MATERIALS & RESOURCES

THIS LESSON'S CORE CONCEPTS

1. Bootstrap is a framework with a number of components that allow you to prototype, lay out and build whole sites quickly and easily. Version 3+, the focus of this lesson, is notably different from previous versions because it is based on a responsive grid layout and not a fixed width layout.

2. Although Bootstrap is capable of making both prototype and production sites, this lesson will only focus on prototyping.

3. Bootstrap 3.0 is a 12-column grid system and includes predefined classes allowing you to define the rows and columns for your layouts.

4. There are four important breakpoints that are built into the grid system:

   `.col-xs-` (768 pixels and less or "extra-small" devices such as phones)

   `.col-sm` (768 pixels and more or "small" devices such as tablets)

   `.col-md-` (992 pixels and more or "medium" screens such as desktop monitors) and

   `.col-lg-` (1200 pixels and up or "large" desktop monitors).

RESOURCES

1. **CodePen Lesson Files**
   http://codepen.io/josborn/pen/gvacA

2. **Bootstrap Documentation**
   http://getbootstrap.com/getting-started