

# Bootcamp '20

## SESSIONI I PARÈ



# Rreth meje

- Ylber Veliu
- BSc Shkenca kompjuterike (FEIT – Maqedonia e Veriut)
- MSc Inxhinieri Softuerike (UBT – Republika e Kosovës)
- Aktualisht punoj si inxhinier softueri në kompani zviceriane dhe britanike

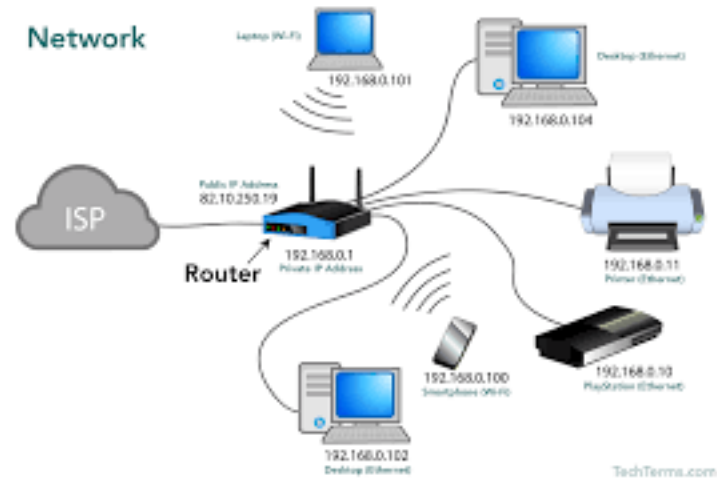
# Rreth bootcamp-it

- 200 orë / rreth 4 muaj
- E hënë, E mërkure, E premte 18:00 – 20:30
- Full-stack PHP Developer
- Full-stack Python Developer

# HYRJE

Network, Internet, Web browsers, Server, Client-Server

# Network

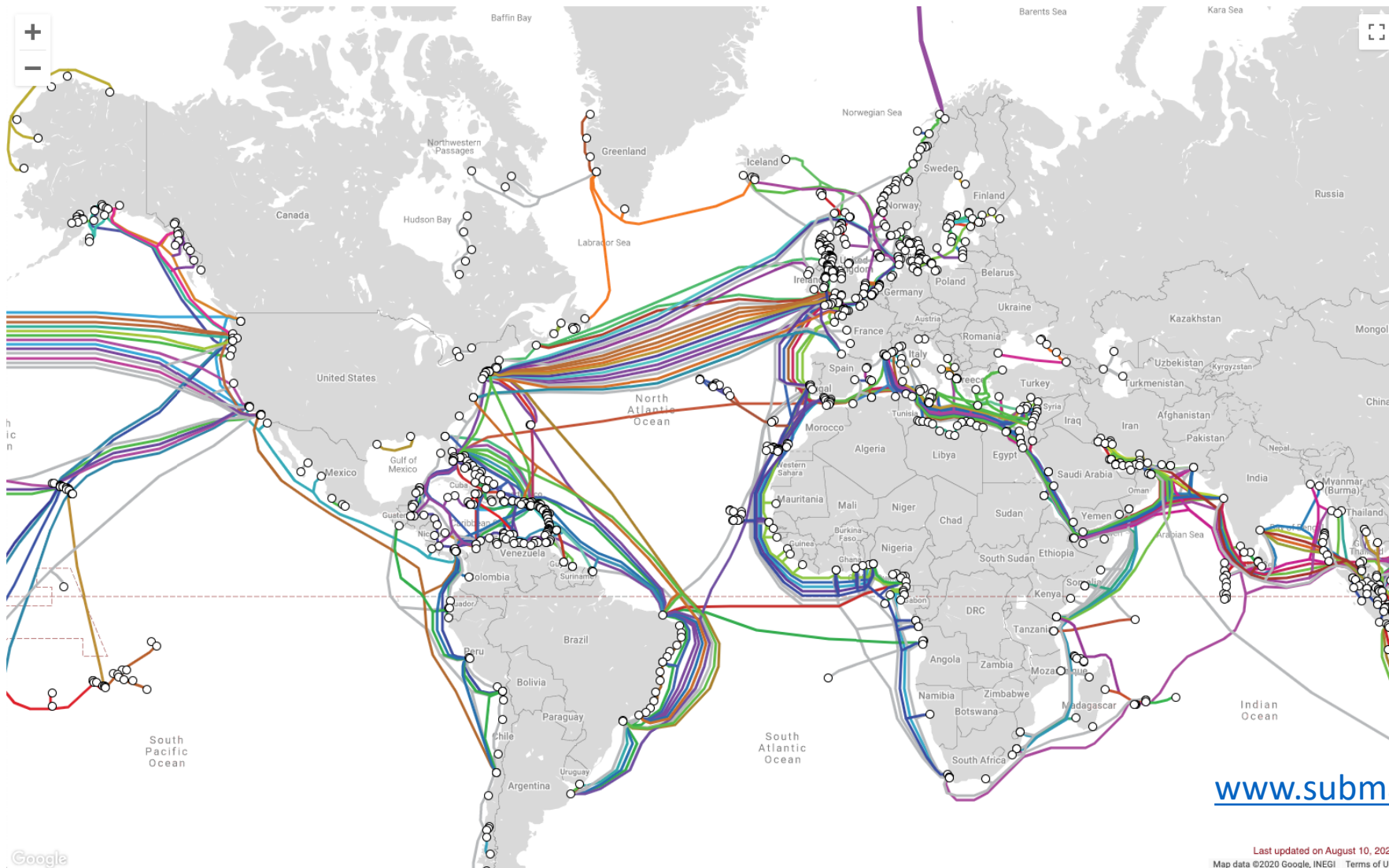


- Një rrjet kompjuterik është një grup kompjuterash autonomë të ndërlidhur me ndihmën e një teknologjie të caktuar.
- Dy kompjutera quhen të ndërlidhur nëse janë të aftë të shkëmbejnë informacion midis tyre.
- Lidhja mund të realizohet me anën e kablllove elektrikë, fibrave optike, mikrovalëve, rrezeve infra të kuqe apo me anën e satelitëve.
- Rrjetet kanë forma dhe madhësi të ndryshme (PAN, LAN, MAN, WAN, GAN)

# Internet

- Interneti është sistemi rrjeteve kompjuterike të ndërlidhura që përdorë Suitën e Protokollit të Internetit (TCP/IP) për të lidhur miliarda pajisje në të gjithë botën.
- Ai është një rrjet i rrjeteve që përbëhet nga miliona rrjete private, publike, akademike, biznese, dhe qeveritare, me fushëveprim lokal deri në global, të lidhura nga një koleksion i gjerë elektronik, wireless, dhe teknologjitë e rrjeteve optike.
- Interneti mbart një gamë të gjerë të burimeve të informacionit dhe shërbimeve, të tilla si dokumentet e ndërlidhura hypertext dhe aplikacionet e World Wide Web (WWW), posta elektronike, telephony, dhe rrjetet peer-to-peer për file sharing.

# Interneti



# Web browsers



- Web browser apo Shfletues rrjeti apo Shfletuesi elektronik është program i kompjuterit për shikimin e faqeve të Internet-it.
- Përkrah HTML dhe tipe tjera të dokumenteve.
- Shfletuesi elektronik zakonisht kryen më së paku dy funksione : shfletimin (gjurmimin) dhe interpretimin e faqeve të gjetura në internet.
- Në praktikë këto programe kanë edhe komponent tjera që ju mundësojnë kryerjen më shumë funksioneve si p. sh. : bllokimin e faqeve të padëshiruara, inspektimin e kodit, rruajtjen e histories së shfletimeve, etj.



# Server

Servuesit janë zakonisht kompjuter me softuer të posatshëm të cilët kompjuterëve tjerë u ofrojnë shërbime të ndryshme.

Serverët zakonisht bien në ndonjë të ndonjë prej kategorive: database servers, file servers, mail servers, print servers, web servers, game servers, dhe application servers.



A rack-mountable server with the top cover removed to reveal internal components

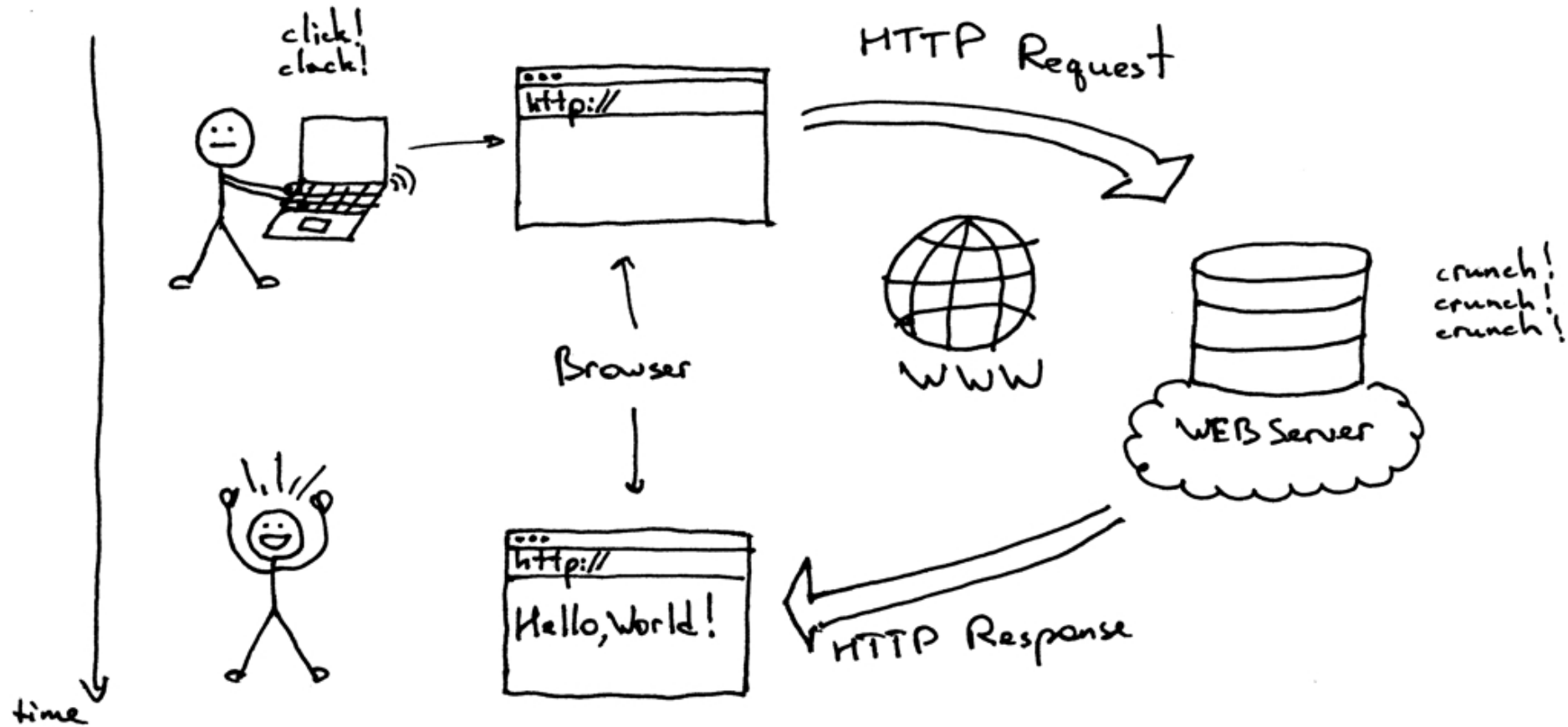


First [WWW](#) server located at [CERN](#) with its original sticker that says: "This machine is a server. DO NOT POWER IT DOWN!!"



[Wikimedia Foundation](#) servers

# Client-Server



# HTML5

Structure, Text, Lists, Links, Images, Tables, Forms, Extra Markup, Flash, Video & Audio, HTML5 APIs.

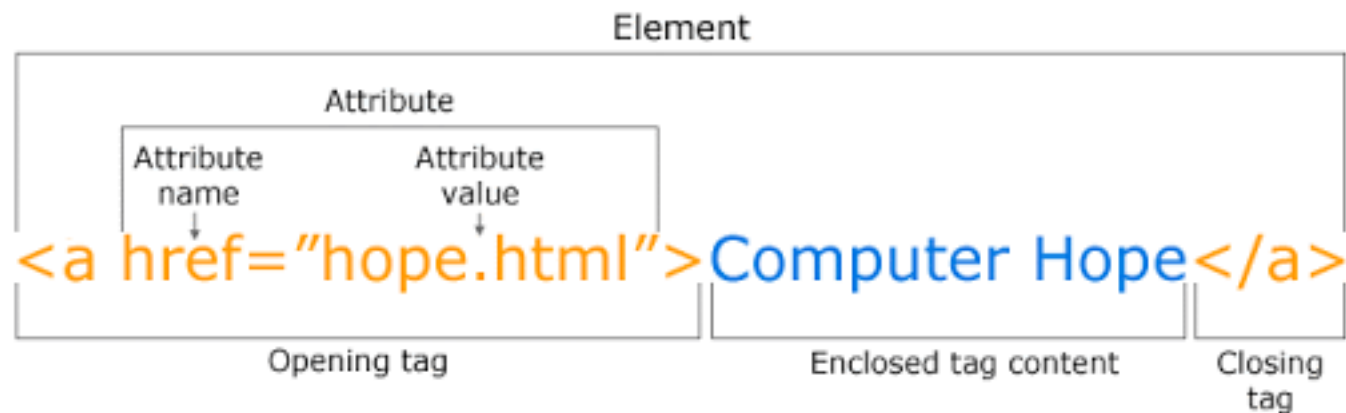
# Structure

- HTML dokumentet kanë prapashtesën .html
- Një HTML document përbëhet prej (kokës) dhe trupit (body)
- Struktura bazë e një HTML dokumenti

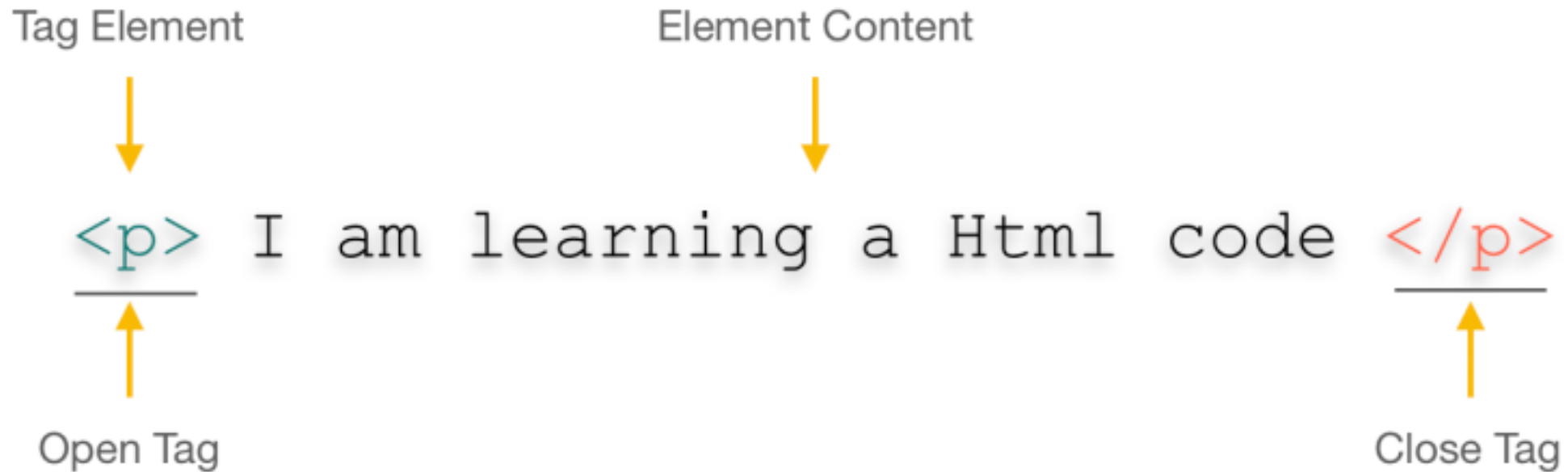
```
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document title</title>
</head>
<body>
  <!-- HTML Code -->
</body>
</html>
```

# Tags

- Elementet në HTML quhen etiketa (ang. Tags)
- Një etiketë përbëhet nga pse hapërse dhe mbyllëse
- Ekzistojnë edhe etiketa vetmbyllëse
- Etiketat mund të kenë edhe attribute



# Paragraphs



# Text

- Paragrafet           <p>
- Titujt                <h1>, <h2>,<h3>,<h4>,<h5>,<h6>
  
- Bold, Italic, Emphasis
- Sup, Sub

# Semantic markup

- `<strong>`
- `<em>`
- `<blockquote>`
- `<abbr>`
- `<cite>`
- `<dfn>`
- `<address>`
- `<ins>` dhe `<del>`



# Lists

- Ekzistojnë tre lloje listash

- Listat e panumëruara `<ul>`
  - Elementi brenda listës `<li>`
- Listat e numëruara `<ol>`
  - Elementi brenda listës `<li>`
- Listat e definuara `<dl>`
  - Titulli `<dt>`
  - Përshkrimi `<dd>`

Listat mund edhe të ndërthuren brenda njëra tjetrë – siç do të shohim në vijim

# Links

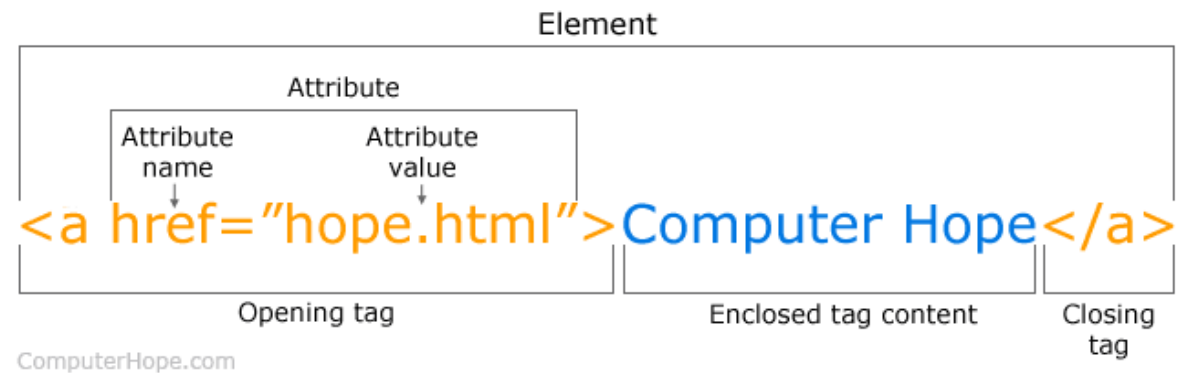
- Vegëzat apo lidhjet në HTML definoohen me etiketën <a>



# Links

- Attributet e lidhjeve
  - Target
  - Title
- Anchors (spirancat)

## Breakdown of an HTML Tag

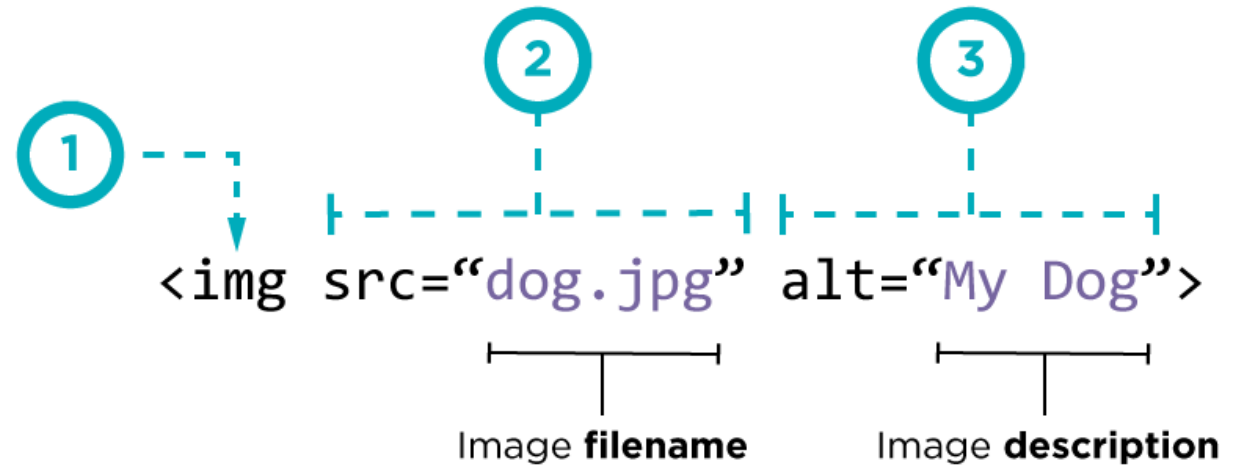


# Images

- Imazhet në HTML definoohen përmes etiketës <img>

- Atributet e imazheve:

- Src
- Alt
- Title
- Align
- Width
- Height



# Tables

- Tabela      <table>
- Rreshti     <tr>
- Qelia       <td>
- Tabelat e gjata:
  - <thead>
  - <tbody>
  - <tfoot>

Në shembujt në vijim do të shohim edhe përdorimin e attributeve.

```
<table style="width:100%">
  <tr>
    <th>Firstname</th>
    <th>Lastname</th>
    <th>Age</th>
  </tr>
  <tr>
    <td>Jill</td>
    <td>Smith</td>
    <td>50</td>
  </tr>
  <tr>
    <td>Eve</td>
    <td>Jackson</td>
    <td>94</td>
  </tr>
</table>
```

# Bootcamp '20

## SESIONI I DYTË



# Forms

**Antrag auf Ausreise aus der DDR** Bitte in Blockschrift ausfüllen (Rückseite beachten)

1		2		3		4	
---	--	---	--	---	--	---	--

Familienname: \_\_\_\_\_ Geburtsname: \_\_\_\_\_ Vorname: \_\_\_\_\_

Personenkennzahl (PKZ)\*\* \_\_\_\_\_ Geburtsort: \_\_\_\_\_ männlich  
weiblich\*

Postleitzahl: \_\_\_\_\_ Wohnort/Kreis: \_\_\_\_\_ Straße Nr.: \_\_\_\_\_

Erfasser Beruf: \_\_\_\_\_ Letzte / jetzige Tätigkeit:\* \_\_\_\_\_ Familienstand: \_\_\_\_\_

Letzte / jetzige Arbeitsstelle und Anschrift:\* \_\_\_\_\_

Staatsbürgerschaft: \_\_\_\_\_ Bei Reise mit Kfz / Angabe des polizeil. Kennzeichens: \_\_\_\_\_ Grenzübergangsstelle: \_\_\_\_\_

Mitreisende Kinder bis 14 Jahre (Vorname und Geburtsdatum): \_\_\_\_\_ Nr. des Personalausweises: \_\_\_\_\_

Beabsichtigte Dauer der Reise: \_\_\_\_\_ Wieviel \_\_\_\_\_ einmalig / mehrmalig\*  
von: \_\_\_\_\_ bis: \_\_\_\_\_ Tage: \_\_\_\_\_ dienstlich / privat

Letzte Reise nach anderen Staaten oder Westberlin: \_\_\_\_\_  
wann: \_\_\_\_\_ wohin: \_\_\_\_\_

\* Nichtzutreffendes streichen  
\*\* PKZ dem Personalausweis entnehmen; wenn nicht vorhanden Geburtsdatum eintragen

Formularët klasik

Pizza Shop 2.0	
Name	<input type="text"/>
Pizza Topping	<input type="radio"/> Supreme <input type="radio"/> Vegetarian <input type="radio"/> Hawaiian
Pizza Sauce	<input type="text" value="Tomato"/>
Optional Extras	<input type="checkbox"/> Extra Cheese <input type="checkbox"/> Gluten Free Base
Delivery Instructions:	
<input type="text"/>	
<input type="button" value="Send my Order"/>	

Ueb formularët

# Forms

- Formularët në HTML definoohen përmes etiketës <form>

```
<form action="#" method="POST" enctype="multipart/form-data" class="form" ... >
|   <!-- Form controls -->
</form>
```

- Formularët mund të paraqesin rrezik serioz nëse ato nuk validohen dhe trajtohen me kujdes nga ana e servuesit
- Validimi i formularëve mund të bëhet në dy mënyra:
  - Nga ana e klientit – zakonisht me JavaScript
  - Nga ana e servuesit – me PHP, Python, etj.
- Është praktikë e mirë që formularët të validohen edhe në anën e klientit dhe të servuesit



# Form attributes

Attribute	Value	Description
<u>accept-charset</u>	<i>character_set</i>	Specifies the character encodings that are to be used for the form submission
<u>action</u>	<i>URL</i>	Specifies where to send the form-data when a form is submitted
<u>autocomplete</u>	on off	Specifies whether a form should have autocomplete on or off
<u>enctype</u>	application/x-www-form-urlencoded multipart/form-data text/plain	Specifies how the form-data should be encoded when submitting it to the server (only for method="post")
<u>method</u>	get post	Specifies the HTTP method to use when sending form-data
<u>name</u>	<i>text</i>	Specifies the name of a form
<u>novalidate</u>	novalidate	Specifies that the form should not be validated when submitted
<u>rel</u>	external help license next nofollow noopener noreferrer opener prev search	Specifies the relationship between a linked resource and the current document
<u>target</u>	_blank _self _parent _top	Specifies where to display the response that is received after submitting the form

Atributet e  
formularit

# Form attributes

```
<form action="#"  
      method="POST"  
      enctype="multipart/form-data"  
      autocomplete="off"  
      accept-charset="UTF-8 ">  
  <!-- Controls -->  
</form>
```

Atributet e  
formularit

# Input controls

- `<input type="button">`
- `<input type="checkbox">`
- `<input type="color">`
- `<input type="date">`
- `<input type="datetime">`
- `<input type="datetime-local">`
- `<input type="email">`
- `<input type="file">`
- `<input type="hidden">`
- `<input type="image">`
- `<input type="month">`

`<input type="number">`  
`<input type="password">`  
`<input type="radio">`  
`<input type="range">`  
`<input type="reset">`  
`<input type="search">`  
`<input type="submit">`  
`<input type="tel">`  
`<input type="text">`  
`<input type="time">`  
`<input type="url">`  
`<input type="week">`

<input type="text">

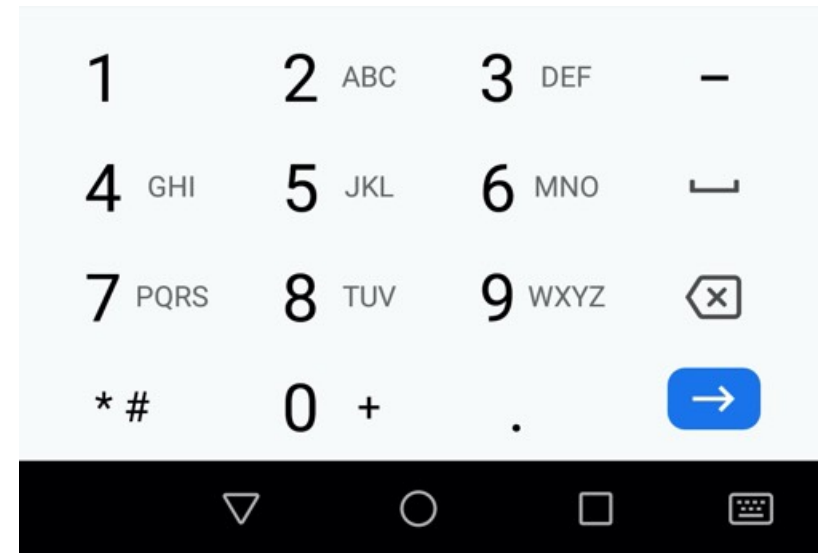
```
<form action="#">  
  <input type="text" name="username" placeholder="Username" min="2" max="20" />  
</form>
```

Dalja:

# <input type="tel">

```
<form action="#">
  <input type="tel" name="phone" id="phone" placeholder="Enter your phone number">
</form>
```

Dalja:



<input type="search">

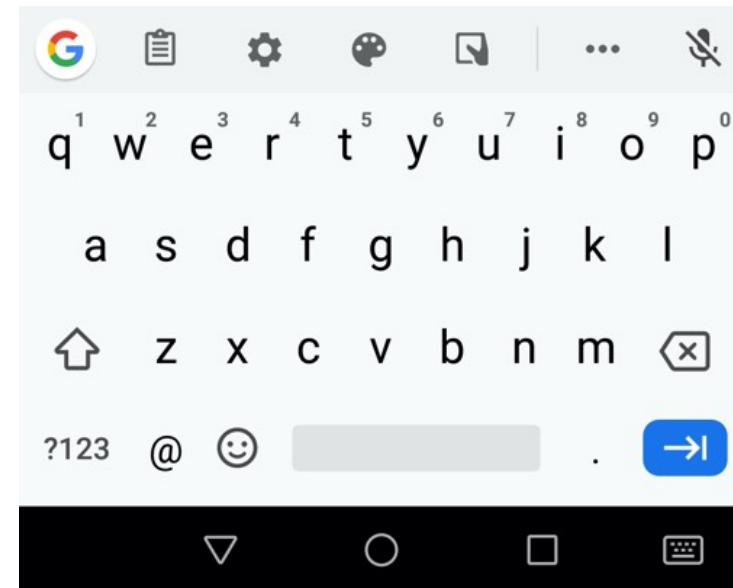
```
<form action="#">  
  <input type="search" name="search" id="search" placeholder="Search...">  
</form>
```

Dalja:

# <input type="email">

```
<form action="#">
  <input type="email" name="email" id="email" placeholder="Email">
</form>
```

Dalja:



# <input type="password">

```
<form action="#">  
  <input type="password" name="password" id="password" placeholder="Password" min="8">  
</form>
```

Dalja:

Pasi të kemi shkruar:



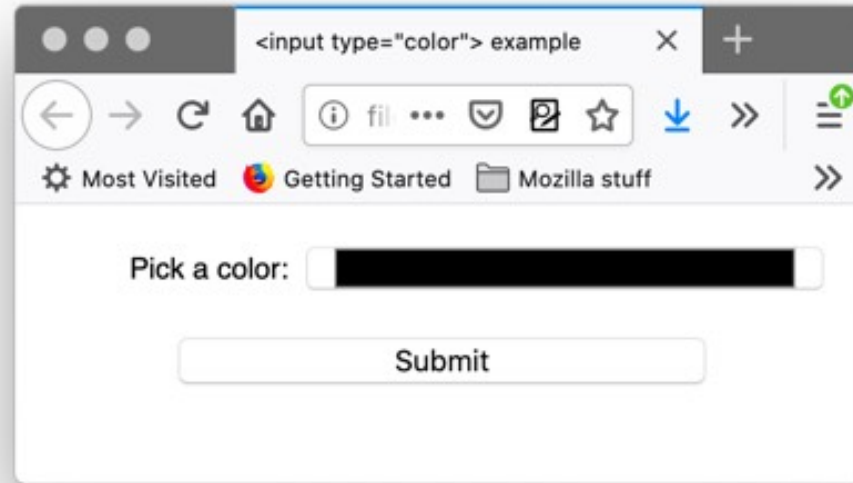
# <input type="number">

```
<form action="#">  
  <input type="number" name="grade" id="grade" placeholder="Grade" min="5" max="10">  
</form>
```

Dalja:

1	2	3	-
4	5	6	_
7	8	9	⌫
,	0	.	➡

# `<input type="color">`




```
<form action="#">
|   <input type="color" name="color" id="color">
|
| </form>
```

<input type="date">

```
<form action="" autocomplete="off">  
  <input type="date" name="birthday">  
</form>
```

Dalja:

mm/dd/yyyy 

# <input type="datetime">

```
<form action="#">  
  <input type="datetime" name="meeting">  
</form>
```

Dalja:



## Obsolete

This feature is obsolete. Although it may still work in some browsers, its use is discouraged since it could be removed at any time. Try to avoid using it.

# <input type="datetime-local">

```
<form action="#">  
  <input type="datetime-local" name="meeting">  
</form>
```

Dalja:

# <input type="time">

```
<form action="#">  
  <input type="time" name="dinner">  
</form>
```

Dalja:

<input type="month">

```
<form action="#">  
  <input type="month" name="month">  
</form>
```

Dalja:

# <input type="file">

```
<form action="#" enctype="multipart/form-data">  
  <input type="file" name="image" >  
</form>
```

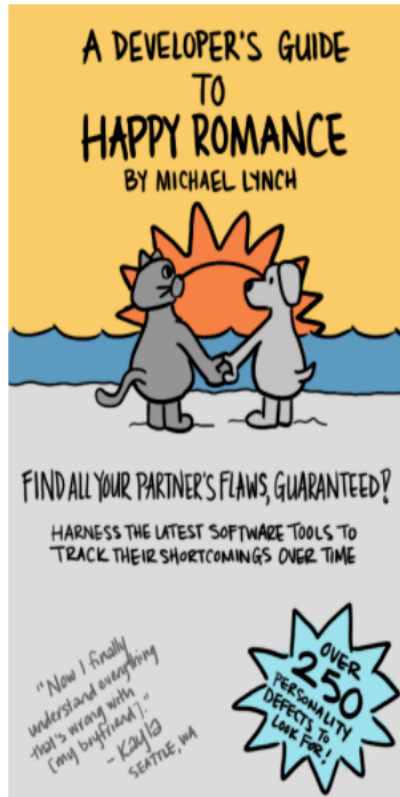
Dalja:

No file chosen



# <input type="image">

```
<form action="#">  
  <input type="image" width="300" height="600" src="https://mtlynch.io/human-code-reviews-1/book-cover.png" >  
</form>
```



<input type="hidden">

```
<form action="#">  
  <input type="hidden" name="id" id="id">  
</form>
```

Nuk ka dalje është fushë e fshehtë!

# <input type="checkbox">

```
<p>Choose your monster's features:</p>
```

```
<div>  
  <input type="checkbox" id="scales" name="scales"  
        checked>  
  <label for="scales">Scales</label>  
</div>
```

```
<div>  
  <input type="checkbox" id="horns" name="horns">  
  <label for="horns">Horns</label>  
</div>
```

Choose your monster's features:

- ☒ Scales
- ☐ Horns

# <input type="radio">

```
<p>Select a maintenance drone:</p>
```

```
<div>
```

```
  <input type="radio" id="huey" name="drone" value="huey"
        checked>
```

```
  <label for="huey">Huey</label>
```

```
</div>
```

```
<div>
```

```
  <input type="radio" id="dewey" name="drone" value="dewey">
```

```
  <label for="dewey">Dewey</label>
```

```
</div>
```

```
<div>
```

Select a maintenance drone:

- ☒ Huey
- ☐ Dewey
- ☐ Louie

# <input type="range">

```
<input type="range" id="volume" name="volume"  
      min="0" max="11">  
<label for="volume">Volume</label>
```

Dalja:



# <input type="reset">

```
<form action="#">  
  <input type="reset" value="Reset">  
</form>
```

Dalja:

<input type="button">

```
<form action="#">  
  <input type="button" value="Submit">  
</form>
```

Dalja:

Submit

<input type="submit">

```
<form action="#">  
  <input type="submit" value="Submit">  
</form>
```

Dalja:

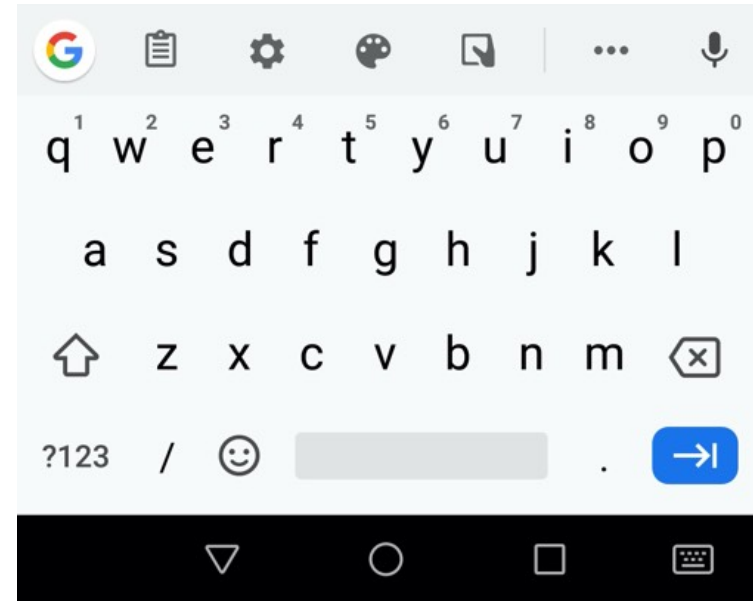
Submit



# <input type="url">

```
<form action="#">
|   <input type="url" name="website" id="website" placeholder="Website">
</form>
```

Dalja:



# <input type="week">

```
<form action="#">
|   <input type="week" name="week" id="week">
</form>
```

Dalja:

# More form controls

- `<button>`
- `<datalist>`
- `<fieldset>`
- `<legend>`
- `<label>`
- `<meter>`
- `<output>`
- `<progress>`
- `<textarea>`

## Birthday party

Yes, I can make it:

☒ For sure

☐ Not sure

☐ Sorry, I can't

Number of people:

Just me

Your comments:

Submit

# <button>

```
<form action="#">
|   <button name="submit">Submit</button>
</form>
```

Dalja:

Submit

# Control labels

- <label>

```
<form action="#">
  <label for="name">Name:</label>
  <input type="text" name="name" id="name">
</form>
```

Dalja:

Name:

# <textarea>

```
<form action="#">
  <label for="message">Message:</label>
  <textarea name="message" id="message" rows="10" cols="30"></textarea>
</form>
```

---

Message:

# Grouping controls

- `<fieldset>`
- `<legend>`

**Choose your favorite monster**

- ☐ Kraken
- ☐ Sasquatch
- ☐ Mothman

```
<form>
  <fieldset>
    <legend>Choose your favorite monster</legend>

    <input type="radio" id="kraken" name="monster">
    <label for="kraken">Kraken</label><br/>

    <input type="radio" id="sasquatch" name="monster">
    <label for="sasquatch">Sasquatch</label><br/>

    <input type="radio" id="mothman" name="monster">
    <label for="mothman">Mothman</label>
  </fieldset>
</form>
```

---

# Bootcamp '20

## SESIONI I TRETË





# HOME WORK #1

## Lemon & poppyseed cupcakes

by [Sarah Cook](#)



These zesty cupcakes look so gorgeous you won't want to eat them, but once you start you won't be able to stop.

### Ingredients

- 225g self-raising flour
- 175g golden caster sugar
- zest 2 lemons
- 1 tbsppoppy seeds , toasted
- 3 eggs
- 100g natural yogurt
- 175g butter , melted and cooled a little
- For the icing
- 225g butter , softened
- 400g icing sugar , sifted
- juice 1 lemon
- few drops yellow food colouring
- icing flowers or yellow sprinkles, to decorate

### Method

#### Step 1

Heat oven to 180C/160C fan/gas 4 and line a 12-hole muffin tin with cupcake or muffin cases. Mix the flour, sugar, lemon zest and poppy seeds together in a large mixing bowl. Beat the eggs into the yogurt, then tip this into the dry ingredients with the melted butter. Mix together with a wooden spoon or whisk until lump-free, then divide between the cases. Bake for 20-22 mins until a skewer poked in comes out clean – the cakes will be quite pale on top still. Cool for 5 mins in the tin, then carefully lift onto a wire rack to finish cooling.

#### Step 2

To ice, beat the softened butter until really soft in a large bowl, then gradually beat in the icing sugar and lemon juice. Stir in enough food colouring for a pale lemon colour, then spoon the icing into a piping bag with a large star nozzle.

#### Step 3

Ice one cake at a time, holding the piping bag almost upright with the nozzle about 1cm from the surface of the cake. Pipe one spiral of icing around the edge, then pause to break the flow before moving the nozzle towards the centre slightly and piping a second, smaller spiral that continues until there are no gaps in the centre. Slightly 'dot' the nozzle into the icing as you stop squeezing to finish neatly. Repeat to cover all the cakes, then top with sugar decorations or scatter with sprinkles.

Order "Lemon & poppyseed cupcakes"

How many?

1

☒

Cold

☐

Hot

Name:

Surname:

Tel:

Address:

Make the order

# Figures in HTML5

- `<figure>`
- `<figcaption>`

# <datalist>

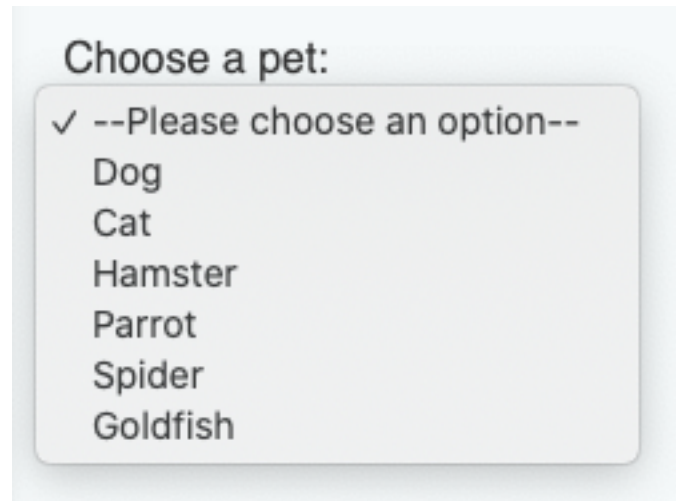
```
<datalist id="ice-cream-flavors">  
  <option value="Chocolate">  
  <option value="Coconut">  
  <option value="Mint">  
  <option value="Strawberry">  
  <option value="Vanilla">  
</datalist>
```

Choose a flavor:

- Chocolate
- Coconut
- Mint
- Strawberry
- Vanilla

# Dropdowns

- `<select>`
- `<option>`
- `<optgroup>`



Choose a pet:

- ✓ --Please choose an option--
- Dog
- Cat
- Hamster
- Parrot
- Spider
- Goldfish

```
<label for="pet-select">Choose a pet:</label>
```

```
<select name="pets" id="pet-select">  
  <option value="">--Please choose an option--</option>  
  <option value="dog">Dog</option>  
  <option value="cat">Cat</option>  
  <option value="hamster">Hamster</option>  
  <option value="parrot">Parrot</option>  
  <option value="spider">Spider</option>  
  <option value="goldfish">Goldfish</option>  
</select>
```

# <meter>


```
<label for="fuel">Fuel level:</label>

<meter id="fuel"
      min="0" max="100"
      low="33" high="66" optimum="80"
      value="50">
  at 50/100
</meter>
```

Fuel level: 

# <output>

```
1 <form oninput="result.value=parseInt(a.value)+parseInt(b.value)">
2   <input type="range" id="b" name="b" value="50" /> +
3   <input type="number" id="a" name="a" value="10" /> =
4   <output name="result" for="a b">60</output>
5 </form>
```

 +  = 133

# <progress>

```
<label for="file">File progress:</label>
```

```
<progress id="file" max="100" value="70"> 70% </progress>
```

File progress: 

# Extra Markup - Doctype

Etiketa për definimin e tipit të dokumentit në HTML5

<!DOCTYPE html>

Ndërsa në versionet më të vjetra kjo procedurë ka qenë më e gjatë

HTML 4.01:

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN" "http://www.w3.org/TR/html4/loose.dtd">
```

XHTML 1.1:

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.1//EN" "http://www.w3.org/TR/xhtml11/DTD/xhtml11.dtd">
```



# Extra Markup - Comments

Komentet në HTML5 definoohen përmes:

```
<!-- comment -->
```

Përdorimi i komenteve për fshehjen e HTML etiketave:

```
<h1>HTML5 Comments</h1>

<!--
<p>
|   Lorem ipsum, dolor sit amet consectetur adipisicing elit.
</p>
-->
```

# Extra Markup – id attribute

Atributi id përdoret si identifikues unik i etiketave.

Përdorimi i atributit id në fushën për tekst:

```
<input type="text"  
      name="username"  
      id="username"  
      placeholder="Username" />
```

Përmes kësaj id-e elementit mund të i ndryshohet pamja përmes CSS, të manipulohet përmes JavaScript, etj.

# Extra Markup – class attribute

Atributi class përdoret për veçim të elementit nga elementet e tjera, grumbullimin e elementeve në një kategori të caktuar.

Përdorimi i atributit class në fushën për tekst:

```
<input type="text"  
      name="username"  
      class="form-control"  
      placeholder="Username" />
```

Përmes kësaj class-e elementit mund të i ndryshohet pamja përmes CSS, të manipulohet përmes JavaScript, etj.

# Extra Markup – block & inline elements

Elementet në HTML5 renderohen në dy mënyra

- Inline
- Block

Elementet që renderohen inline zënë hapsësirë aq sa kanë përmbajtje

Elementet që renderohen block zënë tërë hapësirën (në gjatësi)

Elemente (etiketa) që renderohen inline janë: <img>, <strong>, <span>, <a>, etj.

Elemente (etiketa) që renderohen block janë: <p>, <h1> - <h6>, etj.

# Extra Markup – Grouping elements

Elementet grupohen në mënyrë që ashtu së bashku të mund të ripozicionohen, tu ndërrohet ngjyra e prapaskenës, etj.

Elementi (etiketa) për grumbullimin e elementeve është <div>

```
<div class="form-group">  
  <label for="username">Username</label>  
  <input type="text" name="username" placeholder="John Smith" class="form-control" />  
</div>
```

Kur grumbullohen elementet me div zakonisht i vendose edhe një id apo class për ta manipuluar më lehtë dhe për ta ndarë nga grumbujt tjerë të elementeve.

# Extra Markup – span tag

Etiketa tag përdoret kur brenda një pjese teksti të elementi tjetër dëshirojmë të vendosim attribute të veçanta.

```
<p>  
|   Perspiciatis provident <span>aperiam nam voluptatibus</span> quos voluptates laboriosam placeat excepturi iusto a quo!  
</p>
```

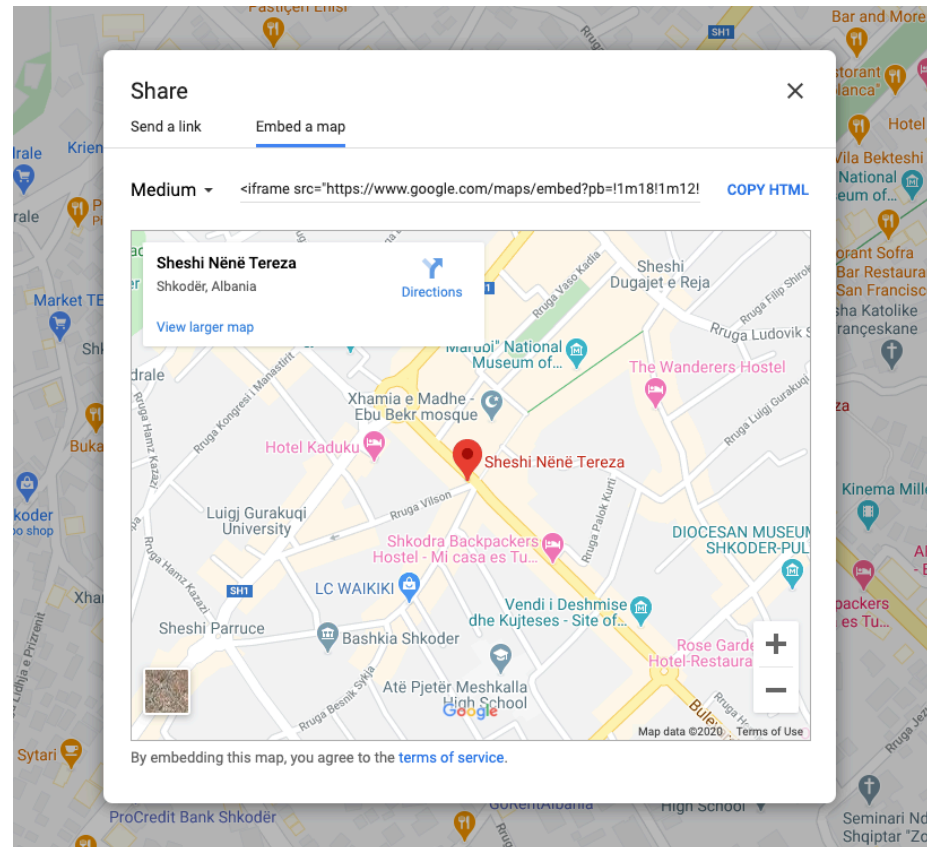
```
<p>  
|   Perspiciatis provident <span style="color: red">aperiam nam voluptatibus</span> quos voluptates laboriosam placeat excepturi iusto a quo!  
</p>
```

```
<p>  
|   Perspiciatis provident <span class="bold-underline">aperiam nam voluptatibus</span> quos voluptates laboriosam placeat excepturi iusto a quo!  
</p>
```

# Extra Markup - iframes

Etiketa iframe mundëson injektimin e përmbajtjeve të jashtme në ueb faqet tona

```
<iframe src="..."
width="600"
height="450"
frameborder="0"
style="border:0;"
allowfullscreen=""
aria-hidden="false"
tabindex="0">
</iframe>
```



iframe = inline frame

# Extra Markup – informations about your page

Etiketa <meta> mundëson që përmes kombinimit të attributeve të l japim informacione më të detajshme motorëve të krëkimit, apo aplikacioneve të tjera të cilat merren me analizimin e përmbajtjes së ueb sajteve.

```
<meta charset="UTF-8">  
<meta name="viewport" content="width=device-width, initial-scale=1.0">  
<meta name="keywords" content="Laptop, Acer">
```

Etiketa meta vendoset përbrenda etiketës head.



# Extra Markup – informations about your page

```
<head>
  <meta charset="UTF-8">
  <meta name="description" content="Free Web tutorials">
  <meta name="keywords" content="HTML, CSS, JavaScript">
  <meta name="author" content="John Doe">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
</head>
```

Etiketa meta përdoret edhe për kontrollim të përmbajtjes që shfaqet në aplikacionet e palëve të treta.

Facebook ka etiketat e saja të quajtura Open Graph të cila definojnë se si do të shfaqet një vegëz e jashtme në platformën e tyre.

```
<meta property="og:url"           content="http://www.nytimes.com/2015/02/19/arts/intern
<meta property="og:type"          content="article" />
<meta property="og:title"         content="When Great Minds Don't Think Alike" />
<meta property="og:description"   content="How much does culture influence creative thin
<meta property="og:image"         content="http://static01.nyt.com/images/2015/02/19/art
```

# Extra Markup – escape characters

Karaktere speciale të cilat mund të krijohen me kombinimin e disa karaktereve.

<	<b>Less-than sign</b> &lt; &#60;	¢	<b>Cent sign</b> &cent; &#162;	‘	<b>Left single quote</b> &lsquo; &#8216;
>	<b>Greater-than sign</b> &gt; &#62;	£	<b>Pound sign</b> &pound; &#163;	’	<b>Right single quote</b> &rsquo; &#8217;
&	<b>Ampersand</b> &amp; &#38;	¥	<b>Yen sign</b> &yen; &#165;	“	<b>Left double quotes</b> &ldquo; &#8220;
”	<b>Quotation mark</b> &quot; &#34;	€	<b>Euro sign</b> &euro; &#8364;	”	<b>Right double quotes</b> &rdquo; &#8221;

# FLASH

- Teknologji e vjetër (teknologji e '90)
- E zëvendësuar me HTML etiketa përkatëse (nga viti 2008)
- Disa ueb shfletues kanë ndërprerë përkrahjen e kësaj teknologjie
- Nuk duhet të përdoret në ueb sajtet tona

```
<object classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000" codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=9,0,16,0" width="320" height="400">
  <param name="movie" value="filename.swf">
  <param name="quality" value="high">
  <param name="play" value="true">
  <param name="LOOP" value="false">
  <embed src="video-filename.swf" width="320" height="400" play="true" loop="false" quality="high" pluginspage="http://www.macromedia.com/go/getflashplayer" type="application/x-shockwave-flash"></embed>
</object>
```

# Audio

- Audio shënimet mund të interpretohen në ueb shfletues përmes etiketës <audio>

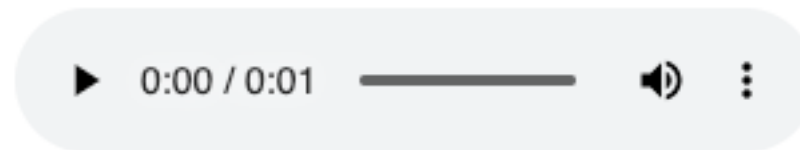
```
<audio controls>
```

```
  <source src="horse.ogg" type="audio/ogg">
```

```
  <source src="horse.mp3" type="audio/mpeg">
```

```
Your browser does not support the audio element.
```

```
</audio>
```



# Audio

Etiketeta audio mund të ketë disa attribute

Attribute	Value	Description
<u>autoplay</u>	autoplay	Specifies that the audio will start playing as soon as it is ready
<u>controls</u>	controls	Specifies that audio controls should be displayed (such as a play/pause button etc)
<u>loop</u>	loop	Specifies that the audio will start over again, every time it is finished
<u>muted</u>	muted	Specifies that the audio output should be muted
<u>preload</u>	auto metadata none	Specifies if and how the author thinks the audio should be loaded when the page loads
<u>src</u>	URL	Specifies the URL of the audio file

# Video

- Video shënime mund të interpretohen në ueb shfletues përmes etiketës <video>

```
<video width="320" height="240" controls>  
  <source src="movie.mp4" type="video/mp4">  
  <source src="movie.ogg" type="video/ogg">  
Your browser does not support the video tag.  
</video>
```



# Video

Etiketa video mund të ketë disa attribute

Attribute	Value	Description
<u>autoplay</u>	autoplay	Specifies that the video will start playing as soon as it is ready
<u>controls</u>	controls	Specifies that video controls should be displayed (such as a play/pause button etc).
<u>height</u>	<i>pixels</i>	Sets the height of the video player
<u>loop</u>	loop	Specifies that the video will start over again, every time it is finished
<u>muted</u>	muted	Specifies that the audio output of the video should be muted
<u>poster</u>	URL	Specifies an image to be shown while the video is downloading, or until the user hits the play button
<u>preload</u>	auto metadata none	Specifies if and how the author thinks the video should be loaded when the page loads
<u>src</u>	URL	Specifies the URL of the video file
<u>width</u>	<i>pixels</i>	Sets the width of the video player

# Video poster

```
<video width="320" height="240" poster="/images/w3schools_green.jpg" controls>  
  <source src="movie.mp4" type="video/mp4">  
  <source src="movie.ogg" type="video/ogg">  
  Your browser does not support the video tag.  
</video>
```





# HTML5 APIs

## A

Ambient Light Events

## B

Background Tasks

Battery API 

Beacon

Bluetooth API

Broadcast Channel API

## C

CSS Counter Styles

CSS Font Loading API 

CSSOM

Canvas API

Channel Messaging API

Console API

Credential Management API

## D

DOM

## E

Encoding API

Encrypted Media Extensions

## F

Fetch API

File System API 

Frame Timing API

Fullscreen API

## G

Gamepad API 

Geolocation API

## H

HTML Drag and Drop API

High Resolution Time

History API

## I

Image Capture API

IndexedDB

Intersection Observer API

## L

Long Tasks API 

## M

Media Capabilities API 

Media Capture and Streams

Media Session API

Media Source Extensions 

MediaStream Recording

## N

Navigation Timing

Network Information API 

## P

Page Visibility API

Payment Request API

Performance API

Performance Timeline API

Permissions API

Pointer Events

Pointer Lock API

Proximity Events 

Push API 

## R

Resize Observer API

Resource Timing API

## S

Server Sent Events

Service Workers API

Storage

Storage Access API

Streams 

## T

Touch Events

## U

URL API

## V

Vibration API

Visual Viewport 

## W

Web Animations

Web Audio API

Web Authentication API

Web Crypto API

Web Notifications

Web Storage API

Web Workers API

WebGL

WebRTC

WebVR API  

WebVTT

WebXR Device API

Websockets API

**API**

**Application Programming Interface**

# Exercises & Q/A

