# How Computers 'Think'

- Well they don't really think - otherwise this guy would be teaching you
- While computers don't think, they act as if they do, by sequentially executing simple instructions.
- The only things a computer knows are the things we tell it.

# Pseudo Code

- › Pseudocode is the process of writing a program without using the syntax of a programming language.
- › Pseudocode is a mixture of natural language and high-level programming constructs.  
For example, If the door is closed and I want to exit the room, then open the door.
- › Pseudocode is for programming what wireframes are for web design.

---

## Exercise - Thermostat

---

29

### KEY OBJECTIVES

---

Understand programming and programming constructs such as variables, loops and conditionals

### AGENDA

---

*30 mins*

1. Class discussion, write some pseudo code together

### DELIVERABLE

---

### RESOURCES

---

None

---

## Exercise – Rock Paper Scissors

---

30

### KEY OBJECTIVES

---

Understand programming and programming constructs such as variables, loops and conditionals

### AGENDA

---

*30 mins*

1. Get into groups of 3-4
2. Write pseudo code to program a computer to play the game rock paper scissors.
3. Write 1 line on a post-it note and paste on wall, window.

### DELIVERABLE

---

### RESOURCES

---

None

**FEWD – LESSON 7**

---

# **INTRODUCTION TO JAVASCRIPT**





# What JS Can Do!

<http://www.stepsproject.org.au/>

<http://www.industrysuper.com/>

<http://remstep.org.au/>

<https://1d3f4d2cdae4973a2a77ca403512d0f826a5fa33.googledrive.com/host/0B5mepx8e31jDVFImcUFpYlRIOG8/#q0>

# GA front row video: What can I do with JavaScript

[https://generalassemb.ly/online/videos/what-can-you-do-with-javascript/cinema?](https://generalassemb.ly/online/videos/what-can-you-do-with-javascript/cinema?chapter=0)

[chapter=0](https://generalassemb.ly/online/videos/what-can-you-do-with-javascript/cinema?chapter=0)

# Reading JS

<http://codepen.io/anon/pen/JGmavb>

# Lab

<http://codepen.io/nevan/pen/shtLA>

Fix the traffic light!