

First Homework Instructions

Week 2

A few general notes:

- JMS classes have a zero-tolerance policy on late homework. If it's not submitted on time, you get a zero with no opportunity to make it up.
- "I had technical problems" is not a valid excuse. Don't wait until the last minute. Seek help (when allowed). If other people can figure it out, so can you.
- Submit your work as instructed. If you're instructed to email, submit via Blackboard, or commit to GitHub, that's the way it needs to be submitted. Other methods may not be accepted, and—when they are—there may be a deduction for not following instructions.
- Having said that, since this is your first homework assignment and you're new to GitHub and Balsamiq, I will give you leeway on the technical aspects. I want your work submitted via GitHub. But if you hit a brick wall, email it. If you have problems with Balsamiq, sketch something on paper. I will deduct points in both cases, but something is better than nothing for this assignment. In the future, I probably will not accept work like that at all.
- Your homework should be *your* work. Your mockups and HTML should be unique. However, you may get help from other class members on GitHub and getting around in Balsamiq.

The homework this week shouldn't be very challenging, although you'll have to figure out Balsamiq. Getting used to the submission process might be uncomfortable for you. Make sure you try to get that right so you don't have problems next week, when it will be even more important to get everything right.

Now, let's move on to specifics.

The course calendar has been updated, moving the Pine assignment (but the readings stay the same—catch up if you're behind or you will get lost very soon) and adding a couple clarifying sentences about your instructions. **REMEMBER, there's more information on unblight.org in your class presentation/notes from Class 3 (slide 15 notes). READ THAT INFO.**

From the course calendar:

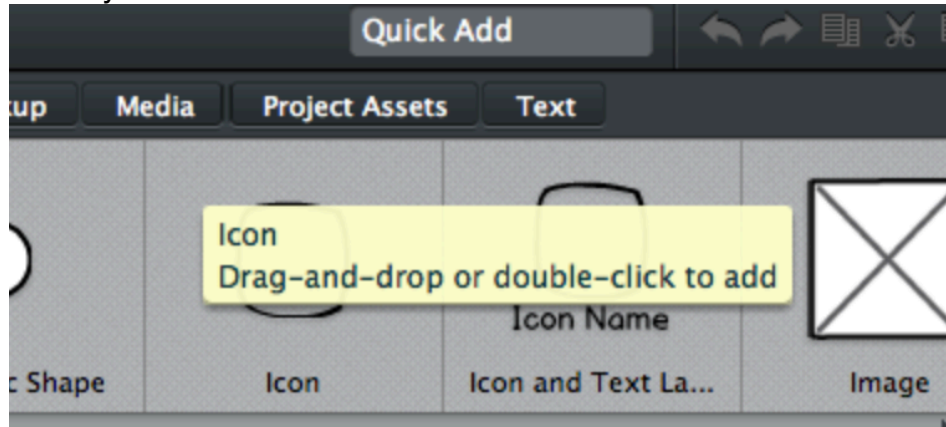
Week 2, due Sunday night (8/31)

- Using MyBalsamiq.com, create a sitemap and mock-up of a homepage for Unblight. Download the image and BMML files. [3 pts]
- Create an simple homepage for Unblight using relevant tags from Chapters 1 & 2 [2 pts]
- Submit your files (you should have 5 of them) via GitHub. Create a "homework" directory and then a "week_2" directory under that for your files.

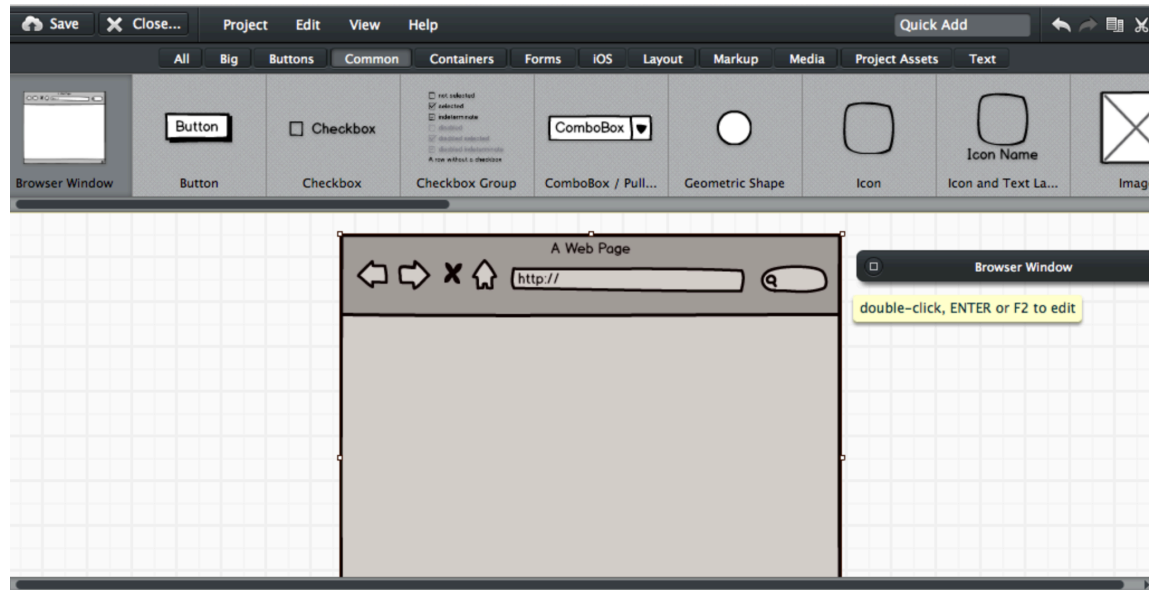
- Email the URL for your GitHub repository to porter_tm@mercuer.edu .

Balsamiq:

- The software is fairly intuitive. Watch the intro and help videos if you need to; see the help pages, including this [overview](#) The “quick add” search box is helpful. For example, type “site map” in there to find the Site Map UI element you’ll need.



- You should have 2 mockups, a site map and a home page.
- For the site map, you don’t need to go into settings and make the pages link. You just need to put thought into what main pages / navigation items might be helpful and put them in the site map. Do not submit the default site map; think about what this site might need.
- For the home page, you just need to roughly lay out what content you think the home page should have.
- You’ll first create a project. Then create/add a “new mockup” (you’ll do this twice, once for the site map and once for the home page). Then you’ll save it.



Enter mockup notes here. You can hide this panel from the View menu.

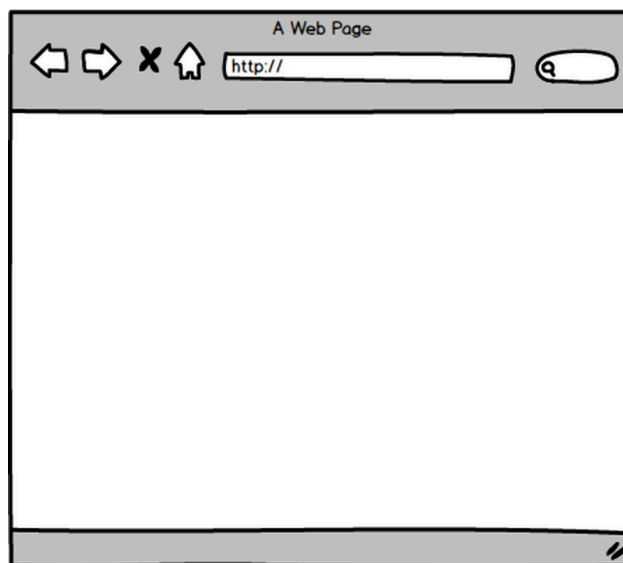
- After you save it, close. You'll automatically go to the project folder. Click on the mockup. Then you'll be in a view mode, not the edit mode you were in earlier. From here, click "Download image" and "Download BMML." These are what you'll need to submit (2 sets, or 4 files total).

Unblight.org Home Page

Edit New Mockup

Mockup history | RSS

Click to edit



Toggle Link Hints

Image Permalink

Download Image

Download BMML

HTML

- This doesn't have to be pretty. You should use all the major HTML

tags/elements we've studied so far. Use fake but seemingly meaningful content as much as possible (steal from the unblight websites in the notes). For example, don't say, "`<h1>My Headline</h1>`" — say something like, "`<h1>Unblight</h1><h2>Using residents, data and technology to rebuild our neighborhoods</h2>`."

- You should use an image, but use an absolute URL to reference an image on the web somewhere else.

GitHub

- Create a directory "homework" in your root GitHub (JMS 302) directory.
- In iTerm, cd into that directory and type "git add ." to mark "homework" for adding to GitHub.
- Then create a "week_2" directory in this homework directory.
- Then cd into this "week_2" directory and type "git add ." to make "week_2" for adding to GitHub.
- This new "week_2" directory is where you should put your homework for this week.
- Name all of your individual files meaningfully.
- You should have 5 files (2 images and 2 BMML from Balsamiq, and one HTML file).
- Don't forget to COMMIT your files to GitHub (using the GitHub application—or other tool or command line, if you're adventurous).
- If you haven't successfully committed, I can't see your work. Check your GitHub repository on the web to verify that your work is submitted.

FINAL STEP: Email me a link to your GitHub repository. If I don't have that, I can't give you a grade.