Slideshow 1

Introduction to the Web

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What to expect from this course

- Being able to create a basic website or application, using current technologies
- Knowing what to focus on to create a great user experience
- Knowing what else to explore, and how

Requirements

Access to a computer and the internet

An IDE for Javascript. I recommend Visual Studio Code.

That's it!

In this lesson:

- Basic concepts: The internet, the web, and how that all works (roughly)
- Intro to web technologies: HTML, CSS, Javascript
- Frontend and backend; intro to APIs

What is the web?

- The web is not the Internet
 - But, it is a lot of things...
- If you're using your browser, you're in the web
- Today, the line between "app" and "website" is blurry

The Internet, conceptually

- Just a bunch of computers connected to each other, really.
- They talk the same languages: we call them protocols
- Also: they're always connected: the Internet has resiliency

A bit of history (I promise this makes sense)

- It all started with the military... and for good reason
- Bay Area was there almost from the start
 - Almost. UCLA was first!
- TCP/IP made it all better

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Here comes the Web!

- Sir Tim Berners-Lee wanted hyperlinked documents
- ...and created the first website
- And the rest is history.

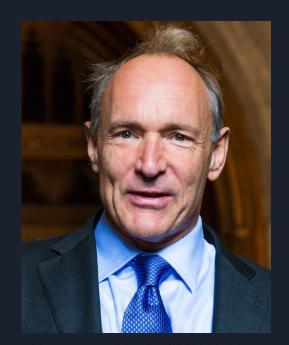


Photo from Wikipedia. CC BY-SA 4.0

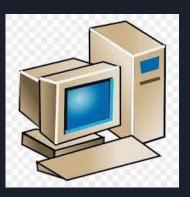
But what is the Web, then?

- What Berners-Lee created was:
 - A language: HTML
 - A protocol: HTTP
 - A client program: the first browser
 - A server program: the first web server

The client/server model

- Server: has data; can operate on it
- Client: wants data, asks the server for it





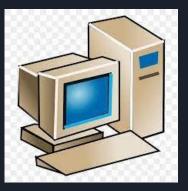
www.wikipedia.org

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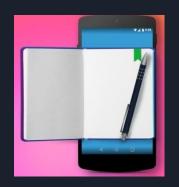
GET /index.html



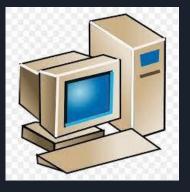
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The HTTP protocol

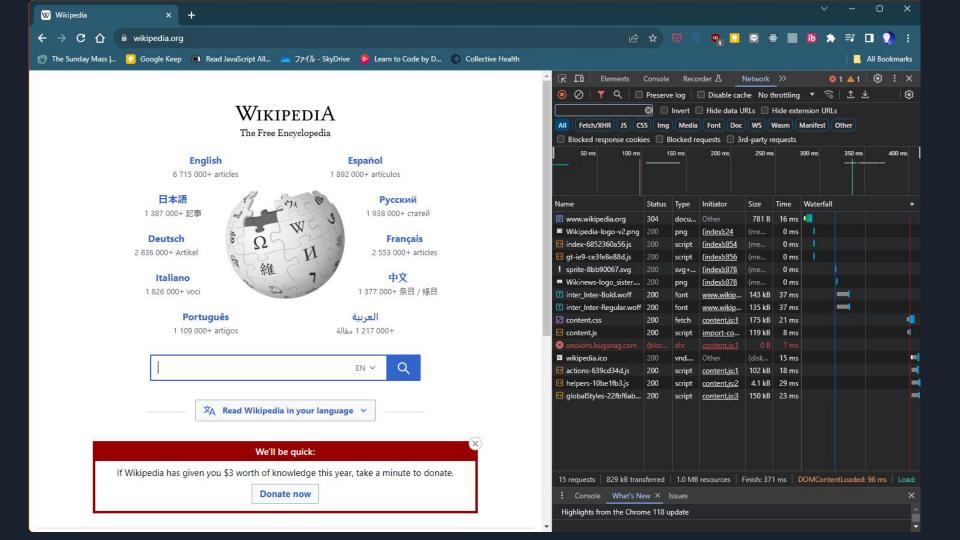
- Allows servers and clients to send, receive, and otherwise work with HTML and other files
- GET /index.html is an HTTP "request"; 200 OK is a "response"



Snoop your browser's HTTP calls!

You will need Google Chrome for this.

- Open a new, blank window or tab.
- Click on the three dots at the top right of the window to open the menu.
- Select "More tools"; in the submenu select "Developer Tools". A panel will open at the bottom of your window.
- In that panel, look for the "Network" tab and click on it. You may need to make the panel bigger to find it.
- Now, with the Network panel open, go to <u>www.wikipedia.org</u>. Observe how the Network tab of the Developer Tools fills with rows of data.



The languages of the web

- HTML (HyperText Markup Language) defines the content: that is, what is on the page.
- CSS (Cascading Style Sheets) defines the look and feel: how the content should be rendered.
- JavaScript provides interactivity: that is, any functionality beyond "writing on a page".

HTML

The main unit is the element, represented by tags.

Tags can open and close, and contain other tags.

Tags can have attributes to specify details.

Tags (elements) give meaning and structure to the page.



Create your first page

- Copy the example text in Notepad (Windows), TextEdit (Mac), or any other simple text editor.
- Save the file in plain text mode as "index.html" on your desktop.
 - If using TextEdit, select "Web Page (.html)" as the file format.
- Double-click on the file. It should open in your default browser.

You just created a web page!



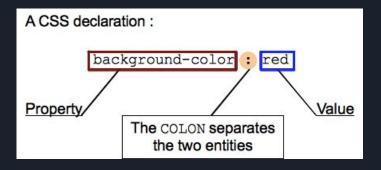
Keep exploring HTML:

Explore other common tags here: https://learnxinyminutes.com/docs/html/ and continue adding content to your page. Try any (or all) of the following:

- Write a self-introduction in a few paragraphs (use).
- Write a list of hobbies (use or ; use).
- Add an image downloaded from the web (use).
- Try marking some text with or and see what happens.
- Use headers (<h1>, <h2>...).

CSS

CSS stands for "Cascading Style Sheets". It uses declarations to tell the browser what each HTML element should look like.



CSS

Each declaration contains a property and a value.

Declarations go inside blocks - curly braces {}. Before each block, we specify selectors, which refer to HTML elements.

```
header, p.intro

| background-color : red;
| border-radius : 3px;
|
| Group of selectors | Declaration block
```

CSS

In an HTML page, use the link> tag inside <head> to link it to a CSS file:

```
<link rel="stylesheet" href="style.css" />
```



Add CSS to your page



Add Javascript to your page

• Add a <script> tag to the <head> of your page, as follows:

```
<!-- import the webpage's javascript file -->
<script src="script.js" defer></script>
```

- Create a new file called "script.js" in the same folder as the other two files.
- Add the following to your Javascript file:

```
console.log("Hello, world!");
```

- Reload the HTML page in your browser.
- Open the Developer Tools panel in your browser, then click on the "Console" tab. You should see the message "Hello, world!" there.

Javascript on the web

- A full fledged programming language
- Used to be much smaller
- Runs in your browser, but also everywhere else

Front end and Back end

- Frontend: what happens in the client program (the browser)
 - What we just talked about
- Backend: what happens in server programs
 - Not just a web server. Many programs (services) collaborate for big applications
 - Can be written in many languages

Web APIs

API: how two programs communicate; or: how a programming interface is structured

Web APIs

- Front-end (Client-side) Web APIs: The standard libraries available within the browser for Javascript to manipulate a page, and the browser itself.
- Back-end (Server-side) Web APIs: The protocols for communication between a
 Javascript program running in a browser and a back-end program, running on a
 server.

Common Server-side APIs

- REST uses HTML over HTTP; vanilla web. The most robust and popular. Standard
- SOAP uses XML. Useful for very big, secure applications. Also standard
- GraphQL a query language on top of HTTP; fast, but not standard-based
- gRPC call functions remotely; binary data. Open source. Oh so complex