jQuery Revisited

In the form of a Lab!!!

Review Lab

This week, a new startup in your city, CitiPix, is looking to create a personalized picture app that allows users to store pictures they've taken around the world and quickly access them by typing in keywords or tags associated with each photo; they have asked for your help to start building the front-end prototype.

You will begin by building a web-app that will take a user's input and update the background image of the page based on that input. Once again, you have been given the starter code that includes the HTML and the CSS.

Technical Requirements P1

- Call **$.val()** on inputs to get the string value of your user's input
- Store user input in **var city**
- Use **$.on(submit)** or **$.click()** to figure out when the user clicks the "submit" button
- Create **if / else if / else** conditionals to control the flow of your application
- Write at least six different lines of pseudocode and display them inline as JavaScript comments
- Prevent a form submission using the **event.preventDefault()** function
- Use the **$.ready()** handler to delay your code from executing until all DOM assets have been loaded
- Get the first element from an attribute name using **$.attr()**

Technical Requirements P2

- Use the || operator in your conditionals to allow for multiple string values to execute **if/else if** statement code
- If a user submits:
  - "New York" or "New York City" or "NYC" make the background of the page nyc.jpg
  - "San Francisco" or "SF" or "Bay Area" make the background of the page sf.jpg
  - "Los Angeles" or "LA" or "LAX" make the background of the page la.jpg
  - "Austin" or "ATX" make the background of the page austin.jpg
  - "Sydney" or "SYD" make the background of the page sydney.jpg

Responsive Design

Looking good and feeling good in all sizes

What is this Responsive design?

It means that the CSS styles of your website/app changes depending on the device used to view it. Most of it takes place in your CSS file! There is little or no need for javascript!

Real Life Example:

uber.com
https://generalassemb.ly/
css-tricks.com

Responsive VS. Adaptive

Developers approached creating mobile websites in many ways, but two prevail to this day. Responsive and Adaptive. Let's look at some Key features as well as Pros and Cons!

Responsive:
One web page, one CSS file The styles change with the width of your device.

Pros - Less code.
Cons - Can't use some device specific features

Adaptive:
Multiple web pages Each customized for separate devices.

Pros - Optimized Code
Cons - Time-consuming/ Costly

Laying out a mobile design

In general mobile layouts are set in the following manner:

- Vertical alignment
- Navigation button in corner
- The navigation expands from left to right or top
- Fixed header
- Does not scroll with the rest of the page

Real Life Examples:

- bootstrap.com
- facebook.com

Media Queries

What are they?
They are the CSS-equivalent of an if statement.

```
body { font-size: 20px; )
@media (max-width: 780px) {
/* css for devices with maximum width 780px */
    body { font-size: 30px; }
}
```

Example Time!
http://codepen.io/Adamor/pen/NPyOeO
http://codepen.io/Adamor/pen/pvaxqB

Media Queries

CHECK THE SYNTAX
@media (property: value) { /* CSS */ }

You can have custom CSS for each device using a media query to detect device dimensions.

You can have multiple media queries to detect for multiple devices (iPad, Android, iPhone, Desktop, etc.)

http://codepen.io/Adamor/pen/ogEaVB

Media Queries

Properties	Values
width	The width of the rendering surface of the output device (i.e the width of the document window)
height	The height of the output device's rendering surface (such as the height of the viewport)
device-width	Describes the width of the output device (meaning the entire screen or page, rather than just the rendering area)
device height	Describes the height of the output device (meaning the entire screen or page, rather than just the rendering area, such as the
orientation	Indicates whether the viewport is in landscape (the display is wider than it is tall) or portrait (the display is taller than it is wide) mode.
resolution	Indicates the resolution (pixel density) of the output device. The resolution may be specified in either dots per inch (dpi) or dots

Font Sizing

FONTS SIZING

We know that our fonts can be sized with the following. Font sizes:px, em, rem

- px - absolute pixel size
- font-size: 12px
- rem - relative to font-size of root element (<html></html>)
- font-size: 2.5rem;
- 2.5 times the size of the font-size of the root element
- em - relative to font-size of parent element
- font-size: 0.5em;
- half the size of the font-size of the parent element

rem/em good for responsive design

An example of font sizing. http://codepen.io/Adamor/pen/dPdLXw

Additional thoughts

ViewPort MetaTag
Prevents zooming out to fit the content on the mobile device.
Reflows content so that it fits on the screen.

It is a good idea to use this for all your mobile website.
Example: <meta name="viewport" content="width=device-width, initial-scale=1">

Additional thoughts

Mobile First Design

Makes sure that functionality works on a mobile device before adding more advanced features to it!

I want an article that give me more info!!!
http://designshack.net/articles/css/mobilefirst/

"We understand that the new rule is mobile first. Mobile first in terms of applications. Most first in terms of the way people use things."
Eric Schmidt, CEO Google

Responsive Lab

Open the Responsive Lab folder in week7. You're going to do create these two layout in three parts.

Part 1

Create the layout of the desktop image first. "Boxes.png"

Part 2

Add in the navigation hamburger designed for phones/ tablets in portrait mode.

Make it responsive with a created a media query

Set it up for devices with a viewport that's smaller than 768px

Otherwise everything should get the desktop style.

Responsive Lab

Open the Responsive Lab folder in week7. You're going to do create these two layout in three parts.

Part 3

Test it! Both by growing and shrinking the window and using your chrome emulation panel and remember to add viewport!

Bonus Part 4

Add some jQuery in it to make that navigation hamburger open the nav menu

Homework

Your clients love you!!!
Relaxr's user count has grown, and the number of users accessing the site from a mobile device has surprised everyone, even by today's standards.

The product managers at Relaxr have asked you to return to the project and make their site responsive so it renders nicely on mobile devices.

If you've not been able to complete the previous homework for Relaxr there is starter code for you in the homework folder.

Homework

REAL-WORLD APPLICATIONS

- **Use media queries to render different CSS files according to screen size**
- **Revisit applications and projects to iterate on and improve code you've written**

Homework

TECHNICAL REQUIREMENTS

- **Use media queries at a 768px breakpoint**
- **As a user changes the size of a browser window:**
- **Content remains in appropriate sections or divs**
- **Content remains visible to the user**
- **Fonts change size appropriately**
- **Margins and padding change size appropriately**
- **Content does not overlap**
- **In the blog section, the two-column layout changes to a single-column layout when appropriate**
- **Add different media queries for a 1000px breakpoint and a 480px breakpoint**