PART 5

Introduction

Front-end vs Back-end Developer Teams

Technical Methodologies

Quick revision

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Besides visual appeal, what's the purpose of animation on the web?

- Communicate changes in state

What are the drawbacks of animation?

- Variable performance, especially on mobile
- Can be distracting and slow down experience

Quick revision

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What can / can’t be animated?

Quick revision

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- Position, opacity, color **can**

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What can / can’t be animated?

- Position, opacity, color **can**
- Automatic height **cannot**

Quick revision

What can / can’t be animated?

- Position, opacity, color **can**
- Automatic height **cannot**
- Display block / inline **cannot**

Quick revision

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Why do we use timeline animation?

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- Enables complex story boarding

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- Enables complex story boarding
- Can be paused / resumed

Quick revision

Why do we use timeline animation?

- Enables complex story boarding
- Can be paused / resumed
- Can be looped

A brief history of web dev

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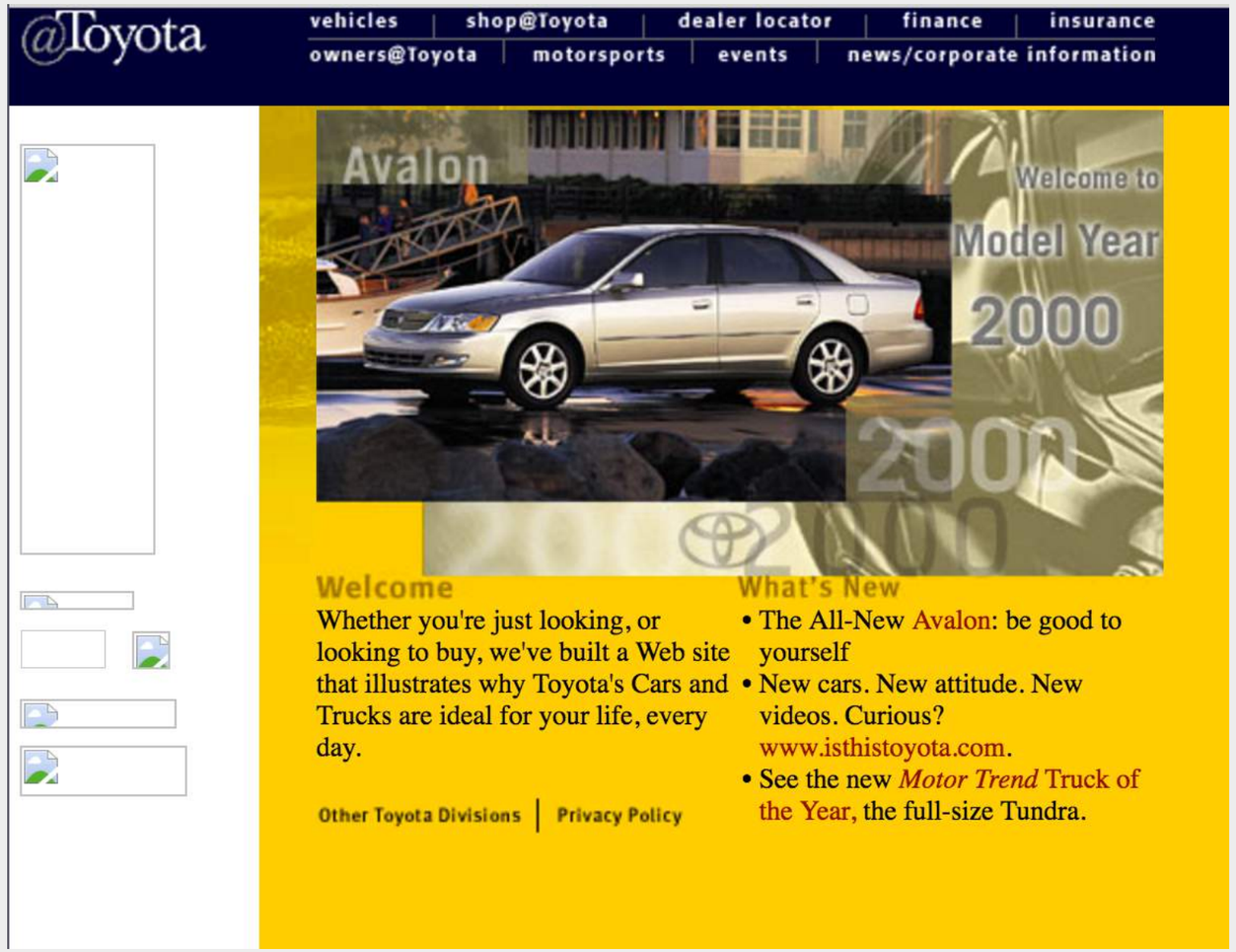
A brief history of web dev

- Until the commercialisation of the web in the mid-late 1990s the web was static and there were few, if any, specialist developers
- Until the late 1990s even the biggest companies only had a basic web presence
- The dot-com bubble led to a huge increase in demand for web development

Apple, 1997



Toyota, 2000

A brief history of web dev

The maturity of the web following the dot-com bust led to the evolution of web development practices including the specialisation of front-end and back-end developers.

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In a nutshell

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Demo time

Back-end summarised

- Server, application, database

Back-end summarised

- Server, application, database
- For each request to the server the application will access the database, retrieve any content and then this will be processed and sent to the browser

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- This has also led to a concept called ‘universal’ web applications where front-end and back-end code is shared
- This has led to some merging of the roles

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Wtf is Agile?

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Lightweight, fast, flexible, responsive

Wtf is Agile?

- A set of principles for modern software dev
- Agile is meant to be what it sounds like;
  Lightweight, fast, flexible, responsive
- Implemented in response to the connected
  and frequent nature of software delivery

Principles of agile

Twelve key principles including:

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- Customer satisfaction by continuous delivery and improvement

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Principles of agile

Twelve key principles including:

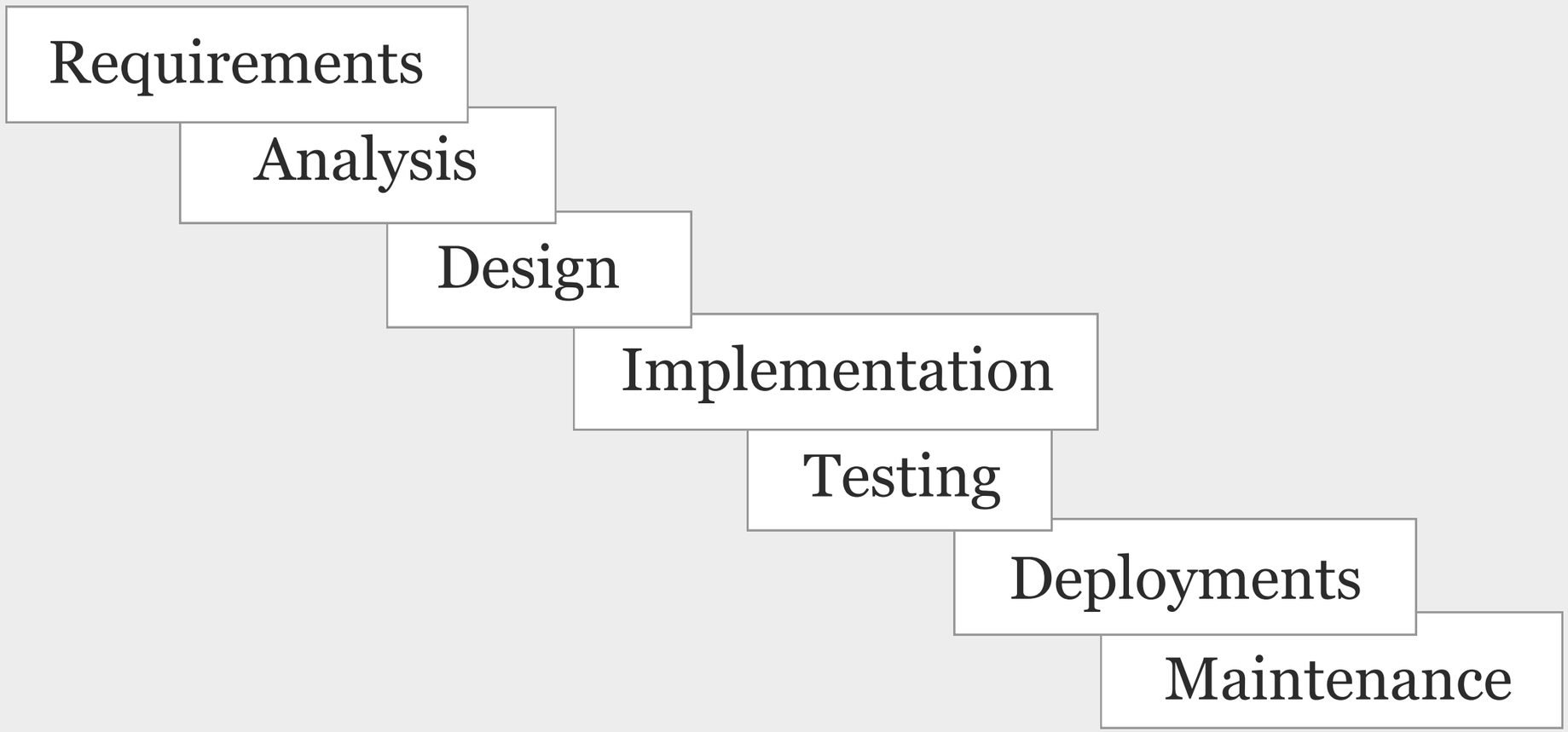
- Customer satisfaction by continuous delivery and improvement
- Close co-operation of design, dev and biz
- Changing requirements are welcome, even late in the project

Agile vs Waterfall

Agile vs Waterfall

Waterfall is an opposing approach that follows a sequential approach and doesn't allow for change or flexibility. If something changes then the process must revert to the start.

Waterfall processes



Agile rituals

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Agile rituals

Supporting the principles of agile, the following practices are applied by Nine Digital

- Daily ‘stand-up’ to allow all team members to understand current progress
- Two-week ‘sprints’ to complete ‘stories’
- Retros at the end of ‘sprints’ to get feedback
- MVP principle

Agile planning and workflow

- Features / requirements are divided into ‘stories’ that are assigned a value to indicate the likely cost of developing that feature
- ‘Stories’ comprise two-week sprints and are assigned to a single developer to own

Which leads to...

JIRA...

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- Extremely boring software

JIRA...

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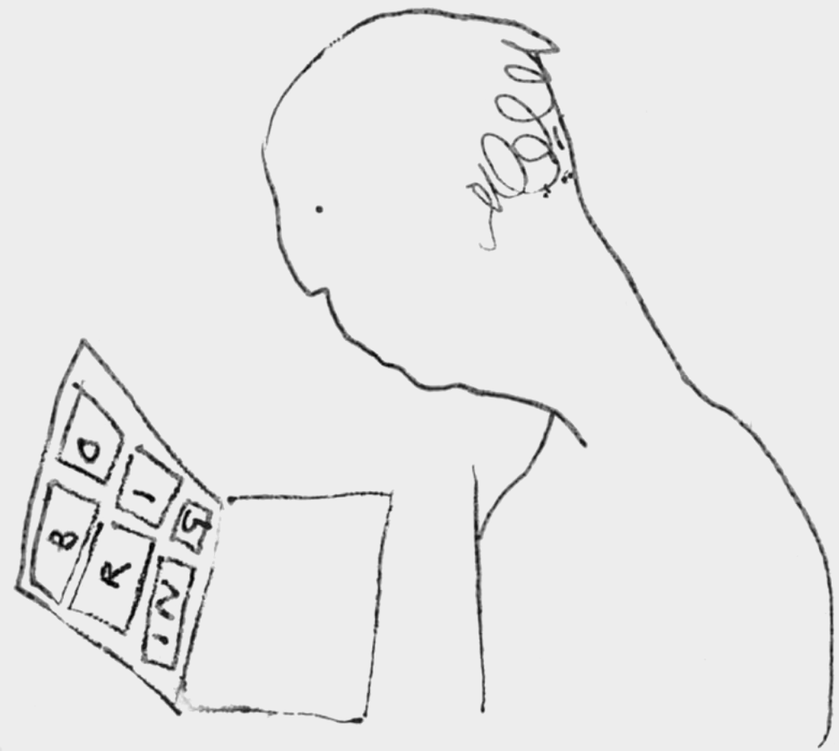
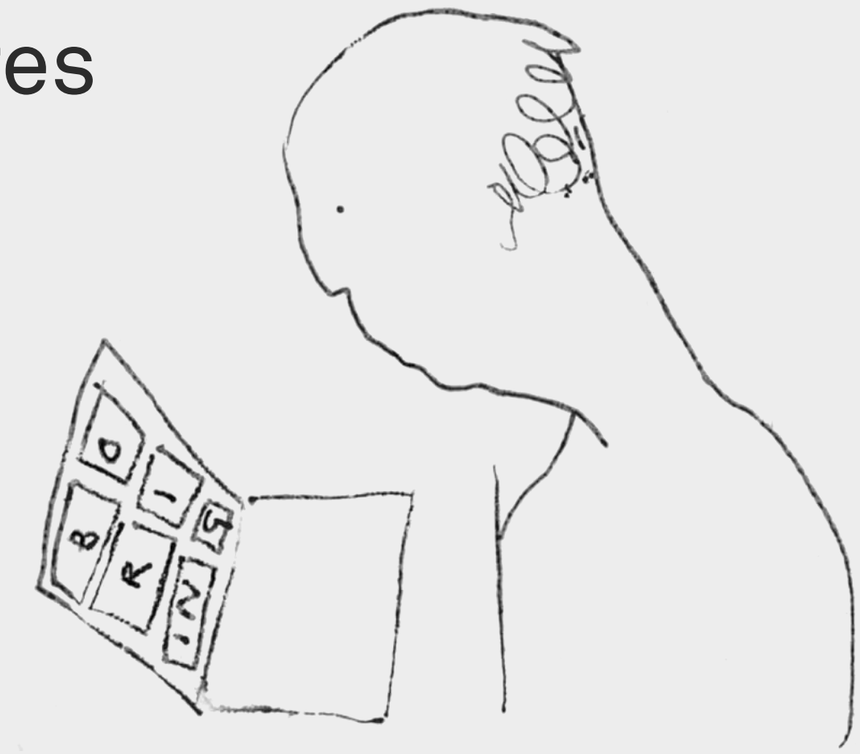


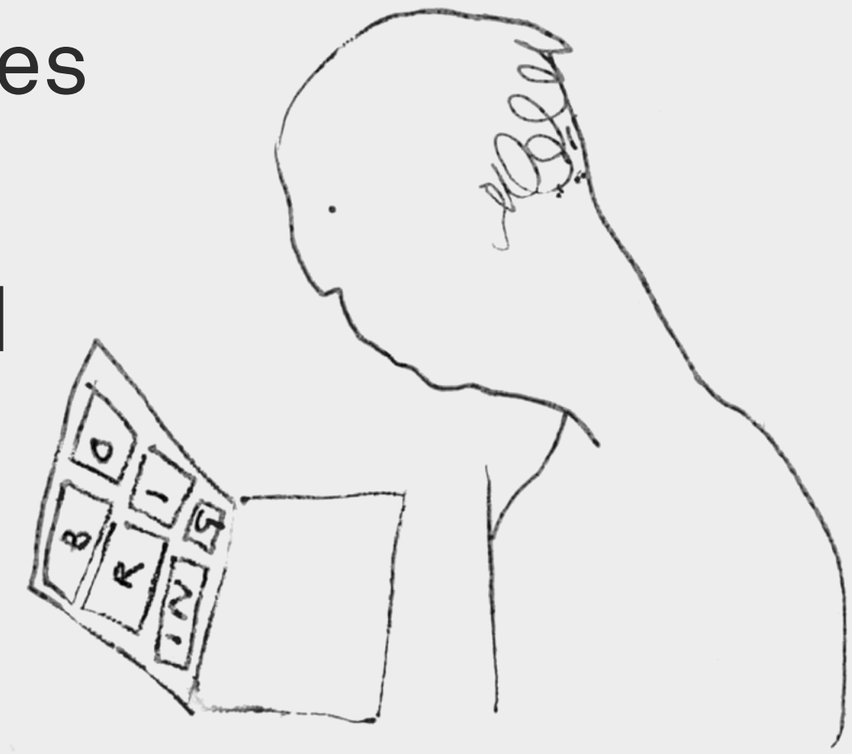
JIRA...

- Extremely boring software
- Tracks all issues / features and assigns developers



JIRA...

- Extremely boring software
- Tracks all issues / features and assigns developers
- All features are assigned using an agile-ish user centred approach



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What is Git?

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- Git is our version control system

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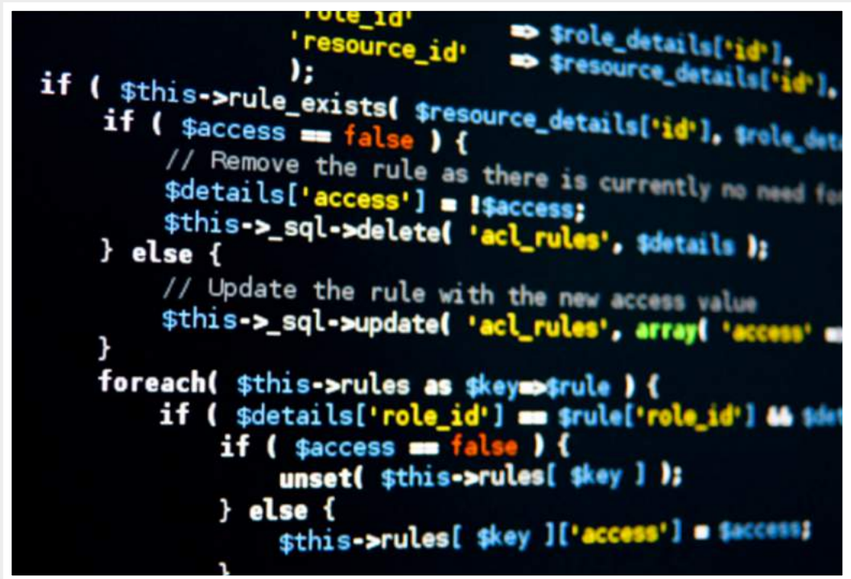
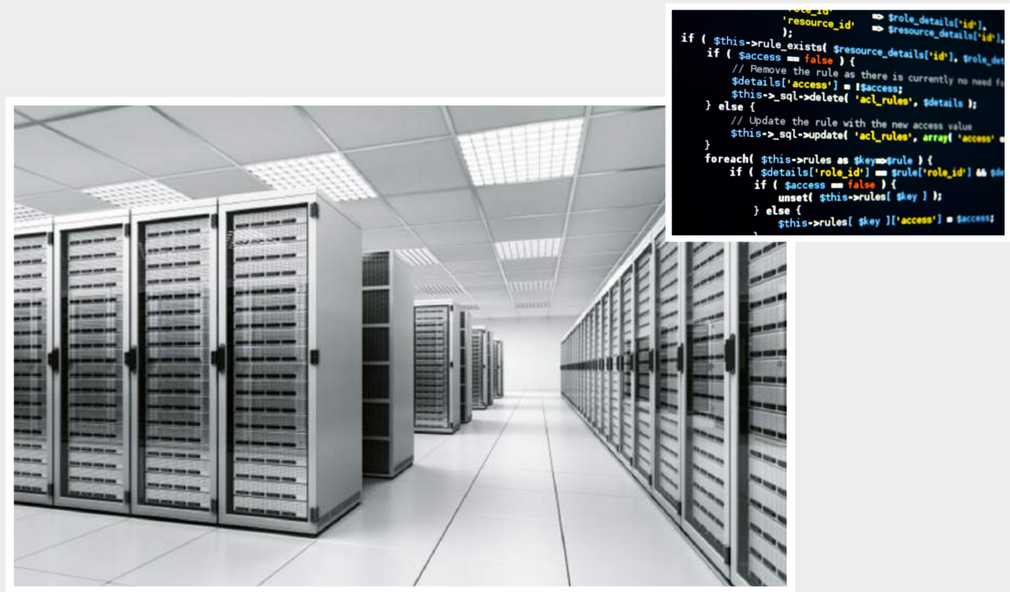
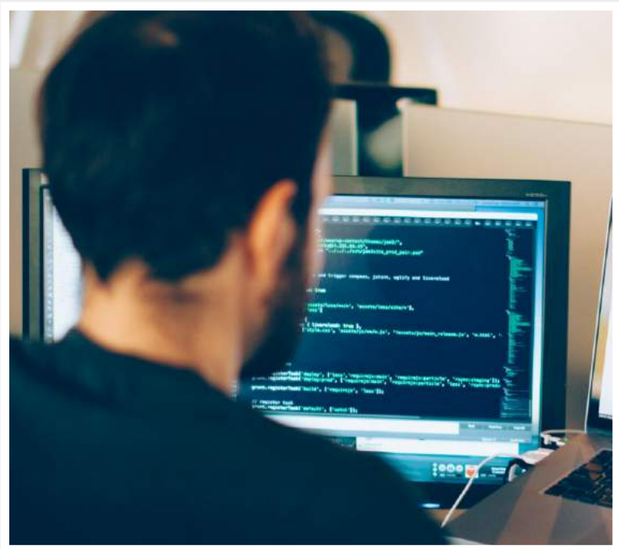
- Version control is like....

Starting with an application's code...

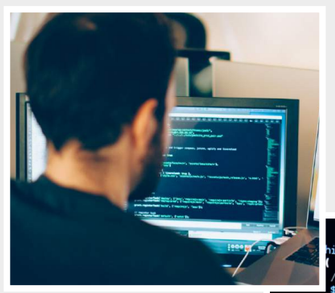


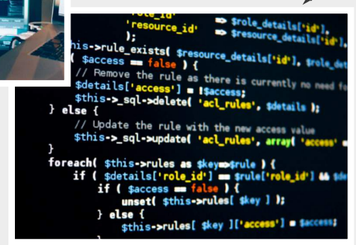


The application code is stored in a Git repository



Then consider a developer who
is contributing to a project

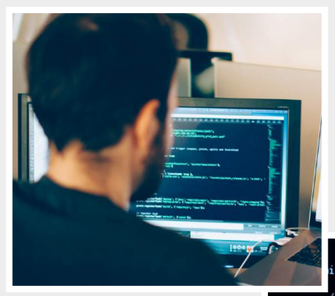


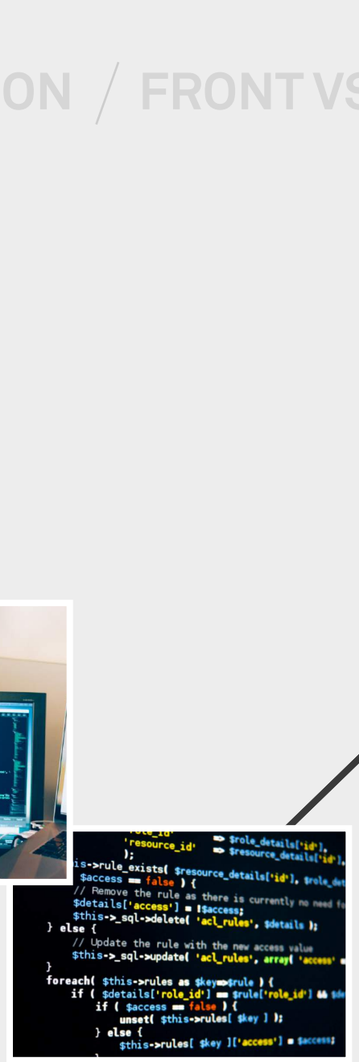


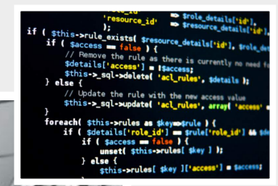
The dev ‘checks-out’ a copy of the code from the Git repository

The dev creates a ‘branch’ from ‘master’ and works on this locally

Once the dev is ready they'll submit a 'pull request' to other devs.







Once the ‘pull request’ is approved the code will be merged into the ‘master’ branch

Source control

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- Every commit (code change) by a dev is logged
- Pull-request reviews ensure the code on master branch maintains its integrity
- Any changes that cause bugs can be identified and isolated
- Any breaking changes can be wound back as the code can be reverted to any stage

Source control

Demo time

Thank you.