



Jake Spurlock Foreword by Dave Winer

Table of Contents

	rewordeface	
1.	Bootstrap Scaffolding	1
	What Is Bootstrap?	1
	Bootstrap File Structure	2
	Basic HTML Template	2
	Global Styles	3
	Default Grid System	3
	Basic Grid HTML	4
	Offsetting Columns	4
	Nesting Columns	5
	Fluid Grid System	5
	Container Layouts	6
	Responsive Design	6
	What Is Responsive Design?	7
2.	Bootstrap CSS	9
	Typography	9
	Headings	9
	Lead Body Copy	10
	Emphasis	11
	Bold	11
	Italics	11
	Emphasis Classes	11
	Lists	15
	Code	17
	Tables	18
	Optional Table Classes	19

	Table Row Classes	20
	Forms	21
	Optional Form Layouts	22
	Supported Form Controls	24
	Extended Form Controls	27
	Form Control Sizing	29
	Form Control States	32
	Buttons	34
	Button Sizes	35
	Disabled Button Styling	36
	Images	37
	Icons	38
	GLYPHICONS Attribution	39
	Usage	39
3.	Bootstrap Layout Components	41
	Dropdown Menus	41
	Options	42
	Button Groups	42
	Button Groups as Radio Buttons and Checkboxes	44
	Buttons with Dropdowns	44
	Split Button Dropdowns	45
	Dropup Menus	46
	Navigation Elements	46
	Tabular Navigation	47
	Basic Pills Navigation	47
	Stackable Navigation	48
	Dropdowns	49
	Navigation Lists	50
	Tabbable Navigation	51
	Navbar	54
	Navbar Links	54
	Forms	55
	Navbar Menu Variations	55
	Breadcrumbs	58
	Pagination	59
	Pager	61
	Labels	62
	Badges	62
	Typographic Elements	63
	Hero Unit	63
	Page Header	63

	Thumbnails	64
	Alerts	65
	Progress Bars	66
	Media Object	68
	Miscellaneous	70
	Wells	71
	Helper Classes	72
4.	Bootstrap JavaScript Plugins	73
	Overview	73
	Programmatic API	74
	Transitions	74
	Modal	74
	Usage	76
	Options	76
	Methods	77
	Events	77
	Dropdown	78
	Usage	78
	Dropdown Usage via JavaScript	79
	Method	79
	Scrollspy	79
	Usage	79
	.scrollspy('refresh') Method	80
	Options	80
	Event	81
	Toggleable Tabs	81
	Usage	82
	Events	82
	Tooltips	82
	Usage	83
	Options	83
	Methods	83
	Popover	84
	Usage	85
	Options	85
	Methods	86
	Alerts	86
	Usage	87
	Close Method	87
	Events	87
	Buttons	87

	Loading State	87
	Single Toggle	88
	Checkbox Buttons	88
	Radio Buttons	89
	Usage	89
	Methods	89
	Collapse	90
	Usage	91
	Options	91
	Methods	92
	Events	92
	Carousel	93
	Usage	94
	Options	94
	Methods	94
	Events	95
	Typeahead	95
	Usage	95
	Options	96
	Affix	96
	Usage	97
	Option	97
5.	Using Bootstrap	99
	GitHub Project	99
	Customizing Bootstrap	99
	Using LESS	100
	Text Snippets	102
	Photoshop Templates	103
	Themes	104
	Built with Bootstrap	104
	Conclusion	104
I	1	105

Foreword

I was a software developer before Mac existed, so I remember how the tech industry reacted to it. For the most part, the community reacted with a fair amount of skepticism. The interesting thing is that the negative things people say about Bootstrap today sound exactly like the negative things people said about the Mac in 1984. And in both cases, the things that people didn't like were what made them important.

Apple realized that there is a set of things that all software has to do, so why shouldn't they all do them the same way? If they did, software would be easier to develop and debug, but more important—it would be easier to use. If there was only one way to create menus, then once a user learned how to use the menus of one app, he would already know how to use the menus of all others. The same is true with scrollbars, windows, the keyboard, the mouse, printing, and sound.

The reason programmers didn't like it, (and I was one of them) was that they took what we did and commoditized it. Further, there were limits to the one-size-fits-all approach. There were some apps that didn't take to the UI standards very well. What to do about them? Well, you adapted, that's what you did.

This is a well-known technical process called factoring. If you see yourself doing something over and over, do it one more time really well, work on the API so it's easy and flexible, and that's it. You never do it again. It's how you build ever-taller buildings out of software. What was the leading edge five years ago is baked into the operating system today. Progress. It's a wonderful thing!

The same patterns are observable in the Web. In fact, it's kind of sad how much of a repeat it is, how backward today's development environment is compared to the one envisioned by the Mac. But at least Bootstrap is out there doing the factoring. If I want to put up a menu, I can just use the code that creates menus. Sure, my menu looks like all the others, but that's a good thing for users. There is no need to learn a second or third way to use a menu.

That this is needed, desperately needed, is indicated by the incredible uptake of Bootstrap. I use it in all the server software I'm working on. And it shows through in the templating language I'm developing, so everyone who uses it will find it's "just there" and works any time you want to do a Bootstrap technique. Nothing to do; no libraries to include. It's as if it were part of the hardware. It's the same approach that Apple took with the Mac OS in 1984.

Like all important technologies, Bootstrap is "good enough" but not too good. In other words, the designers, Mark Otto and Jacob Thornton, could have factored more than they did. However, while they could have created something more compact and perhaps more elegant, it wouldn't have been nearly as approachable. The great thing about Bootstrap for a guy like me, who has been busy building software behind websites, is that it solves a whole bunch of problems that we all have when putting a user interface on those sites.

However, I think that will turn out to be just the beginning. I see the opportunity for Bootstrap to become an integral part of the Web—a toolkit that you can count on being present in every environment you work in. Further, someday, perhaps soon, designers will be able to plug in skins for Bootstrap that transform the appearance of a site without any modification to the code or to its styles or scripts. I don't see any limits to what can be done with Bootstrap. Rather than being a replacement for designers, it creates opportunities for designers to have more power and reach.

These days, part of the maturing process of any new technology is the release of its O'Reilly book. Now Bootstrap has one. The author, Jake Spurlock, a web developer, has been building sites with Bootstrap, has spoken at conferences about it, and he credits me for getting him started with a series of enthusiastic blog posts I wrote as I was discovering its power and elegance. Now, I can happily turn you over to Jake's able hands. He will show you how the Bootstrap magic works, so you too can help move the web development world forward.

—Dave Winer editor, Scripting News, January 2013, New York