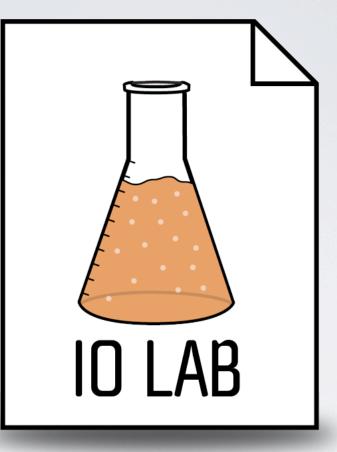
#### INFORMATION ORGANIZATION LAB



### **INFORMATION ORGANIZATION LAB**

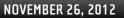
## LAST TIME ON IOLAB

#### Node.JS

NOVEMBER 26, 2012



## COURSE REVIEW

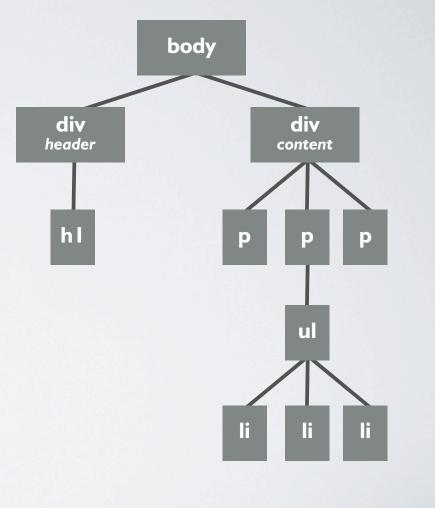




## I SCHOOL TOOLBOX

# DOCUMENT OBJECT MODEL

```
<html>
<body>
<div id="header">
   <h1>Document Object Model</h1>
</div>
<div id="content">
   This is my first paragraph
   My second paragraph has a list:
      <ul>
          Item One
          Item Two
         Item Three
      This is the third paragraph
</div>
</body>
</html>
```







## **CASCADING STYLE SHEETS**



#### AJAX AND CROSS-SITE SCRIPTING Web 2.0 FTW

## **GIT IN REVIEW**

- git add
- git commit -m
- git commit -a
- git rm
- git reset
- git reset --hard

- git checkout
- git diff
- git log
- git status
- git pull
- git push

# MEMEX (PROJ I)

# HTML



## **NEW TAGS & FEATURES**

- header, footer
- menu, nav
- section, article
- figure
- new input types
- placeholder text

- localStorage
- GeoLocation API
- web video
- web audio
- 3D, graphics, effects
- web sockets

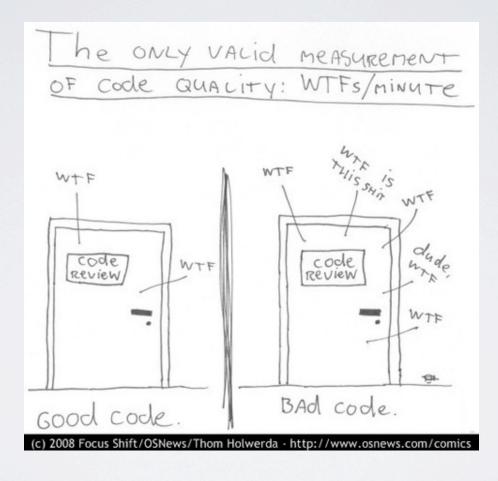


## **NEW FEATURES**

- RGBA & opacity
- rounded corners
- image borders
- box shadows
- multi-column layouts
- multiple backgrounds

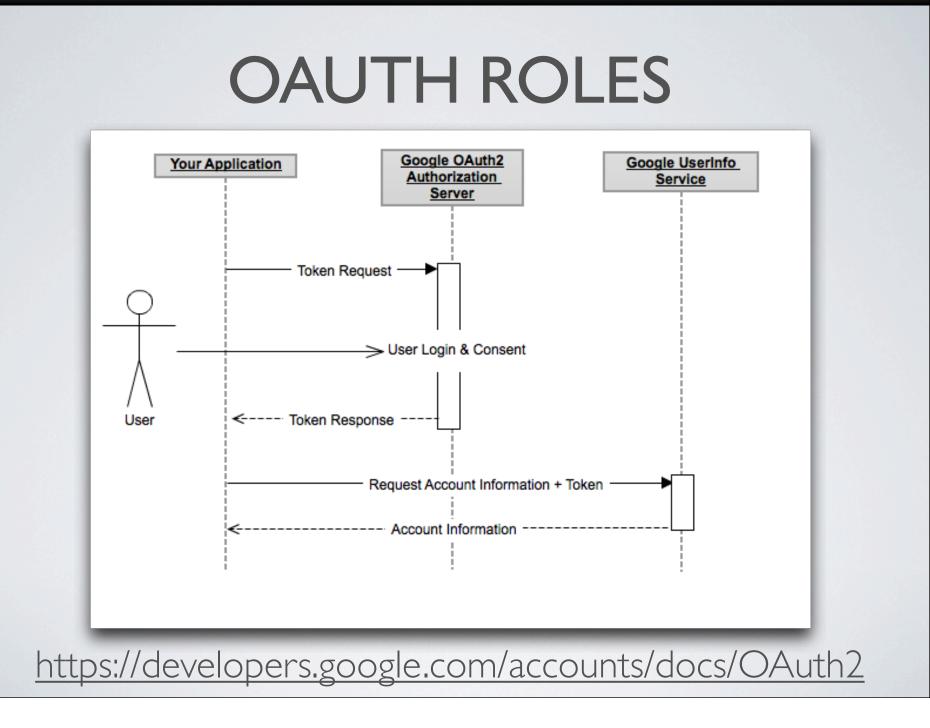
- text shadows
- word-wrapping
- @font-face
- pseudo-classes
- new selectors
- combinators

## WHAT IS GOOD CODE?



## METACRAP (PROJ 2) Cory Doctorow

- People lie
- People are lazy
- People are stupid
- Mission: Impossible -- know thyself
- Schemas aren't neutral
- Metrics influence results
- There's more than one way to describe something



MOBILE VS. NATIVE		
Mobile Web	Native App	
less overhead to get started	Access native functionality	
accessible to more devices	Faster performance	
HTML, CSS, Javascript	Objective C, Java	

# PROGRESSIVE **ENHANCEMENT** VS. GRACEFUL DEGRADATION

## **GRACEFUL DEGRADATION**

Providing an alternative version of your functionality or making the user aware of shortcomings of a product as a safety measure to ensure that the product is usable.

## **PROGRESSIVE ENHANCEMENT**

Starting with a baseline of usable functionality, then increasing the richness of the user experience step by step by testing for support for enhancements before applying them.

## **MOBILE FIRST**

- Mobile is Exploding
- Mobile forces you to focus
- Mobile extends your capabilities

## **RESPONSIVE WEB DESIGN**

- Fluid Grids
- Flexible Images & Media
- Media Queries

## **VISUALIZATION GOALS**

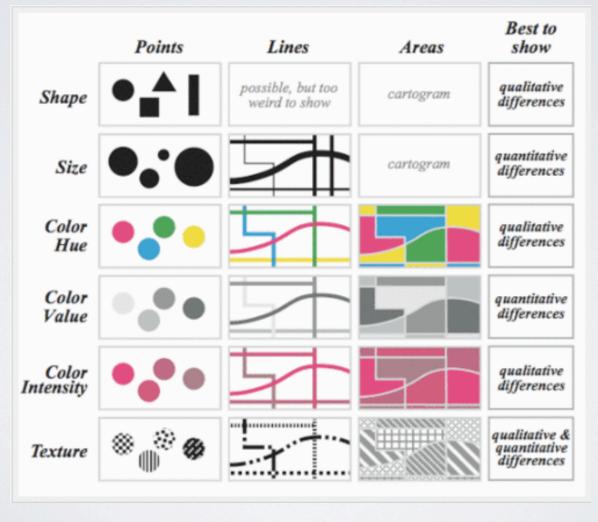
## Exploration

## Communication

VISUAL VARIABLES		
position	length	area
value	color	shape
orientation	texture	

# SEMIOLOGY OF DATA

Jacques Bertin, 1967



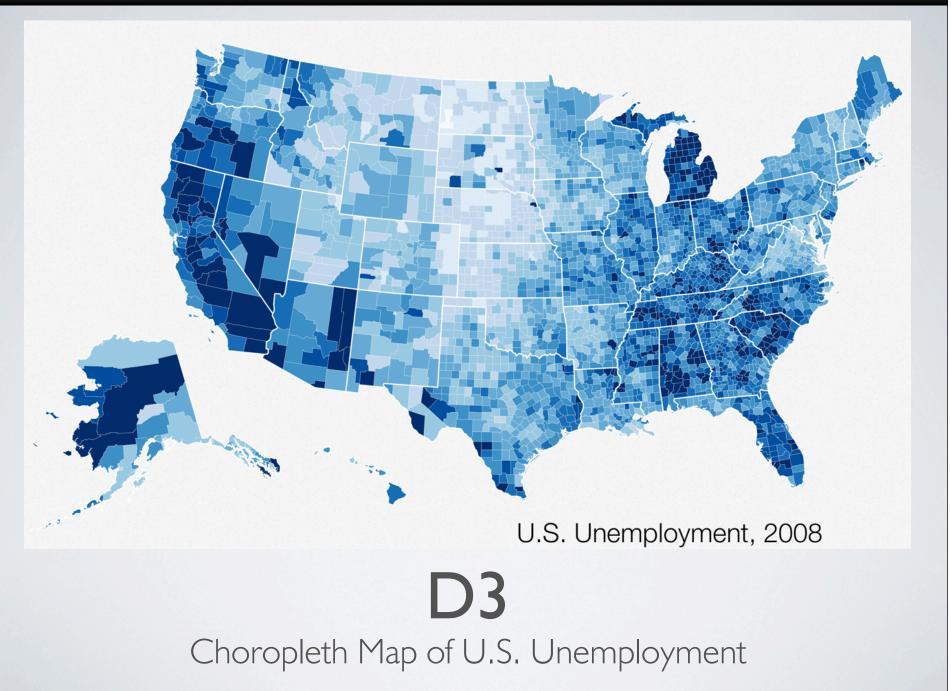
## **PRE-ATTENTIVE PROCESSING**

#### "unconscious accumulation of information from the environment"









## GOOGLE FUSION TABLES Elliot Nahman

https://docs.google.com/presentation/d/1htRKjDzkd6iHIPSxzonlqs\_BNn2Yrsd-XixrfP\_qLro/edit

# Instagram You Tube







# flickr

## **PROJECT 3** Social & Distributed Classification

## tagging folksonomy tagsonomy

#### VS.

## authority vocabulary control

## TEST DRIVEN DEVELOPMENT

#### **Object-oriented programming** (**OOP**)

a programming paradigm using "objects" consisting of "properties" and "methods" together with their interactions - to design computer programs.

- Modularity (eliminate task duplication & reuse code)
- Abstraction (trust the implementation)
- Encapsulation (isolate variables/functions from other code)

## **FLASK** A Python Micro-framework

- Routing (WSGI)
- Templating (jinja2)
- Database access (sqlite3)

# NODE.JS

## FINAL LAB: DOT VOTING

## **CLASS SURVEY**

## FOR NEXT TIME

#### Last Lab

#### **Final Project**

You can find links to help with all of these on the course website at <u>http://courses.ischool.berkeley.edu/290ta-iol/f12</u>