

Bootstrap

Bootstrap

- Welcome to the Bootstrap Section!
- Bootstrap is a very common framework used for Front-End Development
- What is a Framework?

- Framework
 - Inversion of Control
 - Default Behavior
 - Extensibility
 - Non-modifiable Framework Code

- A large part of Bootstrap is not memorization but really understanding how to reference the documentation for your own use cases
- This section will focus on common uses of Bootstrap

Bootstrap v3 versus v4

Bootstrap

- Bootstrap 4 is currently in development and will be released soon!
- It may be released by the time you view this, but if it hasn't yet, you can always use the alpha and beta versions right now!

- For our level of use of Bootstrap, the differences between v3 and v4 won't really be apparent to us
- v4 is a major rewrite from v3, but we won't dive deep enough to notice many of these differences

- Some differences:
 - Panels are being replaced by cards
 - Larger default font sizes
 - New grid tier (XL)
 - Use of flexbox
 - Moved from Less to Sass

- The most important thing to get out of this section is the ability to reference the Bootstrap documentation
- Now let's explore the documentation and some examples of what bootstrap looks like!

Bootstrap - Part 1

Buttons

Bootstrap

- A key feature of Bootstrap are its default classes
- You can call these classes to quickly and easily build good looking features for your web application!

- We'll go over button classes as well as container and Jumbotron classes.
- First we will start off by showing how to connect an HTML file to Bootstrap!
- Let's get started!

Bootstrap - Part 2

Forms

Bootstrap

- A quick note before we begin to discuss Forms with Bootstrap.
- Many students get intimidated by Bootstrap, thinking they need to memorize all the classes we cover in this section.

- That is certainly not the case!
- Think of this section more as a guide to the documentation and what is possible with Bootstrap, not as an overview of things you need to memorize!

- Even people who work with Bootstrap often will reference the documentation a lot.
- We want to master the skill of gathering and applying information, not memorizing information!

- Bootstrap comes with many default classes for forms.
- Let's explore the various form components we can use with Bootstrap!
- We will be referencing the course notes quite a bit!

Bootstrap - Part 3

Navbars

Bootstrap

- Navbars are navigational bars that you will often see on the top of a website
- In this section we will show how to manually create the basics of a NavBar
- Later on we will just copy and paste from the course notes!

- We will also see how to connect an HTML page to Javascript and jQuery
- We haven't really discussed those two technologies yet, but we will need them for some functionality of the NavBar!
- Let's get started!

Bootstrap - Part 4

Grids

Bootstrap

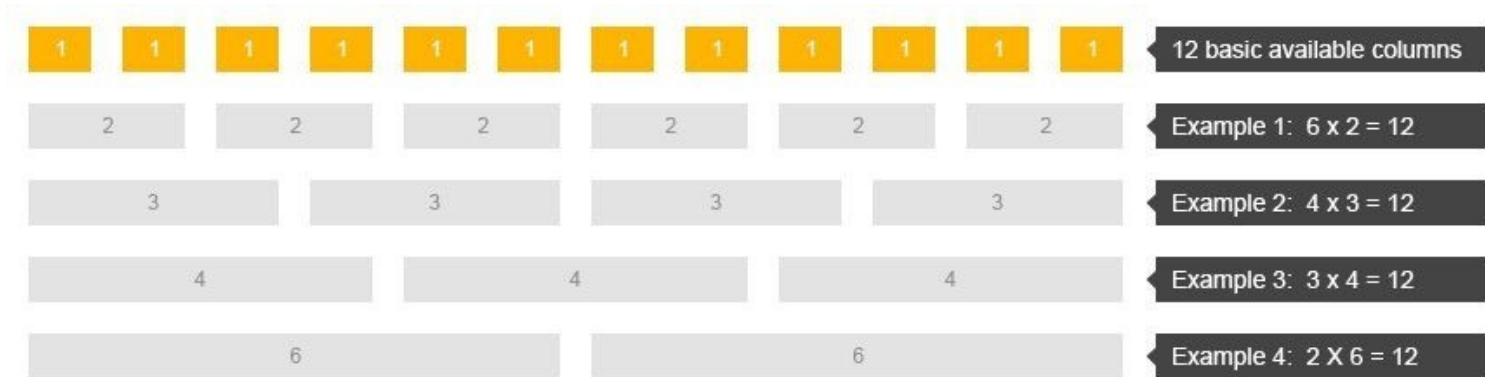
- The grid system for Bootstrap is one of its most fundamental features
- So far we've mostly seen convenient tools that Bootstrap provides through classes.
- The grid system goes much further than that!

- The grid system provides the core mechanism by which using Bootstrap allows websites to look good across multiple devices of multiple screen sizes
- Let's get started!

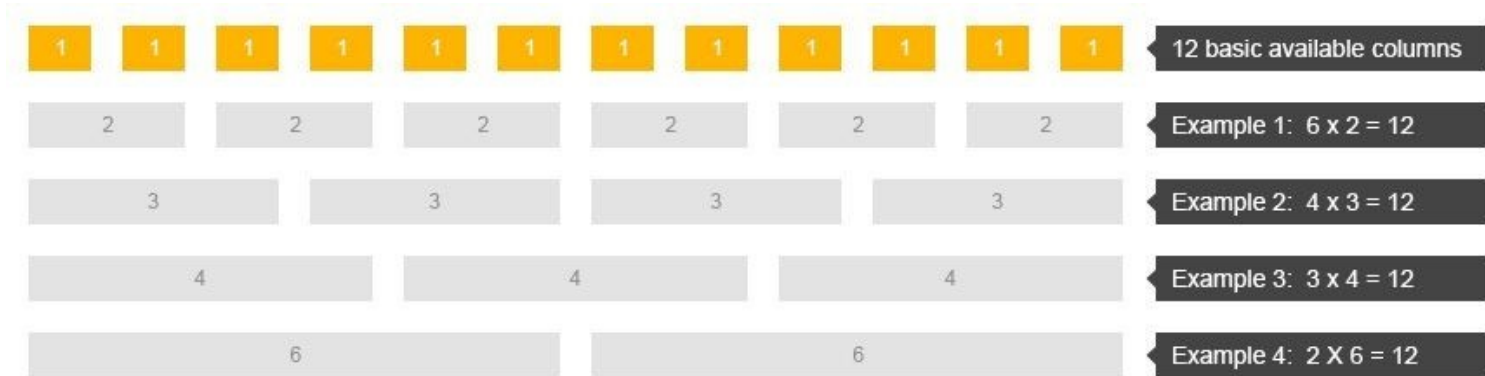
- What happens on different screen sizes?



- We split the entire screen into 12 available columns.



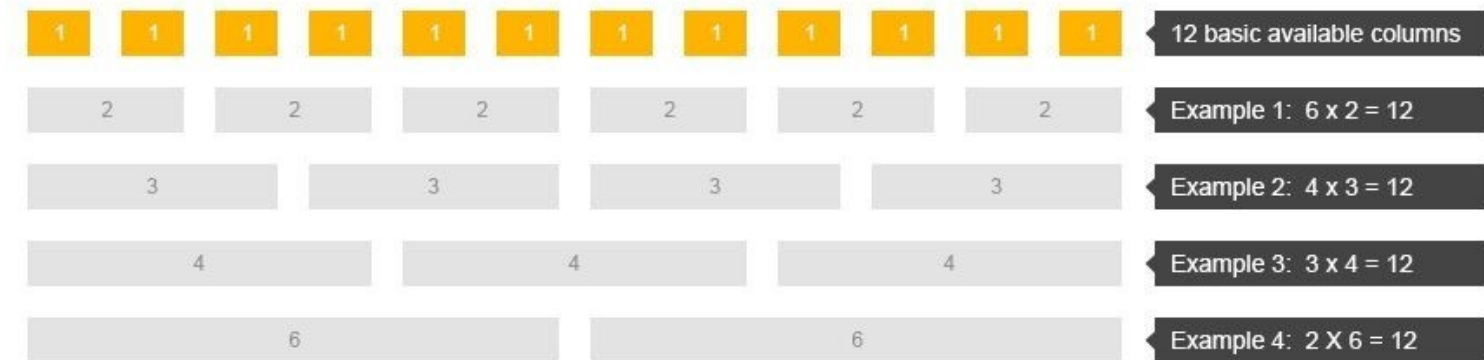
- We can use any combination of numbers that will eventually add up to 12 columns



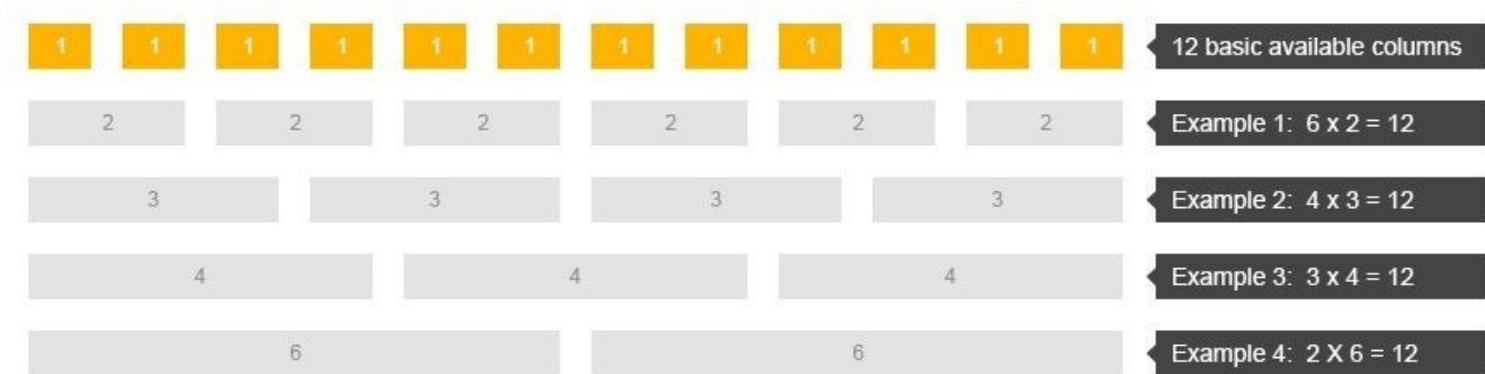
- The grid system call will make use of the `class="row"`



- Inside of a row class, we then have the following format:
 - col-ScreenSize-NumberOfColumns



- Inside of a row class, we then have the following format:
 - col-md-6



- So we can define how the columns should be shown when the screen gets resized.
- Let's get started with some examples!

Bootstrap Project

- For this project you will be recreating a landing page and a Sign-In page that take advantage of Bootstrap's features.
- Open the `Bootstrap_Project_Main.html` file to see the full instructions.

- Remember that you can either tackle this project on your own first, or just follow along with Solutions Lecture, whichever you prefer!
- Let's take a quick look at the project!

Bootstrap Project Solutions

Capstone Project One Solutions - Continued

- We've learned a lot about HTML and CSS, two major components of any website.
- Before we move on to Bootstrap, let's take a moment to practice everything we've learned so far with a Capstone Project!

- You will be creating a mock landing page for a start-up.
- The landing page will have a form and lead to a Thank You page.
- This capstone project is optional and there are three ways you can approach it!

- If you feel very confident in HTML and CSS feel free to just skip this project
- You can just follow along with the solution videos.
- Try to recreate the landing page before watching the walkthrough videos.

- Let's take a look at the Landing Page, see the requirements, and then you can get started!

Command Line Crash Course

- Being able to navigate your computer through the command line is a vital skill for any web developer!
- Some commands are slightly different depending on if you use Windows or MacOS/Linux

- In this lecture we will briefly go over a few important commands you should know and point out OS differences
- You can always use the downloaded notes for reference!