

launch _code

LC101 2.14



Class Agenda

1. Announcements
2. Last Class Review
3. Lecture
4. TF Work groups!



Announcement

Today is the last class of Unit 2! The deadline for submitting Unit 2 assignments is October 30th.

Unit 3 begins on Wednesday, November 1st.

We will not meet: Wednesday October 25th or Monday October 30th.

Unit 2 Study Sessions: Thursday, October 26th, and Monday, October 30th from 5:30-8:30pm at the Mentor Center (4811 Delmar blvd)



Transferring to the C# class

If you'd like to transfer to the C# course. Please email me, and I will add your name to the transfer list!



Review

Security - If you build an application that collects information about a user, you are responsible for securing that data.

Encrypting - Scrambling a string based on a key.

Hashing - Creating a new (randomized) string out of an existing string. You can then compare this saved hash against a re-hash of the original password without ever saving a user's password.

Salting - An extra randomized string added to a hash to make it even more secure!



Bootstrap

A framework containing a large library of pre-existing HTML/CSS/JS that you can use in your own projects.

Bootstrap's goal is to help you build fully responsive mobile first websites.



Get Bootstrap

You can download it and include it with your projects - getbootstrap.com

You can include Bootstrap within your HTML files by using a CDN (Content Delivery Network)



Grid System

One of the huge benefits of Bootstrap is it gives you a Grid system to work with.

A grid consists of multiple columns, much like a table in HTML. However, Bootstrap's grid system is fully responsive, so if the screen changes size so does your project!

You can combine the various grid systems together, to create all sorts of various columns of different sizes.



Bootstrap's various features

Bootstrap is a huge collection of CSS classes you can apply to any of your existing HTML.

Bootstrap has also changed the way many HTML tags look.

Bootstrap has also pre-created code that creates many things that are frustrating to create on your own like: Jumbotrons, Alerts, Button Groups, Glyphicons, Badges, Panels, Dropdowns, Carousels, and more.



Let's get some practice!

There are so many things you can do with Bootstrap, but any one project you make won't need everything bootstrap can offer.

So instead of going over every little aspect of Bootstrap let's get some practice implementing some bootstrap code in our studio.



Added Bootstrap to Flicklist

Base.html is the `<html>` & `<head>` and is included in all of our templates.

We read in external CSS sheets in a `<link>` tag within the `<head>` tag. Loading Bootstrap in from a CDN is the similar.




Using Bootstrap

Now that we have bootstrap loaded into our file, we can begin using it.

Let's build a new navbar using some of Bootstrap's predefined classes.

Note we are using a `<navbar>` tag, this isn't included in HTML, it's a new tag created by Bootstrap!

Note to use bootstrap we are mainly using HTML tags we have seen, and adding specific classes to those tags!



Studio - FlickList 10

We saw how to load in Bootstrap and how to build a navbar with Bootstrap, try the rest of the studio on your own.

Finally work on the assignments with your remaining time!

