

Info Dump

Fast-paced intro to HTML & CSS

- A smidge of JS
- If new to HTML/CSS
 - VERY FAST and Shallow
 - Follow Readings+Resources to get more
 - Important highlights
- If experienced w/HTML+CSS
 - Pay attention
 - Details for this course are emphasized

What is HTML

- H - Hyper
- T - Text
- M - Markup
- L - Language

In other words, text that can link to other text, with "markup" in it to apply non-textual details.

```
This has a <a href="other-file.html">link</a> to another file
```

This has a **link** to another file

The Trinity of the Web

- HTML - The *structured content* of the page
 - WITHOUT regard to appearance
- CSS - The appearance of the content
 - Defined by structure
- JS - Interactions with the content
 - Other than navigation

Browser Rendering an HTML Page

- Figure out size and visual properties
 - Of every element "box"
- Download CSS/images/etc files
 - As references encountered
- Applying those files
 - Updating the sizing and visuals as needed
- Downloading JS as encountered
 - Run that JS
 - Modify the output-to-render as needed

Semantic HTML

HTML is the structured content of the page

Think an organized list of everything in the page

- Like an outline, but with the text

You can try to use HTML for looks

- But that will fail
- Devices (mobile, desktop, versions) work diff
- Browsers show things differently
 - How does a paragraph, button, list look?

What does "Semantic" mean?

"related to meaning"

Several words

- a paragraph?
- a heading?
- an item in a list?

It might be part of a navigation, or a section, or a link.

But these aren't APPEARANCE related.

Don't say where they appear or what they look like.

HTML Tags

- The start/end indicators: **tags**
- Indicators + content: **element**

"tags"/"elements" are often used interchangeably

- Technically different

```
<a href="cats.html">More Cats</a>
```

A tag is a term in **angle brackets** 

Tags should be **lowercase** text

Opening and Closing Tags

A tag can be an "**opening**" or "**closing**" tag

- Closing tags begin with a slash / inside angles
 - `<p>This is a paragraph</p>`

An element can be "self-closing" (no content)

- ``
- Some elements require content (open/close)
- Some elements don't (self-closing/empty/void)

Weird Exceptions

A few elements feel like exceptions

- `<script></script>` MUST have open/close tags
 - Even when no contents
- Empty/void elements don't require a closing
 - But in HTML5 CAN optionally self-close
 - `<input>`
 - `<meta>`
 - ``
 - `
` (Basically never use `
`!)

The `
` element

- Used to create a visual line break
 - But that's not semantic!
 - Except for poetry
- Should almost never be used!
 - Except for poetry
- Does not require a close
- Has no content
- `
` or `
`
 - **But you shouldn't be using it**
 - Spacing is not the job of HTML!

Attributes

A tag can have **attributes**

- After tag name, before angle bracket
- `name="value"`
 - ``
- Name without quotes
- Value with quotes
- (tradition) No space around the `=`
- (tradition) Double quotes (`"`) around the value
- This traditional syntax **required** for this course
 - Because Programming is Communication

Empty Attributes

Some attributes don't have values

- Simply exist or do not exist
- Indicate boolean states
- Ex: `disabled`, `readonly`, `selected`

```
<input type="text" disabled/>
```

Internet Explorer 6 required values :(

Do not give these attributes values

Just include them or not

- Because the values are strings, not booleans

References

Elements can refer to other files in different ways

This is annoying, but you just have to learn them

- ``
- `Link`
- `<link href="file.css"/>`
- `<script src="file.js"></script>`

Always using URLs

- Some elements use `src`, others use `href`

HTML element ids

The `id` attribute identifies one exact element

- Value is a label with no technical meaning
- Unique per-page
 - Ex: Only one id "root" per page
- Only one `id` per element
 - Ex: Element w/id "root" has no other id
- Commonly used in direct HTML
- Commonly AVOIDED in dynamic HTML
 - Sometimes it is unavoidable

```
<div id="root">This is the root element</div>
```

HTML element Classes

Elements can be identified by "**class**"

- No relation to programming concept (**None**)
 - This is "class" like "category"
- Many elements can have the same class
- An element can have many classes
- Multiple classes separated by spaces in value
- Order in the attribute value doesn't matter

```
<div class="selected example">A div with classes</div>  
<div class="example">Another div on the same page</div>
```

- For INFO6250: lowercase and kebab-case (or BEM) (**Required**)

Capitalization Styles Matter!

- `kebab-case` (**CSS; HTML attributes**)
 - ALL lowercase; words hyphenated (`-`)
- `MixedCase` (**JS Components**)
 - Words squished together; each capitalized
- `camelCase` (**JS variables**)
 - Words squished together; each capitalized
 - First letter NOT capitalized
- `snake_case` (**Not used in JS/HTML/CSS**)
 - ALL lowercase; underscored (`_`) words
- `UPPER_SNAKE_CASE`/`CONSTANT_CASE` (**JS Constants**)
 - ALL uppercase; underscored (`_`) words

What words to use for HTML classes

- HTML classes are used for CSS and JS
 - Sometimes call "CSS classes" for this reason
- Different conventions exist
 - We will use `semantic` and `kebab-case`
 - BEM style is fine if you know it
- Like with HTML semantics
 - **Semantic classes** name what they identify
 - NOT for the intended effect.
 - Bad: `bold`, `red`, `left`
 - Good: `review`, `selected`, `menu`

(**Required**) INFO6250 requires semantic class names

What is CSS

- (C)ascading (S)tyl(e) (S)heets

A set of rules for appearance

- That apply in "cascading" layers
- Based on STRUCTURE
 - Elements
 - Classes
 - Structural Relationships (parent/child/etc)
 - Attributes
 - States (checked/hovered/etc)

Rules and Selectors

A "CSS Rule" is

- A **selector**
 - Deciding what elements are impacted
- A block of **declarations**
 - Setting the value of **properties**

Each declaration ends in a semi-colon

```
p {  
  font-family: sans-serif;  
  text-align: center;  
  font-size: 1.2rem;  
  color: #BADA55;  
}
```

Setting CSS Properties

- Determine different visual appearances
- Some properties modify that element only
 - Example: `width`
 - Descendants can be IMPACTED
 - But don't have their property changed
- Some properties impact all descendants
 - Example: `color`

Generally:

- Positioning and sizing don't **inherit**
- Typography and color do **inherit**

Selectors

- HTML ids `#root { color: aqua; }`
- Element type `p { color: #C0FFEE; }`
- Classes `.wrong { color: red; }`
- Combinations `p.wrong { color: red; }`
- Descendants `.wrong p { color: red; }`
- Children `.wrong > p { color: red; }`

Any mix of the above, plus less common selector types

But you can't apply rules based on descendants (yet!)

Selectors ultimately match elements

Which number(s) is/are red for each example?

```
<div class="css-example">  
  1  
  <p>2</p>  
  <p class="example simple">3</p>  
  <p class="example">4</p>  
</div>
```

- `p { color: red; }`
- `.css-example { color: red; }`
- `.example { color: red; }`
- `p.example { color: red; }`
- `.css-example .simple { color: red; }`
- `.css-example.simple { color: red; }`

Which number(s) was/were red?

- `p { color: red; }` **2, 3, 4**
 - Each `<p>` was matched
- `.css-example { color: red; }` **1, 2, 3, 4**
 - The `<div>` was matched, color was inherited
- `.example { color: red; }` **3, 4**
 - Each `class` with "example" was matched
- `p.example { color: red; }` **3, 4**
 - Each `<p>` that had `class` with "example"

Which number(s) was/were red?

- `.css-example .simple { color: red; }` **3**
 - Each `class` w/"simple" that was a descendant of an element with `class` of "css-example"
 - `<div>` NOT matched, even if part of selector
 - 4 doesn't inherit from a sibling
- `.css-example.simple { color: red; }` **None**
 - No element has both `class` "css-example" AND `class` "simple"
 - `.css-example .simple` and `.css-example.simple` are very different!

Specificity

What if many rules can apply to an element?

- Rules have **Specificity**
- More Specific rules override less specific rules

Precedence and Specificity

1. Declarations marked `!important` win (**don't do**)
2. Inline CSS on the element wins (**don't do**)
3. The more specific selector wins
 - id(`#`) is most specific
 - class(`.`) less so
 - tag type is least specific
 - totals combine, so `.some.class` is twice as specific as `.class`
4. If all equal, most "recent" rule overrides older rule
 - "recent" means later on the file/page

What decides the color of Cat?

```
<div class="example">  
  <p id="jorts" class="cat">Cat</p>  
</div>
```

```
#jorts {  
  color: orange;  
}  
  
.cat {  
  color: black;  
}  
  
p {  
  color: red;  
}  
  
p {  
  color: green;  
}  
  
.example {  
  color: blue;  
}
```

What decided the color of Cat?

```
<div class="example">  
  <p id="jorts" class="cat">Cat</p>  
</div>
```

Cat is **orange**

- **.example** sets the inherited color
 - Overridden by color on the actual element
- **p** selector is least specific (trying for **red**)
 - Second **p** overrides first (trying **green**)
 - Both overridden by more specific selectors
- **.cat** selector is more specific than **p** (trying **black**)
- The **id** selector was the most specific
 - Cat is **orange**

Exceptions to "don't use"

Use `!important` when overriding outside styling

- `.some-lib div { color: #FEF1F0 !important; }`

You can use inline CSS on an element if

- You're making changes via JS **AND**
- Those changes have unknown values in advance
- Inline CSS Okay:
 - Changing size by dragging a mouse
- Inline CSS Not Okay:
 - Setting an element to hidden/not hidden

You will see MANY examples of Inline CSS Online

- The problem is NOT that inline css doesn't work!
 - Lots of tutorials and examples use it
- The problem is that inline css doesn't SCALE
 - Hard to read/change in larger code base
 - Doesn't have to be huge code base!
 - Just a few hundred lines is enough
- **Do not use inline CSS in this course**
 - You will miss important skills

CSS Use

CSS styles the document

If we want parts to change

- Have new styles existing
 - Matching different selectors
 - Change HTML to match alternate selectors
 - Usually a class change

This is not intuitive! (but is powerful!)

- Need to think about structure and classes
 - Describe state of page
 - Map to appearances

What is Javascript (JS)

Core rule: Understand the difference between:

- JS on the browser
- JS on the server

They are dramatically different

- A little in syntax
- A lot in what they do
 - And when they do it
 - And on which computer they run

JS in the browser

JS in the browser

- Runs in the browser
- On THEIR machine (not on the server!)
- Knows only the data in this JS and in the page
- Can change the HTML
- Can add in reference to more CSS or JS
- Completely visible to the user

JS is the only (real) option to run in the browser

JS on the server

Code running on the server can be in any language

- JS not special here like it is on the browser

For us JS is just convenient for the same language

- No access to the rendered page
- No awareness of what user is "doing"
- Server can only respond to requests

JS on server vs browser are completely disconnected

Summary

- The different roles of HTML, CSS, JS
- What is semantic HTML
- Dos and Do Nots for element class names
- Different kinds of CSS selectors
- CSS rules of Specificity
- Diff between server-side JS and client-side JS

Summary - Requirements for this Course

In and out of this course:

- HTML used semantically
- HTML boolean attributes have no values

In this course (and I recommend outside):

- HTML attributes with no spaces around `=`
- HTML attributes with double quotes around value
- CSS class names are semantic
 - and lowercase and kebab-case/BEM

```
<input name="street-address" class="address" disabled />
```