# Development of Internet Applications

Bootstrap and others

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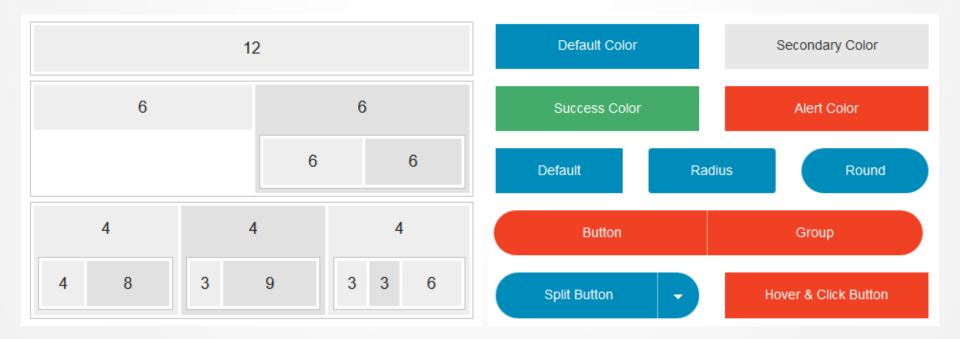
www.cs.vsb.cz/radecky

#### FrontEnd frameworks

- They offer tools for effective development of webdesign
- They are based on CSS frameworks (eg. Blueprint grid, typography, form elements)
- They offer ...
  - Responsibility and multiplatform support
  - Layout development
  - Typography
  - User controls
  - Extensions and libraries
  - Accesibility
- Typically mobile-first approach
- Mix of HTML, CSS and JS
- Bootstrap, Foundation, Skeleton, etc.

#### **Foundation**

- http://foundation.zurb.com/
- Current version 6, MIT licence, 250 kb
- Preprocesor SASS, jQuery



### **Bootstrap**

- http://getbootstrap.com/
- Current version 5, MIT licence, 250 kb
- Preprocesor LESS (portace SASS, version 4 in native way), jQuery



#### FrontEnd frameworks utilization

 It is always necessary to take into account efficiency and range of usage for a given project

#### - Pros

- Fast development within "standardized" environment
- Native support of CSS preprocessors
- Implementation of widely used controls (accroding to multiplatform operation)
- Small entry barrier with spectacular results
- Optimization based on composite construction
- Themes

#### - Cons

- Can be too complex for some purposes
- Relation to a huge set of other tools and connected libraries (node.js, Grunt, Rails, Compass, etc.)

# **Bootstrap - grid**

- <a href="https://www.w3schools.com/bootstrap5/index.php">https://www.w3schools.com/bootstrap5/index.php</a>
- Fundamental view on page layout **grid system** (12 cells)
- Container (responsive/fluid) row column
- Responsibility based on resolution

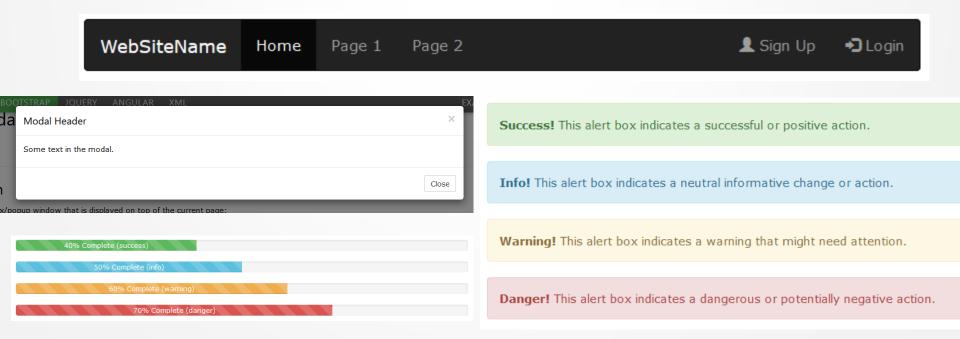
```
.col- (extra small devices - screen width less than 576px)
.col-sm- (small devices - screen width equal to or greater than 576px)
.col-md- (medium devices - screen width equal to or greater than 768px)
.col-lg- (large devices - screen width equal to or greater than 992px)
.col-xl- (xlarge devices - screen width equal to or greater than 1200px)
.col-xxl- (xxlarge devices - screen width equal to or greater than 1400px)
```

# Bootstrap – look and feel

- Native styling direct styling of some elements (h1-6, attr, blockquote, code, ...)
- User defined styling based on assigned classes
- Basic approach is not to describe styling directly, but styling should be based on predefined styles (classes). Own styling is not necessary in principle.
- There is JS API based on jQuery for more sophisticated interaction

### **Bootstrap – visual elements**

- Wide selection of visual elements (including some functionality) based on HTML specification and CLASS assignment
- Jumbotron, web heading, boxes, buttons, form elements, icons, modal windows, etc.



#### **Bootstrap – interaction with user**

- It is possible to control many elements based on user behavior
- Usage of CSS or JS is not necessary
- Principle is based on data- attributes usage eg. data-dismiss, data-toggle, data-target
- Usage of aria- attributes for accessible web support (Accessible Rich Internet Applications) inc. Attribute role

## Bootsrap – plugins and themes

- Possibility to use plugins
  - Native: Tooltip, Scrollspy, Carousel, Affix
  - External: <a href="https://flatlogic.com/blog/top-24-free-essential-plugins-to-extend-bootstrap/">https://flatlogic.com/blog/top-24-free-essential-plugins-to-extend-bootstrap/</a>

- Possibility to "overwrite" of styles based on themes
  - Based on inheritance and overwriting of CSS never modify original Framework specification
  - External predefined extensions (themes) (beware of version mishmash)

# **Summary**

- FrontEnd frameworks are very effective way to fast development of web applications
- Many things can be implemented without any knowledge of CSS or JS. However, there can be a huge relation to many other technologies in teh case of complex implementations
- Effective usage of frameworks on higher level is based on CSS preprocessors and other integration tools