

Web Design Workshop



10/20/2022 - Ohlin Arellano

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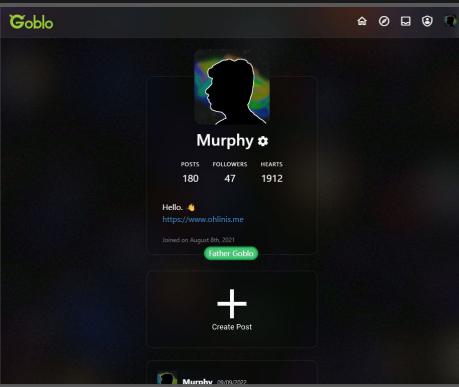
Or go to bit.ly/3yZ1t15

About Me

Ohlin Is Me.

Welcome, I am a passionate software developer who specializes in web development.

Please free to check out my work below:

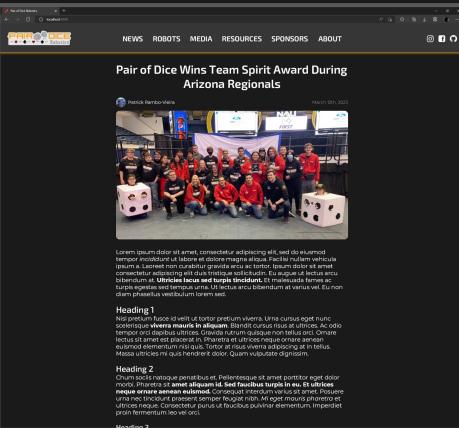


Welcome to Kula Workshop!



Welcome to Kula Workshop,
the largest catalogue of
Roll Away
mods and knowledge on the
internet!

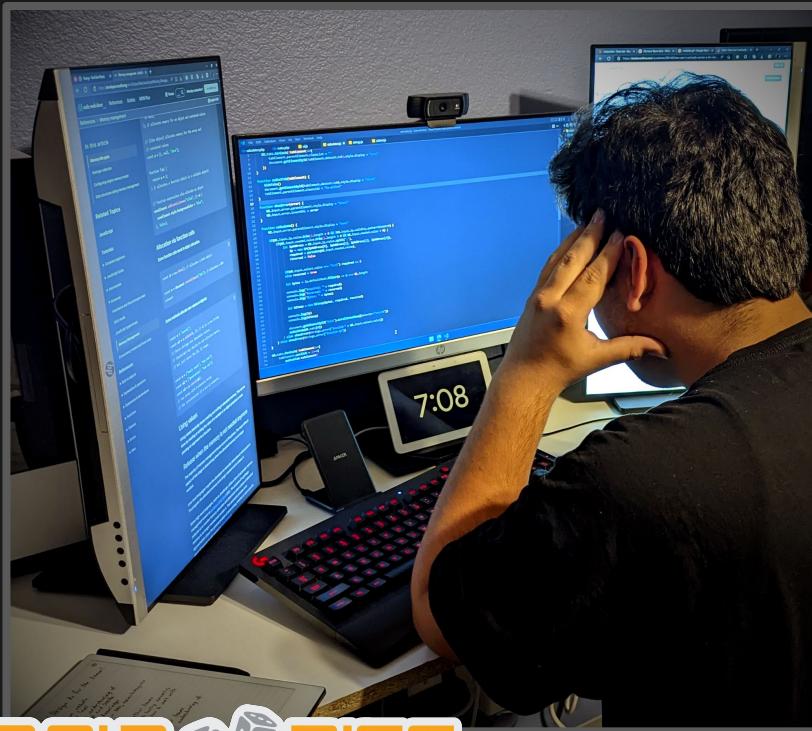
Learn the history behind the
games, the modding scene,
how to create your own
mods, and browse through
our Mod Browser!



Ohlins for Reference:



Why Web Design?



- Brand Awareness
- Easier Access
- Becoming a Resource
- Standing Out
- News Distribution

HTML

Hypertext Markup Language



What is HTML?

- The standard markup language for the web
- Describes the structure of a webpage
- Consists of a series of elements that each have their own roles
- Can look intimidating but is easy to learn.

```
<tagname>Content</tagname>

<h1>Heading</h1>

<a href="www.google.com">Link</a>

<ul id="list">
    <li>List Item 1</li>
    <li>List Item 2</li>
</ul>
```

CSS

Cascading Stylesheets



JavaScript

It's just JavaScript



What is JavaScript?

- Used in most dynamic websites
- Programs the behavior of web pages
- The standard scripting language for the web
- One of the most recommended languages for beginners

```
xhr.open('POST', loginUrl, true);
xhr.setRequestHeader('Content-Type', 'application/json; ch
xhr.addEventListener('load', function() {
  var responseObject = JSON.parse(this.response);
  console.log(responseObject);
  if (responseObject.token) {
    tokenElement.innerHTML = responseObject.token;
  } else {
    tokenElement.innerHTML = "No token received";
  }
});

var sendObject = JSON.stringify({name: user, password: pas
console.log('going to send', sendObject);

xhr.send(sendObject);
```

Todo List Project

In this workshop you will be creating a simple to do list using HTML and JavaScript.

- Implement HTML
- Plan out JavaScript
- Implement Javascript
- Customize



JavaScript Cheat Sheet



```
// Creating a variable for an element  
  
const Element = document.getElementById('id')
```

```
// Creating a function  
  
// Can be made without any arguments if needed  
  
function functionName(Argument) {  
  
    Code to run when called  
  
}
```

```
// Creating a new element  
  
let NewElement = document.createElement('tag')
```

```
// Changing text on an element  
  
Element.innerHTML = 'New Text'
```

```
// Inserting element  
  
ParentElement.appendChild(ChildElement)
```

```
// Deleting element  
  
Element.remove()
```

```
// Getting input value  
  
InputField.value
```

```
// On click event listener  
  
Element.addEventListener('click', function() {  
  
    Code to run on click  
  
})
```