

# “Bootstrap - Programación”

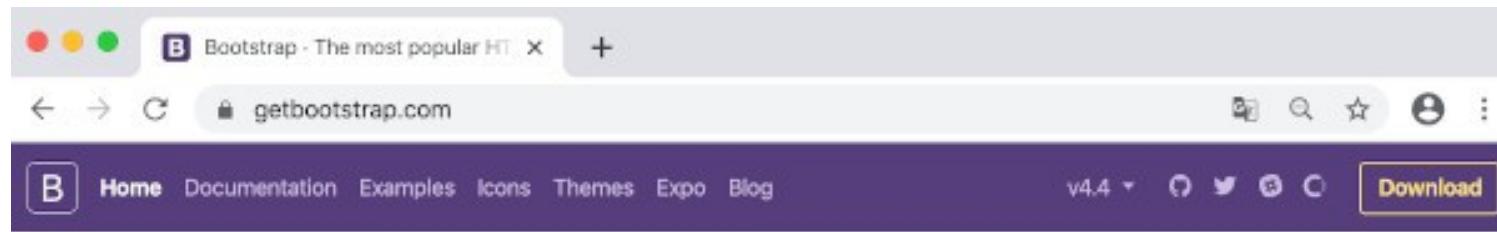


Rogelio Ferreira Escutia

# Instalación

# Bootstrap

- Página oficial:



## Bootstrap

Build responsive, mobile-first projects on the web with the world's most popular front-end component library.

Bootstrap is an open source toolkit for developing with HTML, CSS, and JS. Quickly prototype your ideas or build your entire app with our Sass variables and mixins, responsive grid system, extensive prebuilt components, and powerful plugins built on jQuery.



[Get started](#)

[Download](#)

Currently v4.4.1

# Bootstrap

- Descargar: bootstrap-4.4.1-dist.zip

The screenshot shows a web browser window with the following details:

- Title Bar:** "Download · Bootstrap" (with a purple icon)
- Address Bar:** "getbootstrap.com/docs/4.4/getting-started/download/"
- Header Bar:** Includes a logo, "Home", "Documentation" (highlighted in white), "Examples", "Icons", "Themes", "Expo", "Blog", "v4.4", and social media links.
- Search Bar:** "Search..."
- Left Sidebar (Documentation):** "Getting started", "Introduction", "Download", "Contents", "Browsers & devices", "JavaScript", "Theming", "Build tools".
- Main Content Area:**
  - ## Compiled CSS and JS

Download ready-to-use compiled code for **Bootstrap v4.4.1** to easily drop into your project, which includes:

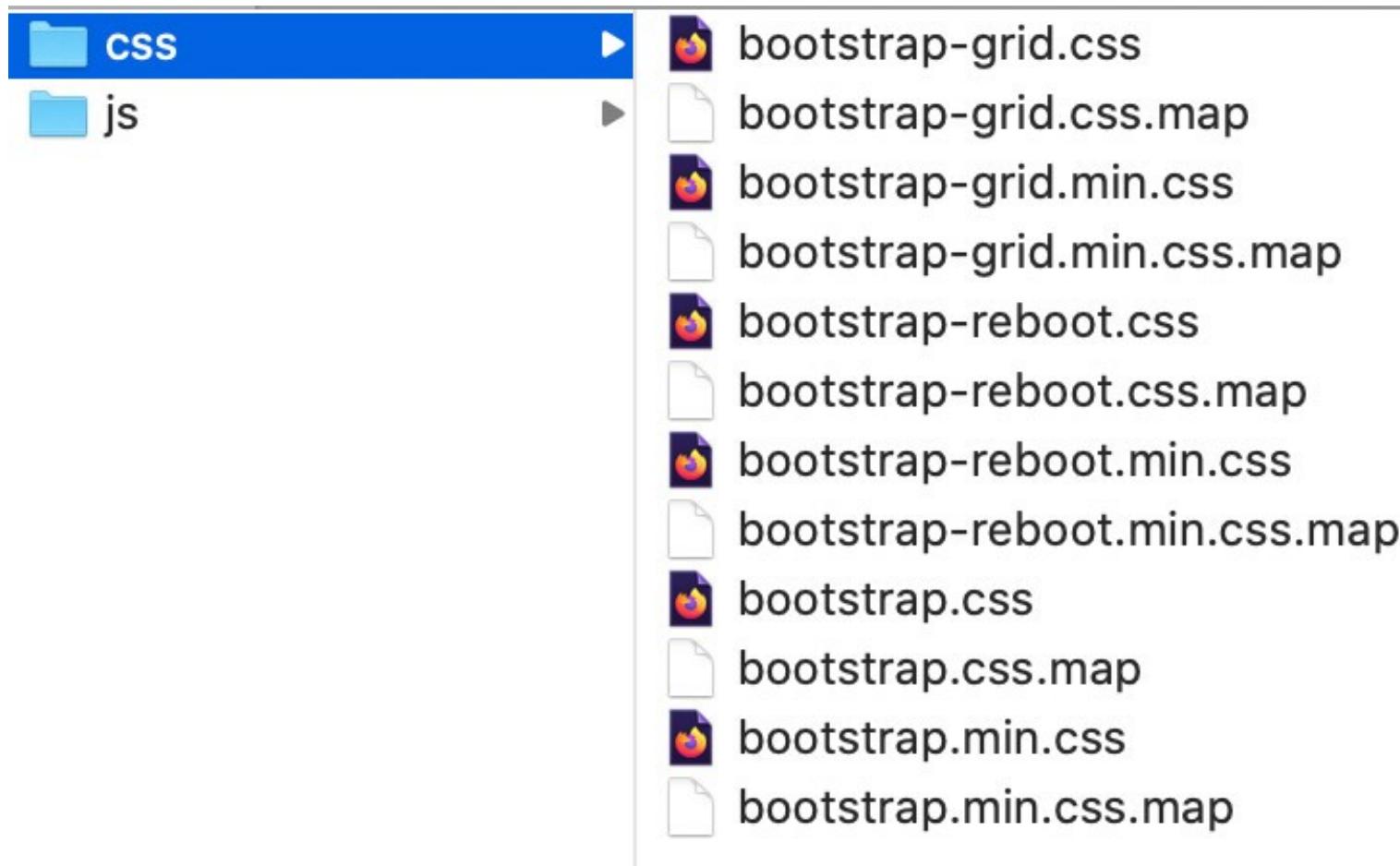
    - Compiled and minified CSS bundles (see [CSS files comparison](#))
    - Compiled and minified JavaScript plugins

This doesn't include documentation, source files, or any optional JavaScript dependencies (jQuery and Popper.js).

[Download](#)

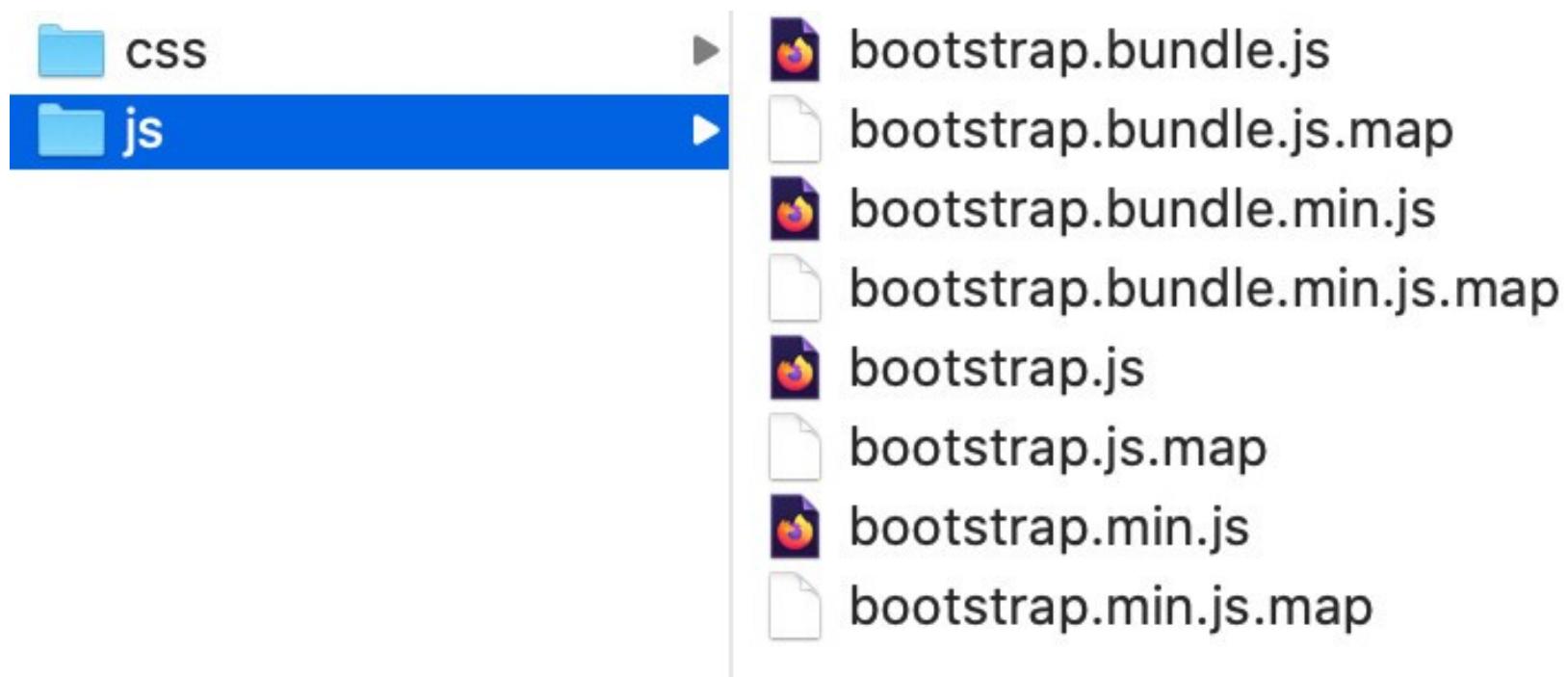
# Bootstrap

- **CSS:**



# Bootstrap

- JS:



# Bootstrap

## ■ Estructura inicial:

```
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4      <meta charset="UTF-8">
5      <meta name="viewport" content="width=device-width, initial-scale=1.0">
6      <title>Document</title>
7  </head>
8  <body>
9
10 </body>
11 </html>
```

# Bootstrap

- Hacemos la referencia a nuestra bibliotecas de Bootstrap:

```
<link rel="stylesheet" href="css/bootstrap.min.css" />
```

```
<script src="js/bootstrap.min.js"></script>
```

# Bootstrap

- **Se recomienda cambiar el “viewport” para no salirse de la pantalla al crear una App:**

```
<meta name="viewport" content="width=device-width,  
initial-scale=1, maximum-scale=1, user-scalable=no">
```

# Bootstrap

- **Creamos un “container” donde va a ir todo el código que funcione con Bootstrap:**

```
<div class="container">  
    ...  
</div>
```

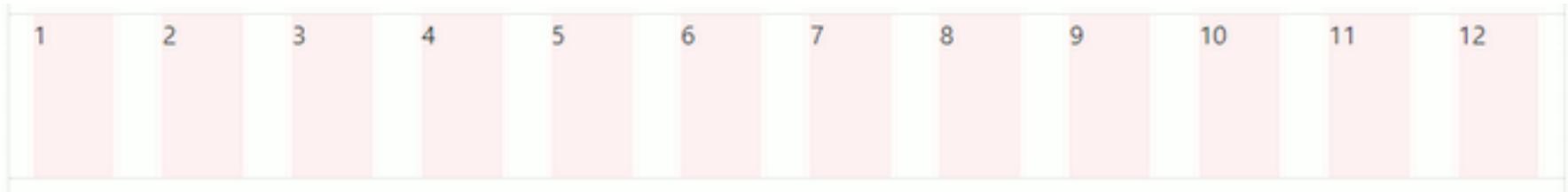
# Bootstrap

- Si se requiere un “container” que abarque toda la pantalla:

```
<div class="container-fluid">  
  </div>
```

# Rejilla

- Se tiene una rejilla de 12 columnas iguales predefinidas:



# Reglas

- Definir un “container”.
- Todos los objetos deben de ir dentro del “container”.
- Definir renglones (row).
- Definir columnas (col) dentro de los renglones (row).
- Asignar espacio entre columnas (gap).

# Columnas

- Empiezan con “col-”.
- Definir el punto de quiebre:
  - “xs” <= 544 px
  - “sm” <= 768 px
  - “md” <= 992 px
  - “lg” <= 1200 px
  - “xl” > 1200 px
- Definir número de columnas (1 a 12).



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