## Web Dev

What REALLY is a website? How does it work?

## **O1** APP DESIGN

Let's make an app...

...but what's an app?



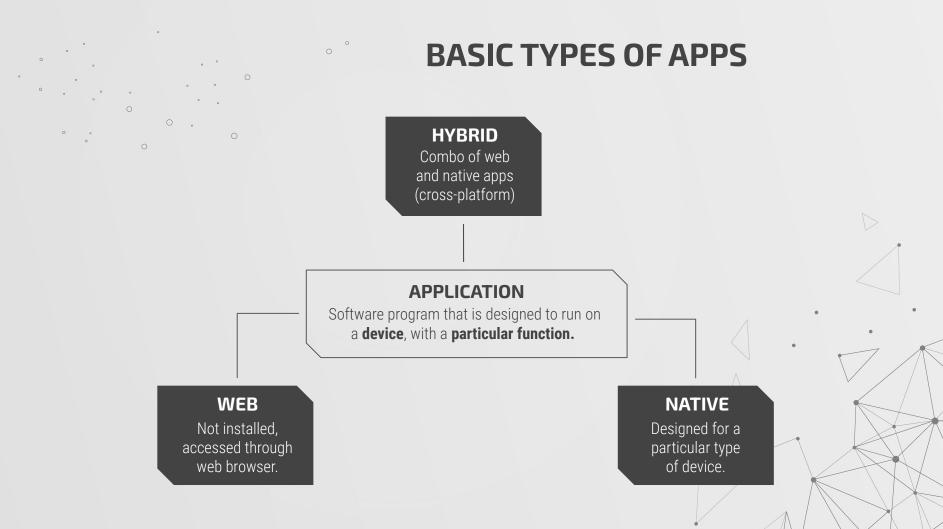
#### So what's an "app"?

I asked ChatGPT to "define an app in 6 words"...



"A magical portal for procrastination"



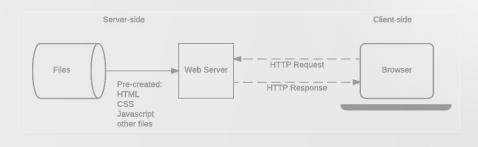




### **CLIENT-SERVER ARCHITECTURE**

Put simply: **Clients** (frontend) request **servers** (backend) for services.

What are some examples of services that a client might request?





#### **CLIENT-SERVER ARCHITECTURE**

What do you think would be the main advantages and disadvantages of this setup? (Today's Canvas Quiz!!!)



## **DZ** BACKEND DEV

"Ok, thanks for the info. How does that help?"

#### What Do Servers Do?

- Can host files
  - AKA a server can save files on it (just like your computer)
- Send data/HTML/files to clients
  - Interface with databases (Create, Read, Update, Delete)
  - Interact with other APIs
- Can store user states (i.e. logged in, etc)



#### **How Do Servers Send Data?**

- Idea of a HTTP (HyperText Transfer Protocol) request
  - Requests have statuses and data
- Server receives a request, processes it, and sends a response
  - Response also has a status and data!

#### How Do I "Create" A Server?

- You can create a server simply by running a program on your laptop!
  - I.e. Just a program running on a CPU (no monitor or keyboard required)
- Most popular by far is Node.JS
- Other flavors include Flask/Django (Python), Apache Tomcat (Java), etc.

# **FRONTEND DEV**

But how do I make a website?

#### **How Webpages Are Made**

HTML, CSS, and JavaScript

- We use HTML for the actual content on the webpage.
- We use CSS to style the content on our page.
- We use JS to make our webpage dynamic!

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#### What is a Library?

A bunch of pre-written code, that makes our lives a lot easier.

Notable Examples:

- React
- Angular
- Vue
- Flutter

Each of these also have component libraries/styling tools. In the case of React:

- Material UI
- Chakra UI

These are useful when it comes to finding what you want!

#### **HTML vs. Libraries**

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#### **CLIENT- VS SERVER- SIDE RENDERING**

AKA, how much work is done on your server vs the user's browser?

The server just sends the client the code to generate the server, and the client's browser does the rendering locally.

#### **CLIENT-SIDE**

ALL the HTML is generated at the server, and then sent over to the client's browser.

#### SERVER-SIDE

# 04 Potpourri

What utilities, tools, and ideas might be relevant?

#### JSX

A combination of JavaScript and HTML!

```
function formatName(user) {
  return user.firstName + ' ' + user.lastName;
}
const user = {
  firstName: 'Harper',
  lastName: 'Perez'
};
const element = (
  <h1>
  Hello, {formatName(user)}!
  </h1>
```

HTML tags can be variables, and we can substitute in other variables into these tags.

#### **TYPESCRIPT!**

A typed version of Javascript, which ensures that you can give variables types (very useful when you want to ensure that a variable can only be one type!)

```
// Anonymous function
let myAdd = function (x: number, y: number) : number {
    return x + y;
};
// Anonymous function call
console.log(myAdd(5,3));
```

#### **PACKAGE MANAGERS**

Useful to keep track of libraries that you've installed, and have a centralized way of installing them.

Most common ones: NPM and Yarn



Q Search packages

Search

### **REQUEST "SIMULATORS"**

Useful to simulate backend requests, that would be made to a server.

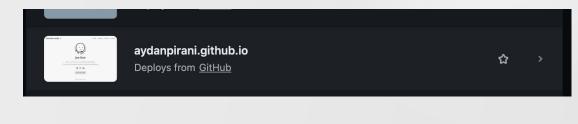
Most common ones: Postman and CURL (command)

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#### **HOSTING SERVICES**

Options to host your server for you. Includes features like better reliability, CDNs, domain registration, etc

Best beginner-friendly options: Vercel, Heroku, Github Pages





## **THANKS!**

Any questions?

Feel free to hang around after class or email us!