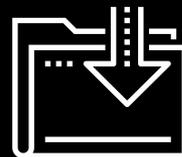
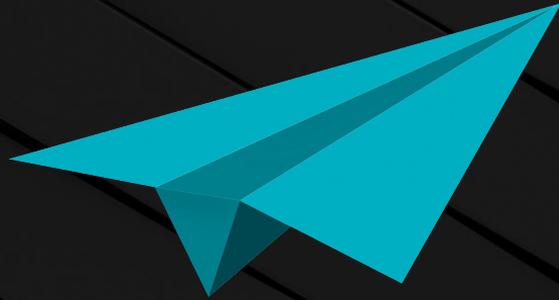


Wireframing, CSS Selectors, and CSS Variables

Skills Bootcamp in Front-End Web Development

Lesson 2.3





Office Hours

30 Minutes



WELCOME

Today's Objectives

By the end of class today, you will:



Create and explain the purpose of a wireframe.



Use CSS selectors to reference HTML elements in different ways.



Use CSS variables to keep your code clean.



Use advanced CSS styling for an enhanced UI.

CSS Tools

Wireframing

Wireframe Example

[Wireframe example from Wikipedia](#)

3 Elements of an Effective Wireframe

- **Information design:**
 - How we place and present information to our users.
- **Navigation design:**
 - How the user moves throughout the site and how pages relate to each other.
- **Interface design:**
 - How the user interacts with the elements on the page, with a focus on functionality.



Instructor Demonstration

Wireframing



Activity: Wireframing

Suggested Time:

15 Minutes



Time's Up! Let's Review.

CSS Selectors



Instructor Demonstration

CSS Selectors



Activity: CSS Selectors

Suggested Time:

15 Minutes



Time's Up! Let's Review.

CSS Variables



Instructor Demonstration

CSS Variables



Activity: CSS Variables

Suggested Time:

15 Minutes



Time's Up! Let's Review.

A close-up, high-angle photograph of a computer keyboard. The central focus is a large, white, rectangular key with rounded corners. On this key, there is a dark blue icon of a coffee cup with three wavy lines above it representing steam. Below the icon, the word "Break" is printed in a dark blue, serif font. The key is set against a light-colored, textured keyboard surface. Other keys are visible in the background, including one with a double quote symbol and another with a dash/underscore symbol, but they are out of focus.

Break

Mini-Project



Instructor Demonstration

Mini-Project



Activity: Mini-Project

Suggested Time:

45 Minutes



Time's Up! Let's Review.

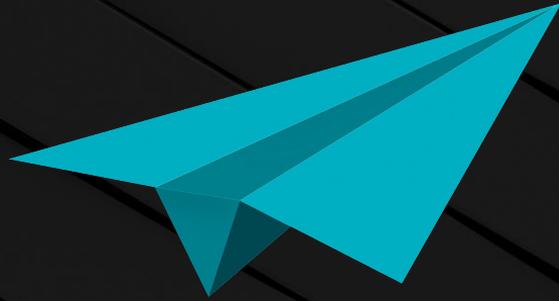


RECAP

Questions?



The
End



Office Hours

30 Minutes