

# FORMS & BOOTSTRAP

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## WEEKLY OVERVIEW

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### WEEK 4

Forms & Bootstrap / Intro to JavaScript

### WEEK 5

jQuery Basics / jQuery Part II

# FORM BASICS

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## FORM BASICS

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# LEARNING OBJECTIVES

- › Be able to differentiate the different types of inputs and why/where we would use each
- › Explain how to group elements by name.
- › Integrate Bootstrap to create a multi-column layout

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# AGENDA

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Review

Forms & Inputs

Lab

Bootstrap

# **HOMEWORK REVIEW**

# HOMEWORK — GROUP DISCUSSION

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## EXERCISE

### TYPE OF EXERCISE

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- ▶ Groups of 2-3

### TIMING

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*10 min*

1. Pick someone to take notes for your group.
2. Share 1 thing you're excited about being able to accomplish. Focus on the positives!
3. Have each person in the group note 1 thing they found challenging for the assignment and make note. Discuss as a group how you think you could solve that problem.
4. Discuss the bonus tasks (hover effect with smooth transition, fixed background, sticky nav, image hover, jump links, masonry layout for gallery). If anyone in your group was able to tackle one of these, share!

# FORMS AND INPUTS



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**FORM BASICS**

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# FORM BASICS

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# FORMS

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## How we get data from users

 GENERAL ASSEMBLY

Sign in

FRONT-END WEB DEVELOPMENT

**APPLY NOW**

Where are you thinking of taking this course?

CONTINUE TO APPLICATION


Fill out some basic information and complete the following application to be considered for the course.

---

# FORMS

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## 1. The user fills out the form and presses the submit button



FRONT-END WEB DEVELOPMENT

## APPLY NOW

Where are you thinking of taking this course?

New York City

CONTINUE TO APPLICATION

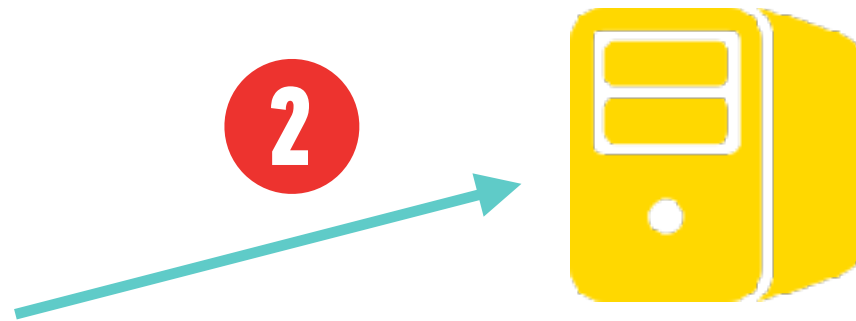
Fill out some basic information and complete the following application to be considered for the course.

---

# FORMS

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- 
2. The **name** of each form field is sent to the server along with the **value** the user entered or selected



FRONT-END WEB DEVELOPMENT

## APPLY NOW

Where are you thinking of taking this course?

Fill out some basic information and complete the following application to be considered for the course.

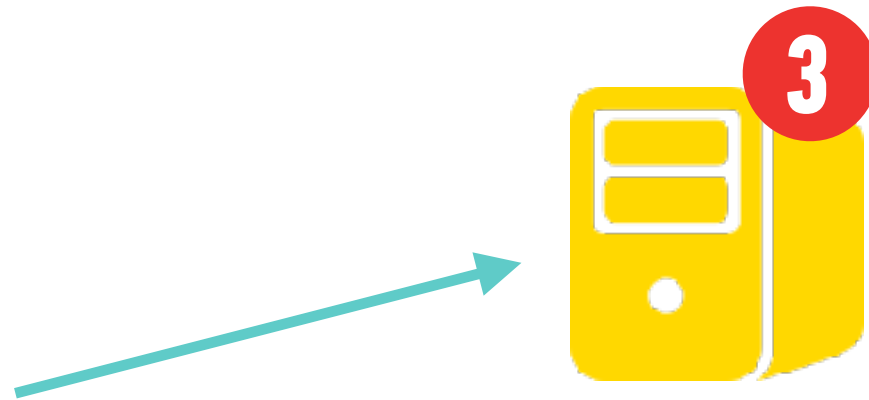
CONTINUE TO APPLICATION

---

# FORMS

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- 
- 
3. The server processes the data using a language such as PHP, C# or Java. It may also store the information in a database



**FRONT-END WEB DEVELOPMENT**  
**APPLY NOW**

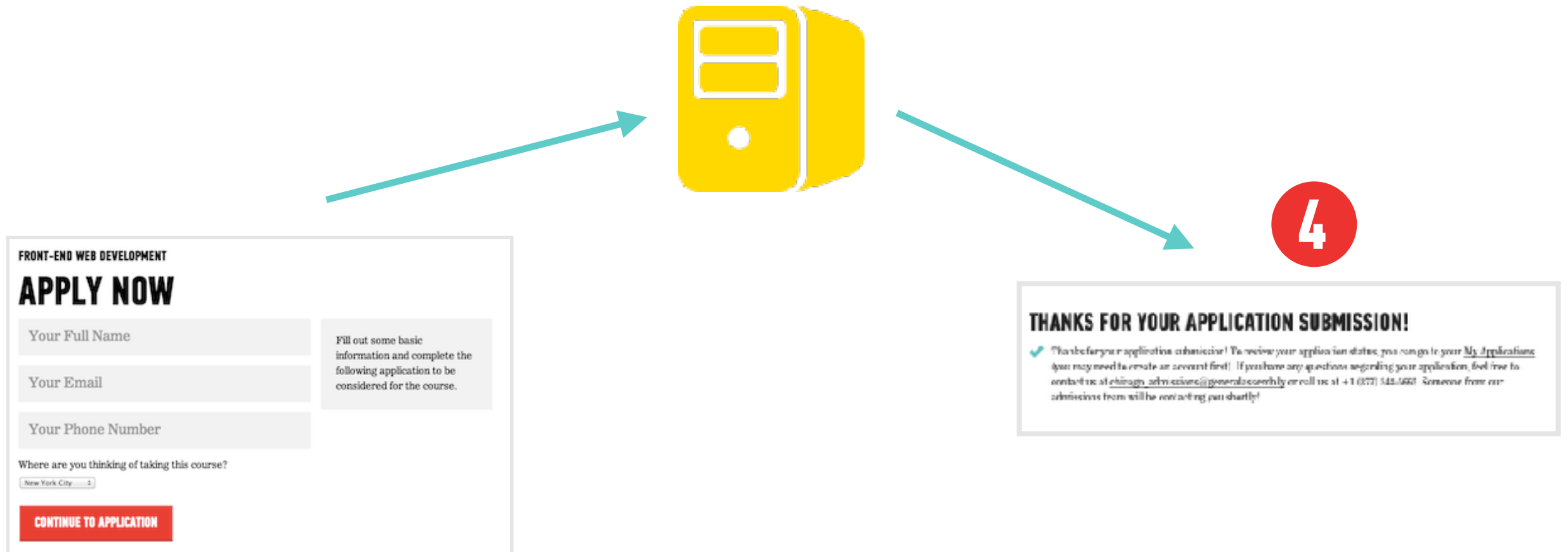
Where are you thinking of taking this course?

Fill out some basic information and complete the following application to be considered for the course.

**CONTINUE TO APPLICATION**

# FORMS

4. The server creates a new page to send back to the browser based on the information received.



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## FORMS

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- Form controls live inside the form element.
- The entire form (all the fields you want to be submitted together) go within the form element.

```
<form>  
  <!--Data collection elements go here-->  
</form>
```

# GETTING INFORMATION FROM USERS



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## FORM — TYPES OF INPUTS

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**SUBMIT**

**Continue**

**ADD TEXT**

|Your Email

**MAKE CHOICES**

Where are you thinking of taking this course?

Chicago

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## GETTING INFO — INPUTS

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- ▶ Allow us to get content from users.
- ▶ Should live inside our form tags.

```
<form>  
  <input type="text" name="fullName" placeholder="Enter your full name">  
  <button type="submit">Continue</button>  
</form>
```

## SUBMITTING A FORM

SUBMIT

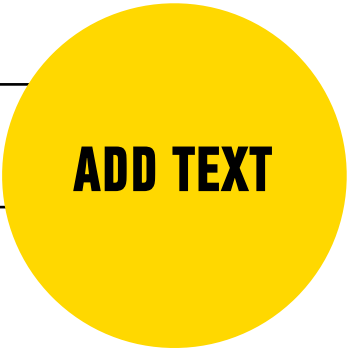


```
<button type="submit">Continue</button>
```

Continue

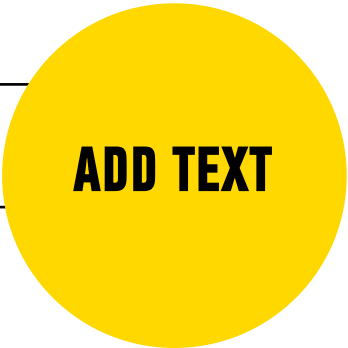
```
<input type="submit" value="Continue">
```

# TEXT INPUTS — DESCRIPTIONS



FIELD TYPE	HTML	ATTRIBUTES	WIDGET
Plain Text	<input type="text">	<i>type, name, id, placeholder</i>	<div>Your Full Name</div>
Password	<input type="password">	<i>type, name, id, placeholder</i>	<div>.....</div>
Email	<input type="email">	<i>type, name, id, placeholder</i>	<div>Your Email</div>
Text Area	<textarea></textarea>	<i>name, id, placeholder</i>	<div></div>

# TEXT INPUTS - ATTRIBUTES



ATTRIBUTE	HTML EXAMPLE	DESCRIPTION
type	type="text"	The type of data that is being input. <i>Examples: text, email, password, checkbox, radio</i>
name	name="username"	The key used to describe this data in the HTTP request.
id	id="message"	The unique identifier for the element (will match the label)
placeholder	placeholder="Full Name"	A "prompt" for an input letting the user know what to enter into the field.

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## ALL TOGETHER NOW! EXAMPLES

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ADD TEXT

```
<input type="text" name="username" placeholder="Your Full Name" id="full-name">
```

```
<input type="email" name="email-address" placeholder="Your Email" id="email-address">
```

```
<input type="password" name="user-password" id="password">
```

---

## ALL TOGETHER NOW! EXAMPLES

---



ADD TEXT

```
<textarea name="message" id="user-message" placeholder="Message"></textarea>
```

---

## STYLING INPUTS

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Want an easy way to style inputs in your CSS without adding a bunch of ids or classes to each one? The attribute selector is just the ticket!

```
input[type="text"] {  
    border: 1px solid grey;  
}
```

```
input[type="password"] {  
    border: 1px solid grey;  
}
```



# ACTIVITY

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## EXERCISE

### KEY OBJECTIVE

---

- ▶ Identify input types, add styles to a form

### TYPE OF EXERCISE

---

- ▶ Individual/partner

### TIMING

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*15 min*

1. In the contact\_form folder, review contact\_form.png
2. Write html for contact form
3. Style the form

### BONUS

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- ▶ Style the placeholder text. You'll need to Google this! "Style placeholder text CSS"
- ▶ Add a hover effect to the button!

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## LABELS

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Information about the input field should be put in a <label> tag:

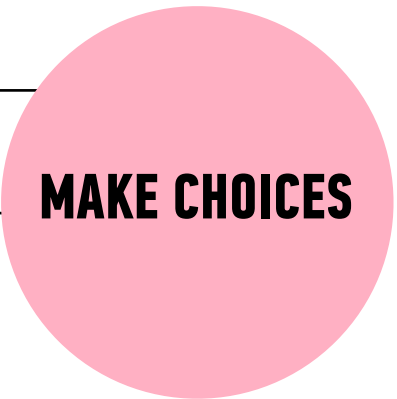
```
<label for="yourName">Name</label>  
<input type="text" name="name" id="yourName">
```

To tie the two together:

```
<label for="yourName">Name</label>  
<input type="text" name="name" id="yourName">
```

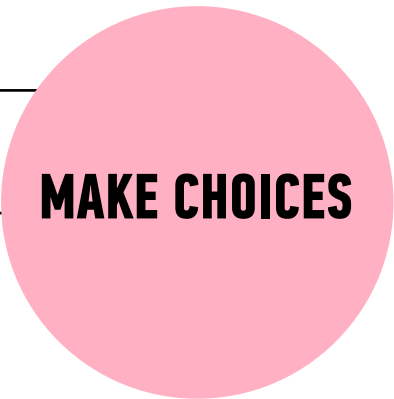
*Note: Clicking the label text places the focus in the input field (great for radio buttons)*

# INPUTS — MAKING CHOICES



FIELD TYPE	HTML	ATTRIBUTES	WIDGET
Checkbox	<code>&lt;input type="checkbox"&gt;</code>	<i>type, name, id, checked</i>	<input type="checkbox"/> Remember me
Radio	<code>&lt;input type="radio"&gt;</code>	<i>type, name, id, value, checked</i>	<div><input type="radio"/> Red <input checked="" type="radio"/> Green</div>

# TEXT INPUTS - ATTRIBUTES



ATTRIBUTE	HTML EXAMPLE	DESCRIPTION
type	type="text"	The type of data that is being input. <i>Examples: text, email, password, checkbox, radio</i>
name	name="username"	The key used to describe this data in the HTTP request.
id	id="message"	The unique identifier for the element (will match the label)
value	value="Green"	For radios, the value that should be sent to the server

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## ALL TOGETHER NOW! CHECKBOXES

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A pink circle containing the text "MAKE CHOICES".

**MAKE CHOICES**

```
<input type="checkbox" name="store_credentials" id="credentials">
```

---

## RADIO BUTTONS

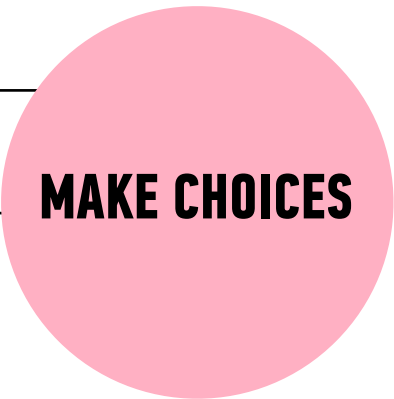
---

A pink circle containing the text "MAKE CHOICES" in bold black capital letters.

We can connect radios together by giving them the *same name attribute*

```
<input type="radio" name="color">  
<input type="radio" name="color" checked="checked">
```

# INPUTS — MAKING CHOICES



FIELD TYPE	HTML	ATTRIBUTES	WIDGET
Select	<pre>&lt;select name="referral"&gt;   &lt;!-- options go here --&gt; &lt;/select&gt;</pre>	<i>name, id</i>	<p>Where are you thinking of taking this course?</p> <p>Chicago</p>
Option	<pre>&lt;option&gt;Friend&lt;/option&gt;</pre>	<i>value</i>	<div>Atlanta Austin Boston ✓ Chicago Hong Kong London Los Angeles Melbourne New York City San Francisco Seattle Sydney Washington D.C.</div>

## ALL TOGETHER NOW! SELECT AND OPTIONS

MAKE CHOICES

```
<select name="referral">
  <option value="friend">Friend</option>
  <option value="instructor">Instructor</option>
  <option value="online">Online</option>
</select>
```

Where are you thinking of taking this course?

Chicago

- Atlanta
- Austin
- Boston
- ✓ Chicago
- Hong Kong
- London
- Los Angeles
- Melbourne
- New York City
- San Francisco
- Seattle
- Sydney
- Washington D.C.



## NAME/VALUE PAIRS

- Information is sent from the browser to the server using name/value pairs.

```
<input type="text" name="username">
```

sv@sashavodnik.com

NAME	VALUE
username	=sv@sashavodnik.com

```
<input type="radio" name="color" value="red">  
<input type="radio" name="color" value="green" checked="checked">
```

☐ Red  
☒ Green

NAME	VALUE
color	=green

---

**LAB**

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# ACTIVITY

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## EXERCISE

### KEY OBJECTIVE

---

- Identify input types, add styles to a form

### TYPE OF EXERCISE

---

- Individual/partner

### TIMING

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*5 min*

1. In the application\_form folder, review application\_form.png and discuss with a partner

*45 min*

2. Write HTML for the form
3. Style the form with CSS. Focus on getting the form centered and getting the information on the right rows, and then add other styles if you have time.

### BONUS

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- Research and implement the fieldset element

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**GRID SYSTEMS**

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# INTEGRATING BOOTSTRAP

# LAYOUT GRIDS

- ▶ Composition in any visual art is the placement or arrangement of visual elements — how they are organized on a page.
- ▶ Many designers use a grid structure to help them position items on a page.



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## BENEFITS OF GRID SYSTEM LAYOUTS

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While grids might seem like a restriction at first, they have many benefits including:

- Creating continuity between different pages
- Helping users predict where they can find information on various pages
- Making it easier to add new content to the site in a consistent way
- Helping designers/developers collaborate in a consistent way



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## CSS FRAMEWORKS

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### CSS FRAMEWORKS PROVIDE CODE FOR COMMON TASKS, SUCH AS:

- Creating responsive layout grids
- Styling forms
- Styling UI elements, etc.

### PROS:

- Save developers from repeatedly writing code for the same tasks
- Tested across various browsers
- Useful for rapid website development

### CONS:

- Often require developers to use class names in HTML that only control the presentation of the page (rather than describe content)
- Often contain more code than you need for your particular page, creating “bloat”

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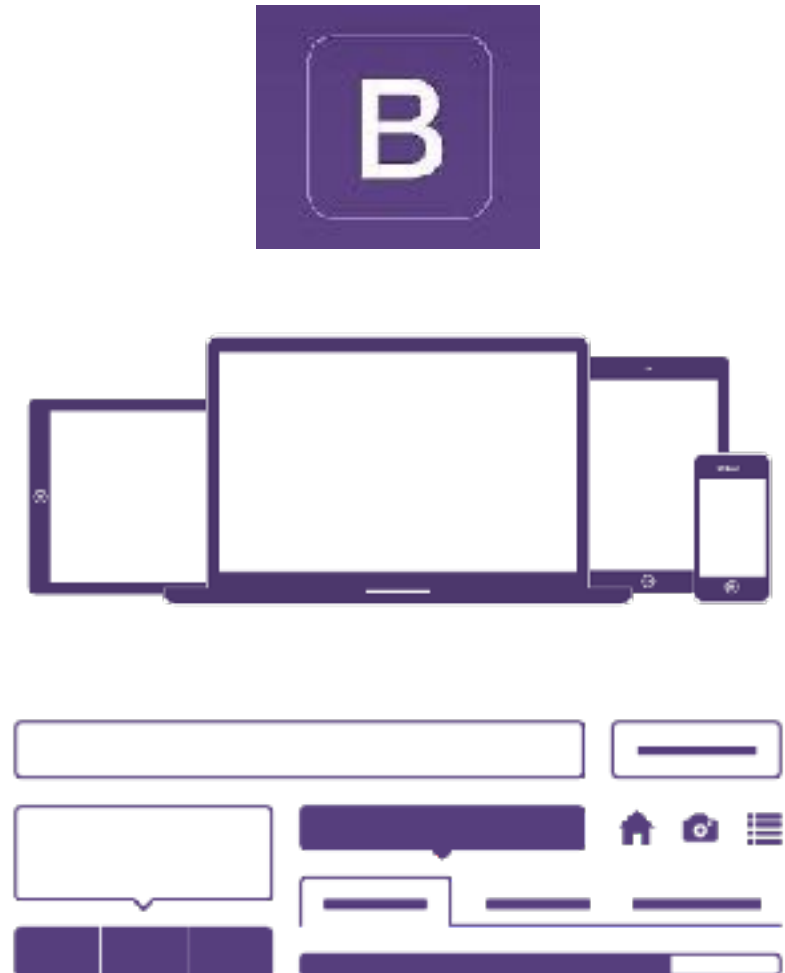
# HELLO BOOTSTRAP!

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- **Bootstrap** is *“the most popular HTML, CSS and JS framework for developing responsive, mobile first projects on the web.”*

## FEATURES:

1. Grid system
2. Forms/buttons
3. Navigation
4. Tabs and pills
5. Alerts/error messages
6. Modals
7. And much more

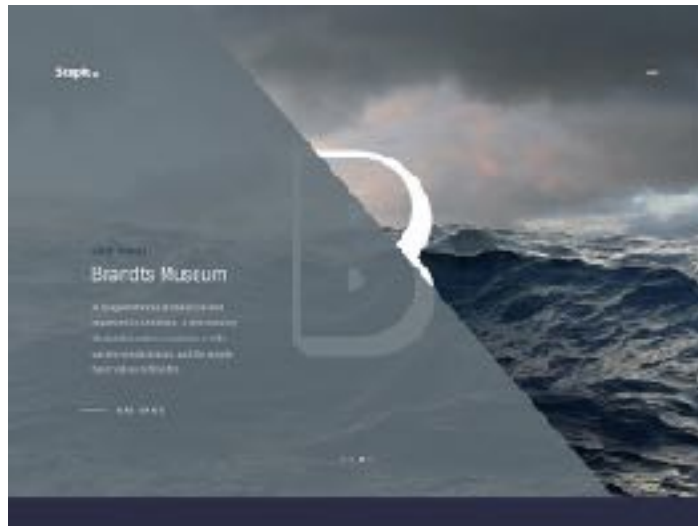




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# SITES THAT USE BOOTSTRAP

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And many, many more: [Bootstrap Expo](#)

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**BOOTSTRAP**

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# GETTING STARTED

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## GETTING STARTED

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1. Download Bootstrap [here](#)
2. Once downloaded, unzip and open folder in Finder. You'll see something like this:

```
bootstrap/  
├── css/  
│   ├── bootstrap.css  
│   ├── bootstrap.css.map  
│   ├── bootstrap.min.css  
│   ├── bootstrap-theme.css  
│   ├── bootstrap-theme.css.map  
│   └── bootstrap-theme.min.css  
├── js/  
│   ├── bootstrap.js  
│   └── bootstrap.min.js  
└── fonts/  
    ├── glyphs-halflings-regular.eot  
    ├── glyphs-halflings-regular.svg  
    ├── glyphs-halflings-regular.ttf  
    ├── glyphs-halflings-regular.woff  
    └── glyphs-halflings-regular.woff2
```

3. We'll then need to add the files we want to use to our project and include those files in our HTML.

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**BOOTSTRAP**

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# GRID SYSTEM

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## BOOTSTRAP — GRID SYSTEM

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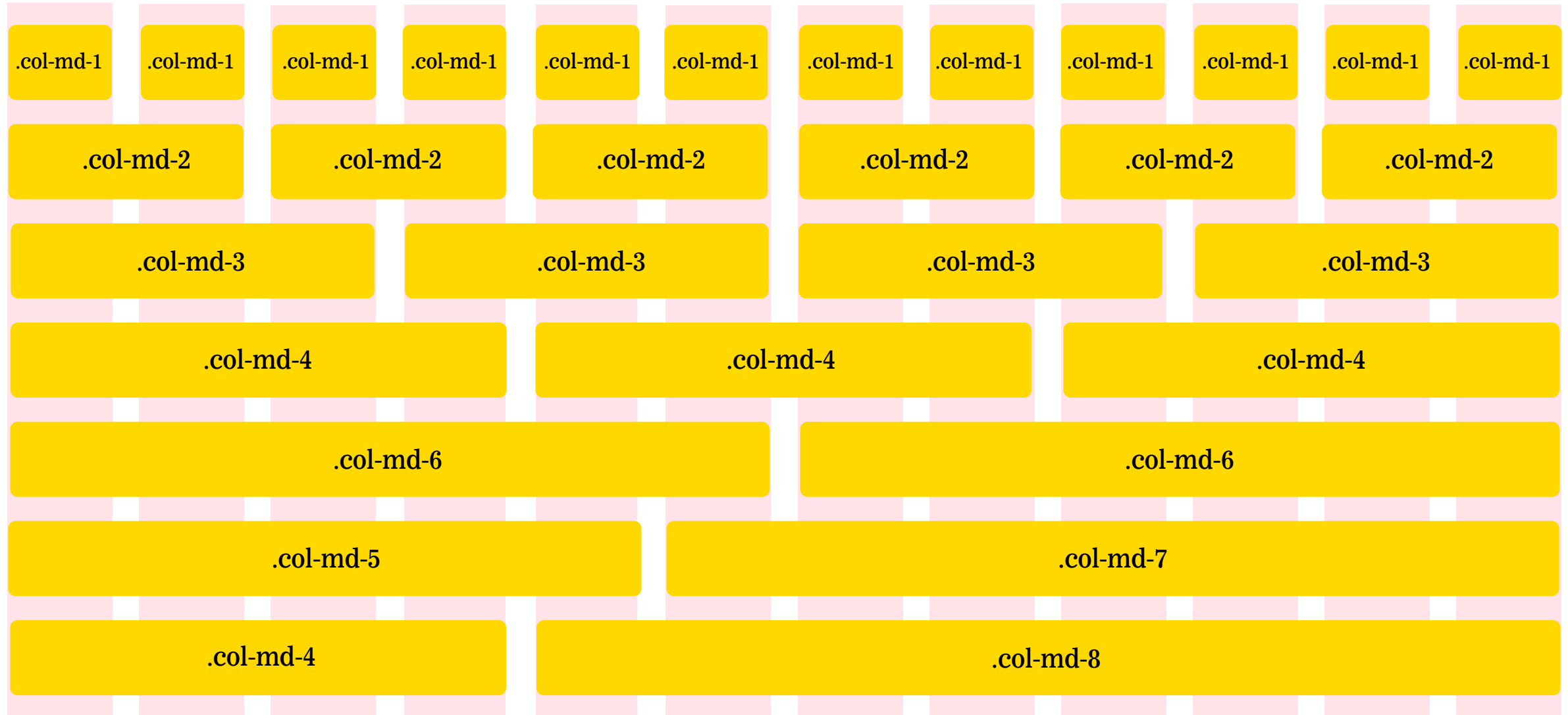
- Bootstrap includes a responsive, mobile-first fluid grid system that appropriately scales up to **12 columns** as the device or viewport size increases.
- Page layouts are created through a series of rows and columns that house your content

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## BOOTSTRAP — GRID SYSTEM

---

- › It includes predefined classes for easy layout options.



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## BOOTSTRAP — SETTING UP GRID

---

1. Add containing element to page
2. Add rows to create horizontal groups of columns
3. Place content within columns, specifying the number of twelve available columns you wish to span.

---

## STEP 1 — CONTAINING ELEMENT

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- › Bootstrap requires a containing element to wrap site contents and house our grid system. You may choose one of two containers to use in your projects:

Use `.container` for a responsive fixed width container.

```
<div class="container">  
  ...  
</div>
```

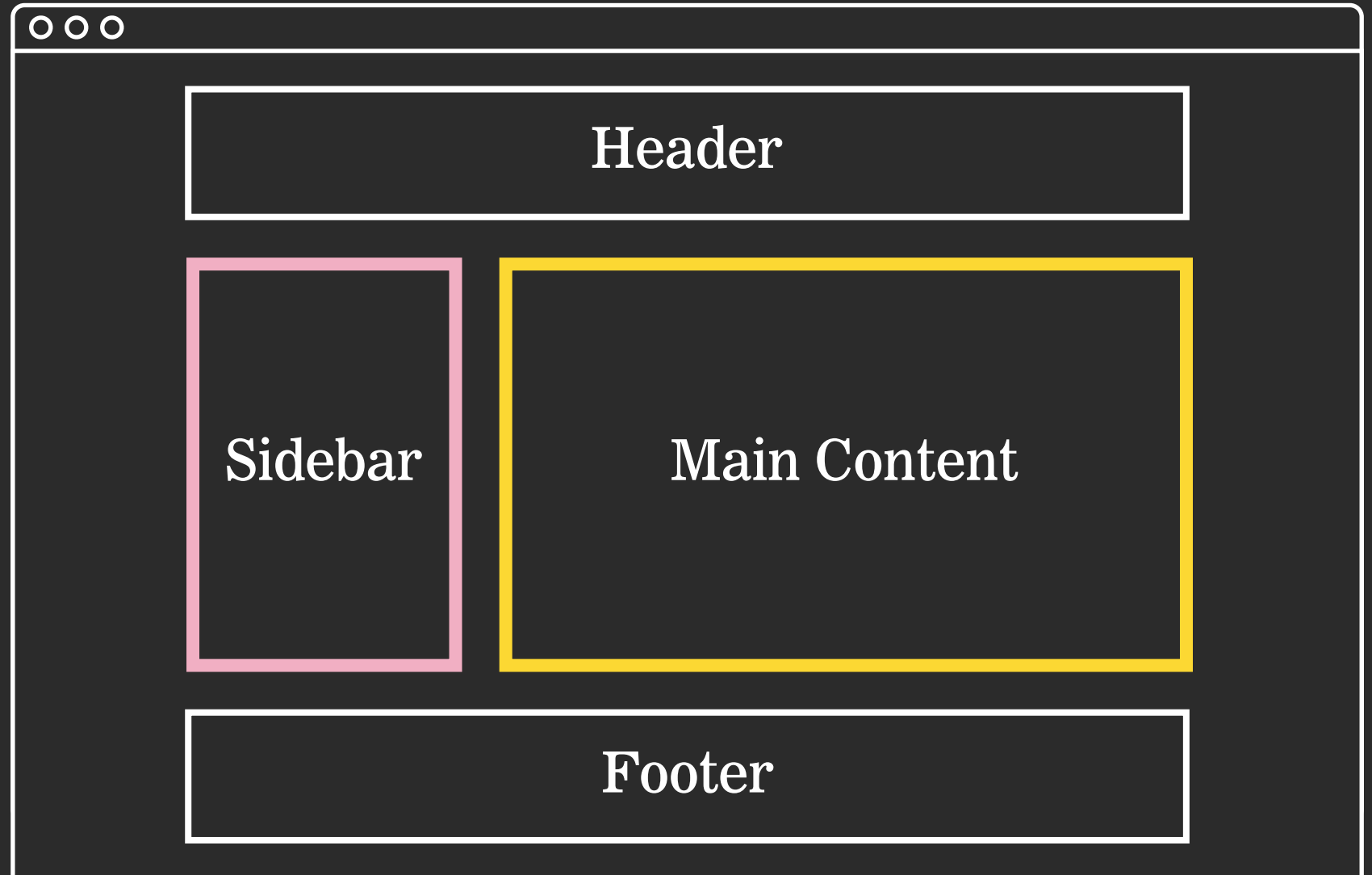
Use `.container-fluid` for a full width container, spanning the entire width of your viewport.

```
<div class="container-fluid">  
  ...  
</div>
```



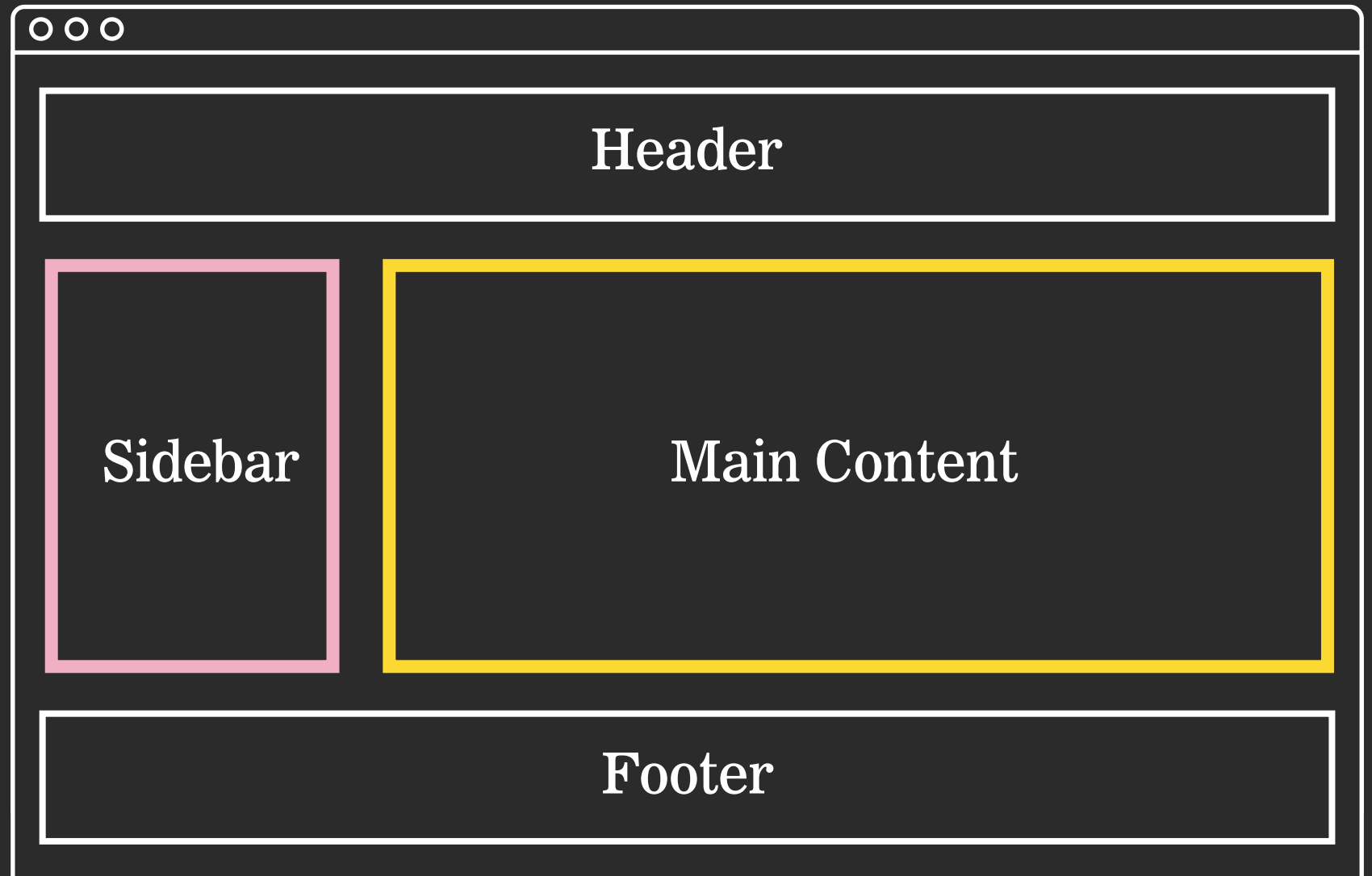
## FIXED WIDTH LAYOUT

Fixed width layouts do not change size as the user increases/decreases width of browser window



## FLUID LAYOUT

Fluid layouts stretch and contract as the user increases/decreases the size of their browser window



---

## STEP 2 — ADD ROWS

---

- Use rows to create horizontal groups of columns.
- Only columns may be immediate children of rows.

```
<div class="row">  
  (columns)  
</div>
```

. row



. row



. row



---

## STEP 3 — ADD COLUMNS — STACKED TO HORIZONTAL

---

- Content should be placed within columns.

```
<div class="row">
  <div class="col-md-5">.col-md-5</div>
  <div class="col-md-7">.col-md-7</div>
</div>
<div class="row">
  <div class="col-md-4">.col-md-4</div>
  <div class="col-md-4">.col-md-4</div>
  <div class="col-md-4">.col-md-4</div>
</div>
```

# ACTIVITY

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## EXERCISE

### KEY OBJECTIVE

---

- ▶ Get practice creating rows and columns.

### TYPE OF EXERCISE

---

- ▶ Individual/Partner

### LOCATION

---

- ▶ Starter Code > rows\_columns

### TIMING

---

*10 min*

1. Take a look at grid.png.
2. Recreate the grid in your HTML.

# ACTIVITY

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## EXERCISE

### KEY OBJECTIVE

---

- ▶ Understand how Bootstrap works

### TYPE OF EXERCISE

---

- ▶ Partner

### TIMING

---

*4 min*

1. With a partner, use Chrome's inspect element to look at the different styles that Bootstrap is adding. See if you can find them in the Bootstrap stylesheet!

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**BOOTSTRAP**

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# RESPONSIVE IMAGES

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## RESPONSIVE IMAGES

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- Images can be made responsive-friendly via the addition of the `.img-responsive` class. This applies `max-width: 100%;`, `height: auto;` and `display: block;` to the image so that it scales nicely to the parent element.

```

```

[Codepen Example](#)



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**LAB**

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# ACTIVITY

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## EXERCISE

### KEY OBJECTIVE

---

- Get practice making an image responsive.

### TYPE OF EXERCISE

---

- Individual/Partner

### LOCATION

---

- Starter Code > rows\_columns

### TIMING

---

*10 min*

1. Look at part 2 in index.html

---

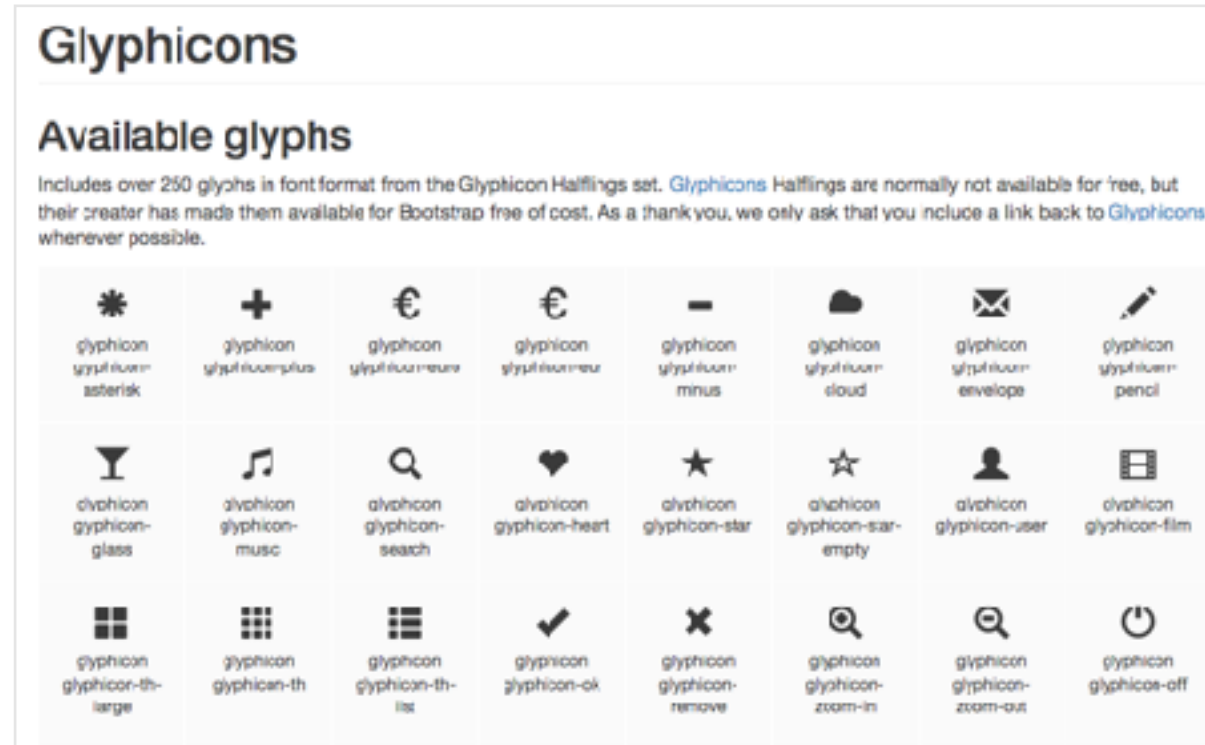
**BOOTSTRAP**

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# COMPONENTS

# GLYPHICONS

- › Includes over 250 icons that are free for use!



```
<span class="glyphicon glyphicon-heart"></span>
```



[Codepen Example](#)

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## GRID SYSTEMS

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# MINI-LAB!

# LET'S TAKE A CLOSER LOOK

## BEATLES — DRIVE MY CAR

### LYRICS

Asked a girl what she wanted to be  
She said baby, "Can't you see  
I wanna be famous, enter on the screen  
But you can do something in between"

Baby you can drive my car  
Yes I'm gonna be a star  
Baby you can drive my car  
And maybe I love you

I told a girl that my prospects were good  
And she said baby, "It's understood  
Working for peanuts is all very fine  
But I can show you a better time"

I told that girl I can start right away  
And she said, "Listen baby I got something to say  
I got no car and it's breaking my heart  
But I've found a driver and that's a start"

Baby you can drive my car  
Yes I'm gonna be a star  
Baby you can drive my car  
And maybe I love you  
Beep beep'm beep beep yeah  
Beep beep'm beep beep yeah  
Beep beep'm beep beep yeah  
Beep beep'm beep beep yeah (fade out)

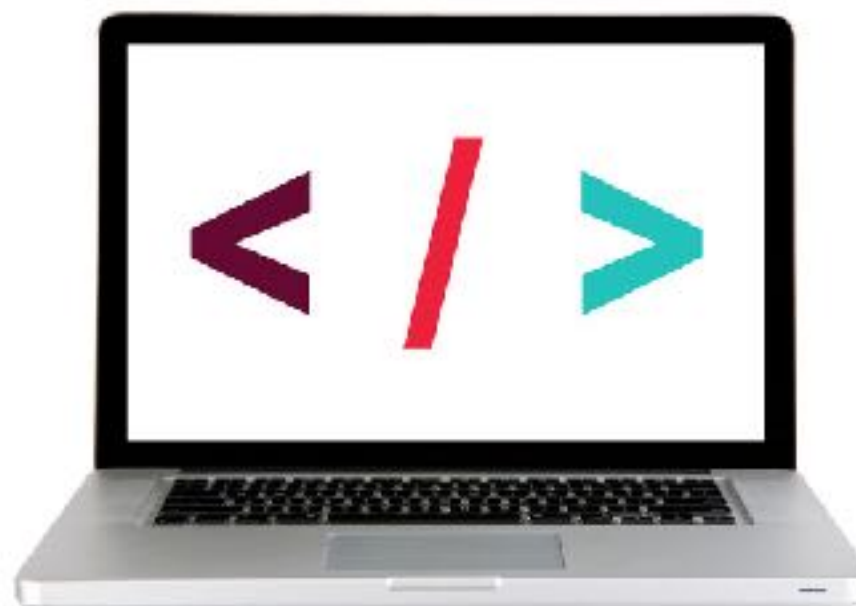
### ALBUM INFO



Rubber Soul is the sixth studio album by English rock band the Beatles, released on 3 December 1965.

- Album: Rubber Soul
- Release Date: December 3, 1965

COPYRIGHT © 2016 LYRICMANIA BABY



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# ACTIVITY

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## EXERCISE

### KEY OBJECTIVE

---

- ▶ Get practice creating rows and columns.

### TYPE OF EXERCISE

---

- ▶ Individual/Partner

### LOCATION

---

- ▶ Starter Code > columns\_lab

### TIMING

---

*10 min*

1. Follow steps 1 - 4 in index.html

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## FORM BASICS

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# LEARNING OBJECTIVES

- › Be able to differentiate the different types of inputs and why/where we would use each
- › Explain how to group elements by name.
- › Integrate Bootstrap to create a multi-column layout



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## WEEKLY OVERVIEW

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### WEEK 4

Forms & Bootstrap / Intro to JavaScript

### WEEK 5

jQuery Basics / jQuery Part II

**EXIT TICKETS!**