

# CACS-205 Web Technology (BCA, TU)

Ganesh Khatri kh6ganesh@gmail.com

# HTML Special Tags

- tag
- <tt> tag
- <meta> tag
- <audio> tag
- <video> tag
- <canvas> tag

## Tag

- The tag defines preformatted text
- Text in a element is displayed in a fixed-width font (usually Courier)
- it preserves both spaces and line breaks
- Tip: Use the element when displaying text with unusual formatting, or some sort of computer code

#### Tag

```
<!DOCTYPE html>
<html>
 <body>
   Text in a pre
     element
     is displayed in a
     fixed-width
     font, and it preserves
     both spaces and
     line breaks
   </body>
</html>
```

Text in a pre
element
is displayed in a
fixed-width
font, and it preserves
both spaces and
line breaks

## <tt> Tag

- used for marking up keyboard input
- not supported in HTML5

```
This text is normal.
<tt>This text is teletype text.</tt>
<strong>Note:</strong> The tt element is not supported in HTML5.
```

```
This text is normal.

This text is teletype text.

Note: The tt element is not supported in HTML5.
```

#### <meta> Tag

```
<!DOCTYPE html>
<html>
<head>
  <meta charset="UTF-8">
  <meta name="description" content="Free Web tutorials">
  <meta name="keywords" content="HTML,CSS,XML,JavaScript">
  <meta name="author" content="John Doe">
  <meta name="viewport" content="width=device-width,</pre>
  initial-scale=1.0">
</head>
<body>
  >
     All meta information goes in the head section...
 </body>
</html>
```

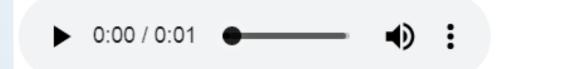
## <meta> Tag

- Metadata is data (information) about data
- <meta> tag provides metadata about the HTML document
- Metadata will not be displayed on the page, but will be machine parsable
- Meta elements are typically used to specify page description, keywords, author of the document, last modified, and other metadata
- The metadata can be used by browsers (how to display content or reload page), search engines (keywords), or other web services
- Note: <meta> tags always go inside the <head> element
- Note: Metadata is always passed as name/value pairs

#### <audio> Tag

```
<audio controls>
    <source src="horse.ogg" type="audio/ogg">
        <source src="horse.mp3" type="audio/mpeg">
        Your browser does not support the audio element.
</audio>

        <strong>Note:</strong> The audio tag is not supported
        in Internet<br>
```



**Note:** The audio tag is not supported in Internet Explorer 8 and earlier versions.

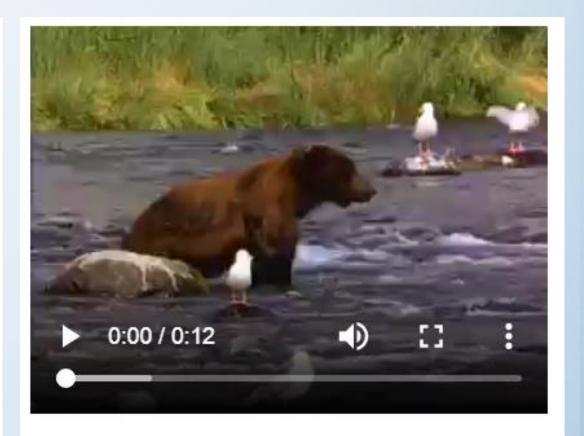
## <audio> Tag

- The <audio> tag defines sound, such as music or other audio streams
- Currently, there are 3 supported file formats for the <audio> element: MP3, WAV, and OGG

MIME Types for A	Audio Formats
------------------	---------------

Format	MIME-type
MP3	audio/mpeg
OGG	audio/ogg
WAV	audio/wav

## <video> Tag



# <video> Tag

- The <video> tag specifies video, such as a movie clip or other video streams
- Currently, there are 3 supported video formats for the <video> element: MP4, WebM, and Ogg

#### MIME Types for Video Formats

Format	MIME-type
MP4	video/mp4
WebM	video/webm
Ogg	video/ogg

#### <canvas> Tag

```
<!DOCTYPE html>
<html>
<body>
<canvas id="myCanvas"></canvas>
<script>
 var c = document.getElementById("myCanvas");
 var ctx = c.getContext("2d");
 ctx.fillStyle = "#FF0000";
 ctx.fillRect(0, 0, 80, 100);
</script>
</body>
</html>
```



#### <canvas> Tag

- The <canvas> tag is used to draw graphics, on the fly, via scripting (usually JavaScript)
- The <canvas> tag is only a container for graphics, you must use a script to actually draw the graphics
- For Details :
  - https://www.w3schools.com/graphics/canvas\_intro.asp

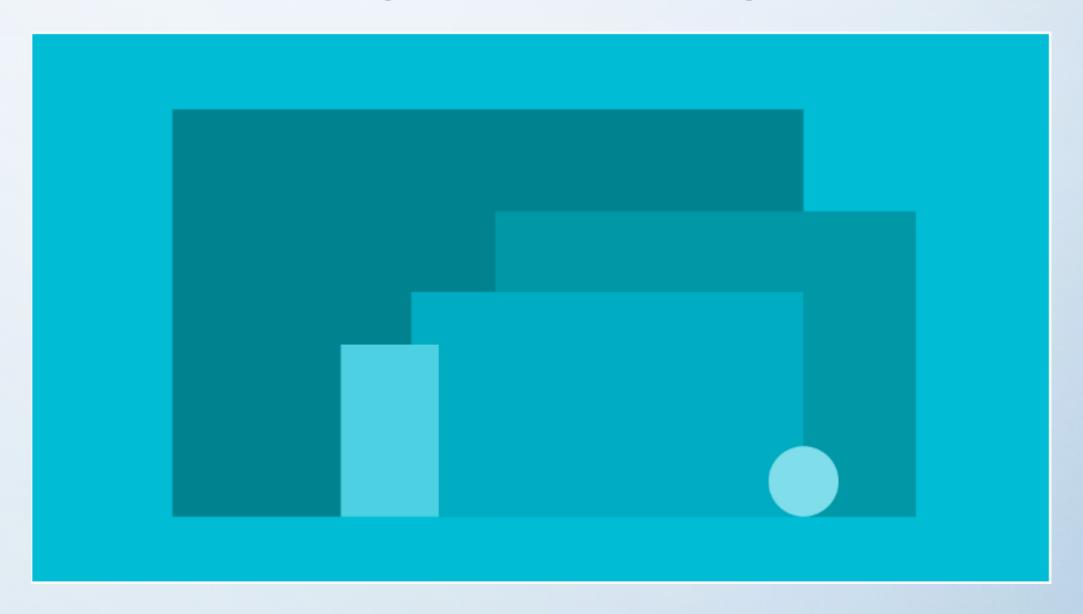
#### **HTML Events**

- When a user clicks the mouse
- When a web page has loaded
- When an image has been loaded
- When the mouse moves over an element
- When an input field is changed
- When an HTML form is submitted
- When a user strokes a key etc
- These events are handled by javascript

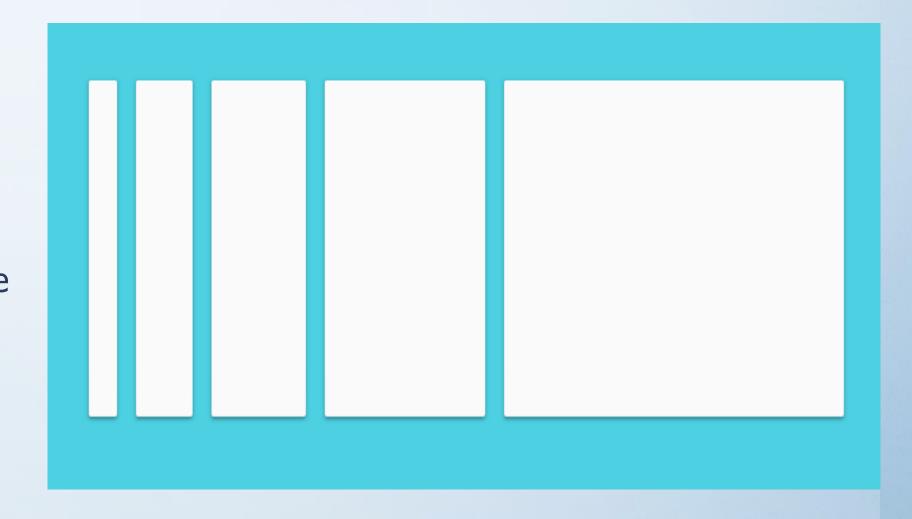
# Google Material Design and CSS3

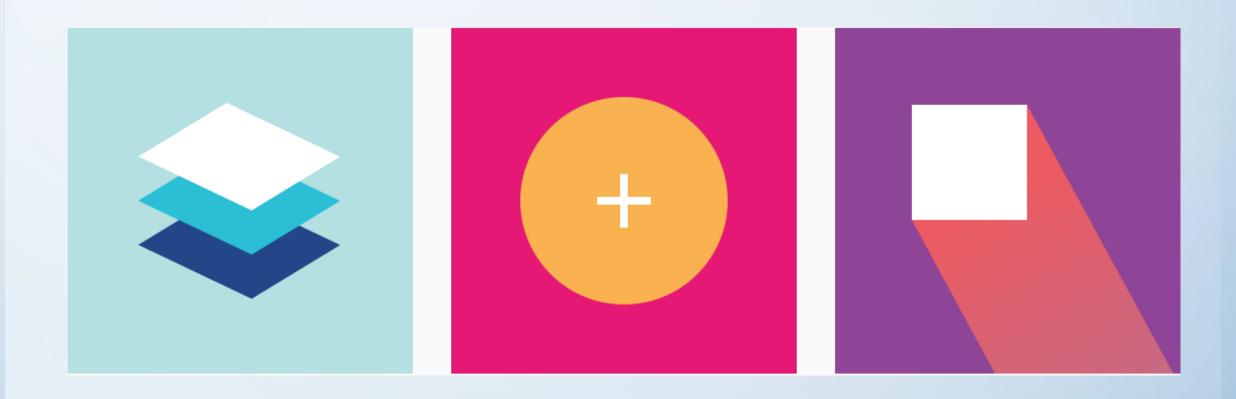
- Introduction to Material Design
- CSS3 Properties
- CSS3 Transitions
- CSS3 Animation

- developed in 2014 by Google
- Material Design is a unified system that combines theory, resources, and tools for crafting digital experiences
- Material is a metaphor, a system for uniting style, branding, interaction, and motion under a consistent set of principles.
- With Material we believe product teams can realize their greatest design potential
- Material Design makes more liberal use of grid based layouts, responsive animations and transitions, padding, and depth effects such as lighting and shadows

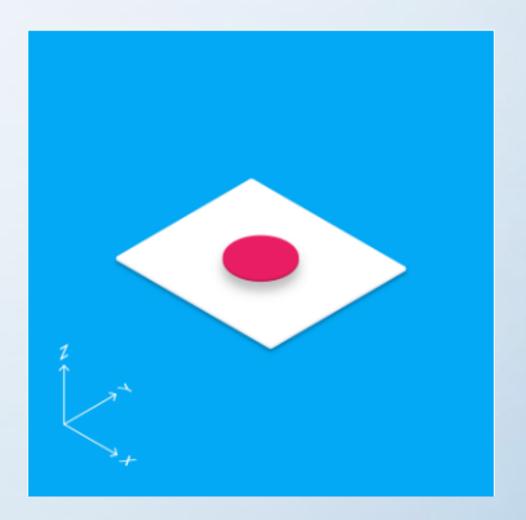


- Develop a single underlying system that allows for a unified experience across platforms and device sizes
- Mobile precepts are fundamental, but touch, voice, mouse, and keyboard are all first-class input methods

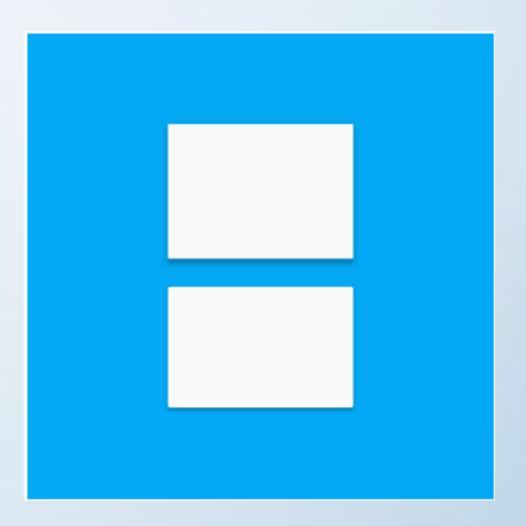




 Material design is a threedimensional environment containing light, material, and cast shadows



 Material has certain immutable characteristics and inherent behaviors.



#### DESIGN GUIDELINES

The Material Design guidelines are a living document of visual, interactive, and motion guidance.

\*LAST UPDATED SEPT 2017

#### **ICONS**

Visit our library of over 900 material icons.

\*41 NEW ICONS

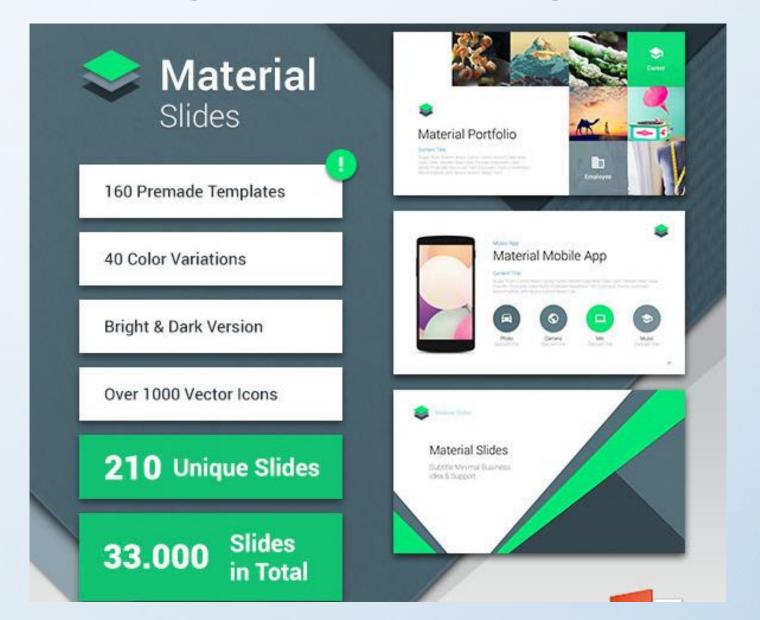


#### MATERIAL COMPONENTS

Create beautiful apps with modular and customizable UI components.

\*NEW WEBSITE





#### **CSS3** Introduction

- Rounded Corners
- Border Images
- Backgrounds
- Colors
- Gradients
- Shadows
- Text Effects
- CSS Transform
- CSS Transitions
- CSS Animations

#### **CSS3** Introduction

- Latest standard for CSS
- completely backwards-compatible with earlier versions of CSS
- Most of the new CSS3 properties are implemented in modern browsers
- Some of the most important CSS3 modules are
  - Selectors
  - Box Model
  - Backgrounds and Borders
  - Image Values and Replaced Content
  - Text Effects
  - 2D/3D Transformations
  - Animations
  - Multiple Column Layout
  - User Interface

#### **CSS3 Rounded Corners**

- you can give any element "rounded corners"
- Border-radius property

1. Rounded corners for an element with a specified background color:



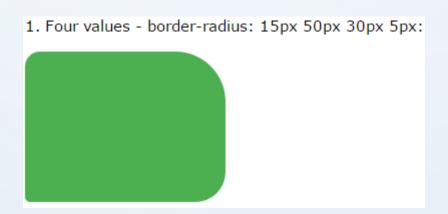
2. Rounded corners for an element with a border:

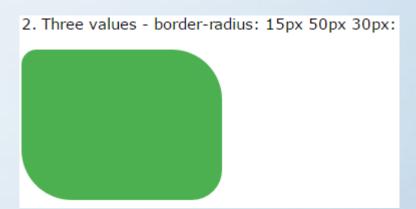
Rounded corners!

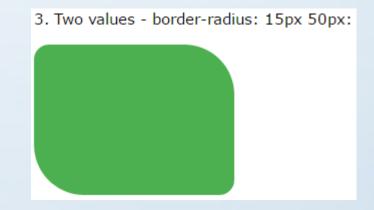
3. Rounded corners for an element with a background image:

Rounded corners!

#### **CSS3** Rounded Corners







## **CSS3** Border Images

- With the CSS3 border-image property, you can set an image to be used as the border around an element
- allows you to specify an image to be used instead of the normal border around an element
- The property has three parts:
  - The image to use as the border
  - Where to slice the image
  - Define whether the middle sections should be repeated or stretched

An image as a border!

## CSS3 Border Images: Example

```
#borderimg {
    width:400px;
    border: 10px solid;
    padding: 15px;
    -webkit-border-image: url(border.png) 30 round;
    /* Safari 3.1-5 */
    -o-border-image: url(border.png) 30 round;
    /* Opera 11-12.1 */
    border-image: url(border.png) 30 round;
}
```

The border-image property specifies an image to be used as the border around an element:

Here, the middle sections of the image are repeated to create the border.

Here is the original image:



Note: Internet Explorer 10, and earlier versions, do not support the border-image property.

Here, the middle sections of the image are repeated to create the border

## CSS3 Backgrounds

- CSS3 contains a few new background properties, which allow greater control of the background element
- You will also learn about the following new CSS3 properties
  - background-size
  - background-origin
  - background-clip
- to add multiple background images for an element
- The different background images are separated by commas, and the images are stacked on top of each other, where the first image is closest to the viewer

## CSS3 Backgrounds: Example1

```
#example1 {
    width:400px;
    background-image: url(img_flwr.gif), url(paper.gif);
    background-position: right bottom, left top;
    background-repeat: no-repeat, repeat;
    padding: 15px;
}
```

#### **Note: Shorthand**

background: url(img\_flwr.gif) right bottom no-repeat, url(paper.gif) left top repeat;

#### **Lorem Ipsum Dolor**

Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat.

Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat.

#### CSS3 Backgrounds: Example2: background-size

```
#example1 {
    border: 1px solid black;
    background:url(img flwr.gif);
    background-repeat: no-repeat;
    padding:15px;
#example2 {
    border: 1px solid black;
    background:url(img flwr.gif);
    background-size: 100px 80px;
    background-repeat: no-repeat;
    padding:15px;
```

Original background-image:

# Lorem Ipsum Dolor

Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat.

Resized background-image:

# Lorem Ipsum Dolor

Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat.

#### CSS3 Colors

- CSS supports color names, hexadecimal and RGB colors
- In addition, CSS3 also introduces
  - RGBA colors (Red, Green, Blue, Alpha value)
  - HSL colors (Hue, Saturation, Lightness)
  - HSLA colors (Hue, Saturation, Lightness, Alpha:opacity)
  - opacity

#### CSS3 Colors: RGBA

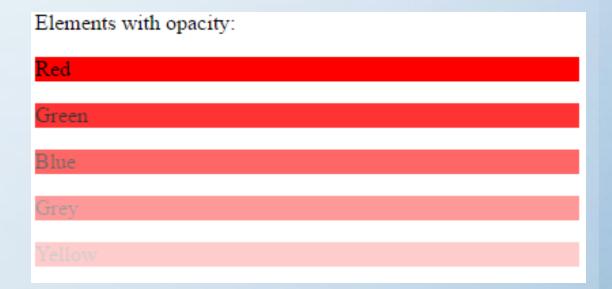
```
#p1 {background-color:rgba(255,0,0,0.3);}
#p2 {background-color:rgba(0,255,0,0.3);}
#p3 {background-color:rgba(0,0,255,0.3);}
#p4 {background-color:rgba(192,192,192,0.3);}
#p5 {background-color:rgba(255,255,0,0.3);}
#p6 {background-color:rgba(255,0,255,0.3);}
```

RGBA colors:		
Red		
Green		
Blue		
Grey		
Yellow		
Cerise		

## **CSS3 Colors: Opacity**

- sets the opacity for the whole element (both background color and text will be opaque/transparent)
- value must be a number between 0.0 (fully transparent) and 1.0 (fully opaque)

```
#p1 {background-color:rgb(255,0,0);opacity:1;|}
#p2 {background-color:rgb(255,0,0);opacity:0.8;}
#p3 {background-color:rgb(255,0,0);opacity:0.6;}
#p4 {background-color:rgb(255,0,0);opacity:0.4;}
#p5 {background-color:rgb(255,0,0);opacity:0.2;}
#p6 {background-color:rgb(255,0,0);opacity:0;}
```



#### Exercise 1

- https://www.w3s
   chools.com/css/
- Go to above link and try to implement all the css3 properties in your web page
- Note: Use Flexbox properties





#### Places to Visit



#### Cinque Terre

The Cinque Terre (five lands) is a portion of the Italian Riviera. The coastline with five villages: Monterosso, Vernazza, Corniglia, Manarola, and Riomaggiore is a UNESCO World Heritage Site.



#### Monterosso

Monterosso al Mare is located at the center of a small natural gulf, protected by a small artificial reef, in the Riviera of La Spezia. It is the northernmost village of the Cinque Terre.



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#### Vernazza

Vernazza is another of the five towns in the region. Vernazza is the fourth town heading north. It has no car traffic, and is one of the truest "fishing villages" on the Italian Riviera.

Europe Italy