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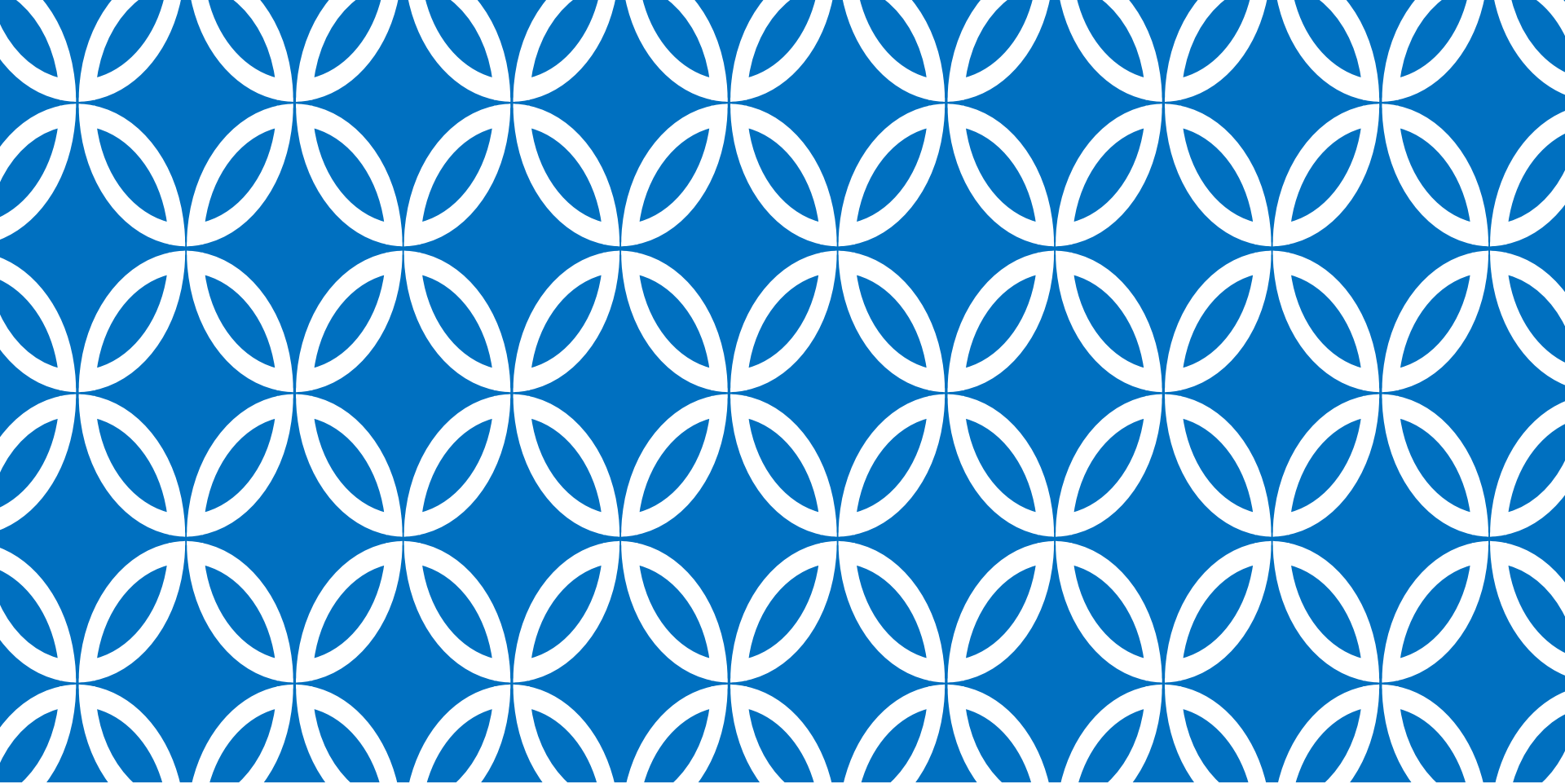


## FRONT END DEVELOPMENT (WITH ANGULARJS)



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# Session 11 –Bootstrap





# Agenda – BootStrap

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4	BootStrap Containers
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# 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 medium 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*").





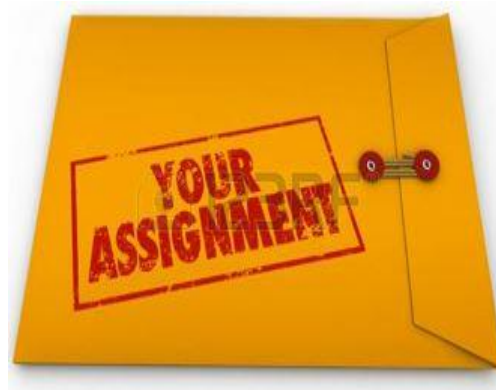
# Carousel

- 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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