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Note: Using Bootstrap 3.3.7 in this chapter, Bootstrap 4 will be in the next chapter

1 Objectives

1. Explain what Bootstrap is, and more generally what a library is
2. Include Bootstrap in our applications locally and with a CDN
3. Using common Bootstrap components like navs and buttons
4. Build a layout using the Bootstrap grid system

2 Projects

1. Photo Portfolio Site
Similar to last Chapter but with Bootstrap
2. Create a Landing Page for a Fictional Start-Up

3 What is Bootstrap

According to Bootstrap Themselves: Bootstrap is an open source toolkit for developing with HTML, CSS, and JS. Quickly prototype your ideas or build your entire app with our Sass variables and mixins, responsive grid system, extensive prebuilt components, and powerful plugins built on jQuery.

- Bootstrap resides in a single CSS and single JavaScript file.
- Has famously good documentation on the website.
- A lot like LEGO website pieces to fit together.

4 Adding Bootstrap to a Project

Adding Locally

Downloaded .zip and included *bootstrap.css* in our html

Using CDN

link an online-hosted external bootstrap file online, equivalent

Is this faster? To check

5 Forms and Inputs in Bootstrap

Bootstrap Parts Demoed

1. Button
2. Jumbotron
3. Container
4. Form

Examples can be found in *bootbasics.html*

6 Nav Bars

The big title bar thing on top of websites

Examples can be found in *navbar.html* To fix to the top use "navbar-fixed-top"

7 The Grid System

- Can space 12 Units across
- For example: 2 units on left for sidebar, 10 left on the right for content

Four Sizes of Grid Units

1. Extra Small .col-xs-
2. Small .col-sm-
3. Medium .col-md-
4. Large .col-lg-

Nesting grids Can add another 12 units within any other division of units

8 Bootstrap and Mobile Devices

To get bootstrap to be responsive on mobile:

Include:

```
<meta name="viewport" content="width=device-width, initial-scale=1">
```