

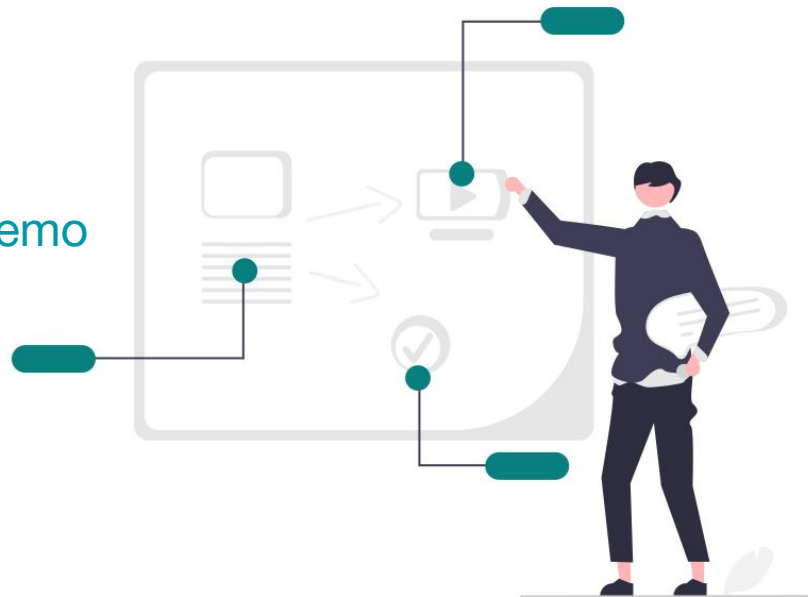
RUBBERDØK PRESENTERER:

# Kræsjkurs i webutvikling

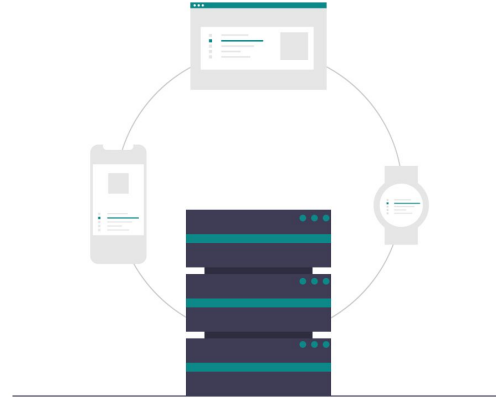
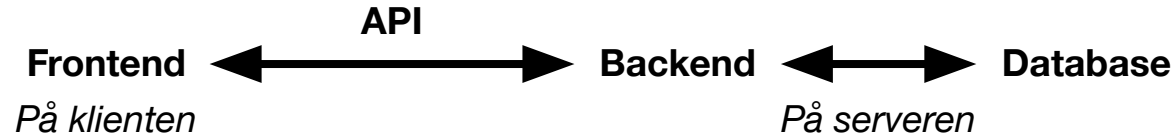
[github.com/rubberdok/webdev-demo](https://github.com/rubberdok/webdev-demo)

# Plan

- Struktur i webapplikasjoner
  - Frontend
    - Interaktivt React-eksempel!  
[github.com/rubberdok/webdev-demo](https://github.com/rubberdok/webdev-demo)
  - Backend
    - Backend-eksempel
  - Andre verktøy
- 
- Pause ca. 15:00 — 15:15
  - Ferdig 16:00



# Typisk struktur i webapplikasjoner



# Frontend



# HTML

*Struktur*

# HTML



```
<html>
  <head>
    <title>My website</title>
  </head>
  <body>
    <h1>Welcome!</h1>
    <button class="my-btn">Click me!</button>
  </body>
</html>
```



# Welcome!

Click me!

# CSS

*Utseende*

# CSS



```
h1 {  
  font-family: "Arial";  
  color: sienna;  
}  
  
.my-btn {  
  background-color: sandybrown;  
  border-radius: 10px;  
}
```



# Welcome!

Click me!

# JavaScript

*Interaksjon*

A yellow square containing the letters "JS" in a large, bold, black sans-serif font.

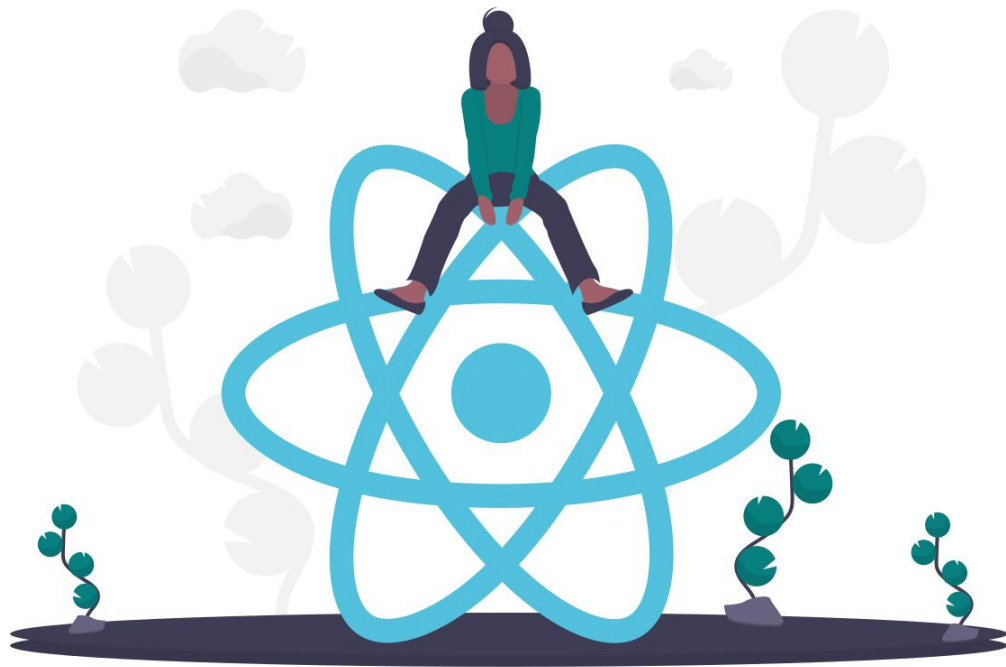
```
const header = document.querySelector("h1");  
const button = document.querySelector(".my-btn");  
  
function setGoodbye() {  
  header.innerText = "Goodbye!";  
}  
  
button.addEventListener("click", setGoodbye);
```



## Welcome!

Click me!

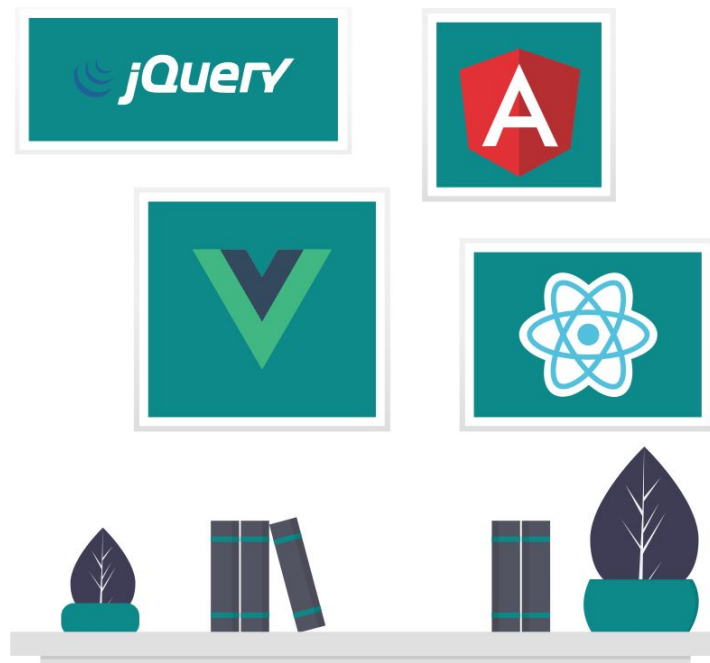
# Frontend-rammeverk





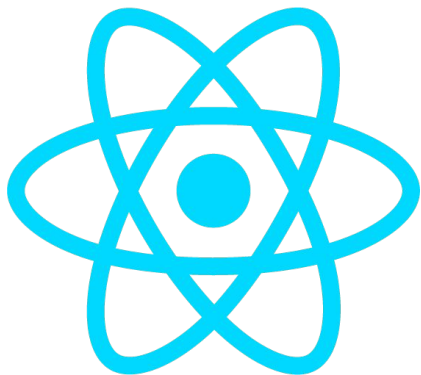
# Frontend-rammeverk

- Hvorfor rammeverk?
  - **Struktur** og **interaksjon** er ofte tett koblet i applikasjoner
  - Synkronisere **state** og **rendering**
  - **Komponenter** gir bedre kodestruktur
- Mange alternativer
  - React
  - Vue
  - Angular
  - Svelte
  - ...



# React

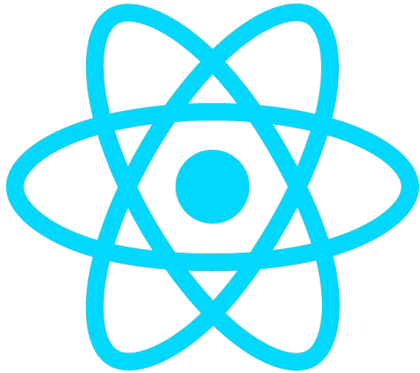
*Komponenten*



```
function App() {  
  const [header, setHeader] = useState("Welcome!");  
  
  function setGoodbye() {  
    setHeader("Goodbye!");  
  }  
  
  return (  
    <>  
      <h1>{header}</h1>  
      <button onClick={setGoodbye} className="my-btn">  
        Click me!  
      </button>  
    </>  
  );  
}
```

# React

*Komponenter*

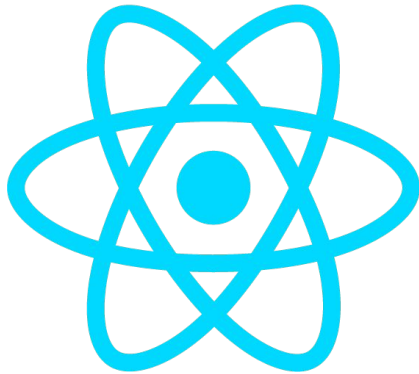


## Komponent

```
function App() {  
  const [header, setHeader] = useState("Welcome!");  
  
  function setGoodbye() {  
    setHeader("Goodbye!");  
  }  
  
  return (  
    <>  
      <h1>{header}</h1>  
      <button onClick={setGoodbye} className="my-btn">  
        Click me!  
      </button>  
    </>  
  );  
}
```

# React

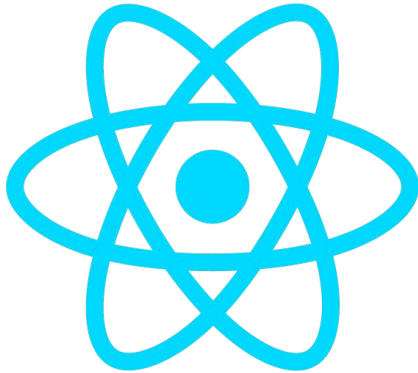
*Komponenten*



```
function App() {  
  const [header, setHeader] = useState("Welcome!");  
  
  function setGoodbye() {  
    setHeader("Goodbye!");  
  }  
  
  return (  
    JSX  
    <>  
      <h1>{header}</h1>  
      <button onClick={setGoodbye} className="my-btn">  
        Click me!  
      </button>  
    </>  
  );  
}
```

# React

*Komponenter*



```
function App() {                                State
  const [header, setHeader] = useState("Welcome!");

  function setGoodbye() {
    setHeader("Goodbye!");
  }

  return (
    <>
      <h1>{header}</h1>
      <button onClick={setGoodbye} className="my-btn">
        Click me!
      </button>
    </>
  );
}
```

# Tid for å progge!

[github.com/rubberdok/webdev-demo](https://github.com/rubberdok/webdev-demo)

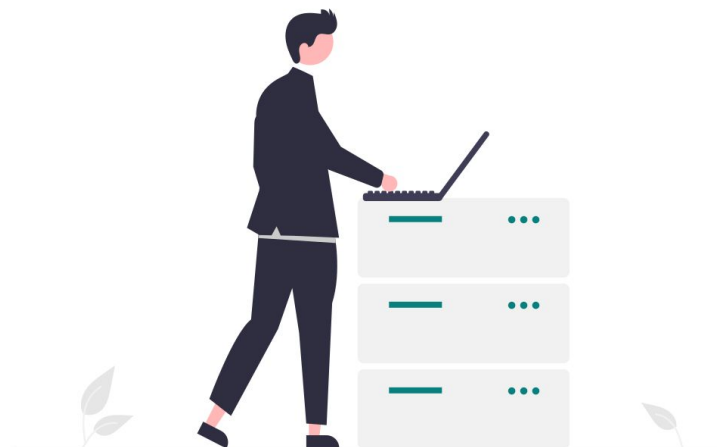


# Backend



# Backend

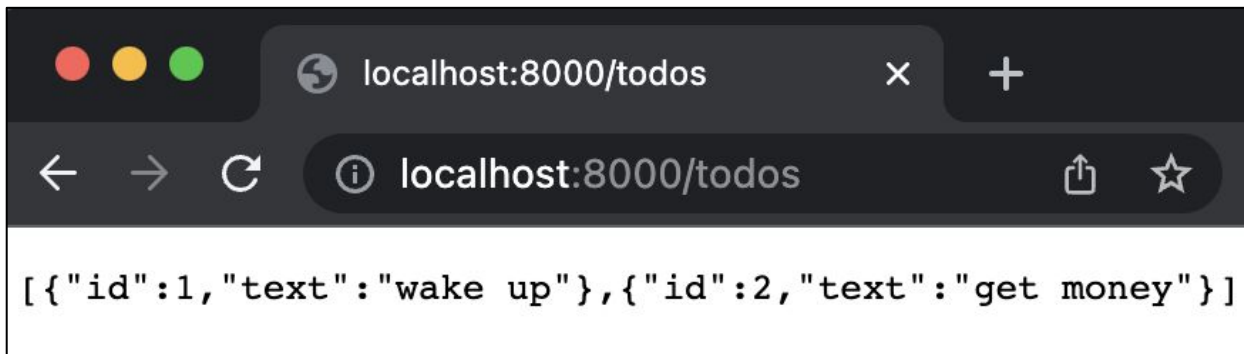
- Hvorfor ha en backend?
  - Lagre og behandle data
    - F. eks. brukersystem
    - Definere **modeller**
  - Vil ikke gi frontend direkte tilgang til databasen
    - Trenger en “**mellommann**”
  - Koble sammen tjenester
    - indokntnu.no → Vipps





# API

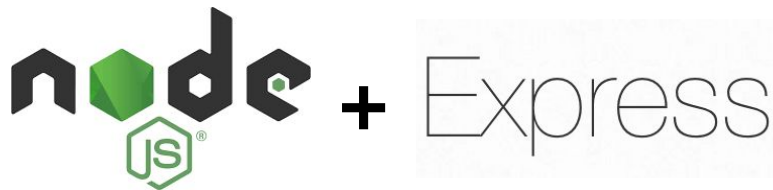
- Et **grensesnitt** for å kommunisere med backend
- Typisk **REST-API**, men finnes andre typer også
- Består av **endepunkter**
  - F. eks. **/todos**, **/createTodo**, etc.
  - Som en nettside - bare for data!
- Kommuniserer over HTTP
  - **GET** requests, **POST** requests, etc.



# Backend-språk og -rammeverk



**Python + Django**



**Node.js + Express**



**Java + Spring Boot**



**Go + GORM**

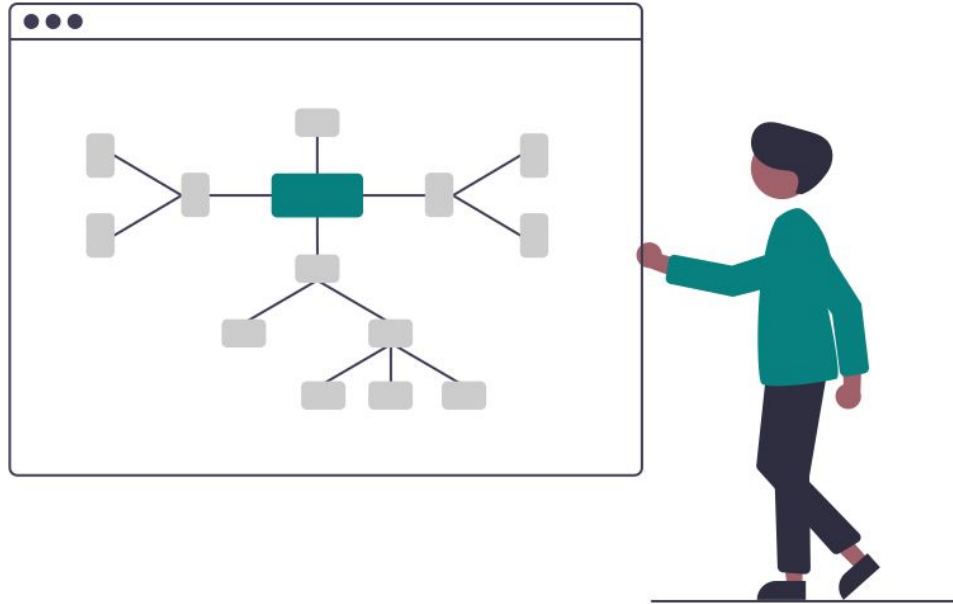
...og mange fler!

# Eksempel: Todo-backend i Go

[github.com/rubberdok/webdev-demo](https://github.com/rubberdok/webdev-demo)



# Andre verktøy

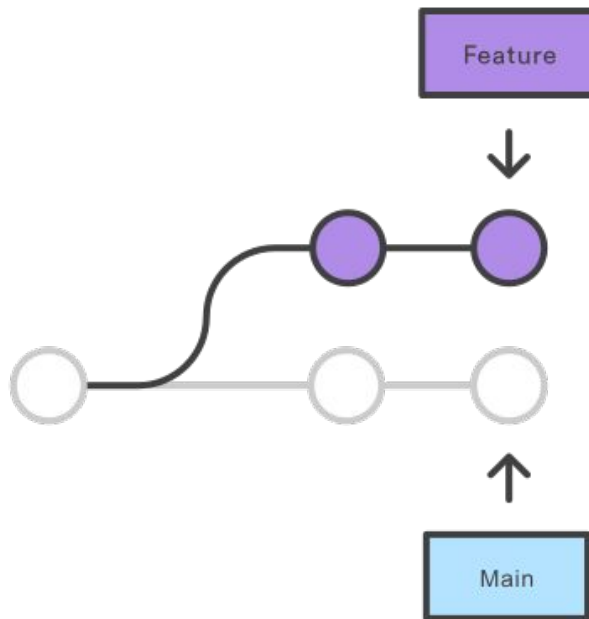


# Git

*Samkjøring av kode*



- Lagrer en full historikk av endringer i koden
  - **Commits**
- Gjør det mulig å jobbe parallelt på **branches**



# Git

*Samkjøring av kode*



## Typisk Git-workflow:

- *Lag **repository** på GitHub/GitLab*
- `git clone github.com/my-name/my-repo.git`
- `git checkout -b myfeature`
- *Gjør endringer i koden*
- `git add .`
- `git commit -m "did some stuff"`
- `git push`
- *Lag **Pull Request/Merge Request** på GitHub/GitLab*

# TypeScript

*Type Checking*



Vanlig JavaScript:

```
<TodoList todos={"not an array!"} />
```



✖ Uncaught TypeError: todos.map is not a function

# TypeScript

Type Checking



## TypeScript:

```
type Props = {  
  todos: Todo[];  
};  
  
export default function TodoList({ todos }: Props) {
```



```
<TodoList todos={"not an array!"} />
```



```
Type 'string' is not assignable to type 'Todo[]'. ts(2322)
```



# Rubberdøk

*For mer webutvikling!*

