

# 3

## BOOTSTRAP IN PRACTICE

WILLIAM GHELFI

# TABLE OF CONTENTS

## PART 1 – KNOWING BOOTSTRAP

1. What's Bootstrap
2. Your First Page
3. Styled HTML Fundamentals
4. Components
5. JavaScript Plugins
6. Resources

## PART 2 – USING BOOTSTRAP

1. A Landing Page
2. CReate, Update, Delete, (Hit) List
3. A Blog Post

# INTRODUCTION

## Section 1

# TO MY YOUNGER SELF

When I started using Bootstrap a couple years ago, I sensed it was a great tool but I had to hustle nonetheless to understand it and become productive as quickly as I needed.

Version 2 saw a complete rewrite of the docs, to much better results. Version 3 is now even more clearer.

But I still find people approaching it for the first time fails to grasp enough about it to become productive as quickly as they need.

This book is not a comprehensive guide to all-things-Bootstrap. Nor an in-depth replacement for the official documentation, which is actually very well written and covers almost any aspect of the framework.

No. This book is the introduction to Bootstrap I wished there was two years ago, when I needed it.



## ABOUT WILLIAM GHELFI

Hey, hello. I'm William Ghelfi. I was born, then suddenly started growing up. Never stopped since.

I'm a former poet and musician turned web developer, turned teacher, turned web designer, turned... you get the point.

Being what I am, and all at once, earned me the privilege of being the R&D Director at Entando - the startup that's simplifying Enterprise Portals.

Outside work I'm a full-stack nerd, meaning that – yes – I read The Silmarillion. Five times. So far.

I live in Cagliari, Italy. If you need to contact me, I'm @trumbitta on Twitter.

# HEADS UP!

## Prerequisites

To use this book at its best, you should have some experience writing the markup and style for websites or web applications.

I mean, pretty basic things like:

- what's the meaning of *"serving web pages"*
- HTML for dummies
- CSS for newcomers

You get the sense.

## Toolchain

To follow along with the various examples – from the tiny code snippets of *"Part 1: Knowing Bootstrap"*, to the step-by-step complete examples of *"Part 2: Using Bootstrap"* – you'll need:

### 1. A fairly modern browser

I use Google Chrome or Safari. The latest Firefox should be fine as well.

### 2. Your text editor of choice

Mine is Sublime Text 3. You could use Kate, Textmate 2, gedit, even Eclipse, Netbeans, Xcode, IntelliJ Idea, or whatever it works better for you.

### 3. A simple web server (optional)

For this last point, if you have Ruby installed and don't want to use Apache just for a few examples, you could be set up in a minute with a simple `gem install serve`.

Then go where you placed your example HTML files, do a `serve .` from a terminal, and point your browser to `http://localhost:4000/`.

I actually recommend using `serve` whenever I can because even if I'm not a Ruby guy, it's as easy as it gets and it just works.

And now, let's get started.



# MARK OTTO: creator of Bootstrap

**Bootstrap is one of the most beloved superheroes, if you ask a web developer or web designer.**

**What's the story of its origins?**

The background story is decently well articulated here: <http://alistapart.com/article/building-twitter-bootstrap>

**Version 3 is an ambitious complete rewrite of Bootstrap, the most important change being that it's now "Mobile First".**

**As a professional working everyday inside and for the web, do you think this sudden change is a good move?**

I don't think the rewrite or switch to mobile first is sudden at all.

We've been heading this way for awhile now and it makes a lot of sense in terms of file size, performance, and designer/developer mindsets.



**Bootstrap, and its main competitor Foundation by ZURB, won almost hands-down the hearts of a multitude of web developers and designers from around the world.**

**I think the main reason is that after years of slowly honing our tools, we are finally evolving from craftsmanship-only to engineering-whenever-useful. Your thoughts?**

Bootstrap in particular blew up I think for three reasons:

1. it has Twitter's name on it
2. it's HTML and CSS – the build blocks of the Web
3. the styleguide approach to the docs.

All those together made it possible for thousands of folks to use and learn from Bootstrap.

**The future of the web seems to be taking shape as a multi-device one. Think of wearable computing, smart eyeware, consoles.**

**Is it just me or the classic smartphone-tablet-desktop triplet is suddenly becoming obsolete?**

We'll get there soon enough.

For now, we have our work cut out for us on handheld and desktop devices without having to account for anything else.

We're already barely doing that stuff right so throwing another into the mix seems like overkill right now. In a few years, yeah, maybe, but for now I don't see too much changing.