

- HyperText Markup Language
- The foundation of all web pages

- **Cache:** Browser caches pages. Beware when reloading. SHIFT + Reload or CTRL + Reload will force.
- “**Deprecated**” = no longer supported by the standard.
- It's either a **TAG** or it's **TEXT**
- Tags
 - <tag attributename="attributevalue">
 - </endtag>
- there are 4 basic **attributes** for every tag
 - id="xxxx" – identifies it
 - class="classname" – ties it into a group for style
 - style="xxxxx" – where xxx is a list of style elements
 - title="xxxxx" – adds misc info to the tag

- HTML is NOT case sensitive.
Rule = always enter tags in lower case.
- Anything in quotes might be case sensitive
Like attribute values: ``
- Spaces: Many spaces = one space.
- Always use end tags.
- Nesting elements: From `<tag>` to `</endtag>`
- Good habit: Quote all attribute values.

Basic Document Structure:

```
<html>  
  <head>  
    <title>  
    <meta> - stuff for web crawlers search engines  
  </head>  
  <body>  
    </body>  
</html>
```

Let's look at an example

http://www.funtoo.org/Linux_Fundamentals,_Part_1

Right click and view source, inspect elements

- `<h1>`, `<h2>` through `<h6>` = Headings
- `<p>` causes a line break = Paragraph
- `<div>` for grouping `<p>`s for alignment or style = Division
- `` does the same grouping but without the line break
- `Align="right"`, `"left"` or `"center"` or `"justify"`
- `<blockquote>` causes a return, indents
- `<pre>` for displaying text exactly as you entered it
- `
` causes a line break

- Let's Play
 - <https://www.tutorialspoint.com/html/>

- **Lists**

 Ordered List , attribute type=A,a,I,I,1 start=xx

 Unordered List (bullets) attr type=disc, circle, square

 identifies list items

- **Horizontal Lines**

<hr> attributes = size="10" pixels (height)

width="xx" in pixels or percentage

align="xxx"

noshade="noshade"

- **Blank Lines**

 break

 – non-breaking space (embedded blanks)

- **Comments**

<! - - xxxx - - >

- **Hyperlink**

- Takes the web user to another document
- Can be on the same site, or ANYWHERE
- Implemented via **<a>** tag (“a” is for “anchor”)
- Uses the **href=“xxxxx”** attribute
- Browser identifies Link via underscore and color
 - Avoid **<u>** tag
- Cursor changes shape on “mouseover”
- Status Bar shows URL of the link on “mouseover”

- **Managing Hyperlink Colors**

- `<body link="xxxx", alink="xxxx", vlink="xxxx">`
- xxxx = valid color name

- **Absolute versus Relative URL**

- `Protocol://host.domain.tld/fullpath/file.htm`
- `file.htm`
- Relative location set by current page OR `<base>` tag in `<head>` section
- `<base href=http://host.domain.tld/path>`
- No file name ➔ uses `"index.htm"` or `"default.htm"`

- **URL**
 - Directory path – filename plus extension
- **Linking to a “marker”**
 - Defined by **name=“xxxx”** or **id=“xxxx”** attribute
 - **Name** is deprecated. **Id** is XHTML compliant.

- **Two basic types**
 - .gif –Graphics Interchange Format
 - .jpg – Joint Photographic Experts Group
- **.gif**
 - For illustrations
 - Good with large areas of contiguous color
 - Compresses nicely. “lossless”
 - Limited to 256 colors
 - Uses dithering to simulate other colors
 - Allows transparency
 - Supports animation

- **.jpg**
 - For photos
 - Good with large numbers of various colors
 - “lossy” compression.
 - Millions of colors
 - No transparency
 - No animation

- ** tag attributes**
 - **Alt="xxxxx"** → text to display when image is not available
 - **Align="xxxxx"** → flows text around the image
 - **Hspace="xx", Vspace="xx"** → puts a buffer of space around the image
 - **Height="xx", Width="xx"** → resizes the image
 - Reserves the space to speed in page loading
- ** as "link" (i.e. a "button")**
 - ``

Other Formatting Tags

- **** attributes
 - color=“xxxx”, size=“xx”, face=“xxxx”
 - Size ranges from 1 to 7. 3 is default.
 - Can use “+1”
 - Face – be careful
 - Colors – RGB values or Name.
- **<body>** attributes
 - Bgcolor=“xxxx”
 - Text=“xxxx”
 - Link, alink, vlink
 - Background=“image.gif”
 - Topmargin=“xx”, leftmargin=“xx”

- **Used Primarily for LAYOUT options**
- **Rows and Columns, “cells”**
- **The browser will SIZE the table large enough to hold the cells’ contents**
- **Every row gets the same number of “cell positions”, whether or not you define or use them**
- **Table Tags:**
 - `<table>` defines the table
 - `<tr>` defines a table row
 - `<th>` defines the table’s header cell content
 - `<td>` defines the table’s data cell content
 - `<caption>` puts some text above, outside the table

- **<table> attributes**

- bgcolor – just like <body>
- border="xx" size in pixels. Default = no border
- cellpadding="xx" size of cell space in pixels (space between cells)
- cellspacing="xx" size of cell pad in pixels (space around contents within cell)
- width="nn" (pixels or percent) Size of table
- align="xxx" left, right, center – aligns the table on the page

- **<tr> defines a table ROW**
- **<tr> attributes**
 - align="xxx" (left, right, center, justify) aligns cell contents
 - bgcolor – just like <body>
- **<td> or <th> defines a table cell**
- **<td> <th> attributes**
 - align="xxx" (left, right, center, justify) aligns cell contents
 - bgcolor – just like <body>
 - Colspan="nn" – number of columns cell spans
 - Rowspan="nn" – number of rows cell spans

– Why use frames?

- Don't.