

# LEARN. DO. EARN

ACADGILD



## FRONT END DEVELOPMENT (WITH ANGULARJS)



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# Session 7 –Bootstrap





# Agenda – BootStrap

SI No	Agenda Title
1	Introduction to BootStrap
2	Why Use BootStrap?
3	Creating First BootStrap Page
4	BootStrap Containers
5	BootStrap Grid System
6	Typography BootStrap
7	Handling Tables
8	Form Handling
9	Input Controls

SI No	Agenda Title
10	Modifying and Handling Form Elements
11	Form Validation
12	Image Handling
13	Glyphicons
14	Pagination
15	Nav Classes
16	Navbars
17	Modals
18	Carousals





# Introduction to Bootstrap

## What is Framework ?

- Basic Conceptual Structure
- Used in Development
- Provides Generic Functionality

## What is Bootstrap ?

- Open-source Front End framework which includes CSS, JavaScript.
- Bootstrap is a free front-end framework for faster and easier web development
- Bootstrap gives you the ability to easily create responsive designs
- Bootstrap was developed by Mark Otto and Jacob Thornton





# Why use Bootstrap?

## Advantages of Bootstrap:

- **Easy to use:** Anybody with just basic knowledge of HTML and CSS can start using Bootstrap.
- **Responsive features:** Bootstrap's responsive CSS adjusts to phones, tablets, and desktops.
- **Mobile-first approach:** In Bootstrap 3, mobile-first styles are part of the core framework.
- **Browser compatibility:** Bootstrap is compatible with all modern browsers (Chrome, Firefox, Internet Explorer, Safari, and Opera).





# Creating First Bootstrap Page

- Download the **bootstrap** file.
- Include the **bootstrap.js** and **bootstrap. CSS** file in the webpage.  
`<link rel="stylesheet" type="text/CSS" href="../bootstrap/CSS/bootstrap.CSS">`  
`<script src="../bootstrap/js/bootstrap.js"></script>`





# Bootstrap Containers

## **.container class**

- This is a responsive container(means it will stretch and expand) but it will remain of constant width.
- Simple the width will remain constant for a particular screen resolution. If not will expand like fluid container.

## **.container-fluid class:**

- This class adds a fluid and responsive container.
- The container occupies the entire screen size and changes size according to the screen size.





# Bootstrap Grid System

- **Bootstrap** has predefined CSS classes for creating grids.
- The size of a grid is **12** columns.
- A class **col-md-6** will contain 6 columns for a medium size screen.
- **col-sm-6** which will create 6 columns for smaller screen size(tablets).
- We have **col-xs-\*** for small screens. i.e. resolution less than 768px, i.e. *col-xs-4* for creating a box 4 columns wide.
- We have **col-md-\*** for medium screens. i.e. resolution  $\geq 992$ px, i.e. *col-md-4* for creating a box 4 columns wide.
- We have **col-lg-\*** for large screens. i.e. resolution  $\geq 1200$ px, i.e. *col-lg-4* for creating a box 4 columns wide.







# Typography BootStrap

- The styling and formatting of text content like headings, paragraphs, etc. with Bootstrap.

## Headings:

```
<h1>I'm Heading1 h1. <small>I'm secondary Heading1 h1</small></h1>
```

## Paragraph:

```
<p class="text-right">This is Right aligned text.</p>
```

```
<p class="text-justify">Justified text.</p>
```

```
<p class="text-nowrap">This is No wrap text.</p>
```

```
<p class="text-left">Left aligned text.</p>
```

```
<p class="text-center">Center aligned text.</p>
```





# Handling Tables

- The following classes are used to define Table properties:

Class	Class Description
.table	Adds basic styling (light padding and only horizontal dividers) to any <table>
.table-striped	Adds zebra-stripping to any table row within <tbody> (not available in IE8)
.table-bordered	Adds border on all sides of the table and cells
.table-hover	Enables a hover state on table rows within a <tbody>
.table-condensed	Makes table more compact by cutting cell padding in half





# Handling Tables(contd.)

- Following are the **classes** that can be implemented **for individual rows or cells**.

Class	Class Description
.active	Applies the hover color to a particular row or cell
.success	Indicates a successful or positive action
.info	Indicates a neutral informative change or action
.warning	Indicates a warning that might need attention
.danger	Indicates a dangerous or potentially negative action



# Form Handling

- Bootstrap can create 3 different types of form layouts:
  - Horizontal form layout
  - Vertical form layout
  - Inline form layout
- Standard rules for all three form layouts are:
  - Always use `<form role="form">`
    - Helps improve accessibility for people using screen readers.
  - Wrap labels and form controls in `<div class="form-group">`
    - Needed for optimum spacing.
  - Add class `.form-control` to all textual `<input>`, `<textarea>` and `<select>` elements





# Input Controls

- To adjust the size of a form input we can use the class input-lg, input-sm for larger and smaller input sizes.

## Example:

```
<input type="Email" class="form-control input-lg" placeholder="Larger Input">
```

```
<input type="Email" class="form-control input-md" placeholder="Larger Input">
```

```
<input type="Email" class="form-control input-sm" placeholder="Larger Input">
```





# Modifying and Handling Form Elements

- Use `disabled = "disabled"` to disable buttons
- Use `class = "active"` to change state to active.
- **Button sizes** can be controlled by adding `btn-lg`, `btn-sm` and `btn-xs`.
- **Button classes** for messages are `btn-warning`, `btn-danger`, `btn-success`, to make a button a link add the `btn-link` class.
- We can also have multiple drop down links attached to a button.





# Form Validation

- We can add control form input states by adding appropriate classes to the elements.
- The classes are **has-warning**, **has-error** and **has-success**.
- **Note** that any **.form-control**, **.control-label** and **.help-block** within that element will receive the validation styles.





# Image Handling

- We can make images as responsive in bootstrap by adding the class `img-responsive`.
- This class stretches and expands the image as the container expands and contracts.

```
<img src = "images/big.jpg" class = "img-responsive">
```

- We can also make image have rounded border or circular.

```
<img src = "images/thumb.jpg" class = "img-circle">
```

```
<img src = "images/thumb.jpg" class = "img-rounded">
```







# Glyphicons

- Glyphicons can be used in text, buttons, toolbars, navigation, forms, etc.
- A glyphicon is inserted with the following syntax:
  - `<span class="glyphicon glyphicon-name"></span>`
  - The *name* part in the syntax above must be replaced with the proper name of the glyphicon.

## Examples:

- `<span class="glyphicon glyphicon-envelope"></span>`
- `<span class="glyphicon glyphicon-search">`





## Basic Pagination

- If you have a web site with lots of pages, you may wish to add some sort of pagination to each page.

- A basic pagination in Bootstrap looks like this:

```
<ul class="pagination">
  <li><a href="#">1</a></li>
  <li><a href="#">2</a></li>
  <li><a href="#">3</a></li>
  <li><a href="#">4</a></li>
  <li><a href="#">5</a></li>
</ul>
```

- To create a basic pagination, add the .pagination class to an <ul> element

- **Active State**

- The active state shows what is the current page
- Add class **.active** to let user know which page he/she is on

- **Disabled State**

- A disabled link cannot be clicked
- Add class **.disabled** to make a link disabled





# Handling Nav Items

- Bootstrap has inbuilt classes to quickly create navigation items.
- We have to use the nav class which is applied to the ul element to turn list into navigation.

## Example :

```
<ul class= "nav">  
<li><a href = "#">Home</a></li>  
<li><a href = "#">About Us</a></li>  
</ul>
```





# Nav Classes

- **Bootstrap uses the following classes for navigation:**
- **nav-pills:** Turns the navigation to inline pills style
- **nav-tabs:** Turns the navigation to tabular style inline
- **nav-stacked:** Makes the navigation items stacked
- **nav-justified:** This class is used to align all the navigations items to the width of the container.





# Navbars

- **Navbars** are containers to the navigation.
- A navigation bar is a navigation header that is placed at the top of the page.
- With Bootstrap, a navigation bar can extend or collapse depending on screen size.
- Navbars can be toggled too.
- Base css class is *navbar*.
- *navbar-fixed-top* keeps the navigation fixed to the top and *navbar-inverse* changes the color to dark grey.





# Modals

- A **modal** is a html content that can be presented as a popup to the user.
- Unlike JavaScript popup, these modals can also contain html tags, form input elements for user and more.
- The modal can be **triggered** by **clicking a button**.
- We just need to use data-toggle property on the button.
- The Modal plugin is a dialog box/popup window that is displayed on top of the current page.
- It should be *data-toggle = "modal"*.
- Need to set the **datatarget attribute** button id of the modal container with class modal.
- **Note:** Plugins can be included individually (using Bootstrap's individual "*modal.js*" file), or all at once (using "*bootstrap.js*" or "*bootstrap.min.js*").





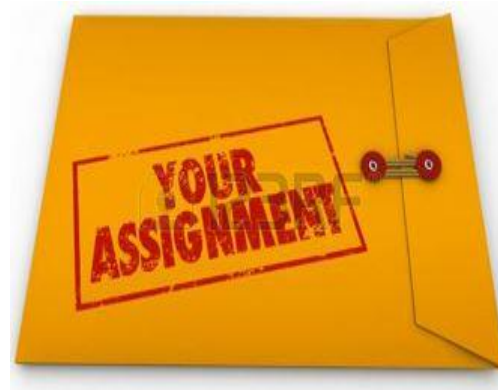
# Carousel

- Using bootstrap we can create **carousel** which is a flexible and responsive way to add a slide to your site.
- To dismiss modal create a button with attribute *data-dismiss="modal"*.
- We need to create indicators that can be used to show the highlighted indicator for the **carousel**.
- Use the class **carousel-indicators** for the ol element. Give a class of item to each item container that may contain image or content.
- Use the **data-slide attribute** to create navigation for back and front. Set property of data-slide to prev or next to go previous or next.
- The **Carousel** plugin is a component for cycling through elements, like a carousel (slideshow).
- **Note:** Plugins can be included individually (using Bootstrap's individual "carousel.js" file), or all at once (using "bootstrap.js" or "bootstrap.min.js").





# Lets Discuss Assignments



**Assignment**







# Get in Touch with ACADGILD

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