Guided Exercise #1 – HTML <love>

In this guided exercise you will create your first html document.

After completing this exercise you will know:

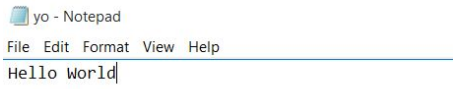
- How to write an HTML document

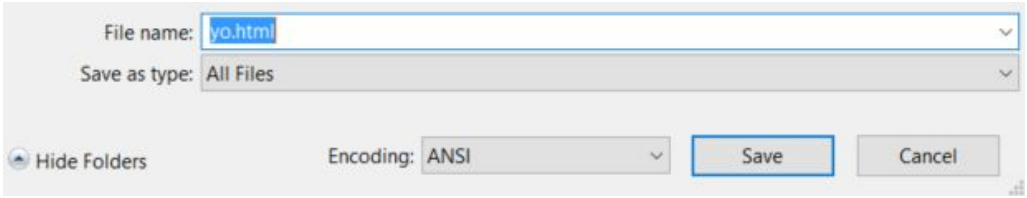
Submitting solution: no

Hello World (again)

1. Creating the file

First! Create a new folder under your dev folder. Call it web or website_building .
Open your favorite IDE (Pycharm/notepad++ or any other)
Type in hello world and save the document as yo.HTML



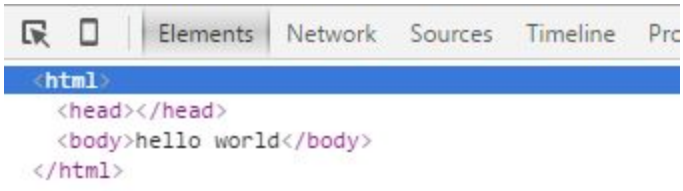


Now open the file with google chrome.
What happened?

This is the easiest hello world exercise ever... but wait, where is all of the markup-language part we discussed?!
This is not a valid HTML document! We got a little help from the browser.

Press Ctrl + Shift + i and open the developer's tools.
This tool will become very handy in the near future.

As you can see in the “Elements” tab, the browser added some elements



In order to view you real HTML code, press Ctrl + u

2. Validating your Code

Update “yo.html” and add all of the missing tags like <HTML>, doctype etc. (You can use the lecture handouts)

A good way to verify your “hello world” HTML document will be to use the official w3 online validator tool

Select “validate direct input”, Copy your HTML code into the validator field and click check.
Keep doing that until you have no errors...

We will run all of your HTML assignments through this validator.
So validate your code frequently!

3. <pre> vs <p>

Find a nice poem.
Create an HTML file with your poem (don’t forget the title).
First use the <p> tag for the poem holder (like we did in the lecture).
Then use the <pre> tag.
What is the difference?

4. vs

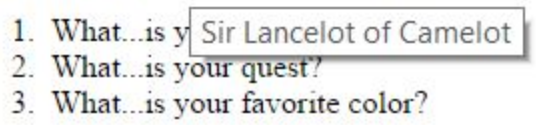
Use the World Wide Web to find out how to use <ol> and <ul> tags.
What is the difference?

5. Tooltips or titles

If we want to hint the user about the functionality of an element in the document or just add additional information, we can use the “title” attribute.
In HTML5, the title attribute can be used in any element.

In most browsers it will be shown as a tooltip text when the mouse hovers over the element.

Create an HTML file with 3 questions (using an <ol> tag) when the user hovers over each question the tooltip will be the answer.



What was his favorite color?

6. Checkers Board

Let’s practice our <table> skills.
A board game like checkers is a perfect example.

Create a new HTML page and call it checkers.html, don’t forget the basic structure of an HTML document.
In fact, this is a good time to create a skeleton.html file. Save a file called skeleton.html containing the basic structure. This will be your web page template from now on.

A typical checkers board has 8 rows and 8 columns.

Add a <table> element to the document with 8 rows and 8 columns per row.
Each cell in our board should be 100 pixels high and 100 pixels wide.
In order to do that add a “style” attribute to each table row (<tr>) and set the height property to 100px, do the same for the width property.
The width property is set in the <td>.
In order to see your table make sure your “border” attribute in the <table> element is set to be larger than 0

Great, now we have the basic table.
All checkers boards have alternate colored squares (usually black & white).
In order to set the color of each cell we will need to add a style attribute to each <td> element.

Use the background-color property to set the squares color.
The top left square should be white.

In order to make this table look like a real checkers board we need to add the game pieces.

Here are two links for the relevant images:
white checkers piece
black checkers piece

Add the images using the <img> tag.
You can download the images to your working folder (where the .HTML file is) and use ./ in the file path
Or, use the remote URL as the image source.
If your images are too big for our table fix it with the style attributes and the width/height properties.
Remember, the two top rows should be black and the two bottom rows should be white.

The PNG file format enables us to use images with transparency.

If you will remove the border from the table, you are supposed to get something like this: