

3.1 Understanding The Web – HTML, CSS, JS

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HTML at work, and some consequences

This is the top-level heading

This is a paragraph. It can contain *further markup* and also **more complex content**.

Sometimes you'll see *semantic* tags, like "aside", "header",

On the web, text is “Marked up”

```
<h1>This is a top-level heading</h1>
<p>
  This is a paragraph. It can contain
  <a href="http://some.where.com">more</a>
</p>
<aside>
  Sometimes you'll see <i>semantic</i> tags,
  like "header", "footer", "article", or
```

- Programs can scan this text, interpret it...
- then treat it as *data* which can be combined, analyzed, etc

Three Levels

- HTML for structure/content;
- CSS for presentation
- JS for dynamic changes and rendering remote data

Tag Anatomy



The diagram shows an HTML tag structure within a rectangular border. It is divided into three colored segments: a maroon segment on the left containing the opening tag `< tagname attribute="value" >`, a light blue segment in the middle containing the text `Content`, and another maroon segment on the right containing the closing tag `< tagname >`.

```
< tagname attribute="value" >Content< tagname >
```

- opening and closing **tags** around **content**
- “attributes” can affect how the browser displays and interprets the tag
- the only attribute that really matters for us in this exercise is
- `class="list of classnames"`

CSS Basics

- “Cascading Style Sheets”
- Style sheet
- that “cascades” = overrides prior values



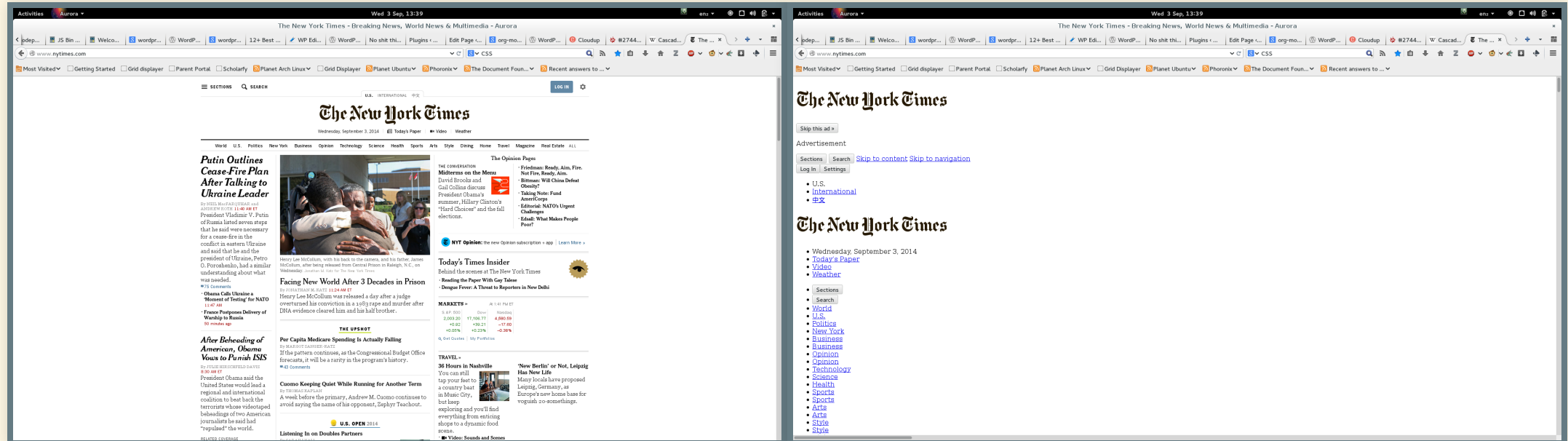
CSS Anatomy

```
h1 {  
  color:blue;  
  font-family:serif;  
  font-size:24px;  
}  
  
div {  
  border: 1px solid black;  
}  
  
div.main p {  
  color:red;  
}  
  
#specialid {  
  float:left;  
}
```

When you look at a CSS file, you will see it is divided into a bunch of stanzas, like this. Each of these stanzas is called a “selector statement”: They all follow the same pattern:

- first, a **selector** that identifies the elements to which these instructions will apply

With and without CSS



JavaScript

- add dynamic transformations
- as in e.g. this silly example: https://developer.mozilla.org/en-US/docs/Learn/JavaScript/First_steps/What_is_JavaScript#A_high_level_definition
- **we are not really learning to program in this class**
- **but it helps to be aware of JS** and we will fool around with it during class

Learning More

The Mozilla Developers' Network Is the best place to learn about web technologies, though there are lots of other resources too!

- Check out the “Complete Beginners” Sequence [here](#)
- Teach yourself HTML [here](#)
- Get started with CSS [here](#)
- The JavaScript page of the “Complete Beginners” course is a really good place to start learning JS
- Afterwards you can check out the JS sequence