The document-v1.2 DTD

NOTICE: This document doesn't make any sense at all.

A nonsense document using all possible elements in the current document-v12.dtd.

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Note:

The document-v12 has been superceded by document-v13

1. Changes since document-v11

doc-v12 enhances doc-v11 by relaxing various restrictions that were found to be unnecessary.

- Links (link, jump, fork) and inline elements (br, img, icon, acronym) are allowed inside title.
- Paragraphs (p,source,note,warning,fixme), table and figure,anchor are allowed inside li.
- Paragraphs (p,source,note,warning,fixme), lists (ol,ul,dl), table, figure,anchor are allowed inside definition lists (dd) and tables (td and dh).
- Inline content (strong,em,code,sub,sup,br,img,icon,acronym,link,jump,fork) is allowed in strong and em.

2. Sample Content

Hint: See the xml source to see how the various elements are used and see the <u>DTD documentation</u>.

This is a simple paragraph. Most documents contain a fair amount of paragraphs. Paragraphs are called .

With the attribute, you can declare that whitespace should be preserved, without implying it is in any other way special.

A number of in-line elements are available in the DTD, we will show them inside an unordered list ():

- Here is a simple list item ().
- Have you seen the use of the <code> element in the previous item?
- Also, we have <sub> and <sup> elements to show content above or below the text baseline.
- There is a facility to *emphasize* certain words using the elements.
- We can use <icon>s, too.
- Another possibility is the element:

another feather

, which offers the ability to refer to an image map.

• We have elements for hyperlinking:

<link href="your-project.html">

Use this to <u>link</u> to another document. As per normal, this will open the new document in the same browser window.

<link href="#section">

Use this to <u>link</u> to the named anchor in the current document.

<link href="your-project.html#images">

Use this to <u>link</u> to another document and go to the named anchor. This will open the new document in the same browser window.

<jump href="your-project.html">

Use this to jump to another document and optionally go to a named anchor within that document. This will open the new document in the same browser window. So what is the difference between link and jump? The jump behaves differently, in that it will replace any frames in the current window. This is the equivalent of <a . . . target="_top">

<fork href="your-project.html">

Use this to fork your webbrowser to another document. This will open the document in a new,

unnamed browser window. This is the equivalent of <a ... target="_blank">

- Oh, by the way, a definition list <dl> was used inside the previous list item. We could put another
 - unordered list
 - inside the list item

Or even tables inside lists

Table 1: A sample nested table

So far for the in-line elements, let's look at some paragraph-level elements.

FIXME (SN):

The <fixme> element is used for stuff which still needs work. Mind the author attribute!

Vote

Use the <note> element to draw attention to something, e.g. ...The <code> element is used when the author can't express himself clearly using normal sentences;-)

Warning:

Sleep deprivation can be the result of being involved in an open source project. (a.k.a. the <warning> element).

Important

If you want your own labels for notes and warnings, specify them using the label attribute.

Apart from unordered lists, we have ordered lists too, of course.

- 1. Item 1
- 2. Item 2
- 3. This should be 3 if my math is still OK.

2.1. Using sections

You can use sections to put some structure in your document. For some strange historical reason, the section title is an attribute of the <section> element.

2.2. Sections, the sequel

Just some second section.

2.2.1. Section 2.1

Which contains a subsection (2.1).

2.3. Showing preformatted source code

Enough about these sections. Let's have a look at more interesting elements, <source> for instance:

```
public class FirstApplet extends Applet {
  // This method displays the applet.
  // The Graphics class is how you do all drawing in Java.
  public void paint(Graphics g) {
   g.drawString("Hello World", 25, 50);
  }
}
```

Please take care to still use a sensible line-length within your source elements.

2.4. Using tables

And now for a table:

heading cell	heading cell
data cell	data cell
Tables can be nested	and can include most other elements, like lists

Table 1: Table caption

Not much of attributes with , if you ask me.

2.5. Using figures

And a <figure> to end all of this. Note that this can also be implemented with an element.



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