



Curtin University

Behaviour

Business Web Technologies

Last Week

- Use HTML5 semantic tags
- Write Rules for presentation and Layout
- Create Cascading Style Sheets
- Look Developer Tools in Chrome
- Use Selectors: ID and Class
- Understand the Box Model
- Position elements
- Seek help form online sources

This Week...

- Application of Knowledge
- Assignment
- Describe Website Behaviour
- Explain Event Model
- Describe Document Object Model
- Use Javascript
 - variables
 - functions
- Use Console to debug
- Manipulate the DOM



HTML and CSS

Learn HTML
Learn CSS
Learn W3.CSS
Learn Colors
Learn Bootstrap 3
Learn Bootstrap 4
Learn Icons
Learn Graphics
Learn How To

JavaScript

Learn JavaScript
Learn jQuery
Learn AngularJS
Learn JSON
Learn AJAX
Learn W3.JS

Server Side

Learn SQL
Learn PHP 5
Learn PHP 7
Learn Python
Learn Java
Learn ASP
Learn Node.js
Learn Raspberry Pi

Web Building

Web Templates
Web Statistics
Web Certificates
Web Editor
Web Development

XML Tutorials

Learn XML
Learn XML AJAX
Learn XML DOM
Learn XML DTD
Learn XML Schema
Learn XSLT
Learn XPath
Learn XQuery

References

HTML Reference
CSS Reference
JS Reference
SQL Reference
PHP Reference
jQuery Reference
Python Reference
Bootstrap 3 Reference
Bootstrap 4 Reference
W3.CSS Reference
Java Reference
Angular Reference
UTF-8 Reference

Exercises

HTML Exercises

HTML

The language for building web pages

[LEARN HTML](#)[HTML REFERENCE](#)

HTML Example:

```
<!DOCTYPE html>
<html>
<title>HTML Tutorial</title>
<body>

<h1>This is a heading</h1>
<p>This is a paragraph.</p>

</body>
</html>
```

[Try it Yourself »](#)

CSS Example:

```
body {
  background-color: lightblue;
}

h1 {
  color: white;
  text-align: center;
}

p {
  font-family: verdana;
  font-size: 20px;
}
```

[Try it Yourself »](#)

CSS

The language for styling web pages

[LEARN CSS](#)[CSS REFERENCE](#)

JavaScript

The language for programming web pages

[LEARN JAVASCRIPT](#)[JAVASCRIPT REFERENCE](#)

JavaScript Example:

```
<button onclick="myFunction()">Click Me!</button>

<script>
function myFunction() {
  var x = document.getElementById("demo");
  x.style.fontSize = "25px";
  x.style.color = "red";
}
</script>
```

[Try it Yourself »](#)

HTML and CSS

Learn HTML
Learn CSS
Learn W3.CSS
Learn Colors
Learn Bootstrap 3
Learn Bootstrap 4
Learn Icons
Learn Graphics
Learn How To

JavaScript

Learn JavaScript
Learn jQuery
Learn AngularJS
Learn JSON
Learn AJAX
Learn W3.JS

Server Side

Learn SQL
Learn PHP 5
Learn PHP 7
Learn Python
Learn Java
Learn ASP
Learn Node.js
Learn Raspberry Pi

Web Building

Web Templates
Web Statistics
Web Certificates
Web Editor
Web Development

XML Tutorials

Learn XML
Learn XML AJAX
Learn XML DOM
Learn XML DTD
Learn XML Schema
Learn XSLT
Learn XPath
Learn XQuery

References

HTML Reference
CSS Reference
JS Reference
SQL Reference
PHP Reference
jQuery Reference
Python Reference
Bootstrap 3 Reference
Bootstrap 4 Reference
W3.CSS Reference
Java Reference
Angular Reference
UTF-8 Reference

Exercises

HTML Exercises

HTML

The language for building web pages

[LEARN HTML](#)[HTML REFERENCE](#)

HTML Example:

```
<!DOCTYPE html>
<html>
<title>HTML Tutorial</title>
<body>

<h1>This is a heading</h1>
<p>This is a paragraph.</p>

</body>
</html>
```

[Try it Yourself »](#)

CSS Example:

```
body {
  background-color: lightblue;
}

h1 {
  color: white;
  text-align: center;
}

p {
  font-family: verdana;
  font-size: 20px;
}
```

[Try it Yourself »](#)

CSS

The language for styling web pages

[LEARN CSS](#)[CSS REFERENCE](#)

JavaScript

The language for programming web pages

[LEARN JAVASCRIPT](#)[JAVASCRIPT REFERENCE](#)

JavaScript Example:

```
<button onclick="myFunction()">Click Me!</button>

<script>
function myFunction() {
  var x = document.getElementById("demo");
  x.style.fontSize = "25px";
  x.style.color = "red";
}
</script>
```

[Try it Yourself »](#)

Event Model

- Events are “things” that happen
- JavaScript can “react” on the events
 - listens for event
 - write a function to handle the event
- HTML `<element event="some JavaScript">`
 - *onload, onclick, onchange, onmouseover, onmouseout*
- DOM (see later) - via JS
 - *load, click, change, mouseover, mouseout*

See https://www.w3schools.com/jsref/dom_obj_event.asp

Rock Paper Scissors

- HTML, CSS - border, circle, hover
- Add onclick event
- Determine which item clicked
- Add game logic (dumb computer)
- Keep game statistics
- Make talk (text to speech)
- Basic SEO
- Create and link to script.js (separation of concerns)

Best Practice

- Semantic HTML
- Valid HTML
- Valid CSS
- Metadata
- Accessibility (alt attribute on image tags)
- Use Comments (HTML, CSS and JS)
- Separation of Concerns (see later)

SEO

- Semantic HTML
- Valid HTML
- Valid CSS
- Metadata
- Accessibility (alt attribute on image tags)
- Use Comments (HTML, CSS and JS)
- Separation of Concerns (see later)

Document Object Model

<html>

<head>

</head>

<body>

<h1>This is a header</h1>

<p>This is some text</p>

</body>

<html>



Document Object Model

<html>

<head>

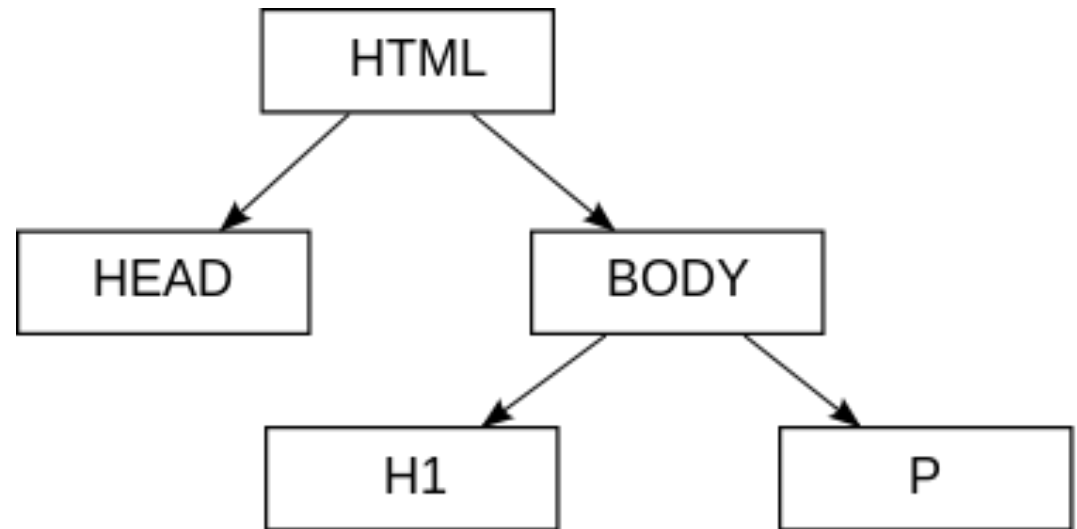
</head>

<body>

<h1>This is a header**</h1>**

<p>This is some text**</p>**

</body>

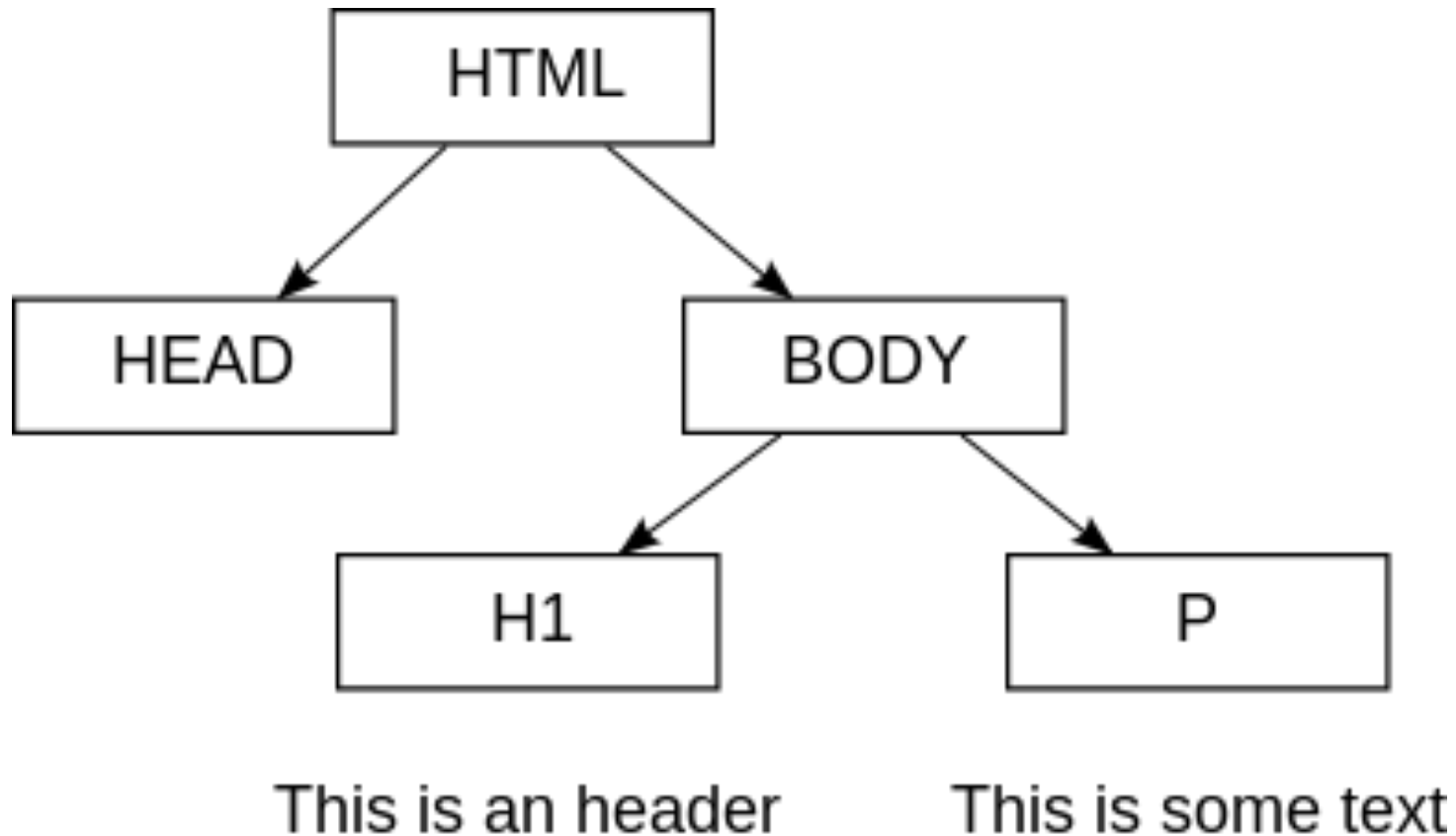


This is an header

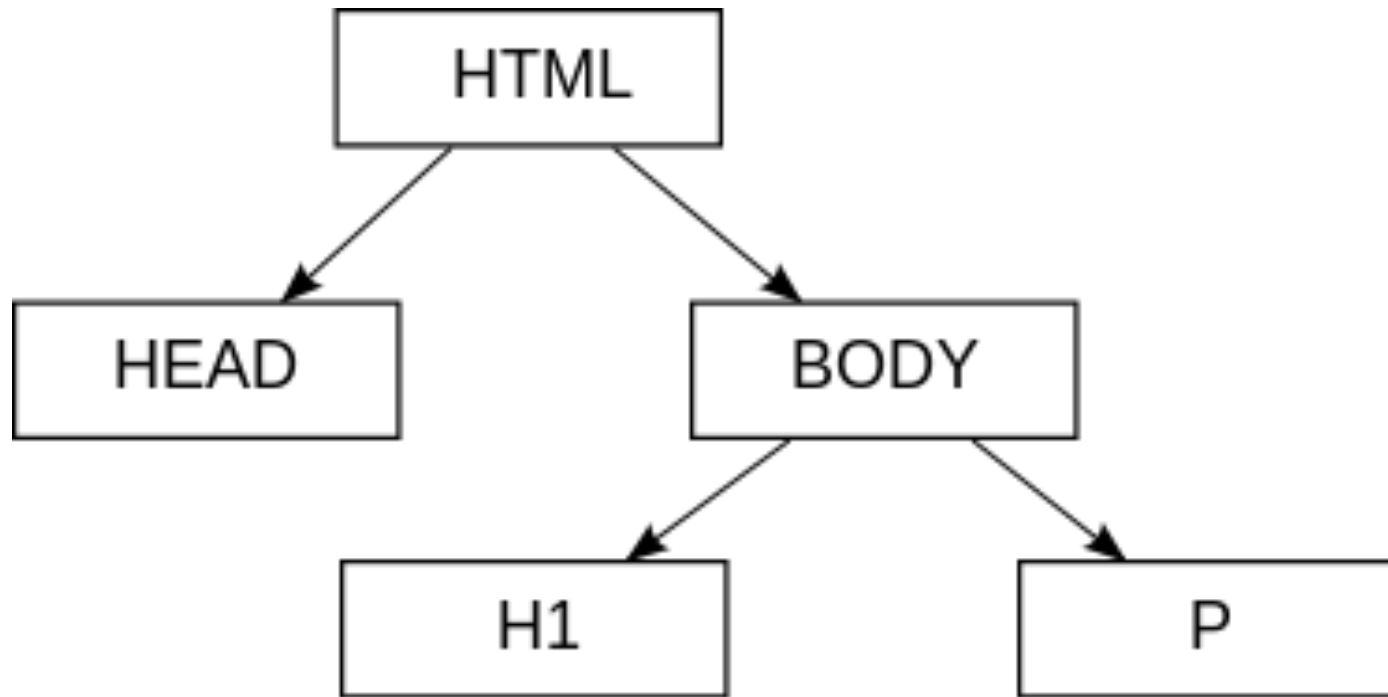
This is some text

<html>

Document Object Model

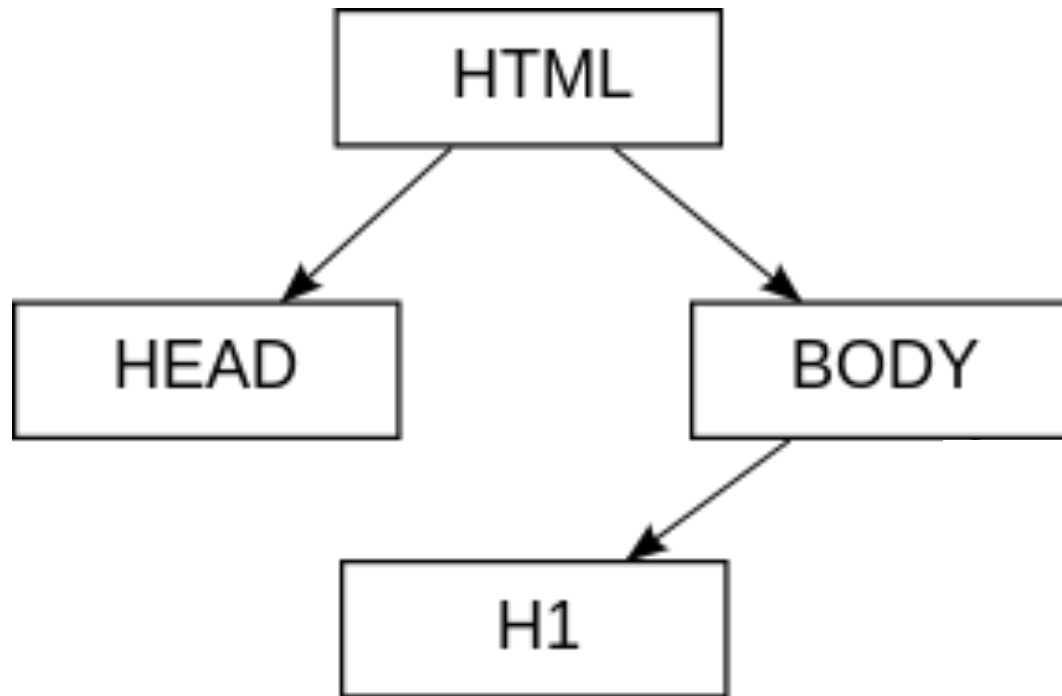


Document Object Model



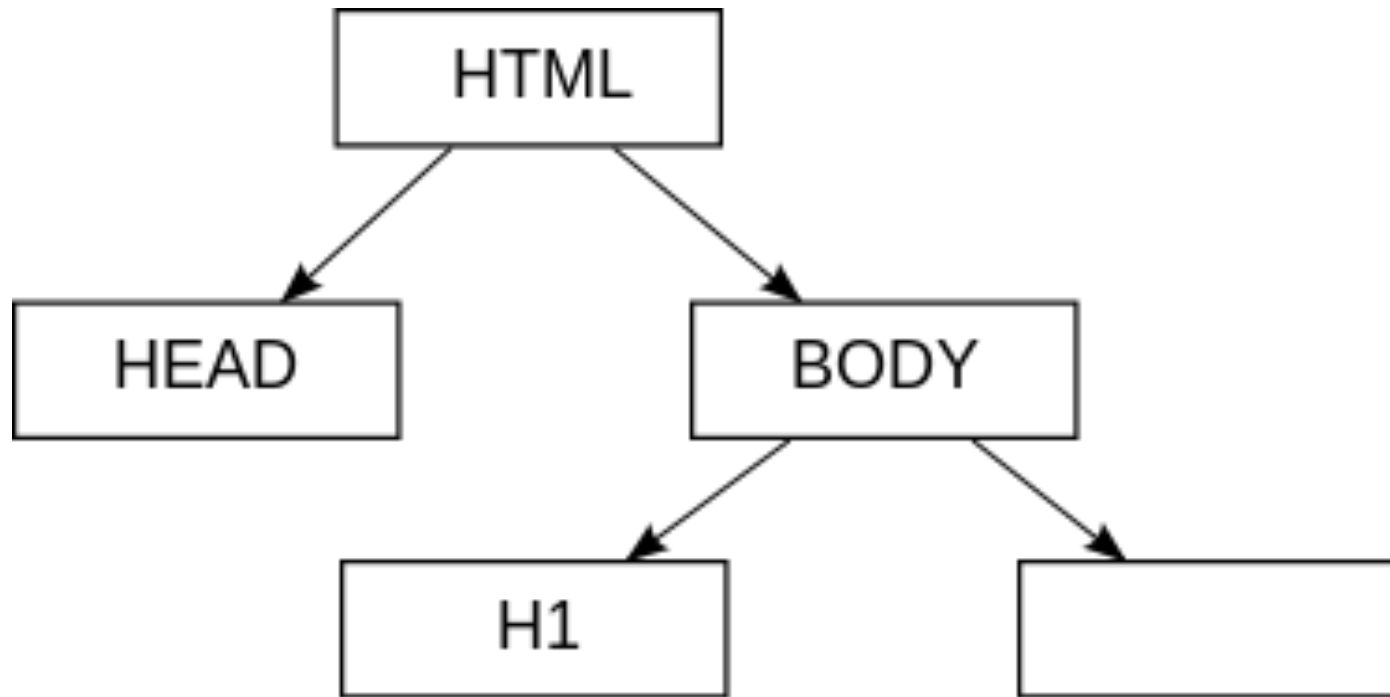
Web Design 101 This is some text

Document Object Model



Web Design 101

Document Object Model



Web Design 101

Flatland Business Advisor

- Meet Square, a 2D Business Advisor
 - Explore DOM via Console
- Change background
 - Why put script before `</body>`
- Add hover functionality
- Add onclick event
- Use event listeners
- Move to script.js
- Add greeting
- Click Message
- Add buzz phrase generator

Separation of Concerns - Ideal



HTML

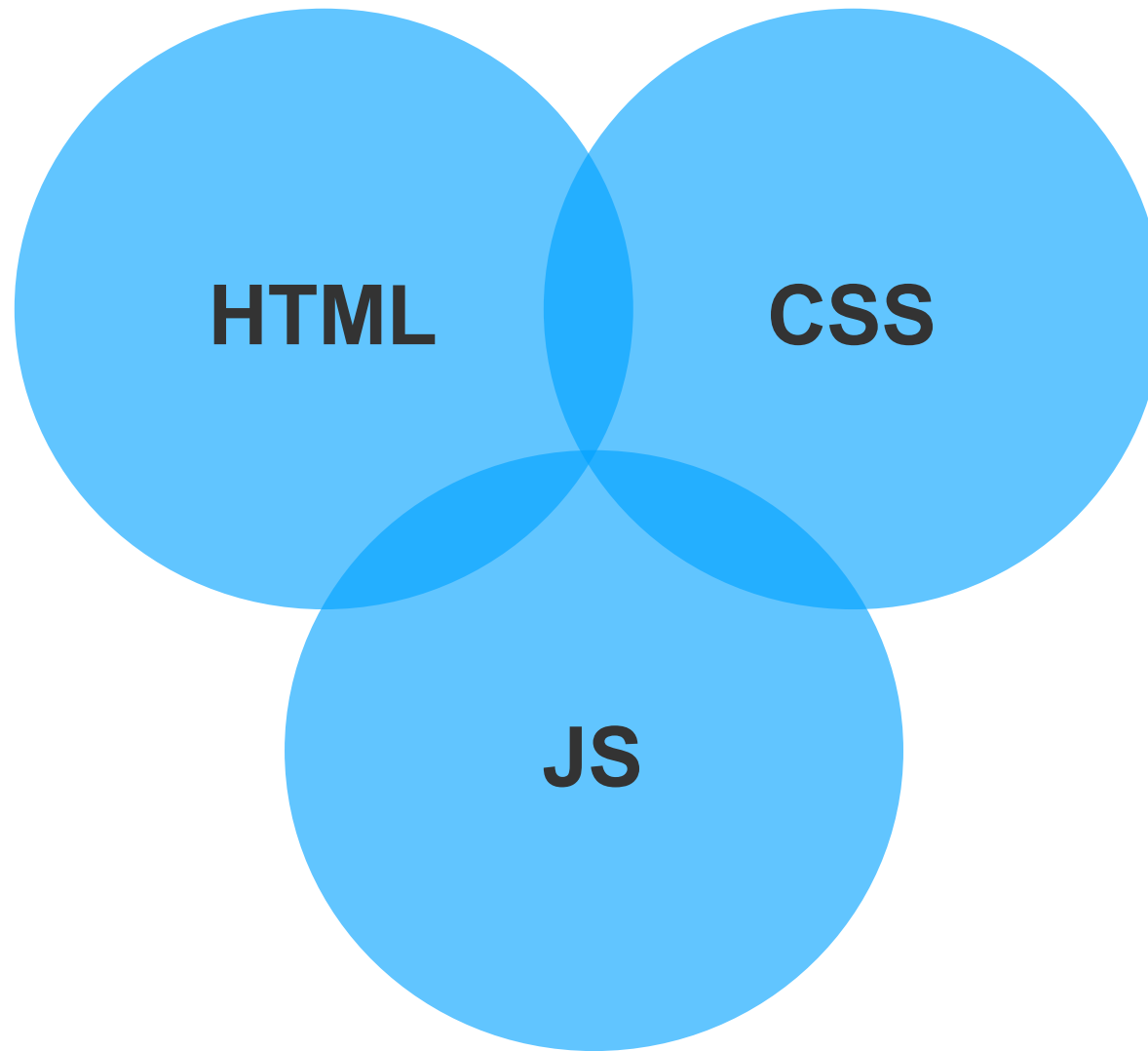
CSS

JS

Separation of Concerns

- Don't use styling tags in HTML
- Don't use styling attributes in HTML
- Javascript for behaviour (harder)
 - CSS - hover, animations
 - HTML - onclick (and others)

Separation of Concerns - Reality



Required for any path

Git - Version Control

Basic Terminal Usage

Data Structures & Algorithms

SOLID, KISS, YAGNI

GitHub

Licenses

Semantic Versioning

SSH

HTTP/HTTPS and APIs

Design Patterns

Character Encodings

Web Developer in 2019

Choose your path

Front-end

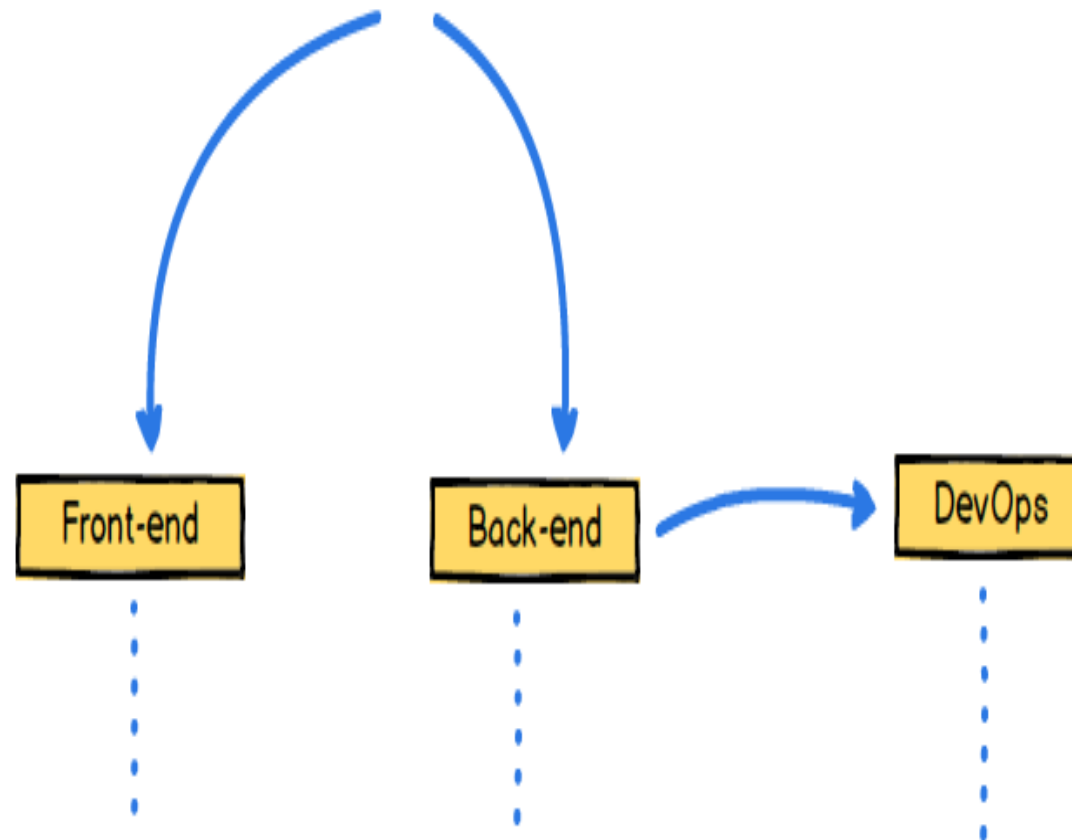
Back-end

DevOps

Legends

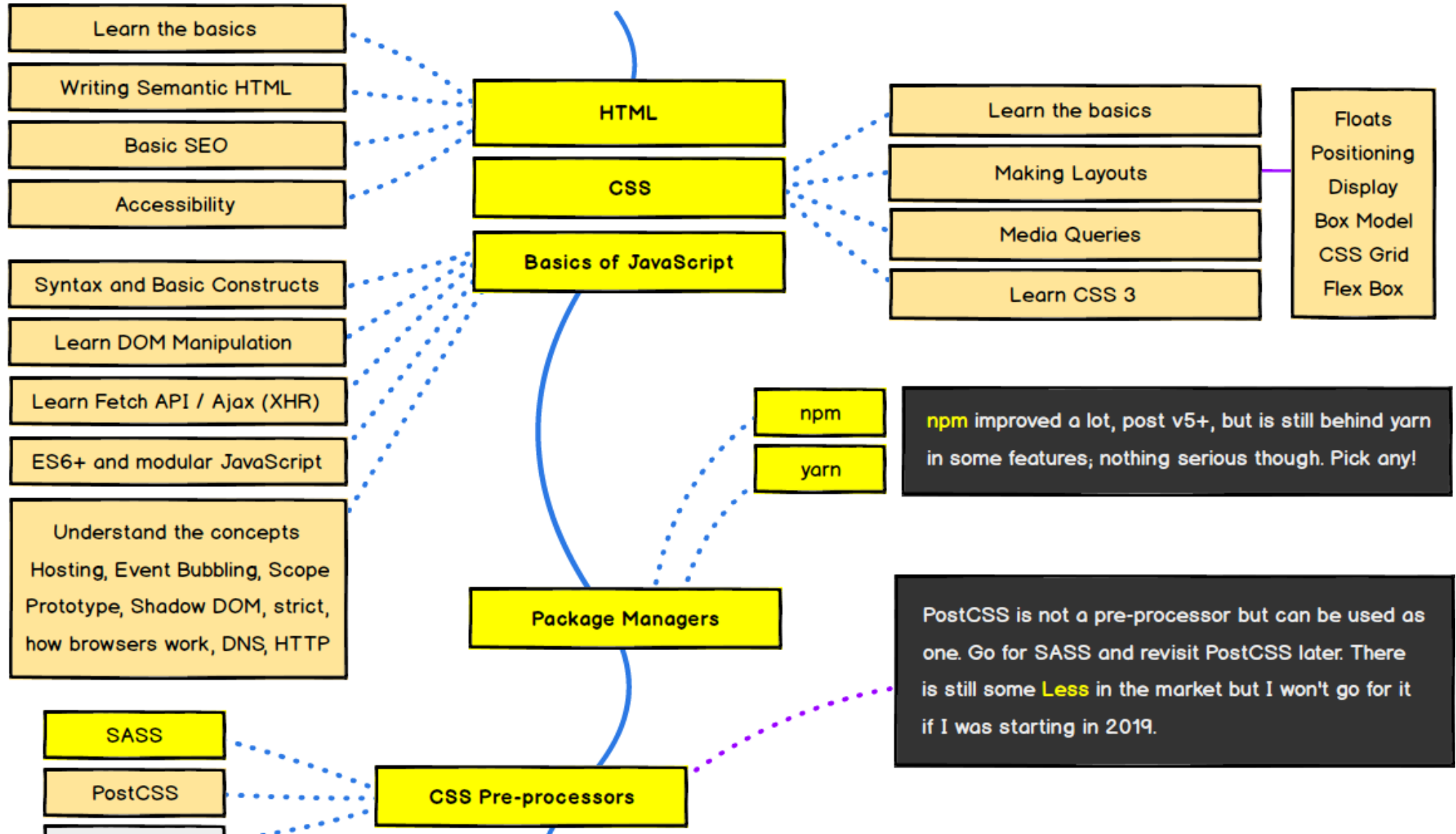
Personal Recommendation!

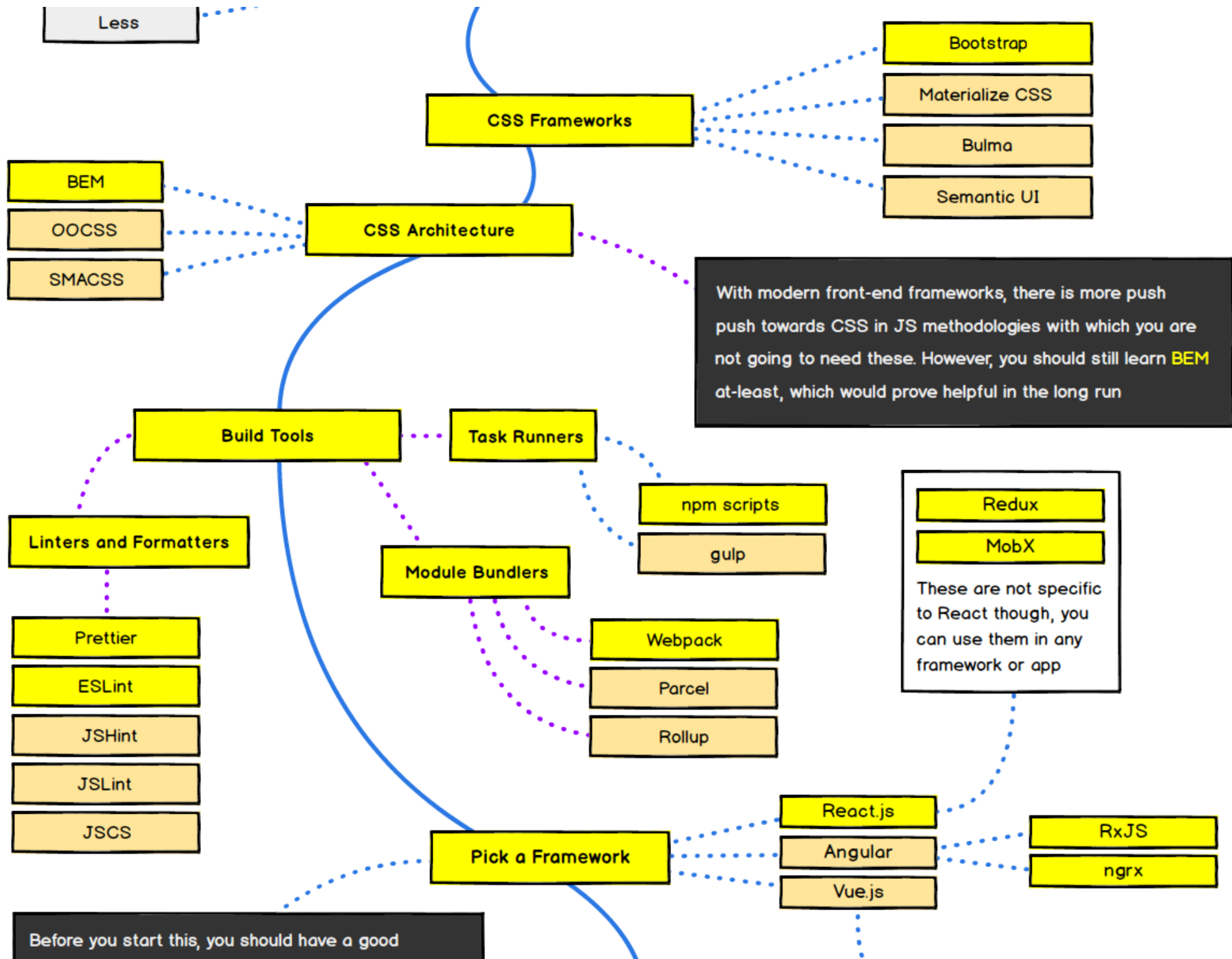
Available Options



Front-end

Learn the Basics





understanding of what single page applications are how they work and what are some of the positive and negative aspects of single page applications.

CSS in JS

Vuex

Styled Components

CSS Modules

Emotion

Radium

Glamorous

Testing your Apps

Mocha

Chai

Ava

Karma

Jasmine

Protractor

Jest

Enzyme

Cypress

You can fulfill all your testing needs with these three

Unit

Integration

Functional

Understand different types of testing and learn how to write these with the above

Progressive Web Apps

Storage

Web Sockets

Service Workers

Location

Notifications

Device Orientation

Payments

Credentials

Learn different Web APIs used in PWAs

PRPL Pattern

RAIL Model

Performance Metrics

Using Light House

Using DevTools

Calculating, Measuring and improving performance

Type Checkers

TypeScript

Flow

Next.js

After.js

React.js

Universal

Angular

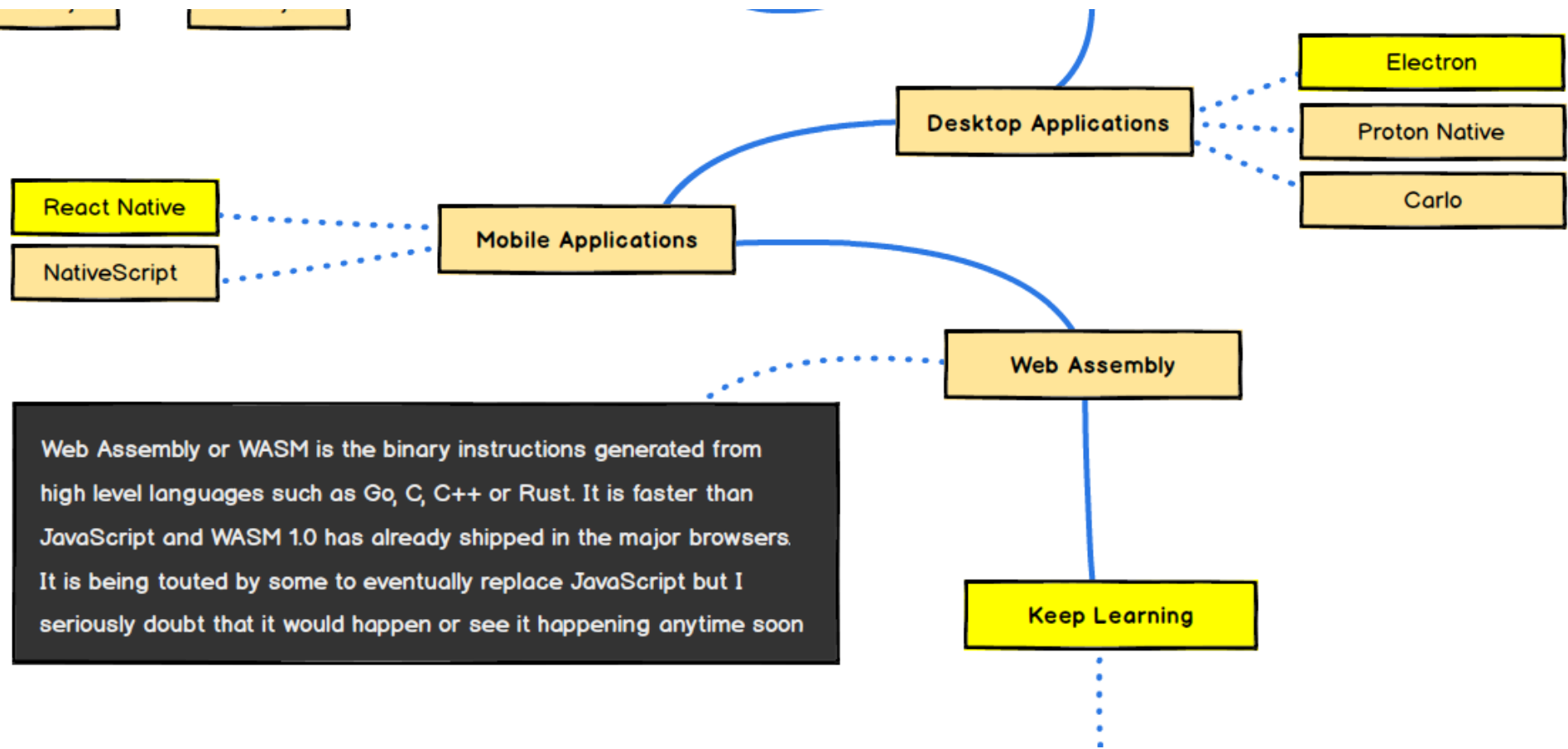
Nuxt.js

Vue.js

Server Side Rendering

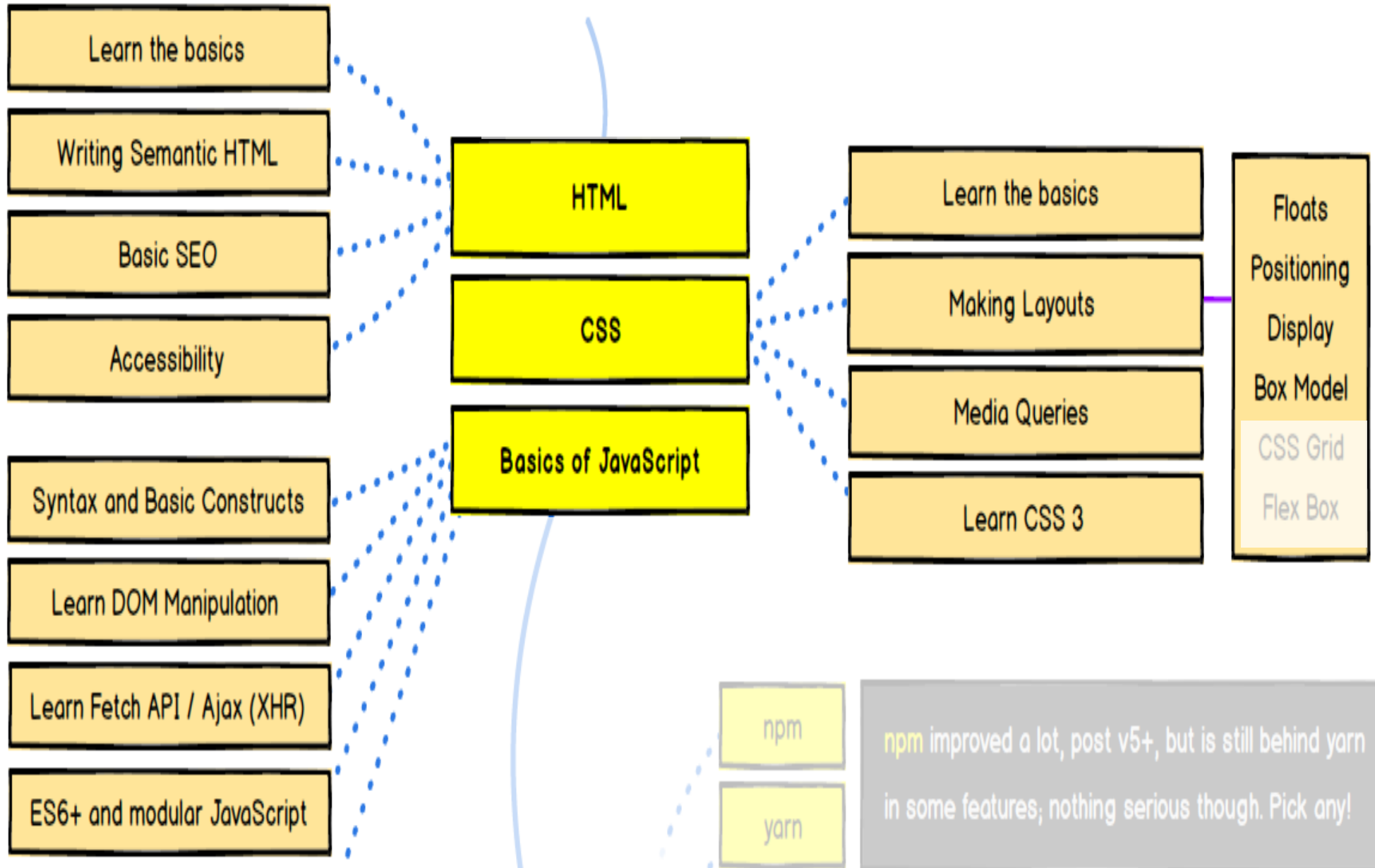
Static Site Generators

GatsbyJS



Whoa!..... overload

Our Focus - Basic but Critical Skills!



Can you...

- Describe Website Behaviour
- Explain Event Model
- Describe Document Object Model
- Use Javascript
 - variables
 - functions
- Use Console to debug
- Manipulate the DOM



Next Week

- Case Study: ToDos
 - HTML
 - CSS
 - Events
 - Traverse Dom
 - Add/Delete DOM Elements

