

#5 POSITION

oefening 2

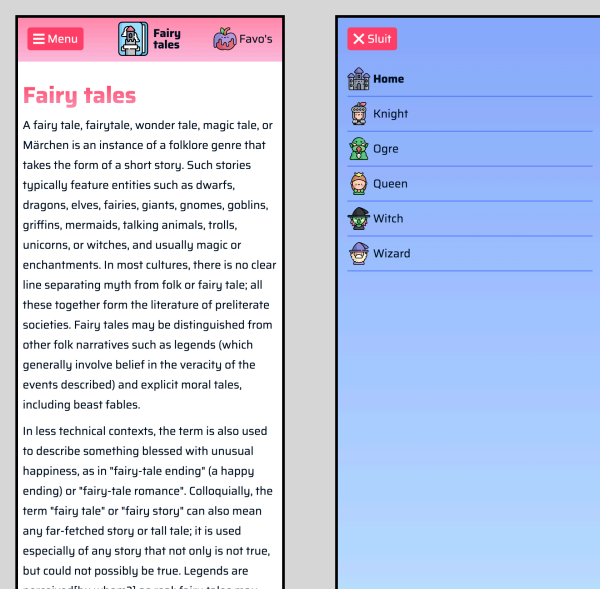
hamburger menu

JS 3-stap

Responsive burgers

Veel websites hebben (zeker op small screen) een hamburger menu. Als het scherm groter wordt, wordt dan vaak (een deel van) het menu direct getoond.

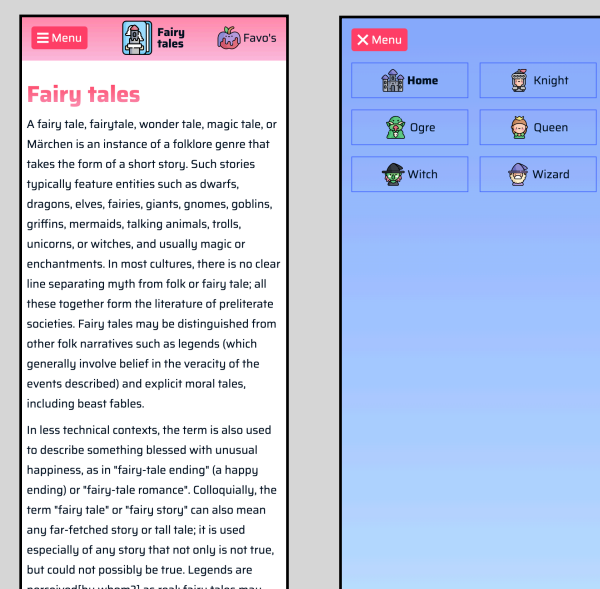
Je kunt oefenen met 3 varianten:



2-buttons
[uitleg in 10 stappen](#)

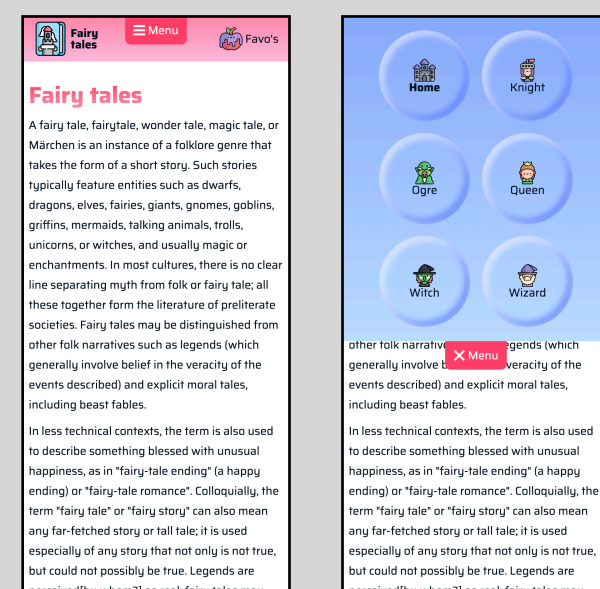
Voorbeeld
codepen.io/shoof/live/dyxvZzK

Voor de **blauwe**
en **rode** piste



fixed-button
[uitleg in 11 stappen](#)

Voorbeeld
codepen.io/shoof/live/eYqvyLP



moving-button
[uitleg in 11 stappen](#)

Voorbeeld
codepen.io/shoof/live/vYoxpwK

JS 3-stap - Oefening 2

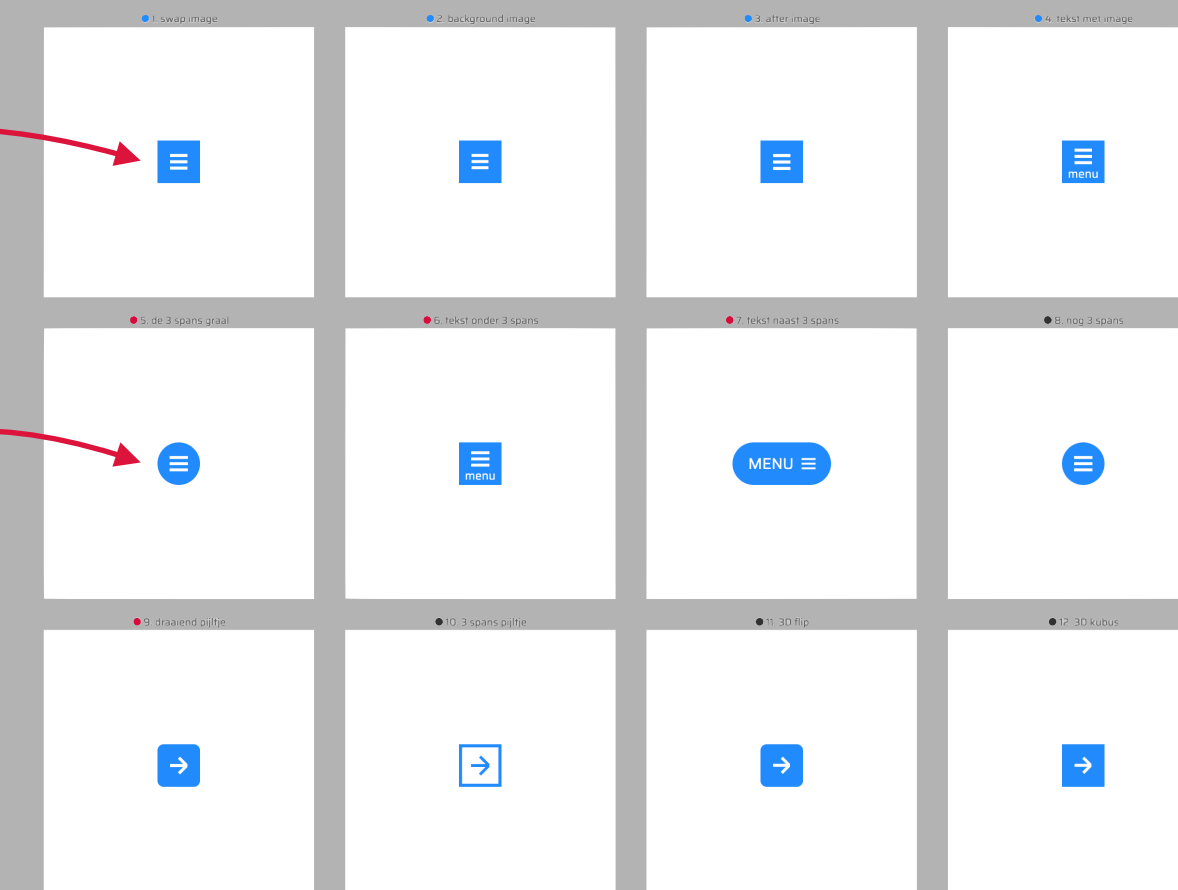
Hamburger buttons

Hamburger menu's zijn niet ideaal. Menu-items in een hamburger menu worden bijv. minder vaak bezocht dan menu-items die direct op het scherm staan (uit zicht maakt onbemind). Maar à la - de site die je na maakt kan een hamburger menu bevatten.

De hamburger button

Er bestaan vele hamburger button varianten. Op codepen.io/shoof/pen/JjQLVeB vind je er twaalf.

Variant 1 en 5 komen het vaakst voor.



populair

Nb. Buttons met **het woord menu** in de button werken het best.

Nb. Gebruikers komen niet voor coole buttons. Ze komen voor content.

Besteed dan ook niet te veel **tijd** aan coole buttons, maar wel **aan de content**.

JS 3-stap - Oefening 2

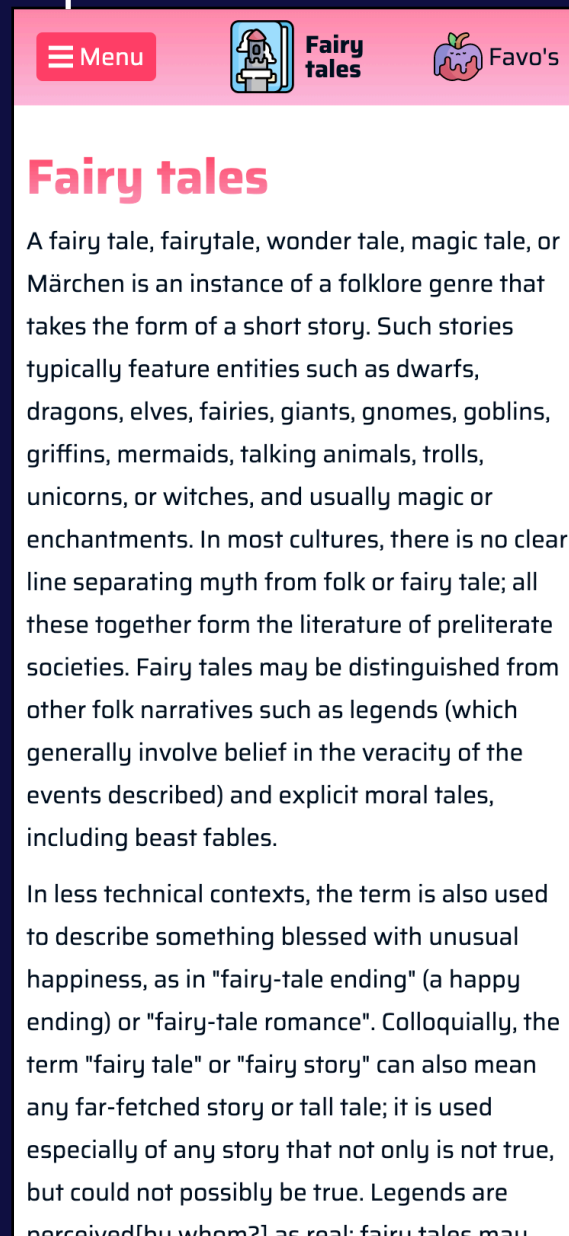
Responsive 2-buttons burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen

De code voor jou:
codepen.io/shooft/pen/qBerVXx

Uitwerking:
codepen.io/shooft/pen/dyxvZzK

Op small screen



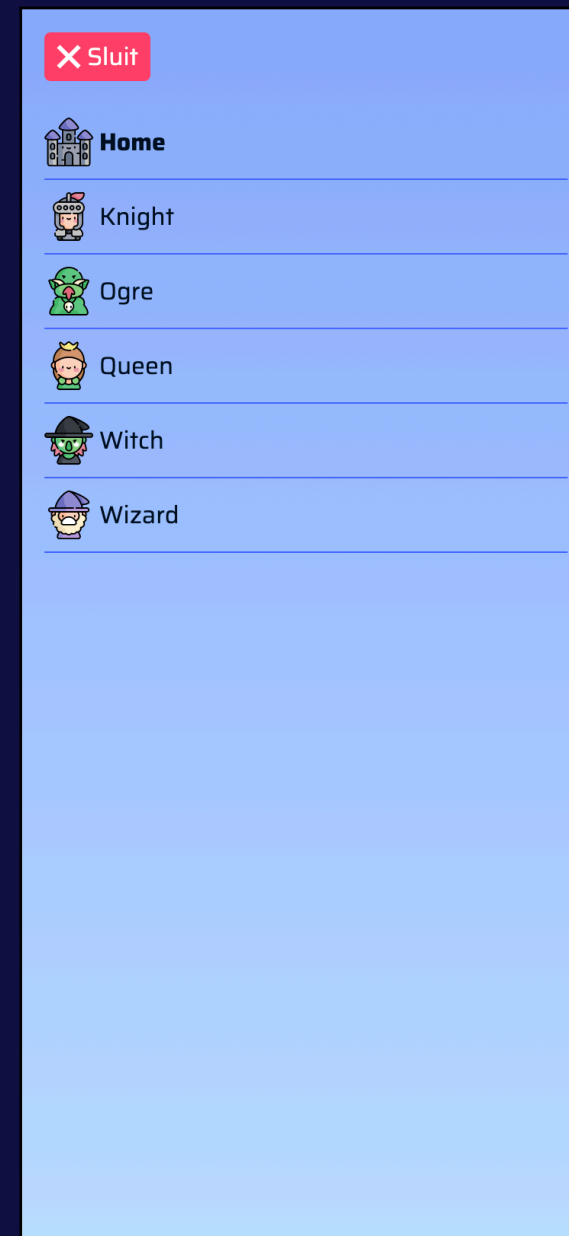
Menu Fairy tales Favo's

Fairy tales

A fairy tale, fairytale, wonder tale, magic tale, or Märchen is an instance of a folklore genre that takes the form of a short story. Such stories typically feature entities such as dwarfs, dragons, elves, fairies, giants, gnomes, goblins, griffins, mermaids, talking animals, trolls, unicorns, or witches, and usually magic or enchantments. In most cultures, there is no clear line separating myth from folk or fairy tale; all these together form the literature of preliterate societies. Fairy tales may be distinguished from other folk narratives such as legends (which generally involve belief in the veracity of the events described) and explicit moral tales, including beast fables.

In less technical contexts, the term is also used to describe something blessed with unusual happiness, as in "fairy-tale ending" (a happy ending) or "fairy-tale romance". Colloquially, the term "fairy tale" or "fairy story" can also mean any far-fetched story or tall tale; it is used especially of any story that not only is not true, but could not possibly be true. Legends are perceived[by whom?] as real; fairy tales may merge into legends, where the narrative is perceived both by teller and hearers as being grounded in historical truth. However, unlike legends and epics, fairy tales usually do not contain more than superficial references to religion and to actual places, people, and events; they take place "once upon a time" rather than in actual times.

Fairy tales occur both in oral and in literary form; the name "fairy tale" ("conte de fées" in French) was first ascribed to them by Madame d'Aulnoy in the late 17th century. Many of today's fairy tales have evolved from centuries-old stories that



Sluit

- Home
- Knight
- Ogre
- Queen
- Witch
- Wizard

Vanaf 38em



Fairy tales Home Knight Ogre Queen Witch Wizard Favo's

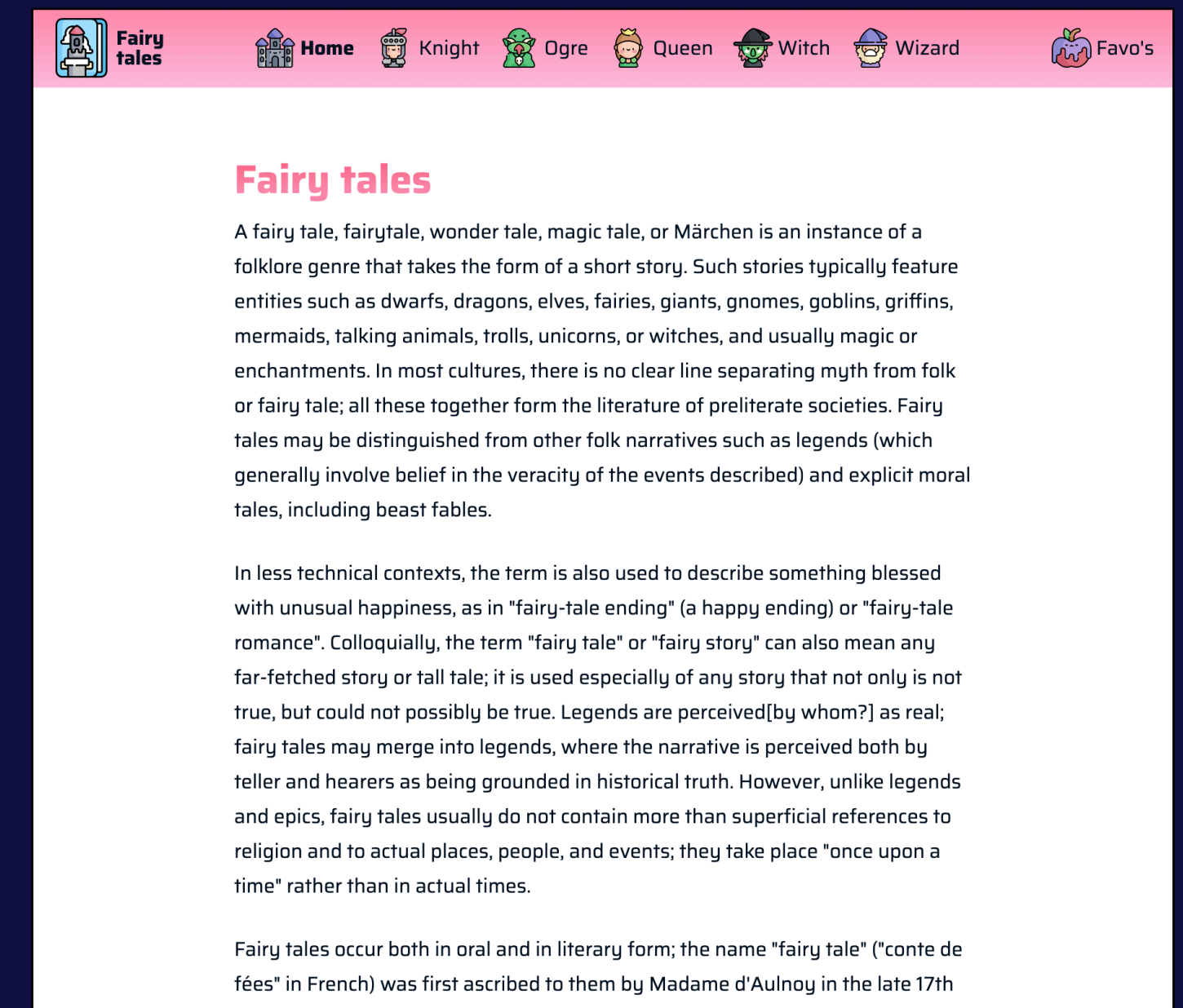
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Vanaf 57em



Fairy tales Home Knight Ogre Queen Witch Wizard Favo's

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Voor de **blauwe**
en **rode** piste



JS 3-stap

Responsive 2-buttons burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen

De code voor jou:

codepen.io/shooft/pen/qBerVXx

Uitwerking:

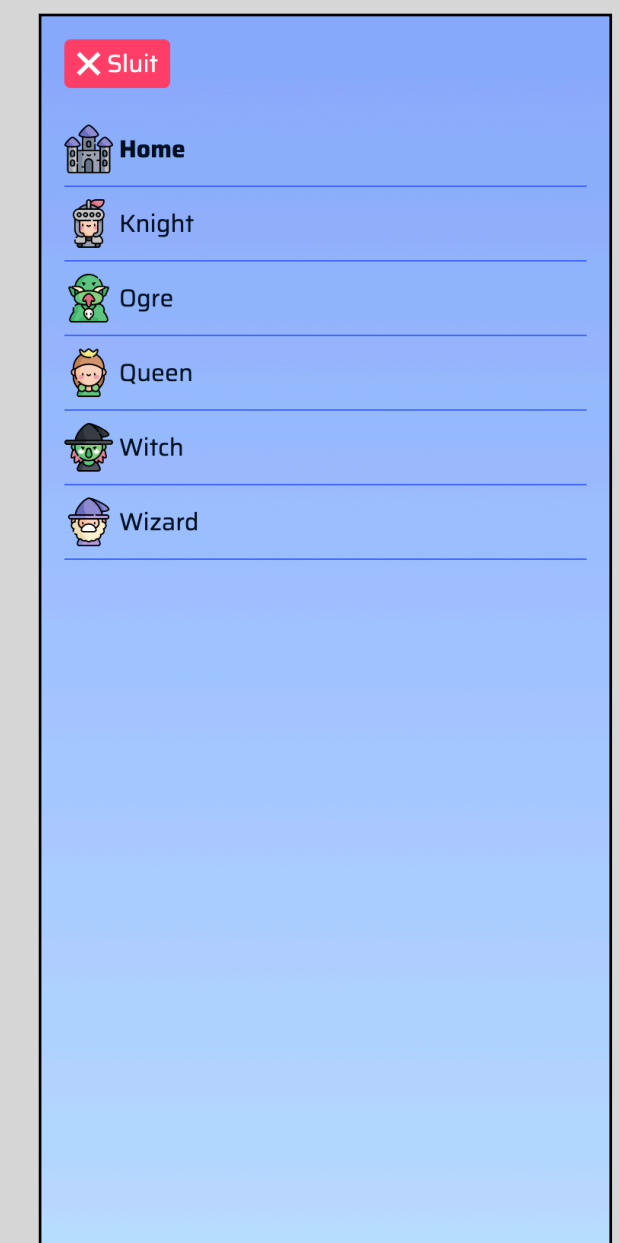
codepen.io/shooft/pen/dyxvZzK



De basisvormgeving krijg je cadeau.

nav

1. Positioneer de nav fixed.
2. En dek het hele scherm met de nav af (hint: left, right, top, bottom).



Voor de **blauwe**
en **rode** piste

JS 3-stap

Responsive 2-buttons burger

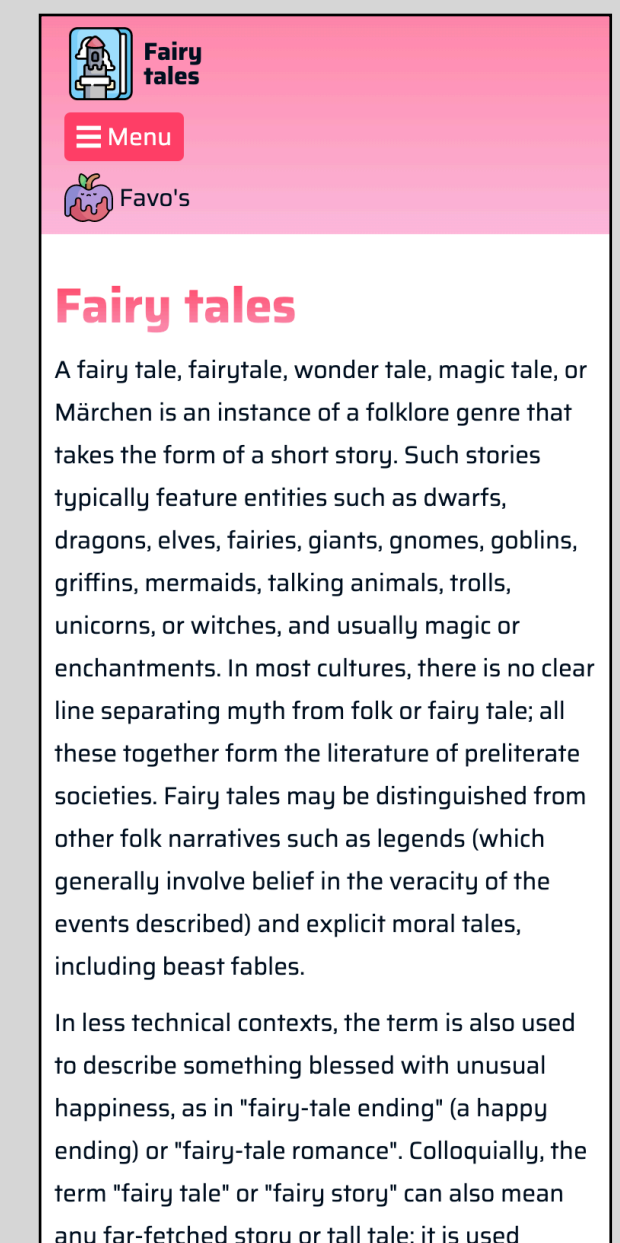
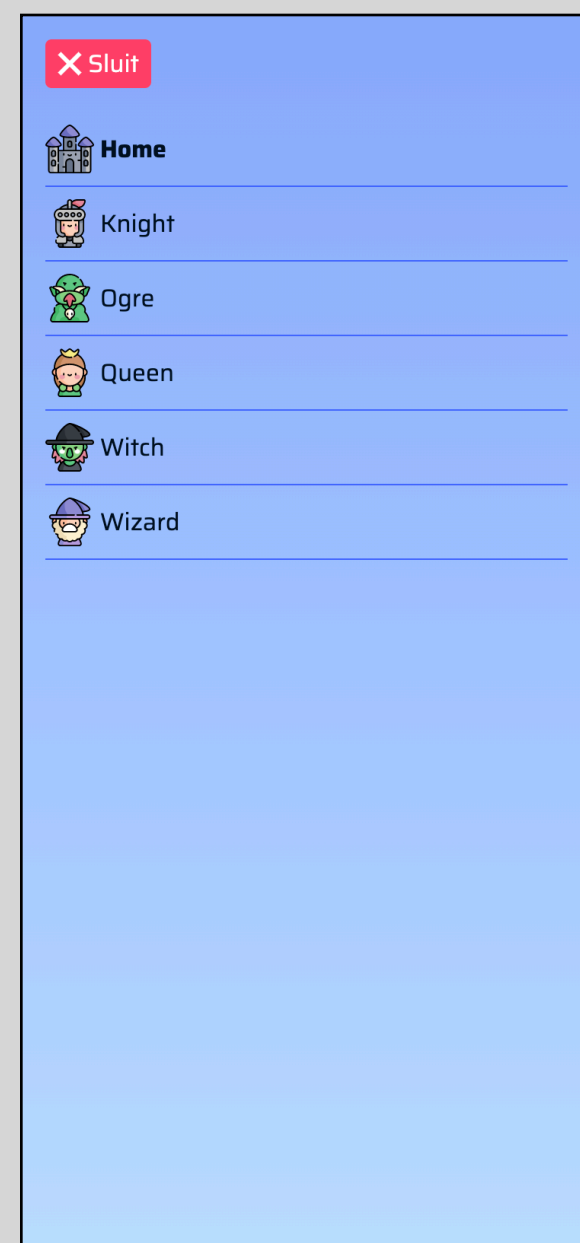
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De code voor jou:

codepen.io/shooft/pen/qBerVXx

Uitwerking:

codepen.io/shooft/pen/dyxvZzK



nav

1. Schuif de nav uit beeld met `translate: xxx% yyy%;`

Nb. De nav moet zijn eigen breedte (100%) naar links bewegen.

Nb. Naar links is negatief.

Voor de **blauwe**
en **rode** piste

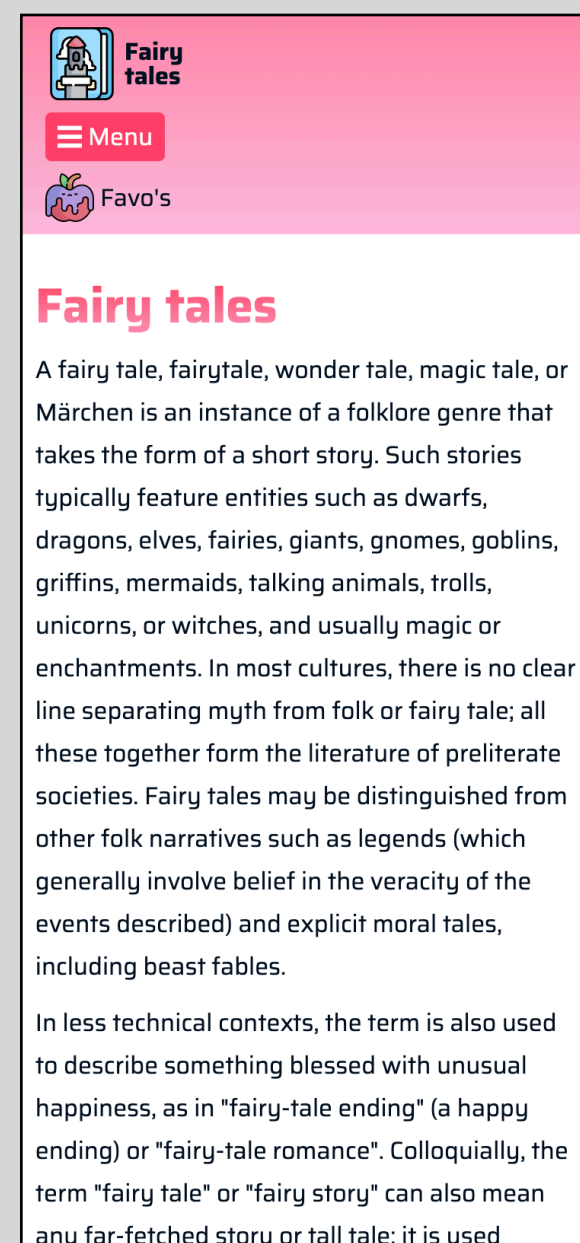
JS 3-stap

Responsive 2-buttons burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen

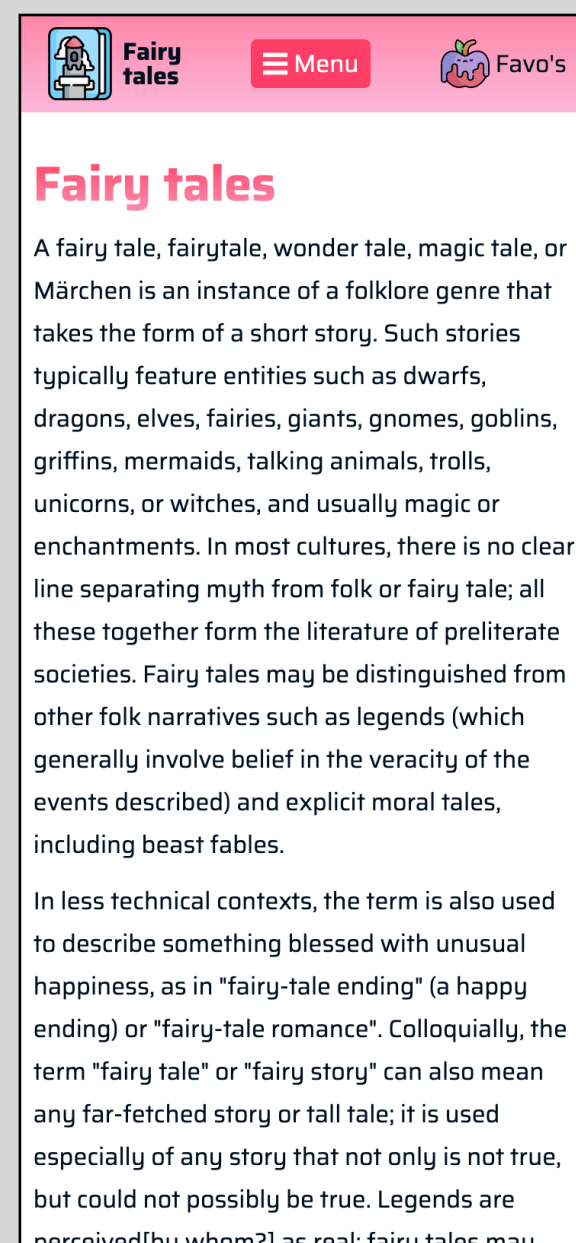
De code voor jou:
codepen.io/shooft/pen/qBerVXx

Uitwerking:
codepen.io/shooft/pen/dyxvZzK

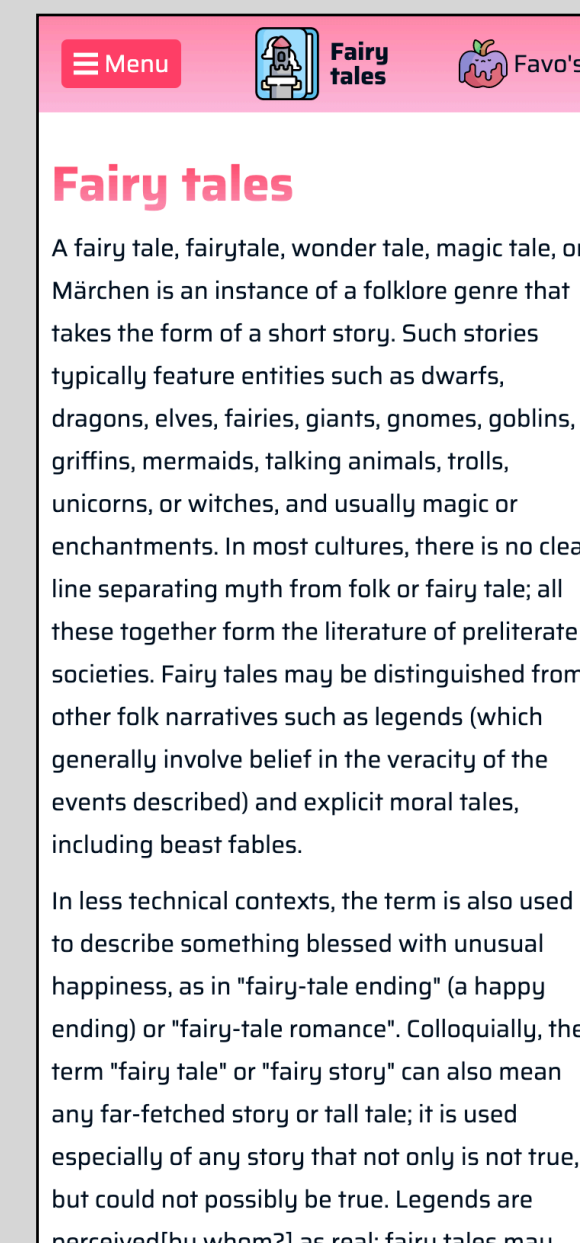


header

1. Flex.
2. Extra ruimte netjes verdelen.
3. Verticaal in het midden.

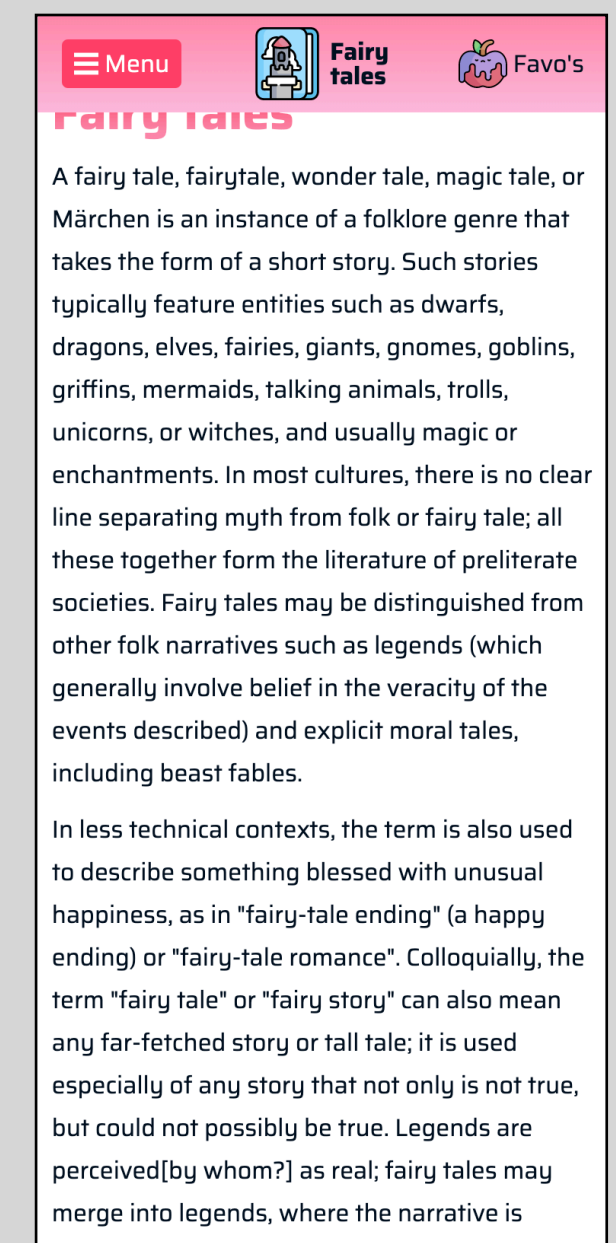


- ### header > button
3. Als eerste in de rij (tip: order).



header

4. Bovenaan laten plakken.



Voor de **blauwe**
en **rode** piste

JS 3-stap

Responsive 2-buttons burger

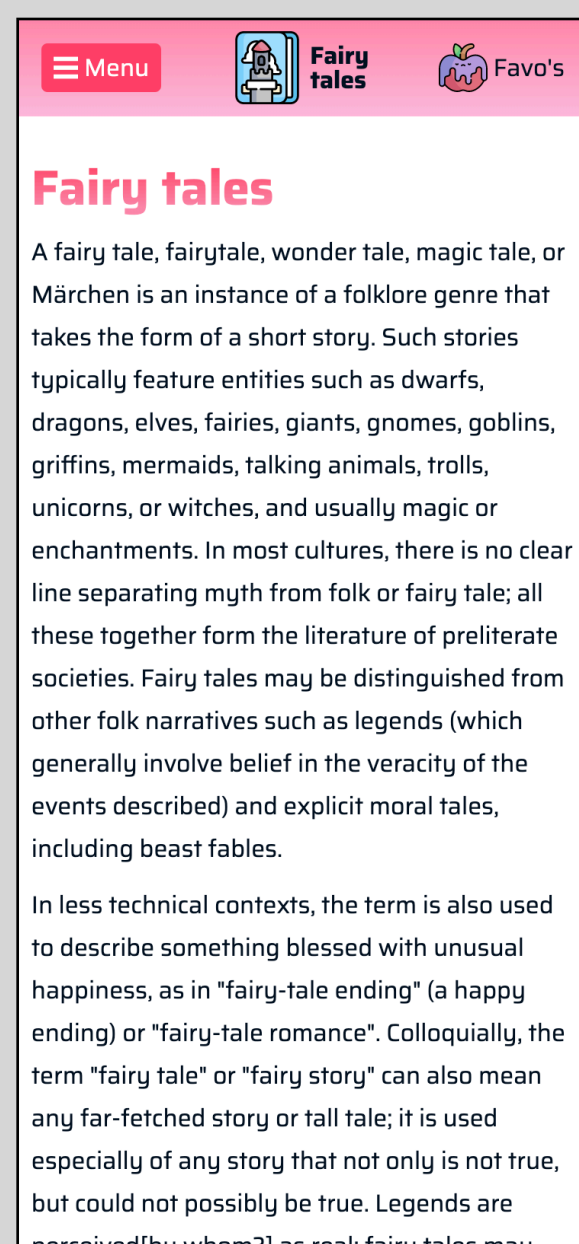
De code voor jou:

codepen.io/shooft/pen/qBerVXx

Uitwerking:

codepen.io/shooft/pen/dyxvZzK

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen



JS 3-stap 1/2

1. Zoek de "menu" button (querySelector) en sla die op in een variabele.
2. Laat de button naar clicks luisteren (addEventListener) en roep de functie "openMenu" aan als er geklikt wordt.
3. In de functie "toonMenu":
 - Zoek de nav op en sla die op in variabele.
 - Voeg de class "toonMenu" toe aan de nav (classList & add).

```
<!DOCTYPE html>
<html lang="en" class>
  <head>...</head>
  <body>
    <header> flex
      <!-- het logo -->
      <a href="#">_</a> grid
      <!-- de open button -->
      <!-- de button is niet relevant voor screenreaders -->
      <!-- met aria-hidden="true" 'verstop' je de button voor ze -->
      <button aria-hidden="true">_</button>
      flex
      <!-- het menu -->
      <nav class="toonMenu"> grid == $0
        <!-- de sluit button -->
        <!-- de button is ook niet relevant voor screenreaders -->
        <button aria-hidden="true">_</button>
        flex
        <ul>_</ul>
      </nav>
      <!-- favo's link -->
      <a href="#">_</a> flex
    </header>
    <main>
      <h1>Fairy tales</h1>
      <p>
        "A fairy tale, fairytale, wonder tale, magic tale, or Märchen is an instance of a folklore genre that takes the form of a short story. Such stories typically feature entities such as dwarfs, dragons, elves, fairies, giants, gnomes, goblins, griffins, mermaids, talking animals, trolls, unicorns, or witches, and usually magic or enchantments. In most cultures, there is no clear line separating myth from folk or fairy tale; all these together form the literature of preliterate societies. Fairy tales may be distinguished from other folk narratives such as legends (which generally involve belief in the veracity of the events described) and explicit moral tales, including beast fables."
      </p>
    </main>
  </body>
</html>
```

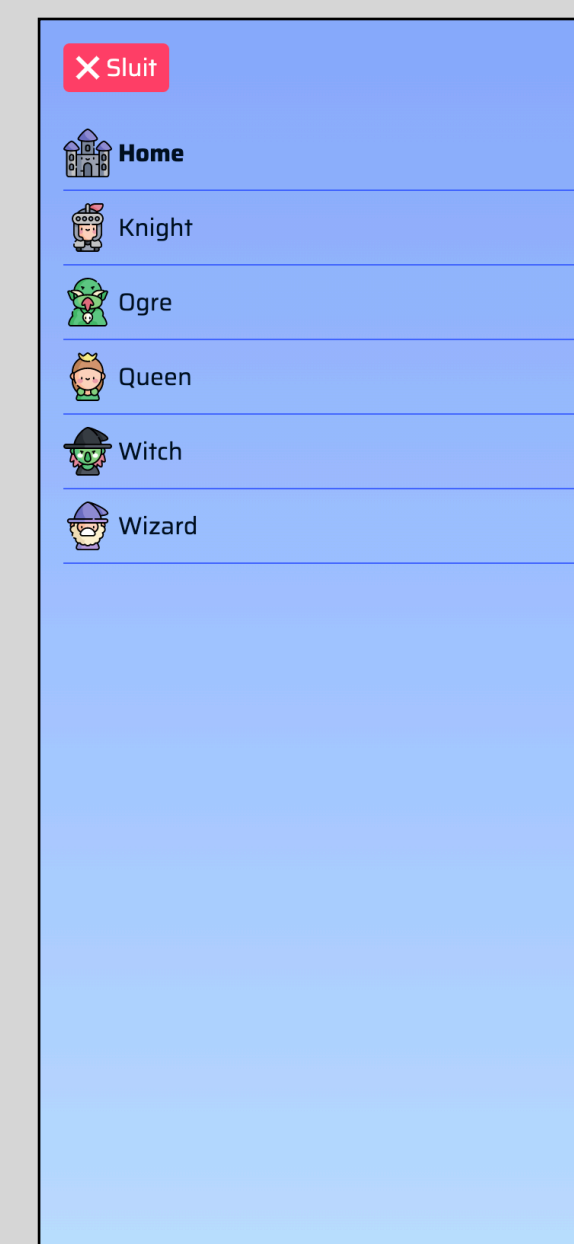
Verder met de CSS

nav.toonMenu

1. Maak de verschuiving uit stap 2 weer ongedaan met translate: xxx% yyy%; (het menu staat dan weer in beeld).

nav

2. Voeg een transitie van 0.3s toe aan de nav om die soepel heen en weer te schuiven.



Nb. Op het scherm zie je niets veranderen. In de inspector kun je wel controleren of de class wordt toegevoegd.

Voor de **blauwe** en **rode** piste

JS 3-stap

Responsive 2-buttons burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen

De code voor jou:

codepen.io/shooft/pen/qBerVXx

Uitwerking:

codepen.io/shooft/pen/dyxvZzK



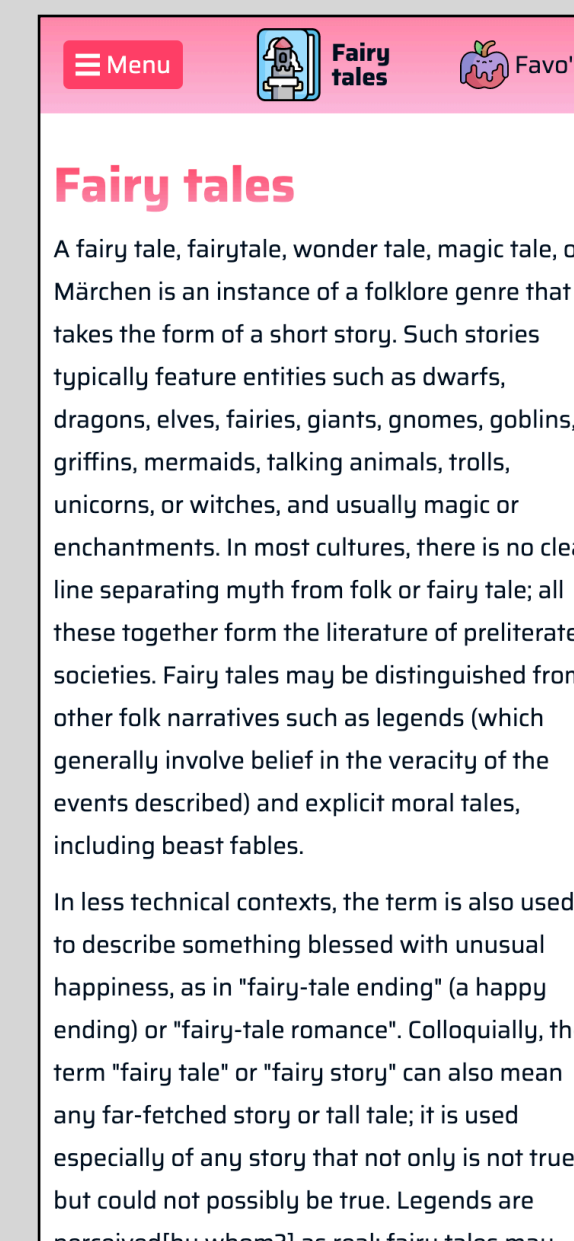
JS 3-stap 2/2

1. Zoek de "sluit" button (querySelector) en sla die op in een variabele.
2. Laat de button naar clicks luisteren (addEventListener) en roep de functie "sluitMenu" aan als er geklikt wordt.
3. In de functie "sluitMenu":
 - Zoek de nav op en sla die op in variabele.
 - Verwijder de class "toonMenu" van de nav (classList & remove).

Bonus: Verwijder de class "toonMenu" ook als je op de Escape toets drukt.

```
<!DOCTYPE html>
<html lang="en">
  <head>...</head>
  <body translate="no">
    <header> (flex)
      <!-- het logo -->
      <a href="#">...</a> (grid)
      <!-- de open button -->
      <!-- de button is niet relevant voor screenreaders -->
      <!-- met aria-hidden="true" 'verstop' je de button voor ze -->
      <button aria-hidden="true">...</button>
      (flex)
      <!-- het menu -->
      <nav> (grid) == $0
        <!-- de sluit button -->
        <!-- de button is ook niet relevant voor screenreaders -->
        <button aria-hidden="true">...</button>
        (flex)
        <ul>...</ul>
      </nav>
      <!-- favo's link -->
      <a href="#">...</a> (flex)
    </header>
    <main>
      <h1>Fairy tales</h1>
      <p>
        "A fairy tale, fairytale, wonder tale, magic tale, or Märchen is an instance of a folklore genre that takes the form of a short story. Such stories typically feature entities such as dwarfs, dragons, elves, fairies, giants, gnomes, goblins, griffins, mermaids, talking animals, trolls, unicorns, or witches, and usually magic or enchantments. In most cultures, there is no clear line separating myth from folk or fairy tale; all these together form the literature of preliterate societies. Fairy tales may be distinguished from other folk narratives such as legends (which generally involve belief in the veracity of the events described) and explicit moral tales, including beast fables."
      </p>
    </main>
  </body>
</html>
```

De CSS van nav.toonMenu is niet meer van toepassing. De nav schuift daardoor weer uit beeld.



Voor de **blauwe** en **rode** piste

vanaf hier
responsiveness

JS 3-stap

Responsive 2-buttons burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen

De code voor jou:
codepen.io/shooft/pen/qBerVXx

Uitwerking:
codepen.io/shooft/pen/dyxvZzK



Nu verder met de responsiveness. Het menu past vanaf 38em in beeld. De buttons zijn dan niet meer nodig. Die als eerste verstoppen.

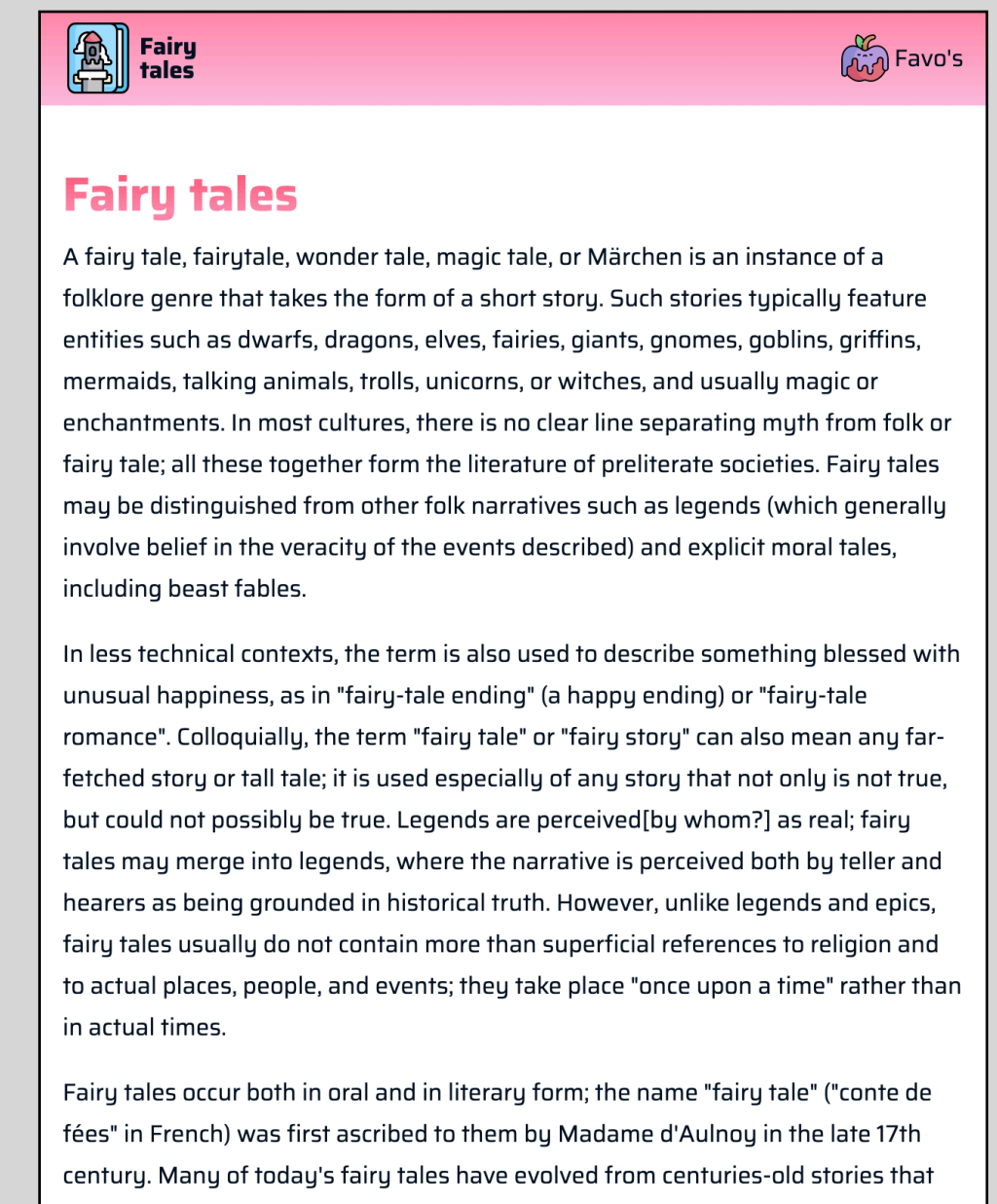
In de 38em media query:

header > button

1. Verstoppen.

nav button

2. Verstoppen.



Voor de **blauwe**
en **rode** piste

JS 3-stap

Responsive 2-buttons burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen

De code voor jou:

codepen.io/shooft/pen/qBerVXx

Uitwerking:

codepen.io/shooft/pen/dyxvZzK

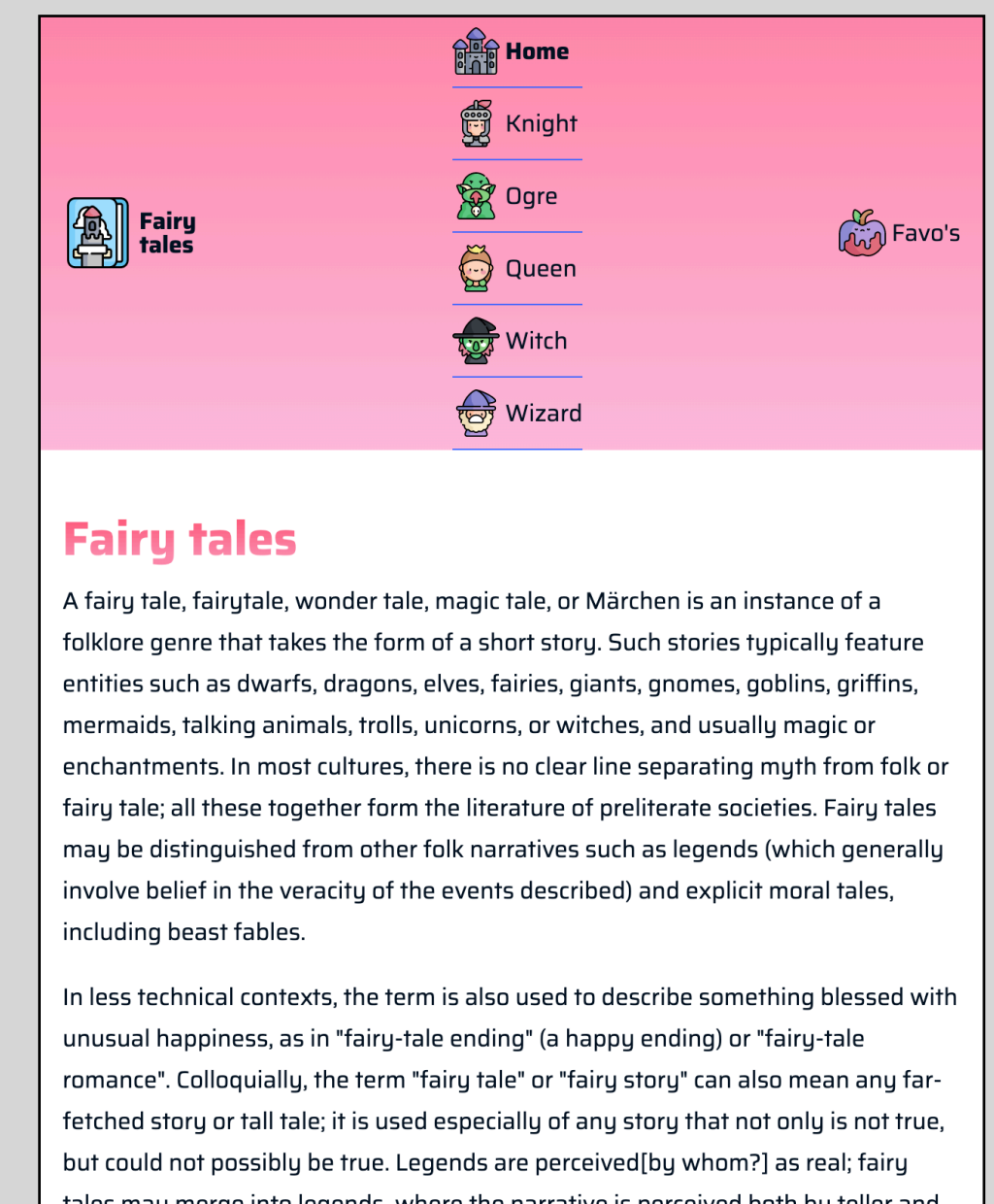


De nav weer op zijn 'normale' plek zetten. Daarvoor moet je in de media query een aantal dingen 'ongedaan' maken.

nav

1. Position (tip: static)
2. Translate (tip: unset)
3. Padding
4. Background

Nb. Het klopt dat het er niet uit ziet. Dat komt zo.



Voor de **blauwe**
en **rode** piste

JS 3-stap - Oefening 2

Responsive **fixed-button** burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen

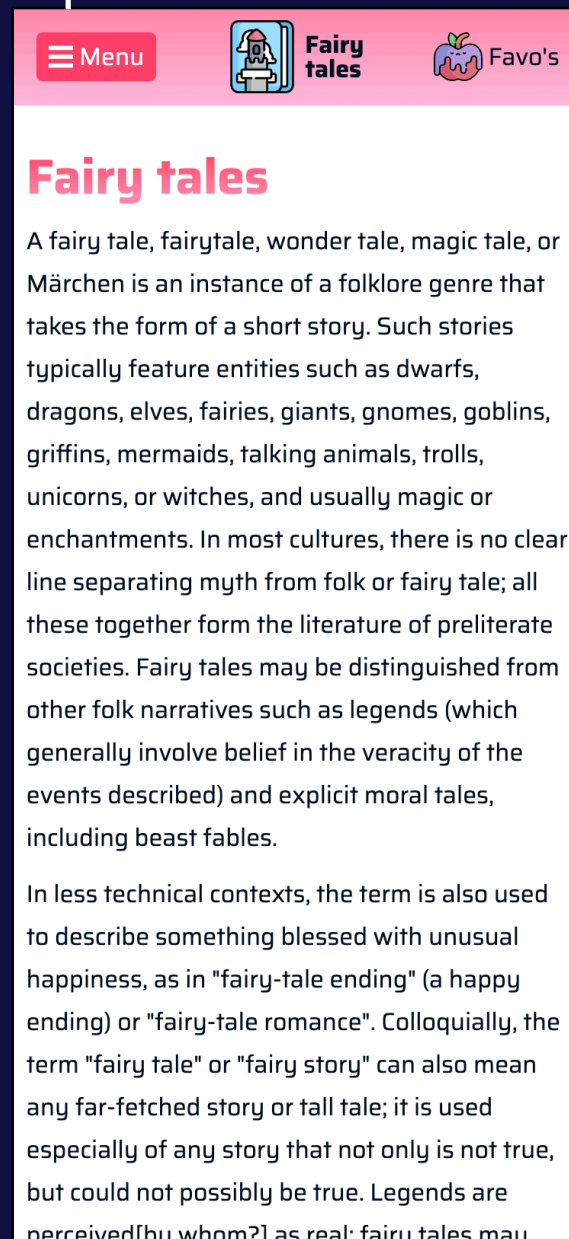
De code voor jou:

codepen.io/shooft/pen/poMepOV

Uitwerking:

codepen.io/shooft/pen/eYqvyLP

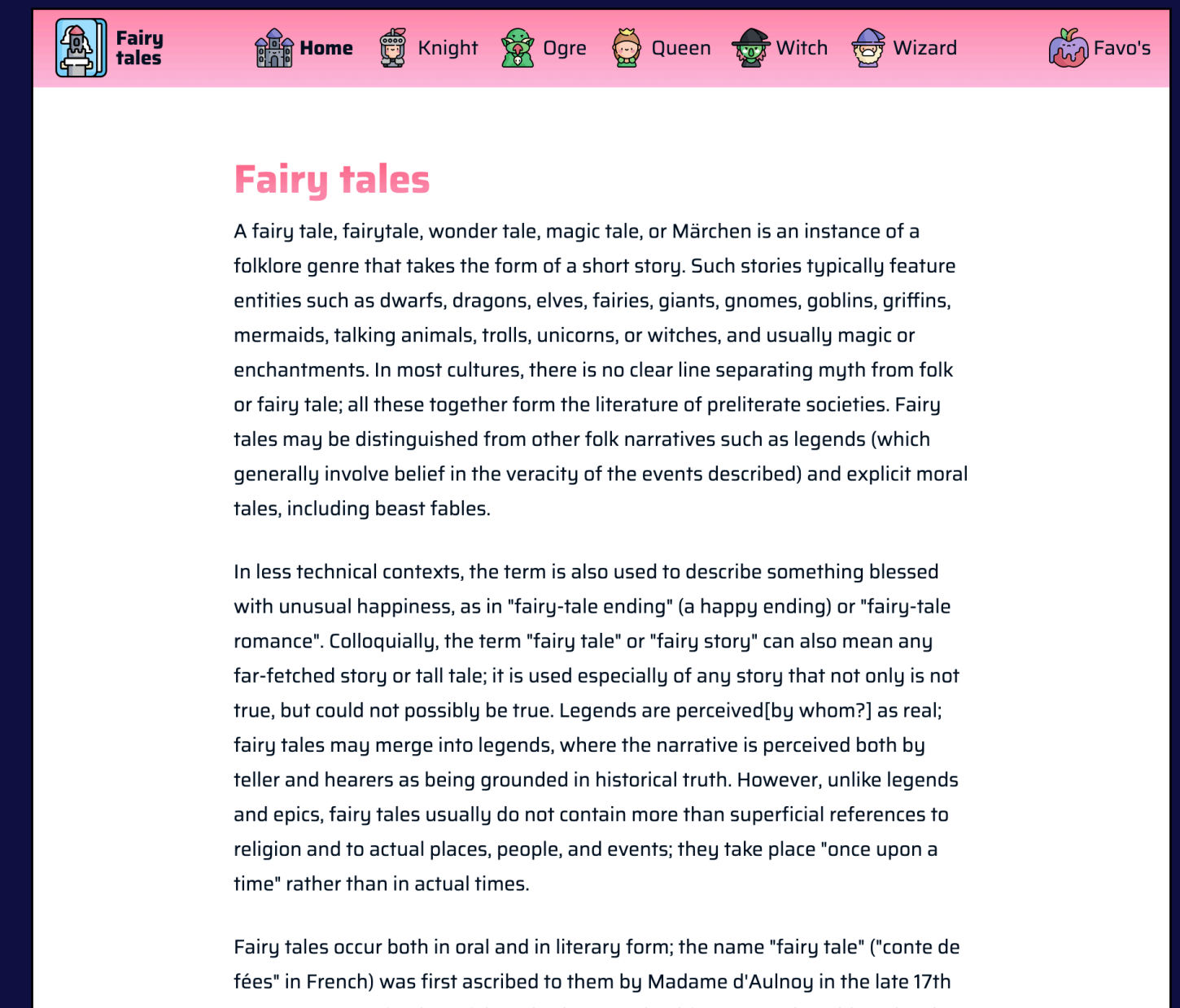
Op small screen



Vanaf 38em



Vanaf 57em



Voor de **blauwe**
en **rode** piste



vanaf hier
responsiveness

JS 3-stap

Responsive **fixed-button** burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen

De code voor jou:

codepen.io/shooft/pen/poMepOV

Uitwerking:

codepen.io/shooft/pen/eYqvyLP

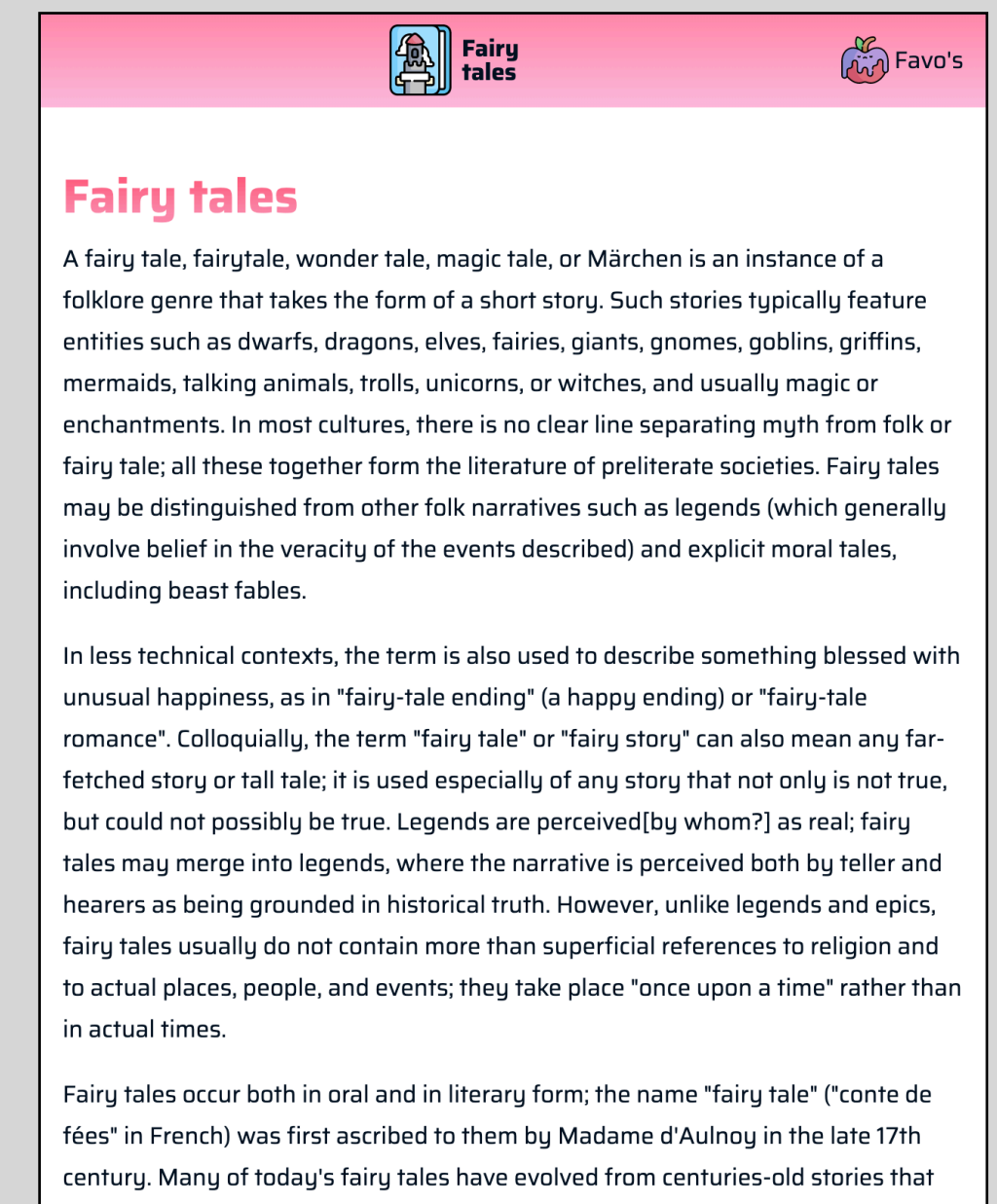


Nu verder met de responsiveness. Het menu past vanaf 38em in beeld. De button is dan niet meer nodig. Die als eerste verstoppen.

In de 38em media query:

nav button

1. Verstoppen.



Voor de **blauwe**
en **rode** piste



stap 6

JS 3-stap

Responsive **fixed-button** burger

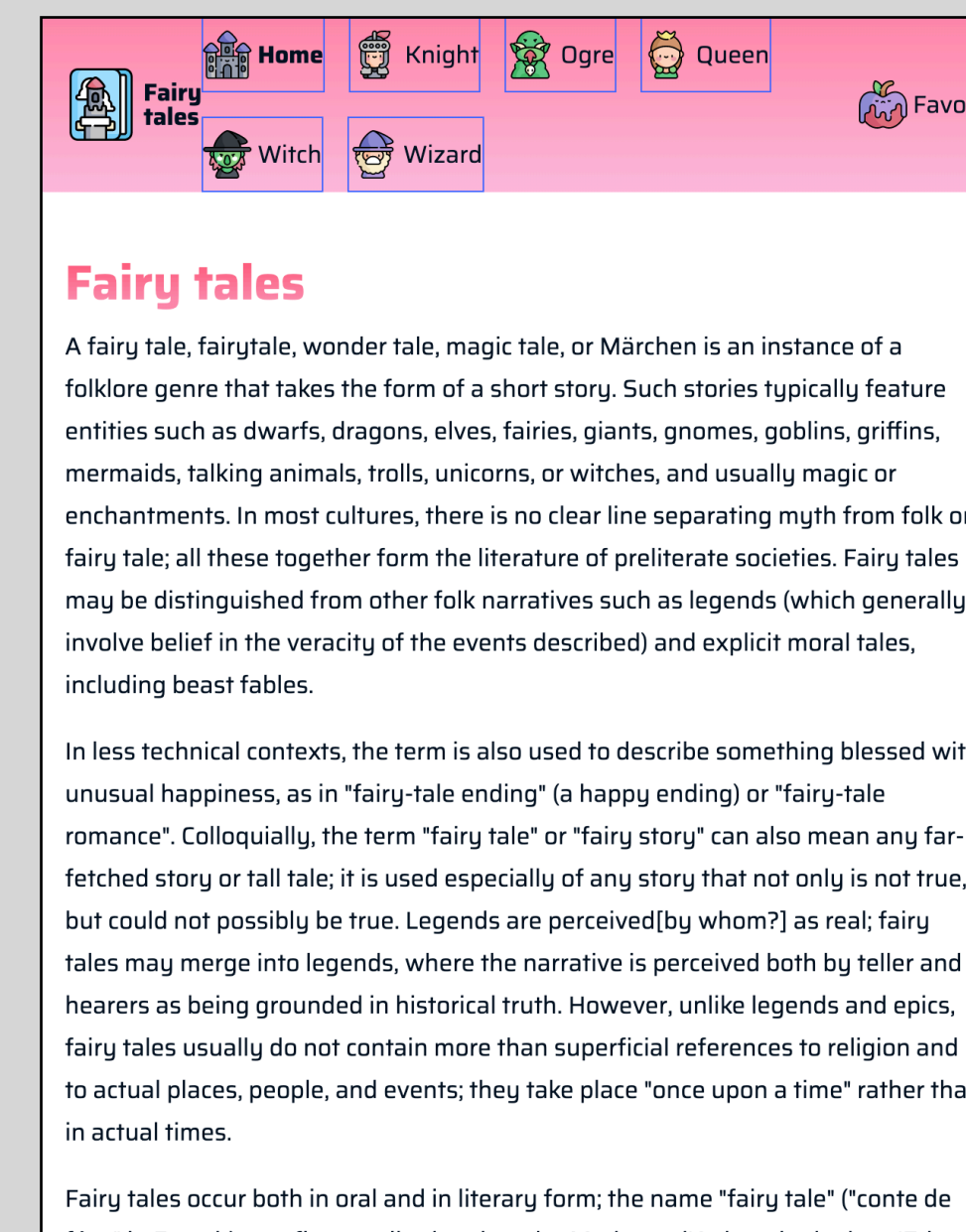
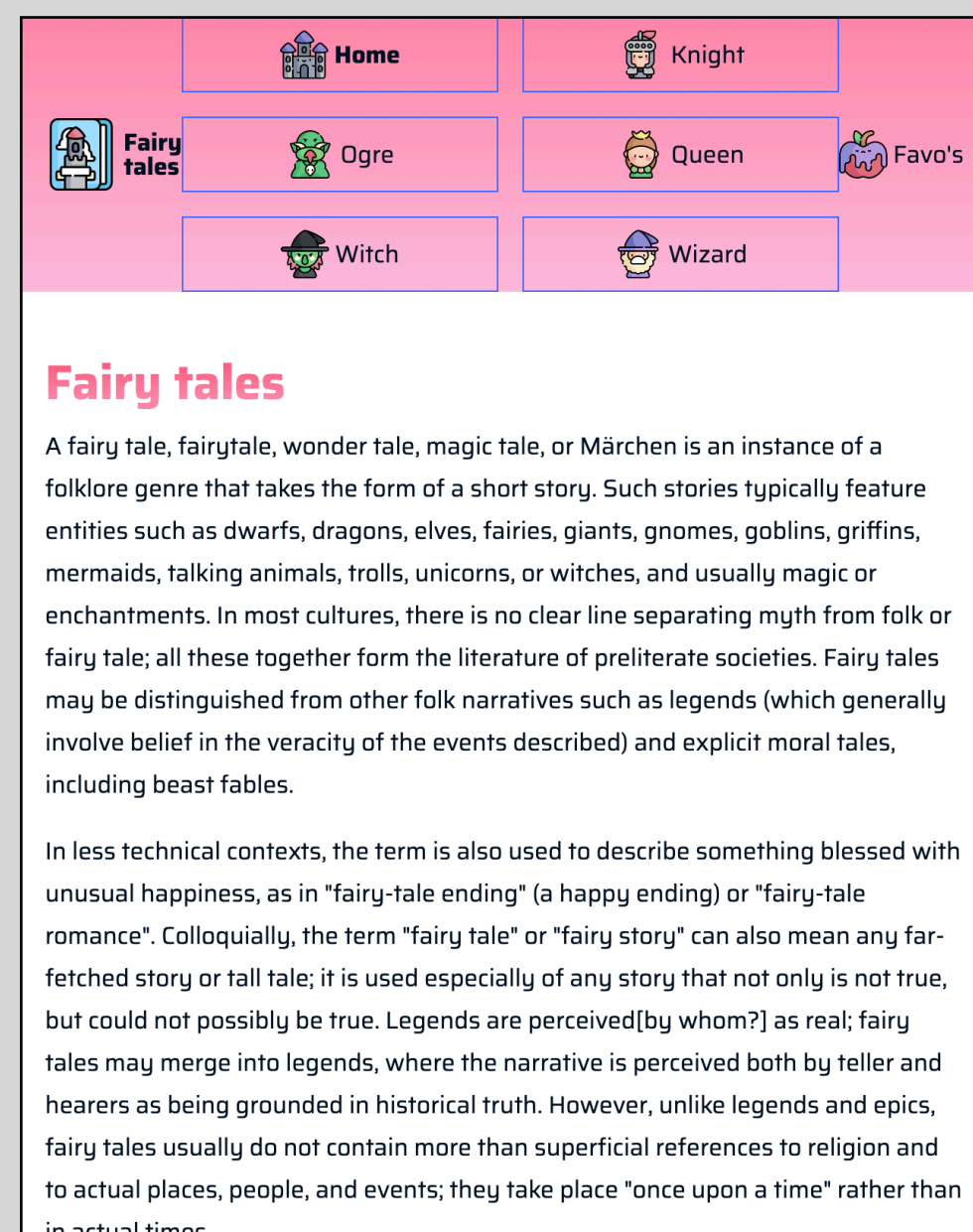
Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen

De code voor jou:

codepen.io/shooft/pen/poMepOV

Uitwerking:

codepen.io/shooft/pen/eYqvyLP



De li's hebben een minimale breedte en vullen samen de hele breedte als er ruimte over is.

li

1. Zorg in de media query dat de li's geen minimale breedte meer hebben (tip: flex-basis).
2. Zorg in de media query dat de li's niet meer groeien als er ruimte over is (tip: flex-grow).

Nb. Het klopt dat het er nog steeds niet uit ziet. Dat komt in de volgende stap.

Voor de **blauwe**
en **rode** piste



stap 9

JS 3-stap - Oefening 2

Responsive **moving-button** burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen

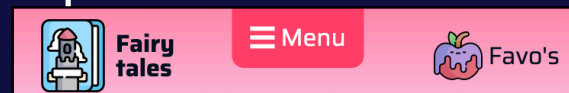
De code voor jou:

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Uitwerking:

codepen.io/shooft/pen/vYoxpwK

Op small screen



Fairy tales

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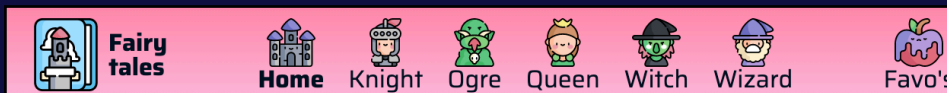
In less technical contexts, the term is also used to describe something blessed with unusual happiness, as in "fairy-tale ending" (a happy ending) or "fairy-tale romance". Colloquially, the term "fairy tale" or "fairy story" can also mean any far-fetched story or tall tale; it is used especially of any story that not only is not true, but could not possibly be true. Legends are perceived[by whom?] as real; fairy tales may



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Vanaf 38em



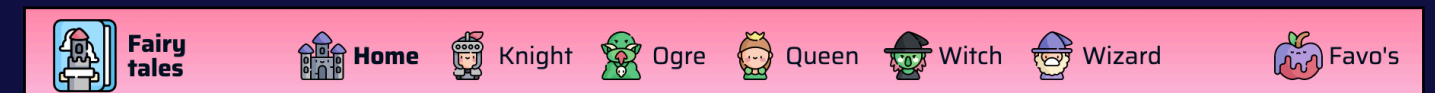
Fairy tales

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In less technical contexts, the term is also used to describe something blessed with unusual happiness, as in "fairy-tale ending" (a happy ending) or "fairy-tale romance". Colloquially, the term "fairy tale" or "fairy story" can also mean any far-fetched story or tall tale; it is used especially of any story that not only is not true, but could not possibly be true. Legends are perceived[by whom?] as real; fairy tales may merge into legends, where the narrative is perceived both by teller and hearers as being grounded in historical truth. However, unlike legends and epics, fairy tales usually do not contain more than superficial references to religion and to actual places, people, and events; they take place "once upon a time" rather than in actual times.

Fairy tales occur both in oral and in literary form; the name "fairy tale" ("conte de fées" in French) was first ascribed to them by Madame d'Aulnoy in the late 17th century. Many of today's fairy tales have evolved from centuries-old stories that

Vanaf 57em



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Voor de **blauwe**
en **rode** piste



vanaf hier
responsiveness

JS 3-stap

Responsive **moving-button** burger

Eerst een 'hamburger' - daarna het menu op een breder scherm direct tonen

De code voor jou:

codepen.io/shooft/pen/qBerpgW

Uitwerking:

codepen.io/shooft/pen/vYoxpwK

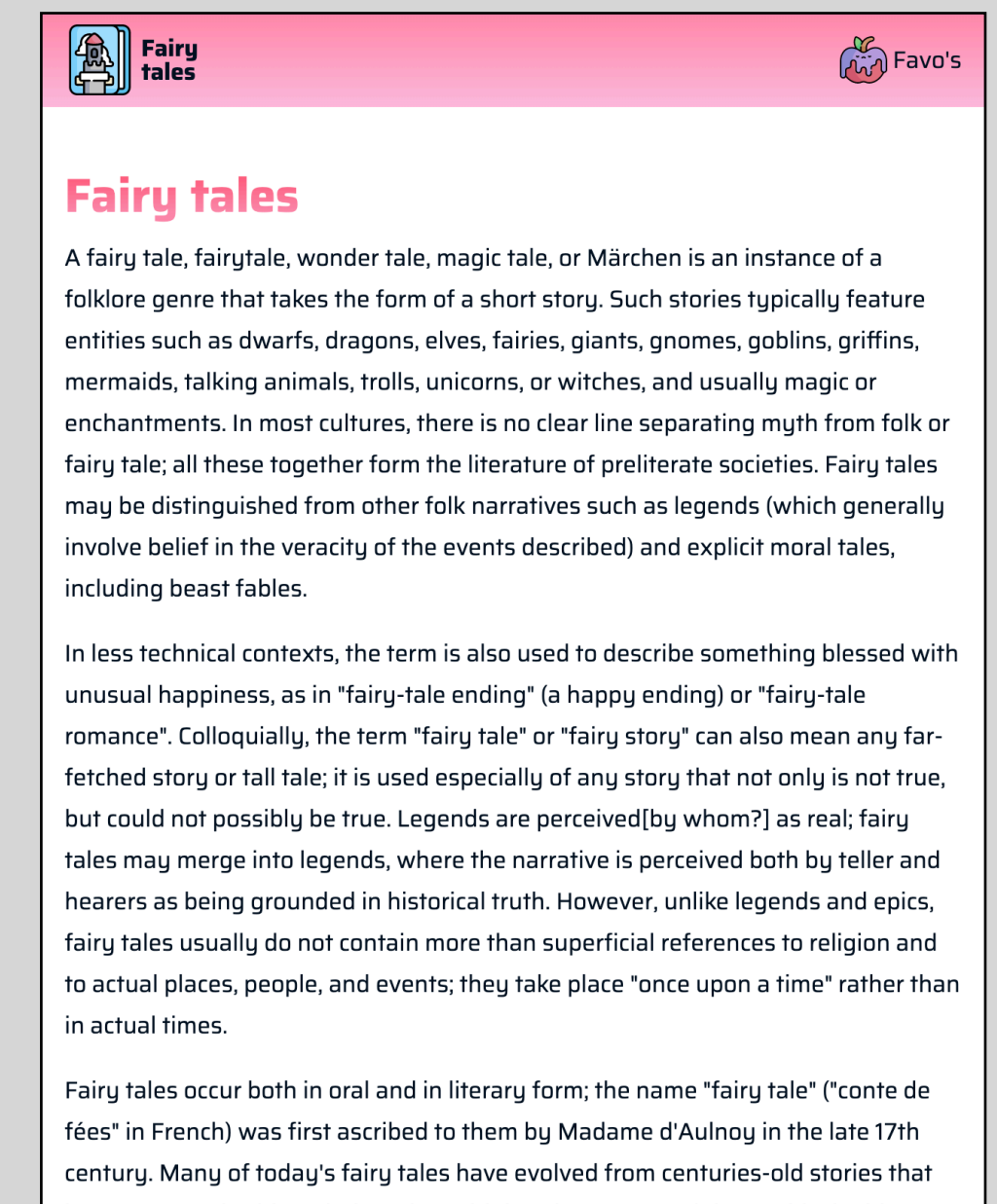


Nu verder met de responsiveness. Het menu past vanaf 38em in beeld. De button is dan niet meer nodig. Die als eerste verstoppen.

In de 38em media query:

nav button

1. Verstoppen.



Voor de **blauwe**
en **rode** piste



μπαρτιζει μεση
οετσημυδ 5

#2 BOZITIONI

CS2 challenge

EDMD 54-52