

Web Development

Designing the Front End

Description

This is the first of several assignments that will guide you through the creation of a Website that you will be working on throughout the semester. The skills you practice on the assignments are meant to be used on a project of your own. Do all your work in a directory called **assignment** off of the **public** directory. Commit your work frequently throughout the day and push your changes at the end of the day to deploy and restart your server. When you are ready to submit this assignment, **tag** your last commit you wish to be graded on as **assignment2** on GitHub. You can keep working and committing and pushing. The TAs and instructors can always view your assignment using the **assignment2** tag.

The Website you will be building throughout the assignments will allow users to create and use online, mobile friendly, Websites. We will be building a Website to create Websites. There are two types of users. We will refer to those users creating the Websites as **developers**. Users that visit the Websites created by the developers will be referred to as **end users**. Only developers can create and modify the Websites. End users can not modify the Websites, they can only interact with them. The Website will be built using the MEAN stack using the four underpinning technologies MongoDB, Express, AngularJS, and Node.js.

In this assignment you will get started creating the Website by first focusing on creating a set of static pages that will serve as a prototype. The prototype will allow evaluating user interface aspects of the application such as navigation, information layout, page dependencies, modalities, and authentication. Although the pages will have links, forms and buttons to interact with, the Website won't actually do anything yet. It will only be an empty shell for now. We will add the functionality as we progress through the rest of the assignments. All pages and content must be responsive and mobile friendly.

Use Cases

The following use cases describe the functionality of the Web application in terms of a set of use cases

Developer Use Cases

1. Developer registers
2. Developer logs in
3. Developer views their profile
4. Developer updates their profile
5. Developer logs out

Website Use Cases

1. Developer views a list of her websites
2. Developer creates a website
3. Developer updates a website
4. Developer deletes a website

Page Use Cases

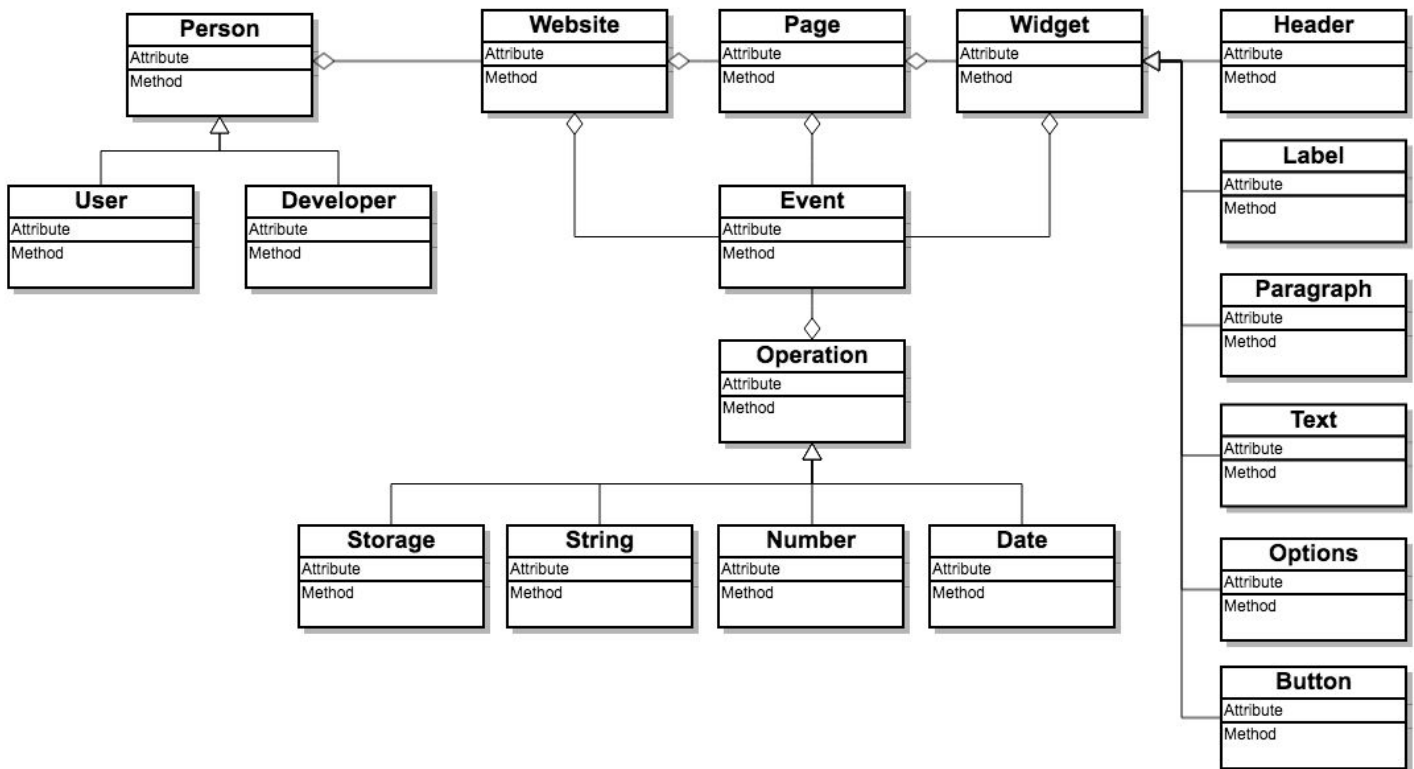
1. Developer views a list of pages in a website
2. Developer adds a page to the website
3. Developer updates a page
4. Developer deletes a page

Widget Use Cases

1. Developer views a list of widgets in a page
2. Developer adds a widget to a page
3. Developer reorders widgets in a page
4. Developer updates a widget
5. Developer deletes a widget

Data Model

A data model describes the various types of objects that are used in a Website such as pages, widgets, and users. A **type of object** is also referred to as a **class** and the diagram below is called a **class diagram**. Data models also capture the relationships between the different types of objects or classes. For instance the class diagram below states that a person might be related to, or have, several Websites, that a Website in turn can have many pages, a page can have several widgets. The class diagram below states that a person might be related to, or have, several Websites, that a Website in turn can have many pages, a page can have several widgets.



Wireframes

Given the wireframes discussed in class, implement the following HTML pages using HTML, CSS, and Bootstrap. The HTML pages should be responsive and mobile first. Tablet and desktop layout will be considered in a later assignment. The wireframes just show the functionality and layout of the page, they do not show the look and feel of the page. You can use the default look and feel provided by bootstrap stylesheet, but you can improve on the style. Apply the styles using bootstrap classes. The instructor will demonstrate how to use bootstrap styles and code samples to build the Web pages. These are the Web pages you must create:

User Pages

1. login.html
2. register.html
3. profile.html

Website Pages

1. website-list.html
2. website-new.html
3. website-edit.html

Page Pages

1. page-list.html
2. page-new.html
3. page-edit.html

Widget Pages

1. widget-list.html
2. widget-choose.html
3. widget-heading.html
4. widget-image.html
5. widget-youtube.html

User Pages

login.html

Login

Login

Register

register.html

Register

Register

Cancel

profile.html

Profile

Applications

Logout

Website Pages

website-list.html

website-new.html

website-edit.html

Websites
+

Blogging App

Address Book App

Script Testing App

Blogger

<
New Website
✓

Name

Name

Description

Description

<
Edit Website
✓

Application Name

Blogger

Application Description

Blogger is a blog-publishing service that allows multi-user blogs with time-stamped entries. It was developed by Pyra Labs, which was bought by Google in 2003. Generally, the blogs are hosted by Google

Delete

→

Page Pages

page-list.html

<
Pages
+

Blog Post

Blogs

Home

About

Contact Us

page-new.html

<
New Page
✓

Name

Page Name

Title

Page Title

page-edit.html

<
Edit Page
✓

Name

Blog Post

Title

Page Title

Delete


Widget Pages

widget-list.html

Widgets


GIZMODO

US Senate Reaches Compromis on Emergency Zika Funding



In February, the [White House](#) formally ask Congress for \$1.8 billiondollars to help combat the Zika virus this summer. Now, the Senate has worked out a bipartisan deal will allocate \$1.1 billion in emergency funding.

Man in Wingsuit Flies Straight Through a Ring of Fire



Flying in a wingsuit? That's just not enough anymore. Anyone could do that (I would never do that). You have to make it more extreme, like by hitting a target while you're cutting through the air at crazy speeds. Or by making that target a small ring that you have to somehow fly through. Or by lighting that ring on fire. Or by... actually, that should be extreme enough for now.

Note: The image, paragraphs, and YouTube video shown above are only for illustration purposes. You can use your image, paragraphs, and YouTube video

widget-chooser.html

Choose Widget

Header

Label

HTML

Text Input

Link

Button

Image

YouTube

Data Table

Repeater

widget-image.html

Widget Edit

Name

Text

URL

<https://i.kinja-img.com/gawker-media/image>

Width

100%

Upload

Choose File No file chosen

Upload Image

Delete

widget-heading.html

Widget Edit

Name

Text

US Senate Reaches Compromise on Emerg

Size

3

Delete

widget-youtube.html

Widget Edit

Name

Text

URL

<https://youtu.be/uLWLashCXHE>

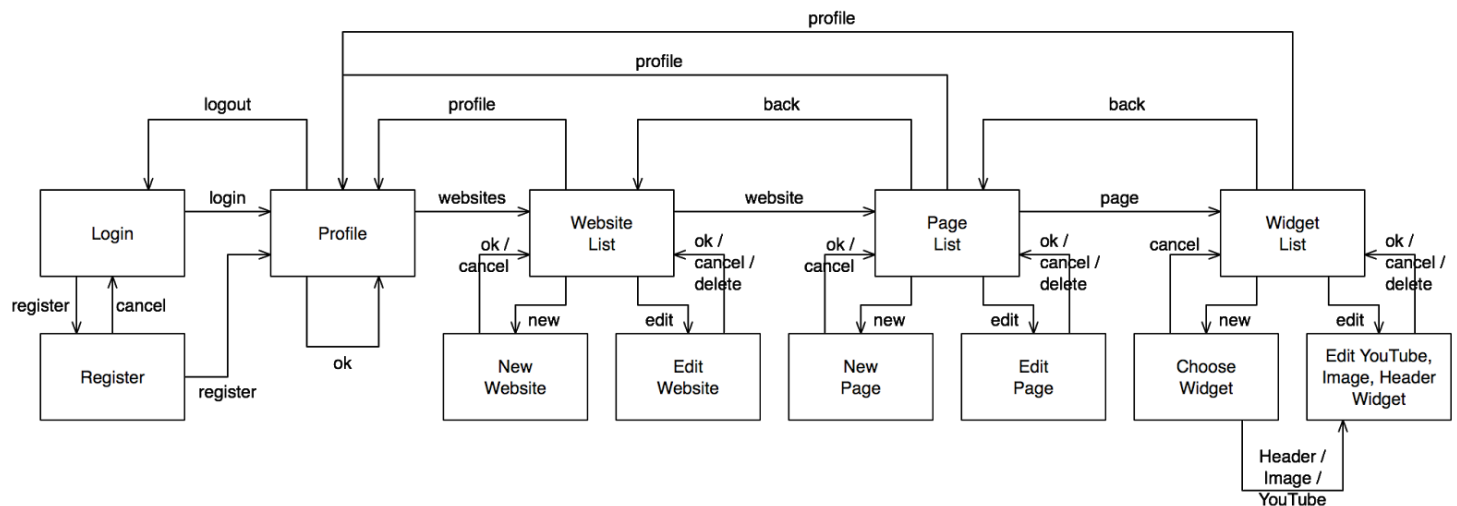
Width

Delete

Website Navigation

Implement navigation as shown in the page flow diagram and table below. Ignore links and buttons not listed here. Other links and buttons will be addressed in subsequent assignments.

Page Flow Diagram



Page Flow Table

From Page	Action/Button/Link	To Page
Login Page - login.html	Login	Profile Page - profile.html
	Register	Register Page - register.html
Register Page - register.html	Register	Profile Page - profile.html
	Cancel	Login Page - login.html
Profile Page - profile.html	Logout	Login Page - login.html
	Websites	Website List Page - website-list.html
	Ok (Check)	Profile Page - profile.html
Website List Page - website-list.html	New Website (Plus)	New Website Page - website-new.html
	Edit Website (Cog)	Edit Website Page - website-edit.html
	Website Name	Page List Page - page-list.html
	Profile (Person)	Profile Page - profile.html
New Website Page - website-new.html	Ok (Check)	Website List Page - website-list.html
	Cancel (Left Arrow)	
	Profile (Person)	Profile Page - profile.html
Edit Website Page - website-edit.html	Ok (Check)	Website List Page - website-list.html
	Delete	
	Cancel (Left Arrow)	
	Profile (Person)	Profile Page - profile.html
Page List Page - page-list.html	Add Page (Plus)	New Page Page - page-new.html
	Edit Page (Cog)	Edit Page Page - page-edit.html
	Page Name	Widget List Page - widget-list.html
	Back (Left Arrow)	Website List Page - website-list.html
	Profile (Person)	Profile Page - profile.html
New Page Page - page-new.html	Ok (Check)	Page List Page - page-list.html
	Cancel (Left Arrow)	

	Profile (Person)	Profile Page - profile.html
Edit Page Page - page-edit.html	Ok (Check)	Page List Page - page-list.html
	Delete	
	Cancel (Left Arrow)	
	Profile (Person)	
Widget List - widget-list.html	Add Widget (Plus)	Choose Widget - widget-choose.html
	Back (Left Arrow)	Page List - page list
	Edit Header (Cog)	Edit Header Widget - widget-heading.html
	Edit Image (Cog)	Edit Image Widget - widget-image.html
	Edit YouTube (Cog)	Edit YouTube - widget-youtube.html
	Profile (Person)	Profile page - profile.html
Choose Widget - widget-choose.html	Header	Edit Header Widget - widget-heading.html
	Image	Edit Image Widget - widget-image.html
	YouTube	Edit YouTube Widget - widget-youtube.html
	Back (Left Arrow)	Widget List - widget-list.html
Edit Header Widget - widget-heading.html	Ok (Check)	Widget List - widget-list.html
	Cancel (Left Arrow)	
	Delete	
Edit Image Widget - widget-image.html	Ok (Check)	Widget List - widget-list.html
	Cancel (Left Arrow)	
	Delete	
Edit YouTube Widget - widget-youtube.html	Ok (Check)	Widget List - widget-list.html
	Cancel (Left Arrow)	
	Delete	

Styling

Implement styling as shown in the wireframes. Apply the styles where appropriate. Not all styles are applicable for this particular assignment. In particular, make sure to

1. Use Bootstrap to style the website
2. All **text** input fields must be of type **text**
3. All **password** input fields must be of type **password** to hide passwords from prying eyes
4. All **email** input fields must be of type **email** to support simple validation
5. All **date** input fields must be of type **date** to provide a simple date picker
6. All **textarea** input fields must be **at least 3 rows high** as shown in the wireframes. Textareas should not have default white space
7. All **file** input fields must be of type **file** to allow browsing files
8. Configure **input field default text** or values as shown in the wireframes
9. All input fields must use Bootstrap's **form-control** class
10. All input fields must have a **placeholder** that describes the type of input. Use the placeholders shown in the wireframes
11. **Buttons and links** that look like buttons, must use bootstrap classes **btn** and **btn-block** classes to render them as buttons where appropriate. Use other button related bootstrap classes to color the buttons as shown in the wireframe, e.g., **btn-primary**, **btn-danger**, **btn-success**
12. **Tables must be styled** with bootstrap classes **table** and **table-responsive** to ensure they are responsive. Use other table classes as appropriate
13. All links should be styled with a shade of blue, but no underline when hovering
14. Use bootstrap **glyphicons** to illustrate actions such as ok, cancel, back, done, add, remove, config, as shown in the wireframe. Alternatively [Font Awesome fonts](#) may be used as well
15. Make proper use of **white space**, e.g., use padding, margins, wrapping and text justification to style the content as shown in the wireframes

16. Pages should not allow **pinching-to-zoom** on mobile devices, unless otherwise stated
17. Pages should be **scaled to 1.25** times the default scale to improve visibility on small screens
18. Pages should not have **horizontal scrollbars** unless otherwise stated
19. Headers and footers should be **statically positioned** at the top and bottom respectively. They should not scroll with the rest of the content
20. All **CSS and JavaScript libraries** must use CDN and declared in the **meta** element. Alternatively, libraries can be declared at the bottom of the **body** element for performance considerations
21. Pages must **not use style element or attributes**. All additional custom styling must be done in a separate stylesheet file, e.g., **public/assignment/css/styles.css**
22. Custom style sheets overriding CSS library styles, must be declared after the library styles they override
23. Pages must **not use inline JavaScript**. All additional custom scripting should be done in a separate JavaScript file, e.g., **public/assignment/js/app.js**

Deliverables

GitHub and OpenShift Deliverables

To allow TAs and instructor to see your changes, please frequently commit and push your work to GitHub and OpenShift repositories. Below is an example of the commands you will use. The example assumes your project is located in `~/summer2016/web-dev`:

```
> cd ~/summer2016/web-dev
> git add .
> git commit -m 'A comment describing your work'
> git push github
> git push openshift
```

Verify that the files have copied to the github repository. Also visit your OpenShift website and verify that your changes are reflected on the remote server.

Tagging a Release

We will be using code repository tags (or releases) to "submit" assignments. When you consider your work complete and ready for evaluation (ready for release), go to your code repository in GitHub and generate a release by navigating to "releases". Then click on "Create a new release" and type the name of the tag in the input field labeled "Tag version". We will be using the following tags for the various assignments:

assignment1 (previous assignment)
assignment2 (this assignment)
assignment3 (next assignment)
assignment4
assignment5
assignment6 (last assignment)
project

If you need to resubmit the assignment then create a new tag by adding a version number, e.g.,

assignment1.1, assignment1.2, etc...

We will grade the very last release. The date/time you create the tag will be considered the date/time of submission. If you have questions on how to create tags or have any problem at all, please do not hesitate to give me a call at (978) 761-5742 and we can jump on a Google Hangout and I can walk you through the process.

Blackboard Deliverables

Please submit the following in Blackboard

1. GitHub repository URL
2. OpenShift Website URL