

# WEB FUNDAMENTALS

## WDD 130

## Working with Wireframes

Last week you got a look at a [wireframe](#) while building out your site plan. Wireframes are valuable tools in web design. They help visualize what should be on a page and where each piece of content should be in relation to each other. We need to stop however and learn a little bit about how to read a wireframe and how to take a wireframe and convert it into HTML.

We will **not** be learning to make wireframes at this point. Only using them.

### 01 Reading wireframes

First visit [How to read a wireframe](#) and spend some time looking at the infographic to familiarize yourself with what you can expect to find on a wireframe.

### 02 From Wireframe to Website

Follow along with this video and wireframe example, to practice with coding HTML with this wireframe:

[wireframe example](#)

## Wireframe to HTML



### 03

Not sure which element to use. W3schools.com is a great resource. Here is a page describing different elements you might use for different content:

[HTML5 Semantic Elements](#)

### 04

Need some placeholder images in HTML if you don't have your images picked out yet?

[picsum.photos](#) is a placeholder image generator. If we need something to use as images for our page. This is a quick and easy way to get some. Usage:

```

```

This would give you a random image that was 320px X 240px large.

### 05

#### Important!

Remember that our goal is not to produce a finished version of the example site. It will look very rough. We are only trying to make sure we get all of the markup to

include all of the content represented in the wireframe. Your finished page **will not** look like the wireframe.

NO CSS is required for this weeks assignment. You should only be writing HTML.