

Dasar Desain Antarmuka Pengguna








Dasar HTML



HTML



Hypertext Markup Language

NAME	BROWSE	SIGN UP	LOG IN	
				
<h1>Find a place to stay.</h1>				<h1>
<p>Rent from people in over 34,000 cities and 192 countries.</p>				<p>
				
<h2>Neighborhood Guides</h2>				<h2>
<p>Not sure where to stay? We've created neighborhood guides for cities all around the world.</p>				
				
				
<h3>Travel</h3> <p>From apartments and rooms to treehouses and boats: stay in unique spaces in 192 countries.</p> <p>See how to travel on Airbnb</p>	<h3>Host</h3> <p>Renting out your unused space could pay your bills or fund your next vacation.</p> <p>Learn more about hosting</p>	<h3>Trust and Safety</h3> <p>From Verified ID to our worldwide customer support team, we've got your back.</p> <p>Learn about trust at Airbnb</p>		<a>

Kerangka Dasar

<!DOCTYPE HTML>

<HTML>

 <HEAD>

 </HEAD>

 <BODY>

 </BODY>

</HTML>

Syntax

OPENING TAG

CLOSING TAG

`<h1>` Web Development. `</h1>`

TEXT A USER CAN SEE

Syntax

Diagram illustrating the syntax of an HTML anchor tag (`<a>`):

The tag structure is: ` Search `

Labels and their corresponding parts:

- ATTRIBUTE NAME** points to `href`.
- LINK TEXT** points to `Search`.
- ATTRIBUTE VALUE** points to the value of the href attribute: `"https://www.google.com/"`.

Tag: <HTML>

- Type: container
- Function: declares document to be HTML; all content contained inside
- Syntax: <HTML>...</HTML>
- Attributes: none

Tag: <Head>

- Type: container
- Function: contains tags comprising the document head
- Syntax: <HEAD>...</HEAD>
- Attributes: none

Tag: <Meta>

- Type: standalone
- Function:
 - information about web data, will not be displayed on the page, but will be machine parsable.
 - declares document meta-information: keywords, expiration date, author, page generator, etc.
- Attributes: charset, content, http-equiv, name

```
<head>  
  <meta charset="UTF-8">  
  <meta name="description"  
    content="Free Web tutorials">  
  <meta name="keywords"  
    content="HTML,CSS,XML,JavaScript">  
  <meta name="author"  
    content="Hege Refsnes">  
</head>
```

Tag: <Script>

```
<script>  
    document.getElementById("demo").innerHTML =  
    "Hello JavaScript!";  
</script>
```

- Type: container
- Function: contains script code referenced in the <BODY>
- Syntax:
 SCRIPT LANGUAGE="name">... </SCRIPT>
- Attributes: scr, type, charset, defer, async

Tag: <Title>

- Type: container
- Function:
defines the title of
the document
- Syntax: <TITLE>... </TITLE>
- Attributes: none

```
<html>  
  <head>  
    <title>Title of the document</title>  
  </head>  
  
  <body>  
    The content of the document.....  
  </body>  
  
</html>
```

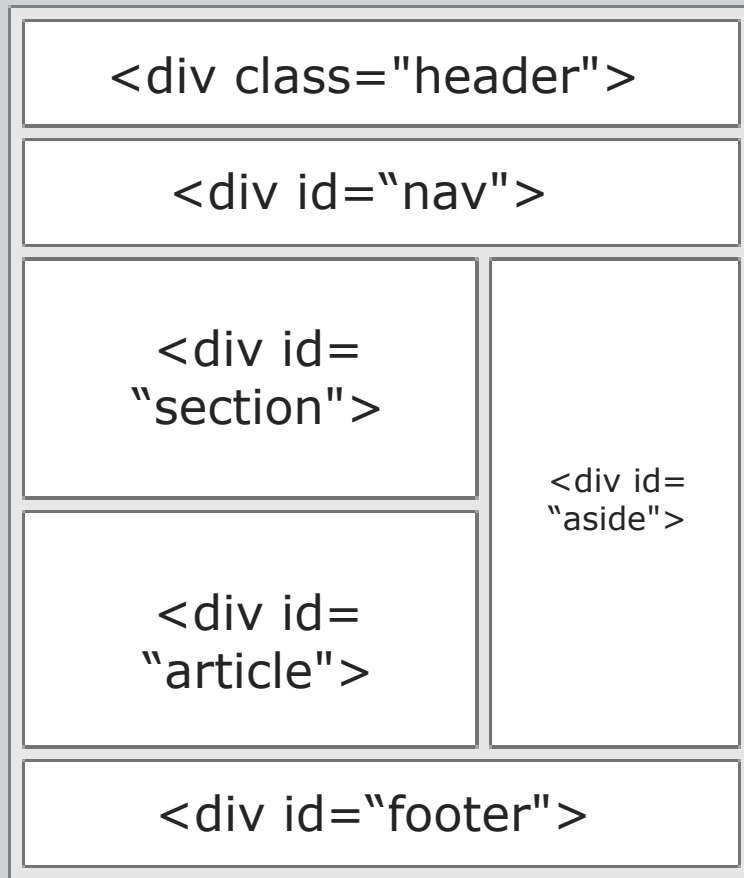
Tag: <Body>

- Type: container
- Function:
contains all text and
tags inside the document
(text, hyperlinks, images, tables, lists, etc.)
- Syntax: <BODY>... </BODY>

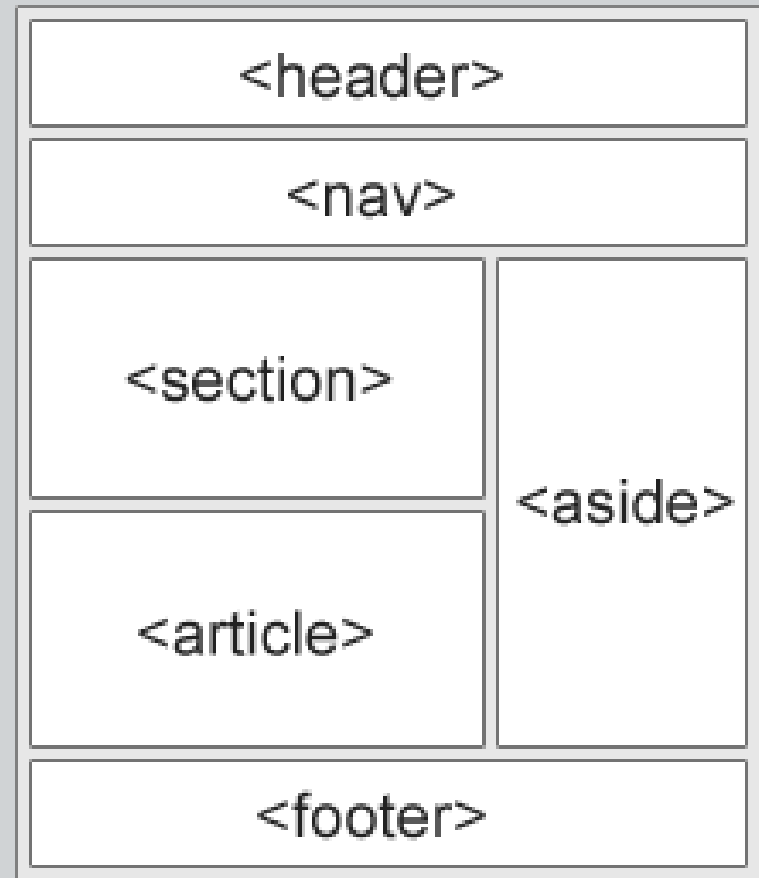
```
<html>  
  <head>  
    <title>Title of the document</title>  
  </head>  
  
  <body>  
    The content of the document.....  
  </body>  
  
</html>
```

HTML 5 semantic element

older HTML



HTML5



Metode untuk mengoptimalkan tampilan website (*optimal viewing experience*) pada ukuran layar yang berbeda untuk meningkatkan kenyamanan user saat melihat dan mengakses website.

RWD

vs

AWD



Responsive Web Design

- Menggunakan *fluid grid*. Satu tampilan web dirancang langsung menyesuaikan dengan ukuran layar.
- Relatif lebih sulit ketika di-*develop*

Adaptive Web Design

- Tampilan untuk tiap-tiap ukuran layar yang berbeda dirancang secara terpisah.
- Load lebih berat karena tampilan dirancang terpisah

Aspek-aspek

RWD

1. Flow

Flow

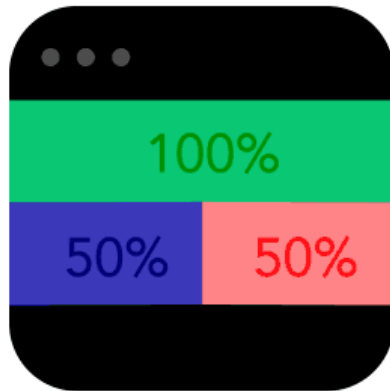


Static



2. Relative vs Static Unit

Relative Units



Static Units



2. Relative vs Static Unit

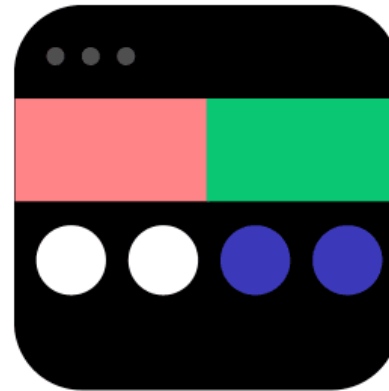
	Static	Relative
widht/height	pixel (px)	percent (%)
font	point/px	em

3. Breakpoints

With Breakpoints



Without Breakpoints



4. Minimum & maximum value

Max width



No max width



5. Nested Objects

Nested



Not Nested



6. Mobile or Desktop First

Desktop first



Mobile first



7. Web vs System Fonts

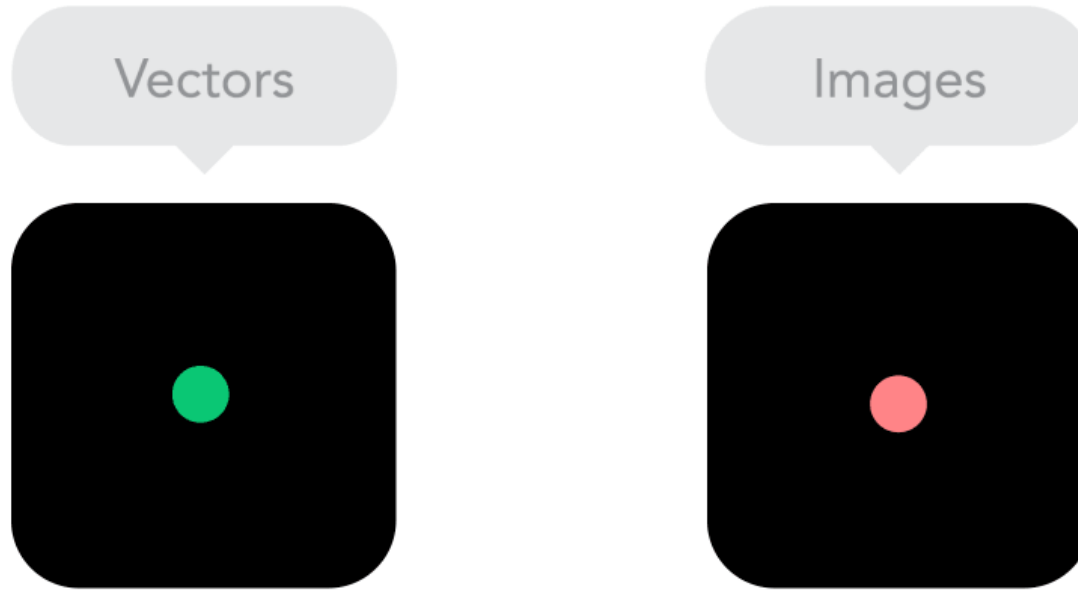
System fonts

Aa

Webfonts

Aa

8. Bitmap vs Vector



Apakah icon anda memiliki banyak detil-detil dan menerapkan efek-efek? Jika iya, gunakan Bitmap. Jika tidak maka gunakan gambar vektor. Untuk bitmap menggunakan JPG, PNG atau GIF sedangkan untuk vektor pilihan terbaiknya adalah SVG atau Icon Fonts.