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Today's Plan

01

Answer any lingering questions.

02

Outline the major topics covered so far.



Break into groups for a heavily supported coding session.



The Important Stuff

HTML/CSS:

- Using in-line, internal, and external CSS style sheets
- Using relative pathways to link CSS and other assets
- Using HTML IDs (#), classes (.), and element names to attach CSS styles

Git:

- The advantages of using Git and source control management
- Using Git Bash or Terminal to perform basic Git commands
- Using Git clone, add, commit, and push commands
- Branching via Git branch, checkout, and pull requests

The Important Stuff

Bootstrap and Mobile Responsiveness:



Using a pre-built CSS library

02

Including Bootstrap CSS in your existing website

03

The process of dissecting a layout in the Bootstrap grid system

04

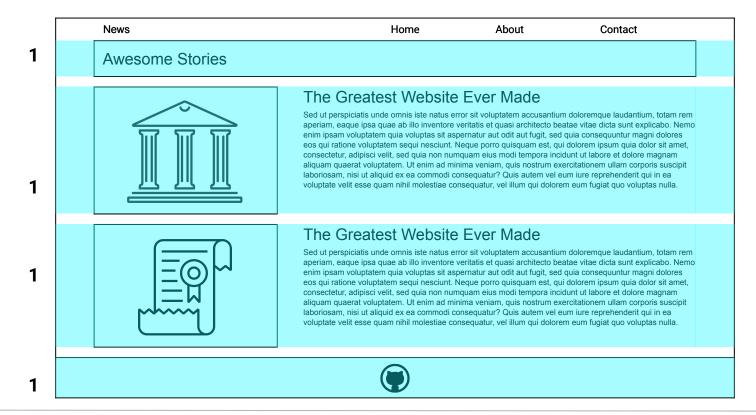
Using Bootstrap components such as panels, jumbotrons, navigation bars, and so on

 $\left(05\right)$

A general understanding of media queries and mobile responsiveness

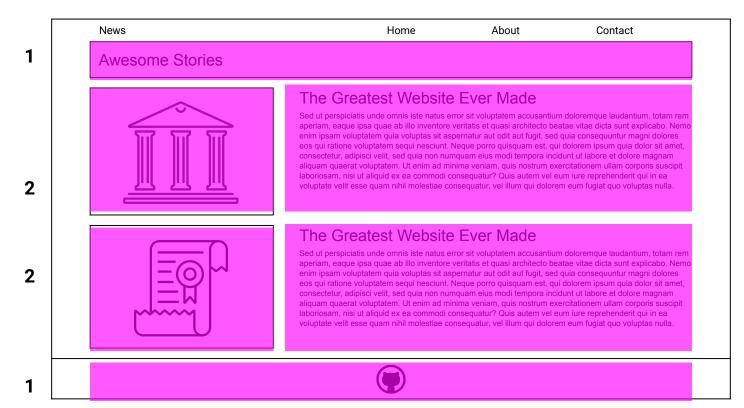
Bootstrap Layouts

Rows: 4 total



Bootstrap Layouts

Columns total: Different for each row



Bootstrap Grid

Note the rows, columns (col-lg-6), and containers.

```
<div class="container">
   <div class="row">
        <div class="col-lg-12">
            <h1>I'm in Column 1 of 1. I stretch the entire width. And keep going.</h1>
        </div>
    </div>
    <div class="row">
        <div class="col-lg-6">
            <h1>I'm in Column 1 of 2</h1>
        </div>
        <div class="col-lg-6">
            <h1>I'm in Column 2 of 2</h1>
        </div>
    </div>
</div>
```

The Important Stuff: JavaScript

The purpose JavaScript serves in relation to HTML and CSS The uses and syntax for creating the following: **Variables Functions Objects** Arrays console.log, alert, confirm, and prompt Scope **If-Then Statements** Methods For Loops

The Important Stuff: JavaScript (Continued)

- Organizing a JavaScript program with regards to global variables, functions, and function calls
- Using vanilla JavaScript code to capture key clicks
- Using Vanilla JavaScript code to generate random numbers

jQuery

- 1 The purpose of a JavaScript library like jQuery
- The meaning of the jQuery \$(_) syntax
- Using jQuery to capture button clicks
- Examples of jQuery methods for changing HTML
- Using jQuery and JavaScript to change HTML in response to code



Group Activity:

Review Questions



Group Activity: Review Questions

Spend a few moments seriously looking over the important topics we've covered.

Write down any of the following:



Which topics still seem fuzzy or challenging to you?



What specific questions do you have about these topics?



What conceptual questions do you have about these topics?

Once you've written your responses to the previous questions, do the following:



Ask the members of your group if they know the answers to your questions or if they can explain a topic you are unsure about.



Write down any topics that you are still unsure about following the group discussion.





Where to Start

Can you and each person in your group:

01

Comfortably build the Hangman Game (HW 3) from scratch? **No?** Then start with Hangman.

02

Explain conceptually how "Captain Planet The Game" works?

No? Then start by dissecting Captain Planet the Game.

(03)

Comfortably use jQuery to modify HTML based on clicks? **No?** Then start with Lottery Generator.



Comfortably create a grid-based design with Twitter Bootstrap? **No?** Then start with the Bootstrap Portfolio Assignment.