

## Class Gathering 04 Bootstrap

### Instructions

1. Please make a copy of this worksheet and provide your answers as a team of 3-4 in the designated areas below. If you are a group of only 3 people then have 1 person in your group take two roles. Please enter your name and email next to the [POGIL role](#) below before starting this activity.

Name	Email	Role
		Manager
		Speaker
		Reflector
		Recorder

2. Complete each of the sections below. Each section begins with a **Model** that you must use to answer the associated questions. Stop at the end of each section for a short discussion with the instructor.
  3. At the end of class download a PDF version of this document and submit the PDF to the correct assignment in [Gradescope](#). Please see [Submitting an Assignment](#) and [Adding Group Members](#) to ensure that you are submitting properly.
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### Rubric

Your submission will be scored out of 4 points:

Exceeding = 4	Meeting = 3	Approaching = 2	Beginning = 1	No Submission = 0
All answers have been provided, answers are excellent, answers are clear and concise, team roles have been recorded	All answers have been provided, answers are good, answers are mostly clear and concise, team roles have been recorded	Most answers have been provided, answers are ok, answers are not entirely clear and concise, team roles have been recorded	Several answers are missing, answers are not what is expected, answers are not entirely clear and concise	Nothing submitted

### Model 1: Bootstrapping Bootstrap (~10 min)

Bootstrap is a wonderful CSS framework that makes developing and styling web applications significantly easier. Before we can use Bootstrap, however, we must import the Bootstrap framework into our application. Take a look at the [Bootstrap Introduction](#) and then complete the activities below.

## Critical Thinking Questions

1.	What is Bootstrap?
	<a href="#">Your answer goes here!</a>
2.	Why is it beneficial to use Bootstrap?
	<a href="#">Your answer goes here!</a>
3.	<p>Create a new Glitch app. It is always important to have a useful README.md file for your projects. Modify the contents of the README.md file to include:</p> <ul style="list-style-type: none"><li>• A title “Playing with Bootstrap”</li><li>• A list of each of the members in your group</li><li>• A link to the <a href="#">Bootstrap Introduction</a> page</li></ul> <p>Use <a href="#">this cheat sheet</a> if you are not familiar with Markdown. After you have done this take a screenshot of your <i>rendered</i> README.md file and place it in the answer slot below.</p>
	<a href="#">Your answer goes here!</a>
4.	<p>Now open the index.html file in the Glitch editor. Do not delete anything in this file. Go over to the <a href="#">Bootstrap Introduction</a> and copy and paste the CSS and JS links into your html file. Make sure you paste them into the correct location in the HTML file. Take a screenshot of your rendered site and paste it into the answer slot below.</p>
	<a href="#">Your answer goes here!</a>
5.	<p>Why do we need to place the <i>script</i> tags at the end of your HTML file right before the <code>&lt;/body&gt;</code> closing tag?</p>
	<a href="#">Your answer goes here!</a>
6.	<p>Take a look at the <i>script</i> tag that imports the script.js file in your project. It is not at the end of your HTML document. What is the difference? Why can it exist at the top of the HTML? How might you change the script tags you just pasted into your HTML document to allow them to be at the top? Make that change to your HTML document.</p>
	<a href="#">Your answer goes here!</a>
7.	<p><a href="#">Open up Chrome's developer tools</a> on your live site. Navigate to the network tab and reload the document. Verify that all of the javascript and css has been loaded into the browser by pasting a screenshot below.</p>
	<a href="#">Your answer goes here!</a>

## Model 2: Bootstrap Layout (~15 min)

Layout is one of the most important aspects of organizing the display of user interface (UI) components in an application. Bootstrap provides several classes that support the [layout of content](#) defined in an HTML document.

### Critical Thinking Questions

8.	What Bootstrap <i>class</i> is required to use Bootstrap layout correctly in your HTML document.
	<a href="#">Your answer goes here!</a>
9.	What are the two Bootstrap grid concepts used to layout content in an HTML page?
	<a href="#">Your answer goes here!</a>
10.	How many columns and rows are allowed in the Bootstrap grid system?
	<a href="#">Your answer goes here!</a>
11.	The Bootstrap grid system has the notion of small, medium, and large. Show an example of each and explain what they do when rendered.
	<a href="#">Your answer goes here!</a>
12.	Create a grid layout in your Glitch project. The layout should be 4 rows where the 1st row has 3 columns, the 2nd row has 6 columns, the 3rd row has 9 columns, and the 4th row has 12 columns. Add content to each of the columns that indicates which row and column the text is in. Add CSS to your style.css file that shows the rows and columns visually rendered in the browser. Paste a screenshot of your grid below.
	<a href="#">Your answer goes here!</a>

## Model 3: Creating a Skeleton Single Page App (~40 min)

For this final activity we are going to deep dive into playing with Bootstrap and various UI components. Bootstrap has several useful [components](#) that make creating a UI intuitive and lots of fun! This activity will have you explore some of these components by creating a generic skeleton of a UI for an application. In particular, the components you must use for this activity are:

- [Buttons](#)
- [Badge](#)
- [Navbar](#)
- [Forms](#)
- [Collapse](#)
- [Card](#)

In addition, your team is to incorporate the [Font Awesome](#) CSS library and use some of their defined icons in your skeleton UI.

### Critical Thinking Questions

13.	Create a diagram of a single page user interface that incorporates the components mentioned in the model. You should quickly look at the components before doing this. Paste a screenshot of your diagram below. Do not take too much time to do this.
	<a href="#">Your answer goes here!</a>
14.	Use the grid system to create the layout of the UI that you sketched above. You should do this in your current Glitch project. Then, add as many components as you from the list above before class ends. Add the link and screenshot of the live site in the answer slot below. Add a link to your live site to this <a href="#">shared document</a> .
	<a href="#">Your answer goes here!</a>

### **Submission**

The recorder must download a PDF of this activity and submit to Gradescope. Make sure you **submit to the correct activity** and that you **add all group members** who you worked with you today.