Github pages

github.io

easily allows you to host web pages using github servers + workflow

url (uniform resource locator)

http://

yrUsername.github.io

yrUsername.github.io

prototype locally

prototype locally

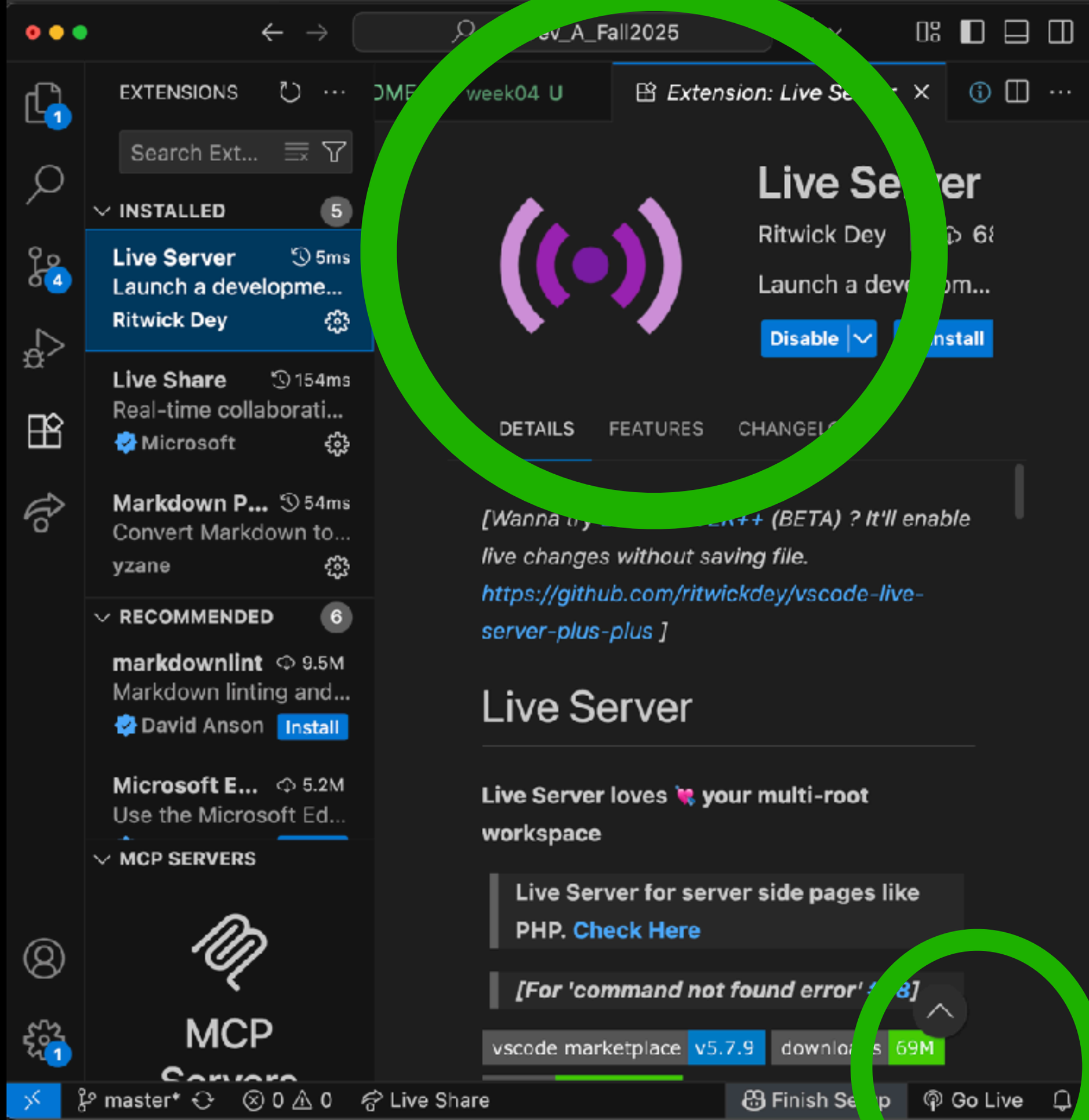
w/ a local http server

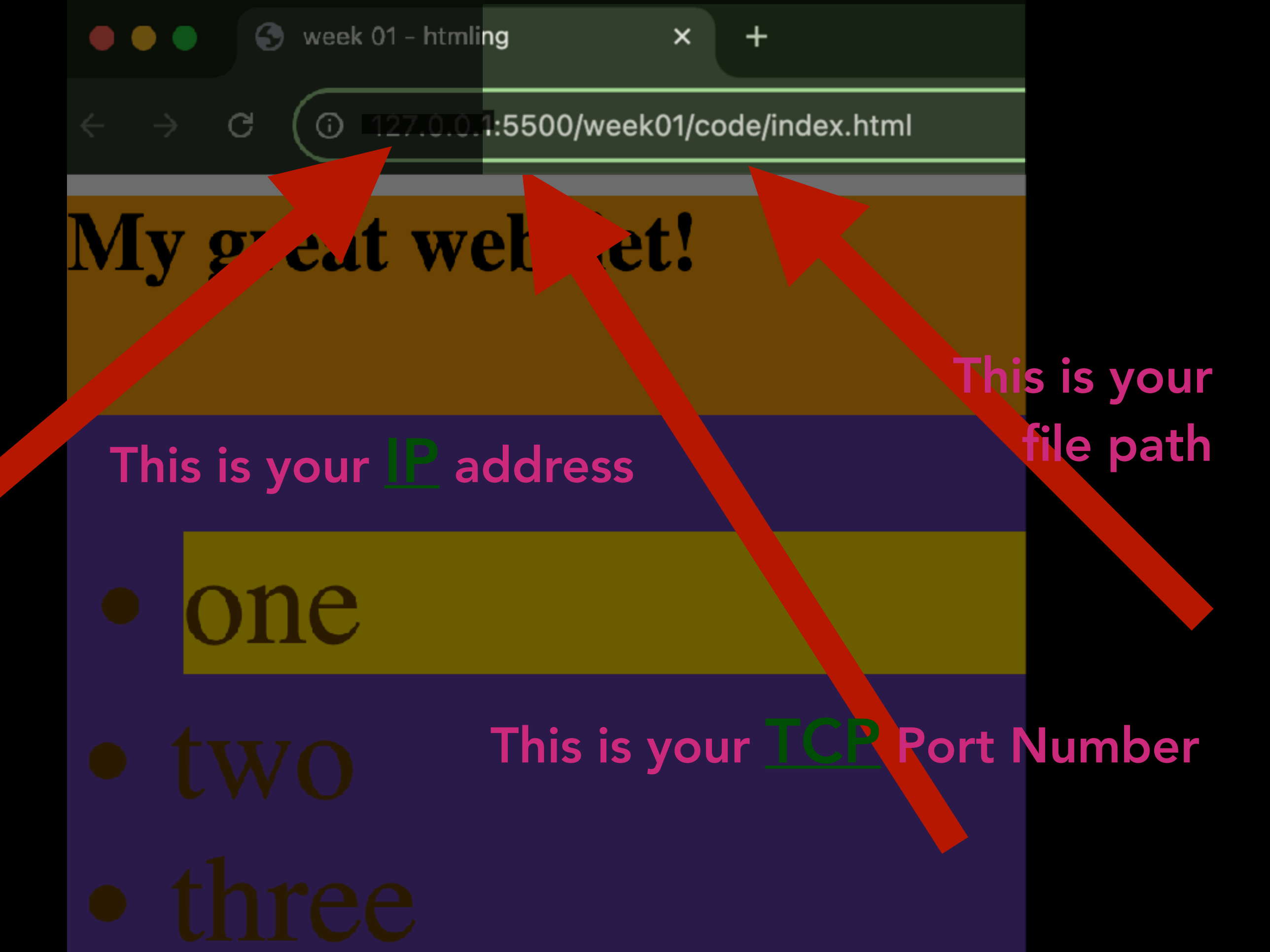
prototype: local http server
(using our local machine as a server!!)

publish: pushed to Github Pages

Click for plugins

Search:
"Live
Server"




week 01 - htmling
127.0.0.1:5500/week01/code/index.html
My great website!
one
two
three
This is your IP address
This is your file path
This is your TCP Port Number

the Box Model

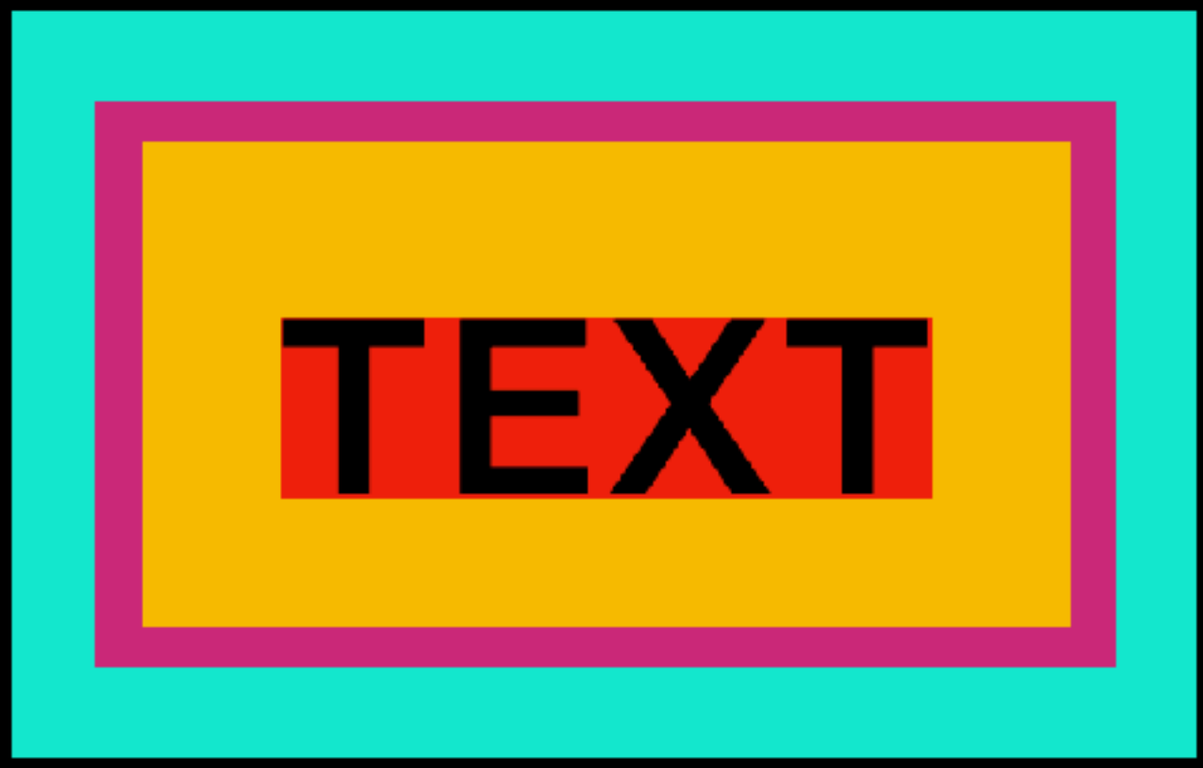
the Box Model

Border

All boxes have borders even if invisible or 0px wide. It separates the edge of one box from another.

Padding

Padding is the space btw the border + any content contained within it. More padding increases the readability of its contents.



Margin

Margins sit outside the edge of the border. You can set the width to create a gap btw borders of adjacent boxes.

Content

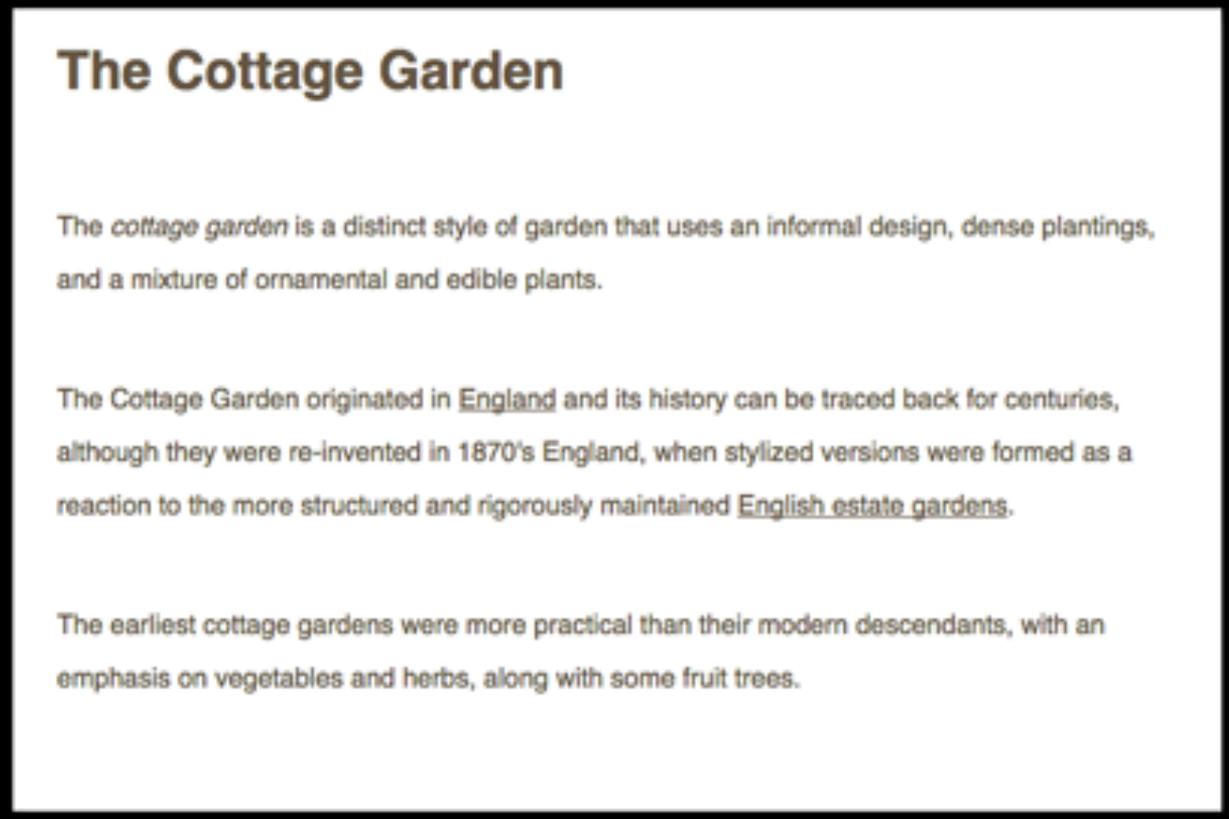
HTML - Hyper Text Mark Up

is a grammar for structuring web pages. It defines paragraphs, headings, data tables + media elements. HTML describes the content of the page - not how it looks.

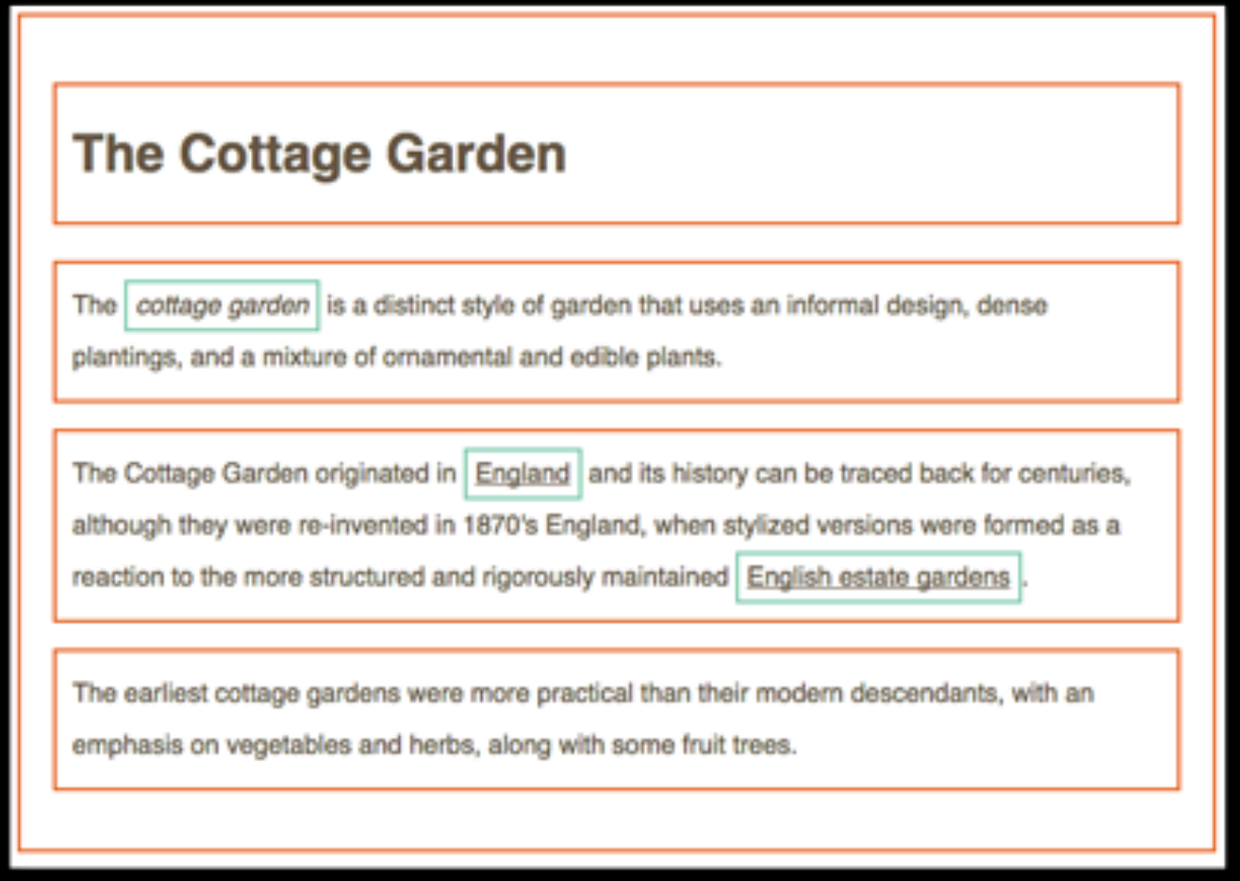
CSS - Cascading Style Sheet

rules for styling a web page. Setting colors, typeface, and the layout. It can be used to consider the design of your **page across different platforms and screen sizes.**

The key to understanding how **CSS** works is to imagine that there is an invisible box around every **HTML** element.



Block level elements are outlined w/ red + inline elements in green.



<body> creates 1st box, then **<h1>**, **<h2>**, **<p>**, **<i>** + **<a>** each create their own boxes within it.

Quick Getting Ahead of Ourselves: responsive web design

Metadata: `viewport`

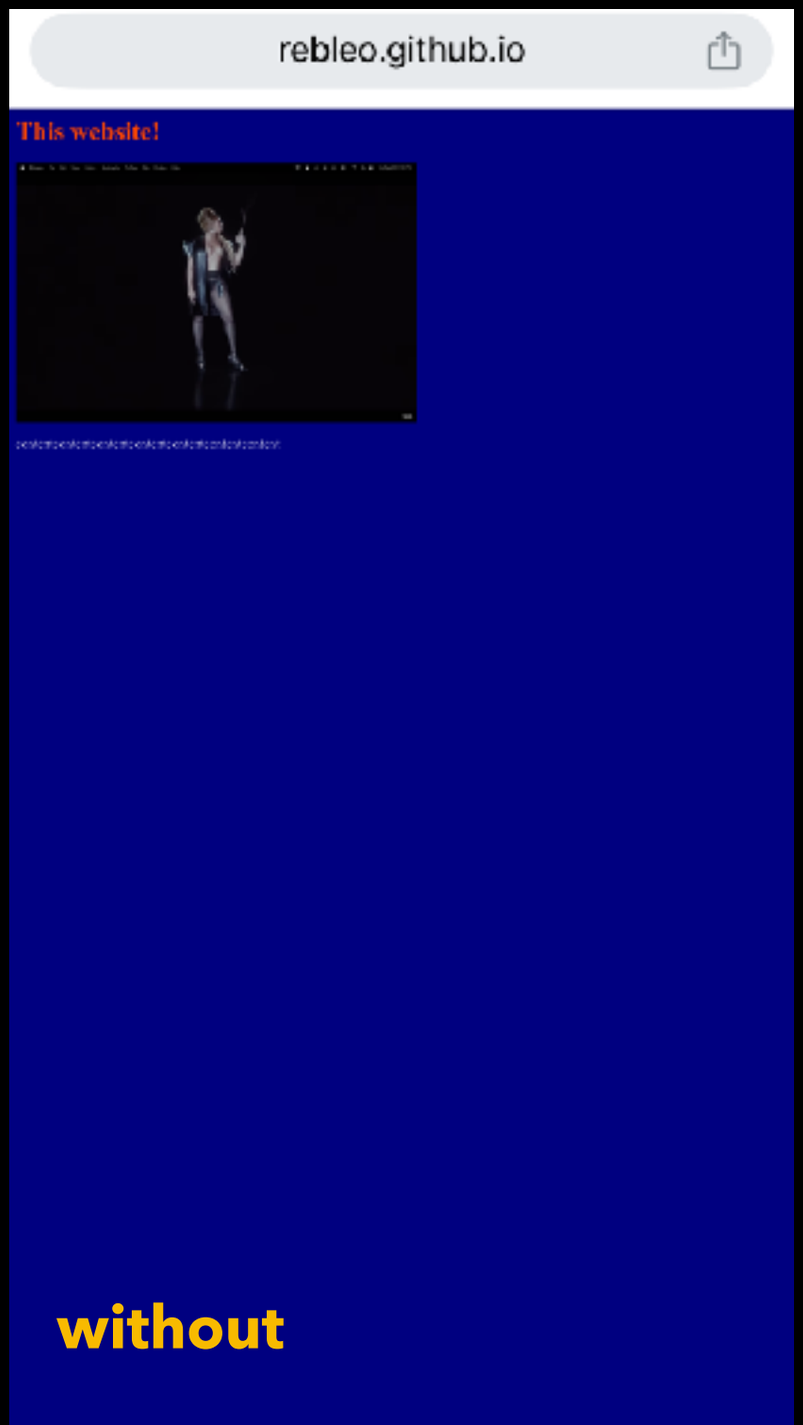
The user's visible area of a web page

HTML5 introduced a method to let web designers take control over the viewport, through the **<meta>** tag.

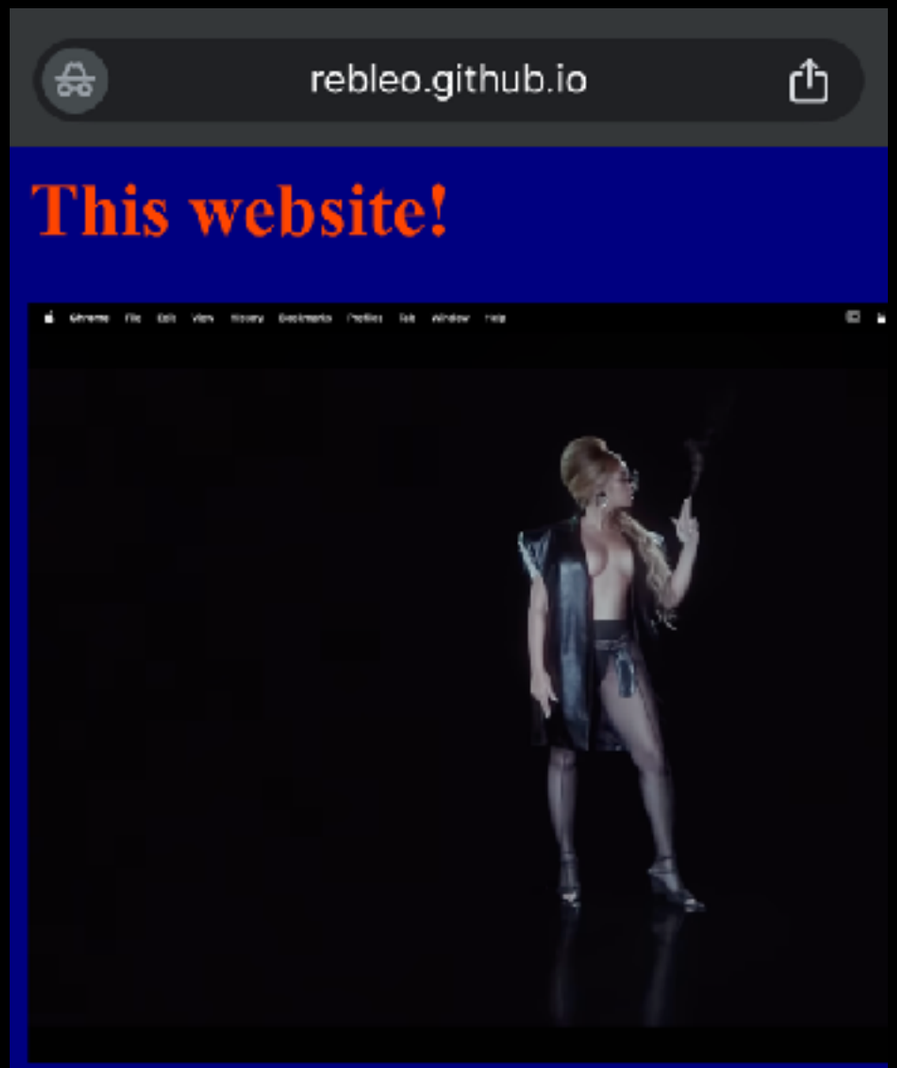
```
<!
—  - Tells the browser to match the device's width for the viewport
     - Sets an initial zoom value -->

<meta name="viewport" content="width=device-width, initial-scale=1.0”>
```

```
<meta name="viewport" content="width=device-width, initial-scale=1.0”>
```

```
<img src=“Beyonce.png”>
<p>contentcontentcontentcontentcontentcontentcontent<p>
```



without



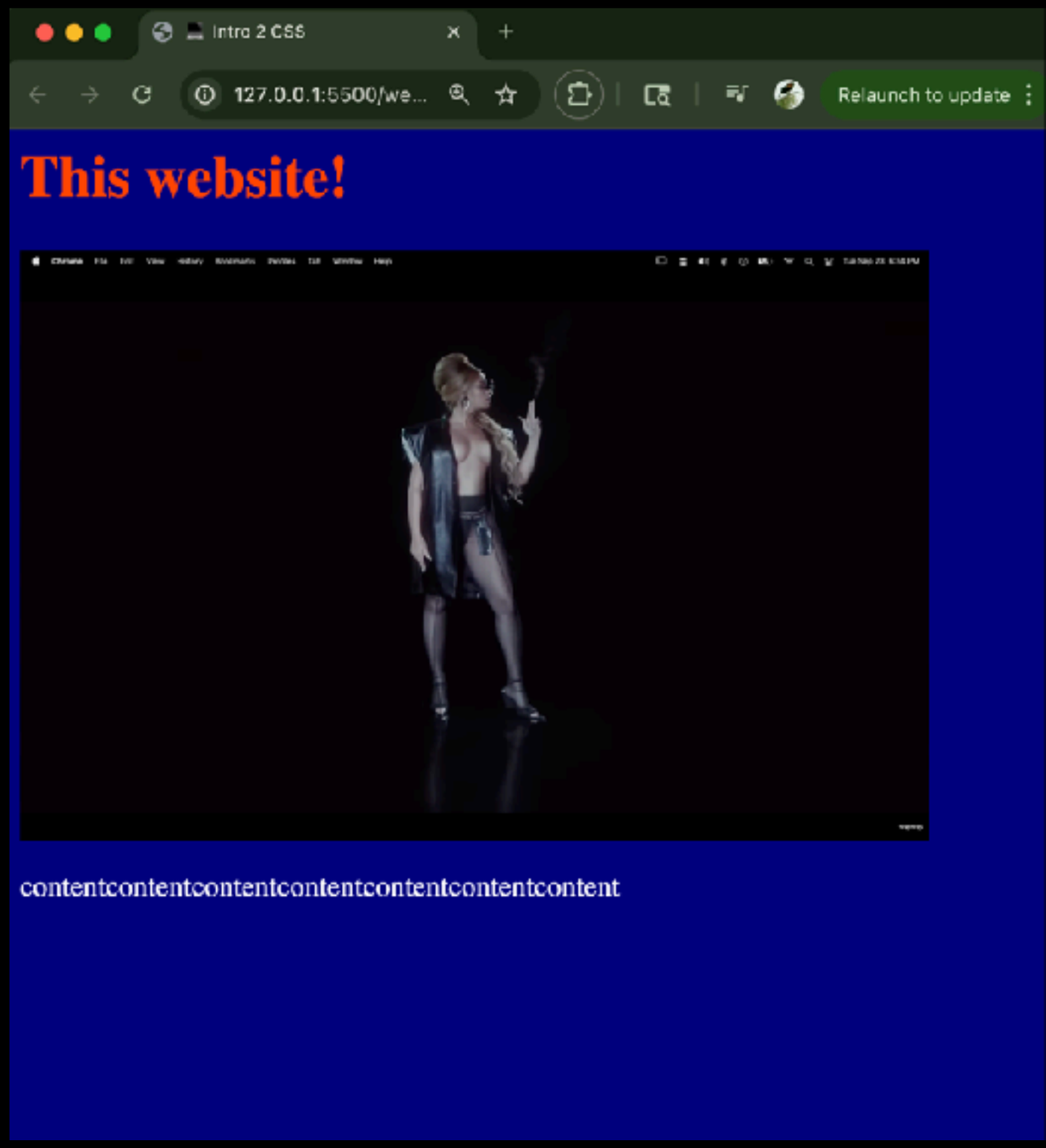
with

Inline Styles

```
<h1 style=“color:#FF4500;”>This Webpage though...</h1>
<body style="background-color: #000080;”>
```

Embedded Styles

```
<html>
  <head>
        <title> 💻 Intro 2 CSS </title>
        <style type- "text/css">
            h1 {
                color: #FF4500
            }

            body {
                background: #000080;
            }

            p {

             Color:white

             }

    </style>
</head>
```



External Styles **

```
<head>
        <title> 💻 Intro 2 CSS </title>
    <link rel="stylesheet" type="“text css" href="theStyle.css">
</head>
<body>

</body>
```

```
h1 {
    color: #FF4500
}

p {
    color: rgb(255,255,255);
}

body {
    background-color: #000080;
}
```

```
selector {

  property: value ;

}
```

Selector	Meaning	Example
Universal Selector	Applies to all elements in the document	* { }
Type Selector	Matches element names	h1, h2, h3 { }
Class Selector	Matches an element whose class attribute has a value that matches the one specified after the period (or full stop) symbol	.theNote { } targets any element whose class attribute has a value of "note}
		p.note { } targets only <p> elements whose class attribute has a value of "note"
ID Selector	Matches an element whose id attribute has a value that matches then specified after the # symbol	#introduction { } targets the element whose id attribute has value of "introduction"

Selector	Meaning	Example
Child Selector	**Matches an element that is a direct child of another**	li > a { } targets any <a> element that are children of an element (but not other <a> elements in the page.
Descendant Selector	**Matches an element that is a descendent of another specified element (not just a direct child of that element)**	p a { } targets any <a> elements that sit inside a <p> element, even if there are other elements nested btw them

Selector	Meaning	Example
Adjacent Sibling Selector	**Matches an element that is the next sibling of another**	**h1+p** { } targets the first **<p>** element after any **<h1>** element (but not other **<p>** elements)
General Sibling Selector	**Matches an element that is a sibling of another, although it does not have to be the directly preceding element**	**h1~p** { } tif you have two **<p>** elements that are siblings of an **<h1>** element, this rule would apply to both

```css
/* type/element selector */
p {
    color: blue;
    font-size: 50vh;
}

/* class attribute selector */
.myBlueText {
    color: blue;
}

/* id attribute selector */
#blue-par {
    color: blue;
}

/* BONUS: grouping
selector */
p,
.blue-text,
#blue-par {
    color: blue;
}
```

selecting multiple elements:

```
h1, h2, h3 {

    color: red;
    background-color: blue;
    width: 500px;

}
```

```
p,
li {

    background-color: red;
    font-color: blue;


}
```

HTML comments are written like this

<!-- This is a comment -->

CSS comments are written like this

/* This is a comment */

```
 {
text-align:

            left ;
            right ;
            center ;
            justify ;

}
```

Interaction Design

```
a: link {

a: visited {

    : hover {

    : active {

    : focus {

}
```

Applied when a user hovers over an element w/ a mouse. This changes the appearance of links and buttons when a user places their cursor over them. Does not work on mobile.

Applied when an element is bingo activated by a user, like when a button is pressed or a link clicked. This added to UX.

Applied when an element has focus. Any thing you can interact with.

Focus occurs when a browser discovers that you are ready to interact w/ an element. For example when yr cursor is in an input - that element is said mohave focus.