

# Introducing Materialize

Anirudh Prabhu Aravind Shenoy



# Introducing Materialize



Anirudh Prabhu Aravind Shenoy

**Apress**<sup>®</sup>

### Introducing Materialize

Anirudh Prabhu Mumbai, India

ISBN-13 (pbk): 978-1-4842-2348-2 DOI 10.1007/978-1-4842-2349-9 Aravind Shenoy Mumbai, Maharashtra, India ISBN-13 (electronic): 978-1-4842-2349-9

Library of Congress Control Number: 2016961298

Copyright © 2016 by Anirudh Prabhu and Aravind Shenoy

This work is subject to copyright. All rights are reserved by the Publisher, whether the whole or part of the material is concerned, specifically the rights of translation, reprinting, reuse of illustrations, recitation, broadcasting, reproduction on microfilms or in any other physical way, and transmission or information storage and retrieval, electronic adaptation, computer software, or by similar or dissimilar methodology now known or hereafter developed.

Trademarked names, logos, and images may appear in this book. Rather than use a trademark symbol with every occurrence of a trademarked name, logo, or image we use the names, logos, and images only in an editorial fashion and to the benefit of the trademark owner, with no intention of infringement of the trademark.

The use in this publication of trade names, trademarks, service marks, and similar terms, even if they are not identified as such, is not to be taken as an expression of opinion as to whether or not they are subject to proprietary rights.

While the advice and information in this book are believed to be true and accurate at the date of publication, neither the authors nor the editors nor the publisher can accept any legal responsibility for any errors or omissions that may be made. The publisher makes no warranty, express or implied, with respect to the material contained herein.

Managing Director: Welmoed Spahr Acquisitions Editor: Louise Corrigan Technical Reviewer: Phil Nash Editorial Board: Steve Anglin, Pramila Balan, Laura Berendson, Aaron Black, Louise Corrigan, Jonathan Gennick, Todd Green, Robert Hutchinson, Celestin Suresh John, Nikhil Karkal, James Markham, Susan McDermott, Matthew Moodie, Natalie Pao, Gwenan Spearing Coordinating Editor: Nancy Chen Copy Editor: Mary Behr Compositor: SPi Global Indexer: SPi Global Artist: SPi Global, cover image courtesy of Freepik

Distributed to the book trade worldwide by Springer Science+Business Media New York, 233 Spring Street, 6th Floor, New York, NY 10013. Phone 1-800-SPRINGER, fax (201) 348-4505, e-mail orders-ny@springer-sbm.com, or visit www.springer.com. Apress Media, LLC is a California LLC and the sole member (owner) is Springer Science + Business Media Finance Inc (SSBM Finance Inc). SSBM Finance Inc is a Delaware corporation.

For information on translations, please e-mail rights@apress.com, or visit www.apress.com.

Apress and friends of ED books may be purchased in bulk for academic, corporate, or promotional use. eBook versions and licenses are also available for most titles. For more information, reference our Special Bulk Sales–eBook Licensing web page at www.apress.com/bulk-sales.

Any source code or other supplementary materials referenced by the author in this text are available to readers at www.apress.com. For detailed information about how to locate your book's source code, go to www.apress.com/source-code/. Readers can also access source code at SpringerLink in the Supplementary Material section for each chapter.

Printed on acid-free paper

I dedicate this to my mother and father for their endless support and words of encouragement. I also dedicate this to my many friends who have supported me throughout the process. I will always appreciate all they have done.

—Anirudh Prabhu

# **Contents at a Glance**

About the Authors	xi
About the Technical Reviewer	xiii
Acknowledgments	xv
Chapter 1: Introducing Materialize	1
Chapter 2: Grid Fundamentals and Helper Classes	11
Chapter 3: Beyond Fundamentals	29
Chapter 4: Materialize JavaScript	49
Chapter 5: Materialize Components	87
Index	131

# Contents

About the Authors	xi
About the Technical Reviewer	xiii
Acknowledgments	xv
Chapter 1: Introducing Materialize	1
What Is Material Design?	1
Material Is Analogy	2
Bold, Graphic, Intentional	2
Motion Provides Meaning	2
What Is Materialize CSS?	2
Downloading Materialize CSS	2
Production-Ready	3
Sass Version	3
Alternative Downloading Methods	4
Setting Up Materialize	4
SASS Setup	6
Gallery	7
Summary	
Chapter 2: Grid Fundamentals and Helper Cl	asses 11
Materialize Grid Explained	
Creating Responsive Layouts	
.container Class	

14
15
16
16
17
19
22
22
23
24
24
26
27
28
29
<b>29</b> 29
29
29 31
29 31 33
29 31 33 34

Chapter 4: Materialize JavaScript	49
Collapsible	49
Toasts	56
Tooltips	59
Dropdown	61
Modal	65
ScrollFire	67
ScrollSpy	69
SideNav	71
Tabs	74
Waves	78
Transitions	79
Carousel	81
Summary	85
Chapter 5: Materialize Components	87
Badges	87
Buttons	91
Cards	96
Chips	102
Collection	109
Footer	114
Forms	116
Input Field	116
Textarea	121
Select	122

### CONTENTS

Index	
Summary	
DatePicker	
Switches	
Checkboxes	
Radio	

# **About the Authors**



**Anirudh Prabhu** is a UI Developer with more than seven years of experience. He specializes in HTML, CSS, JavaScript, jQuery, Sass, LESS, Twitter, and Bootstrap. Additionally, he has been associated with Packt and Apress books as a Tech Reviewer for several titles. He is the author of *Beginning CSS Preprocessors: With Sass, Compass, and Less* (Apress, 2015).

He has exposure to CoffeeScript and AngularJS. He's also been involved in building training material for HTML, CSS, and jQuery for twenty19 (www.twenty19.com), which is a portal for providing training for freshers/interns. In his free time, he enjoys listening to music and is also an avid photographer who likes taking unique photos.



**Aravind Shenoy** A senior technical writer by profession, Aravind's core interests are technical writing, content writing, content development, web design, and business analysis. Born and raised in Mumbai, he still resides there. A music buff, he loves listening to rock n' roll and rap. An engineering graduate from the Manipal Institute of Technology and an author of several books, he is a keen learner and believes that there is a steep learning curve, as Life is all about learning. In summary, as he quips, "The most important thing is to be happy."

# About the Technical Reviewer

**Phil Nash** is a developer evangelist for Twilio, serving developer communities in London and all over the world. He is a Ruby, JavaScript, and Swift developer, a Google Developer Expert, a blogger, a speaker, and occasionally a brewer. He can be found hanging out at meetups and conferences, playing with new technologies and APIs, or writing open source code.

# Acknowledgments

I dedicate this book to my aunt Godavari, my uncle Satish Rao, my cousin Ashwin, and finally my niece Ajnya, who is the light of my life. I miss her a lot. She taught me to take it easy and to understand the Leonard Cohen quote "There is a crack in everything. That's how the light gets in." I would also like to thank the entire Apress team (and Springer) and the Reviewer for the effort and time they put into this book. I sincerely appreciate it! This is my ninth book, but this time as a co-author, so I would like to thank the main author, Anirudh, who had to tolerate my idiosyncrasies. Finally, as Carrie Hope said, "Happiness is always there. You just have to choose to see it. There's no point dwelling in the dark and ignoring the light of the stars." Thanks to everyone. I really appreciate it.

-Aravind Shenoy

## **CHAPTER 1**

# **Introducing Materialize**

Materialize is an intuitive framework along the lines of Bootstrap and Foundation. It adheres to the Material Design language launched by Google. Materialize has UI components baked in, which are easy to use and implement, and it provides styling and animations for constructing aesthetic and responsive web sites. It takes into consideration several aspects such as browser portability and responsiveness, all within a compact footprint.

This chapter is a quick start guide to help you get to a grip on the concept of Material Design and an overview of Materialize and how it fits in the paradigm of Material Design. In this chapter, I will be discussing the following topics:

• What is Material Design?

- What is Materialize CSS?
- Downloading Materialize
- Setting up Materialize
- Third party add-ons
- Sass parts
- A showcase of websites

# What Is Material Design?

Material Design, created by Google, is a design philosophy that is inspired by real materials and helps create sleek and interactive web sites. It follows the Google's device-agnostic paradigm and stresses the need for web sites to look the same irrespective of the platform; in other words, uniformity across all devices, such as a tablet or phone or laptop.

Material design competes with other innovative competition such as flat design and metro design. However, it is a distinct concept that helps create a consistent and unified experience that gives a real-world look and is aesthetically pleasing.

Electronic supplementary material The online version of this chapter

<sup>(</sup>doi:10.1007/978-1-4842-2349-9\_1) contains supplementary material, which is available to authorized users.

## Material Is Analogy

Material Design and development is inspired by understanding tactile elements used in the real world. This innovative concept is grounded in reality and is actually influenced by paper and ink. It draws and extends from the real world in a selective way, meaning it takes into account only those elements that will result in an awesome user experience. In short, it tries to incorporate the way actual materials in the world look and behave, meaning it doesn't treat your device as a two-dimensional platform. It results in a uniform and visually appealing experience for the users.

## Bold, Graphic, Intentional

Typography, space, imagery, and scale are prime when it comes to print media design. Material design is not focused on creating just a visually appealing web site; rather it provides meaning as well and enhances the focus, resulting in an immersive user experience wherein the character or functionality becomes clear and explicitly.

## Motion Provides Meaning

This paradigm is focused on ensuring that motion should be meaningful and appropriate. Animation is key to Material Design, which stresses that the transition is effective and coherent and not for the sake of it. It should work meaningfully and naturally, where you can perceive the way an object moves akin to a real-world situation. The physicality of the real world movement must be retained to create a seamless user experience. More information on Material Design methodology can be found on Google's Material Design site at https://material.google.com/.

# What Is Materialize CSS?



Materialize is an intuitive framework similar to Bootstrap and Foundation that offers ample UI components. However, the function differs because Bootstrap and Foundation are based on the mobile-first approach whereas Materialize adheres to Google's oscoby

Material Design philosophy.

# **Downloading Materialize CSS**

Materialize is available in two variants: production-ready and Sass (Figure 1-1).

Materialize	Sass
This is the standard version that comes with both the minified and unminified CSS and JavaScript files. This option requires little to no setup. Use this if you are unfamiliar with Sass.	This version contains the source SCSS files. By choosing this version you have more control over which components to include. You will need a Sass compiler if you choose this option.
MATERIALIZE 👲	SOURCE 👲

Figure 1-1. Materialize CSS and Sass versions

## **Production-Ready**

The production-ready version is a no-frills one that includes minified as well as unminified CSS and JavaScript files. This version requires hardly any setup and can be included in your document. It doesn't include Sass and is for those users who are looking to use the framework and don't need to build and compile Sass code.

## Sass Version

This version contains the SCSS files that are finally compiled to the final CSS files. Using this method, you can gain more control and decide which components to use. You can also customize the components as per the requirement. However, you need a Sass compiler if you use this method.

You can use any variant as per your requirement.

While the previous options (Materialize and Sass versions) required you to download, extract, and then include them in your web site directory, there is an alternative in which you can incorporate Materialize without any download. Here you do not need to download the Materialize locally. All you need to do is incorporate Materialize in your HTML file using a CDN (Content Delivery Network).

There are several advantages of using a CDN:

- It removes the load on your server by serving these scripts and assets from fast CDN servers that are available across the globe, dedicated for this task.
- CDN servers have high availability.
- Since the scripts files are on a CDN, which is a different server, you can achieve concurrency
- It offers enhanced control over asset delivery.

**Note** Using CDN requires an internet connection for the implementation to take place.

You can find the CDN at https://cdnjs.com/libraries/materialize. You can use Materialize in your design by including the specific link in your HTML document, as depicted in Listing 1-1.