World Wide Web and Mobile Applications
CSC 130 - Lab B01 and B02

Teaching Team

Department of Computer Science
University of Victoria

Lab 03 and Lab 04

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Admin

All CSC 130 TA Lab Notes:
https://notes.dominiquecharlebois.com/ta/csc130.html

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- Lab 03 *AND* Lab 04 are due at the end of the lab today.
- **Lab Material**: Brightspace CSC 130 Course - Content - Day 4
- Checkpoints are *optional*, thus feel free to work at your own pace and demonstrate your work at the end.
- Ask Questions! Answer Questions! Collaborate with Peers!
- **Resource**: https://developer.mozilla.org/en-US/

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Credit is awarded by demonstrating your work at the end of each lab:

- Students who complete all required material will obtain 3/4.
- Students who complete bonus material *AND* collaborate with peers will obtain 4/4.

You are expected to collaborate with peers by asking and answering questions.

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Lab 03 - Overview

Objectives

- Use a CSS flexbox to create a responsive web page.
- Write advanced selectors in CSS.
- Write CSS using the @media rule.

Lab 03 - Resources

Resources

- `https://css-tricks.com/snippets/css/a-guide-to-flexbox/`
- `https://flexboxfroggy.com/`
- `https://developer.mozilla.org/en-US/docs/Learn/CSS/CSS_layout/Media_queries`

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Lab 03 - Starter Files

Starter Files

- Download the ZIP folder named **lab3-starter** within a folder named **csc130**.
- Unzip the folder named **lab3-starter**.

The folder named **lab3-starter** contains three HTML files and three CSS files.

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Lab 03 - Part 01

Check Point 01

- Open the file named **lab3-p1.html** and **lab3-p1.css** in a programming focused editor.
- Open the file named **lab3-p1.html** in a web browser (e.g., Safari, Firefox, Microsoft Edge).
- In the file named **lab3-p1.css** add the required content (i.e., the content shown in the lab 03 instructions pdf).

Lab 03 - Part 02

Check Point 02a

- Open the file named **lab3-p2.html** and **lab3-p2.css** in a programming focused editor.
- Open the file named **lab3-p2.html** in a web browser (e.g., Safari, Firefox, Microsoft Edge).
- In the file named **lab3-p2.css** add the required content (i.e., the content shown in the lab 03 instructions pdf).

Check Point 02b

- In the file named **lab3-p2.css** add the required content (i.e., the content shown in the lab 03 instructions pdf).

Check Point 03

- Update your file named **project.html** from **lab02**. You may want to duplicate the file named **project.html** into the folder named **lab3**.

The focus of this content should be the design artifacts of your Project idea, but the mechanics of how the page is should include a flexbox and @media queries.

Lab 03 - Final Check Point

Final Check Point

1. Send a message (private or public) to the lab TA.
2. Walk through your code and your web page.

Note: You will need to show your work during lab time to receive credit.

Remember: If you are wanting full marks you will need to complete the bonus material *AND* participate meaningfully in the lab (e.g., help others, ask questions).

Lab 03 - Bonus Check Point

Bonus Check Point

Important: Setting up the required environment for student web hosting with UVic is a multi step process and can take a significant amount of time. Complete Lab 04 before attempting the Lab 03 bonus check point.

Please send me an email with the URL (i.e., https://studentweb.uvic.ca/~netlink/) when you have successfully uploaded the files named **lab3-part3.html** and **lab3-part3.css**.

Lab 03 - Bonus Check Point

Bonus Check Point

- Download UVic VPN (students on campus can skip this step).
- Follow the instructions outlined here: `https://www.uvic.ca/systems/services/internettelephone/remoteaccess/`
- Activate UVic Web Hosting for Students.
- Follow the instructions outlined here: `https://www.uvic.ca/systems/support/web/webhosting-students/index.php`
- Visit: `https://studentweb.uvic.ca/~netlink/` where *netlink* is your NetLink ID.

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Lab 03 - Bonus Check Point

Bonus Check Point
Alternatively, you can use web hosting with GitHub.

- Follow the instructions outlined here: `https://developer.mozilla.org/en-US/docs/Learn/Getting_started_with_the_web/Publishing_your_website#publishing_via_github`

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Lab 04 - Overview

Objectives

- Understand how to use HTML form elements to get user input.
- Understand how to perform basic interactions between HTML elements and JavaScript.

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Lab 03 - Resources

Resources

- https://developer.mozilla.org/docs/Web/API/Document/forms
- https://developer.mozilla.org/docs/Web/CSS/color
- https://jsfiddle.net

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Lab 04 - Part 00

Check Point 00

- Go to the JSFiddle site:
  https://jsfiddle.net/Aestey/91eowp5b/
- Explore the HTML, CSS, and JavaScript (JS) sections.
- Notice the HTML and JS comments (i.e., $< - - -$PART X$- - - >$).
- Notice the HTML comments (i.e., $* * *$TODO$* * *$).
- Notice the Run button in the top-left corner.

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Check Point 01

- Click the Run button in the top-left corner.
- Click the "Invert Colors" button and "Reset to default" button.
- In the section named **PART 1** add the required content (i.e., the content shown in the lab 04 instructions pdf).

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Check Point 02

- Click the Run button in the top-left corner.
- Enter a valid HTML color name in the input text field.
- Click the "Change background" button.
- In the section named **PART 2** add the required content (i.e., the content shown in the lab 04 instructions pdf).

Lab 04 - Part 03

Check Point 03

- Click the Run button in the top-left corner.
- Click one of the radio buttons.
- In the section named **PART 3** add the required content (i.e., the content shown in the lab 04 instructions pdf).

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Lab 04 - Part 04

Check Point 04

- Click the Run button in the top-left corner.
- Click one of the options in the dropdown list.
- In the section named **PART 4** add the required content (i.e., the content shown in the lab 04 instructions pdf).

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Check Point 05

- Click the Run button in the top-left corner.
- Enter a pseudo first and last name into the form.
- Click the" Submit names" button.
- In the section named **PART 5** add the required content (i.e., the content shown in the lab 04 instructions pdf).

Lab 04 - Part 06

Check Point 06

- Choose 2 design artifacts from the following list:
    - bodystorming (page 127)
    - brainstorming (page 129),
    - final hypothesis statement (page 130),
    - user stories (page 151),
    - user needs (page 154), and
    - user journey (page 156)

- Create 2 design artifacts to include in your project web page. You may use online tools to help you develop the design artifacts (e.g., https://www.axure.com/).

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Lab 04 - Final Check Point

Final Check Point

1. Send a message (private or public) to the lab TA.
2. Walk through your code, your web page, and your design artifacts.

Note: You will need to show your work during lab time to receive credit.

Remember: If you are wanting full marks you will need to complete the bonus material *AND* participate meaningfully in the lab (e.g., help others, ask questions).

Lab 04 - Bonus Check Point

Bonus Check Point

- Choose an additional design artifacts from the following list:
    - bodystorming (page 127)
    - brainstorming (page 129),
    - final hypothesis statement (page 130),
    - user stories (page 151),
    - user needs (page 154), and
    - user journey (page 156)

- Create an additional design artifacts to include in your project web page. You may use online tools to help you develop the design artifacts (e.g., https://www.axure.com/).

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Lab 03 and Lab 04

Lab 03 and Lab 04 are Finished!

Final Steps

- Upload files to Brightspace.