

Background

Forms

There are two key parts to understanding an HTML form:

- The FORM itself
- The form **widgets**, i.e., the interactive elements like buttons and textboxes

The original purpose of a form was to allow users to enter information onto a web page and then submit that information to a web server. The **action** attribute of a form gives the URL to submit the information to. The **method** attribute of a form specifies one of two ways the data can be submitted. The differences are beyond the scope of this task, but in order for you to be able to test your form without a web server, you need to specify the **GET** method for the form.

Most form widgets have **name** and **value** attributes. For text fields, the value is whatever the user enters into the field, if anything. For drop-down menus, the name is on the SELECT element, and the value is on the OPTION element inside the menu that the user selects. Checkboxes, radio buttons, and submit buttons have name and value attributes.

When a form is submitted, the browser does not send the entire form you see on screen. It only sends:

- The name and text of non-empty text fields
- The name and value of checked checkboxes and radio buttons
- The name and selected value of drop-down menus
- The name and value of the submit button that was clicked

Elements that are not checked, selected, or filled, or that have no name or value, are ignored.

Maps

Caution: Don't confuse maps in this task with the HTML MAP element. The HTML MAP is for making clickable regions of images. It is rarely used today.

In this task, you are asked to incorporate a Google map object. Pretty much every restaurant and hotel and university has some kind of map. They're very helpful for users, and surprisingly easy to add to a web page. A Google map is very similar to a form. Your web page sends location data to Google, just as a form sends data to a server, and the Google map server sends back the map.

Required Resources

Forms

- Chapter 7 of *Build Your Own Website The Right Way Using HTML & CSS* by Ian Lloyd - Covers forms.
- [Chapter 10 of Learn to Code HTML & CSS: Develop & Style Websites](#) by Shay Howe - Introduces forms and various form input types.
- show_data.txt - Save this as show_data.html to have a file you can use to test forms.

Google Maps

- [Google Maps Guide](#) (using IFrames) - This resource provides you with step-by-step instructions on how to insert Google maps into your website.
- [Lesson 9](#) of Howe's site goes over adding maps using inline frames, and then uses a sample project to demonstrate how this is done.

Additional Resources

Forms

- [The W3Schools Page on Forms](#) - This resource provides you with instructions on how to create forms on a web page.