CSC309 Programming on the Web

week 2: project management, html

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survey 1

- in survey 1, you provide us with:
 - your UTorID,
 - your GitHub username, and
 - your familiarity with technologies related to this course
- before completing the survey
 - make sure you have a GitHub username,
 - if you don't, sign up here: https://github.com/join
 - and, get a student developer pack here: https://education.github.com/pack
- if you have the GitHub username and UTorID
 - complete the survey here: https://goo.gl/forms/1sovPcFA1dLEo1k42 (deadline: Jan 09)

html 2-2

review development life cycles (processes) wf ... prototyping ...extreme prog... mvp architectures client-server vs. p2p networks design patterns mvc · ip stack application application transport transport Today network network html link physical physical

web

- it's an information space system—based on request & response—with the following features:
 - HTML: to describe (hypertext) documents/pages
 - URL: to uniquely locate a resource
 - HTTP: to describe how requests & responses operate.
 - web server: to respond to HTTP requests
 - web browser: to make HTTP requests from URLs and render/display the HTML document received

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hypertext markup language

- markup term?
- general syntax:

<element>content</element>

example:

<h2>CS is COOOOL</h2>

html 2-5

hypertext markup language

- it's used to describe the content and structure of information in a document (web page)
 - markup (aka tag, element)
 - $\boldsymbol{\cdot}$ information about content and structure
- world wide web consortium (w3c)
 - an international community to develop web standards
 - including html
- history
 - html (1990), xhtml (2000), html5 (2009)

html 2-6

html5: structure • element content • ... • attribute • ...

design tip separate semantics from appearance in developing html documents: focus on structural semantics not on appearance advantages ...

```
html5: example

* !doctype; html; head; body

<!doctype html>
<html>
<html>
<html>
<head lang="en">

<meta charset="utf-8">

<titcle>my first HTML doc</title>
<iink rele"stylesheet" href="style/main.css" type="text/css">
<script src="js/first.js"></script>
</head>
<body>
...
</body>
</html>
```

```
html5: element examples

<!doctype> ...

<html> ...

<header> ...

<body> ...
```

```
html5: elements for header

descriptive element examples:

meta> ...

ctitle> ...

clink> ...

script> ...

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```

```
html5: elements for body

* Examples:

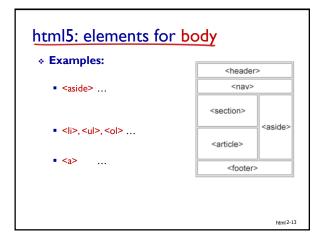
| <h1>...<h6> ...

|  ...

| <div> ...

| <section> ...

| <article> ...
```



html5: elements for body

- * Examples:
 - display a content image
 - <figure> display a content (such as an image) that is important to the content but its position is unimportant
 - <figcaption> nested in <figure>

html 2-14

html5: style guide

- * some style guide tips
 - declare the document type
 - use lower case for elements, attributes, etc.
 - close empty elements too
 - use quote for attribute values
 - do not use space in attribute values or around =
 - provide alt attribute for img element
 - separate long/logical blocks with blank line
 - indent properly

html 2-15

html5: style guide

- * some style guide tips
 - do not omit html, body, or header
 - set a meaningful **title**
 - set a viewpoint

<meta name="viewport" content="width=device-width, initial-scale=1.0">

- provide comments when needed
- use style sheets properly
- use javascript properly
- use html validator

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