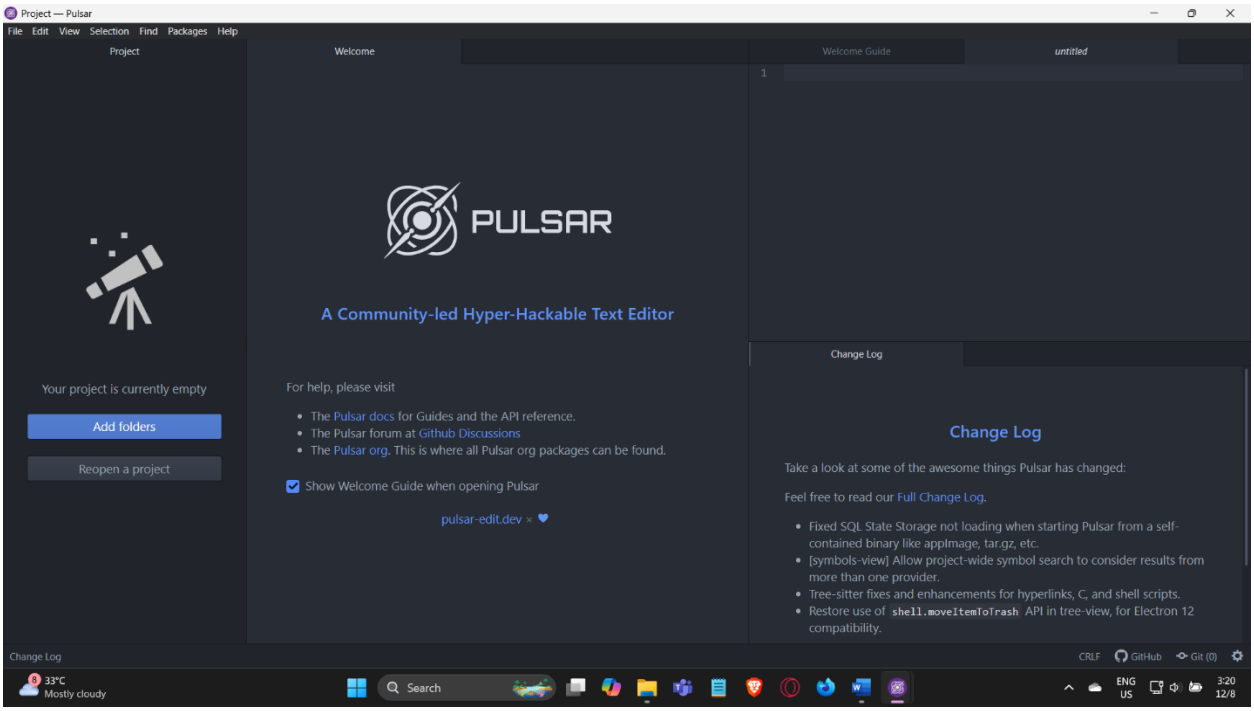
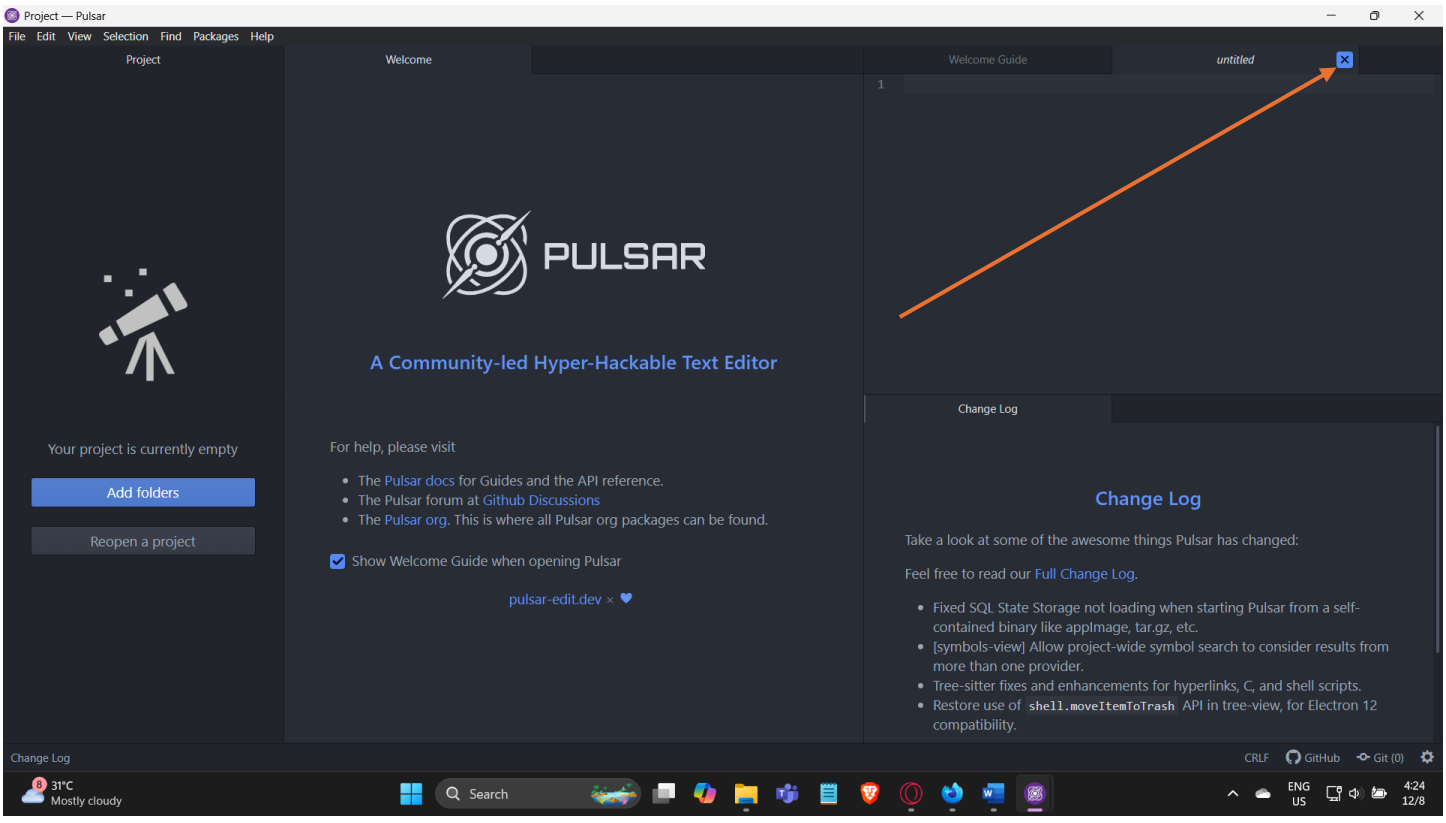
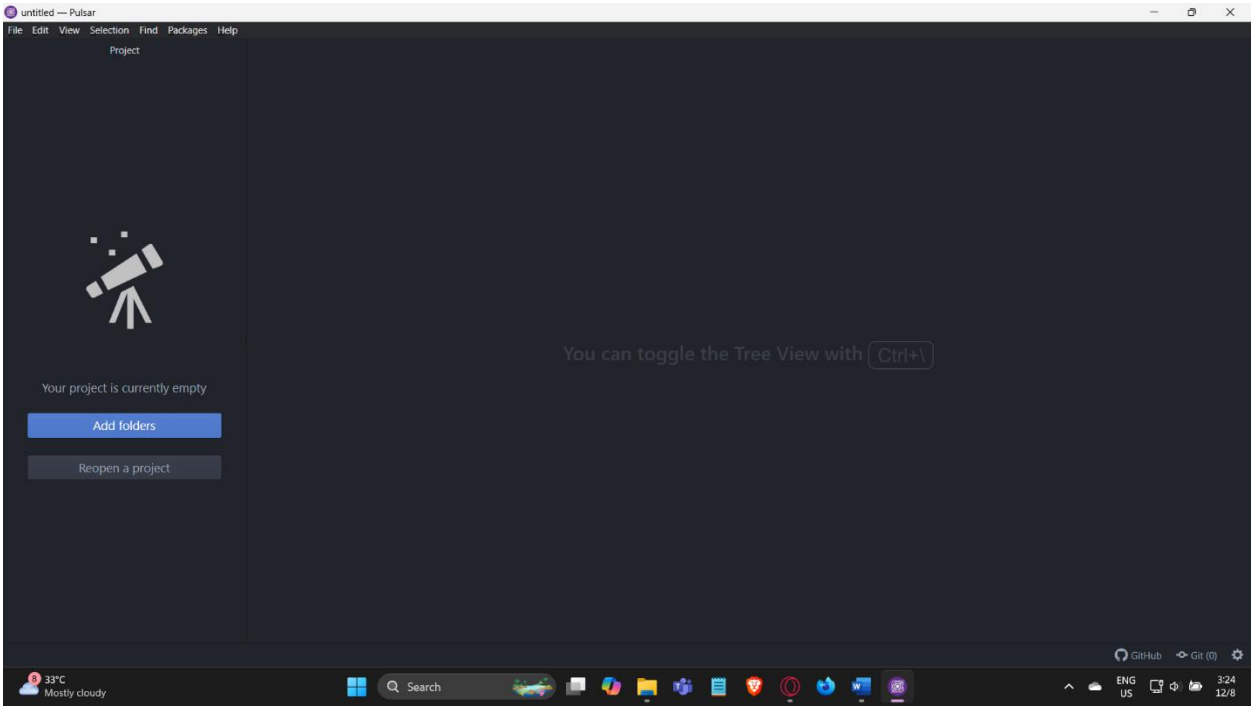
How to use Pulsar IDE:



This is the default view of Pulsar. If it is not, press "**Ctrl+Shift+N**" to reset the page.

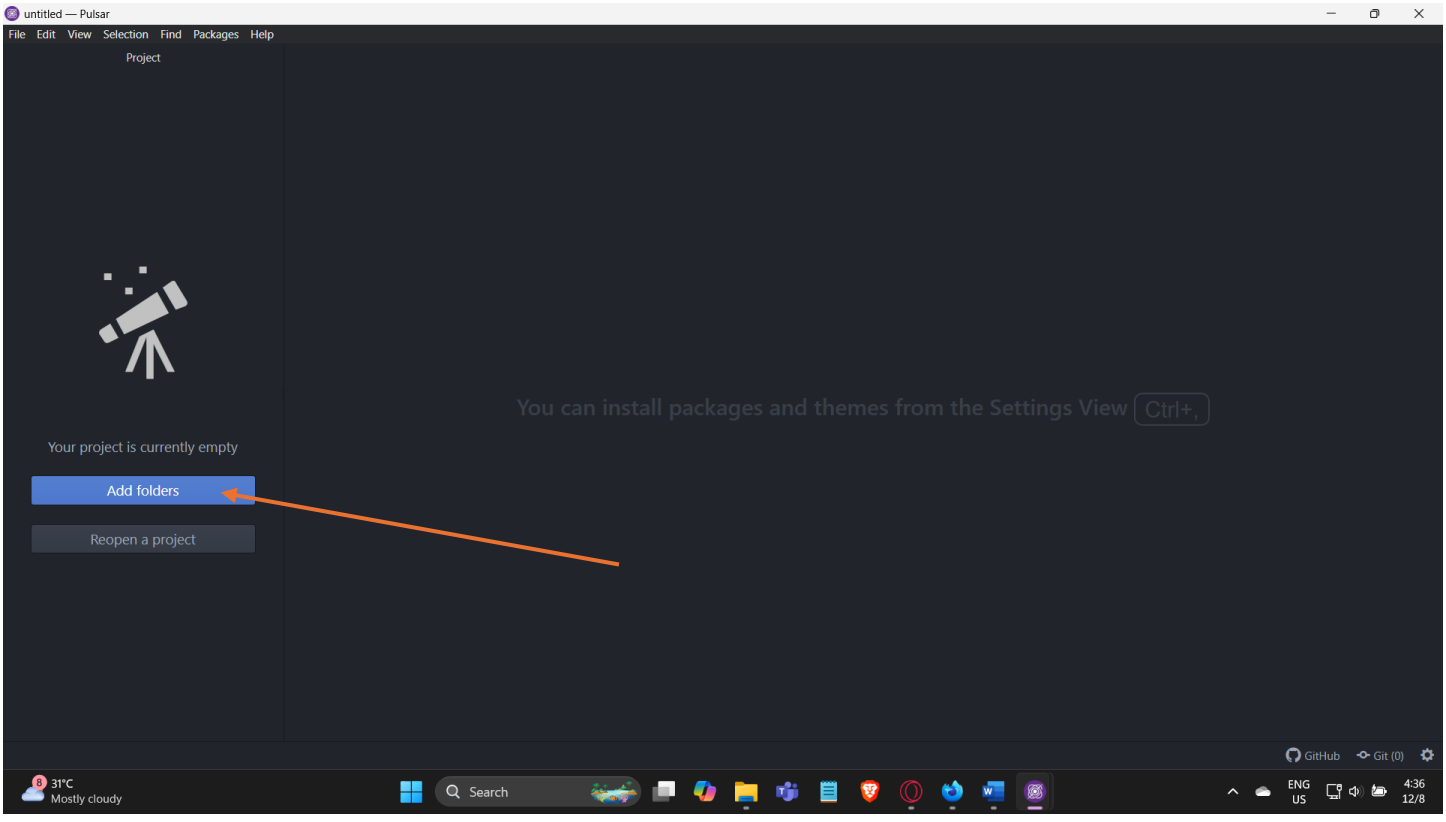


Make sure to close the existing tabs as highlighted in the picture. Simply place your cursor over the tab, and you will see the close button.

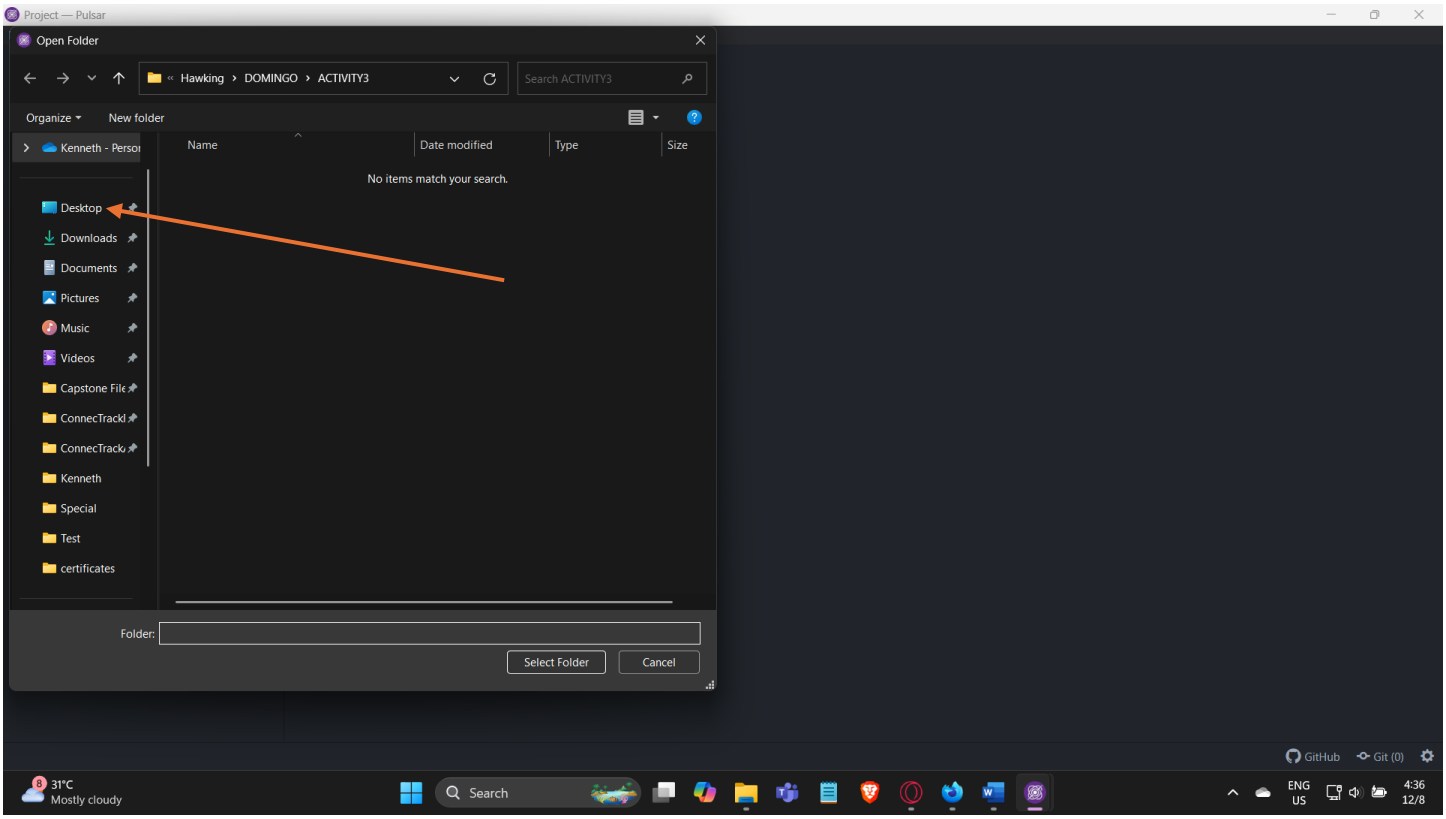


This should be the view of your Pulsar once you have closed the existing tabs.

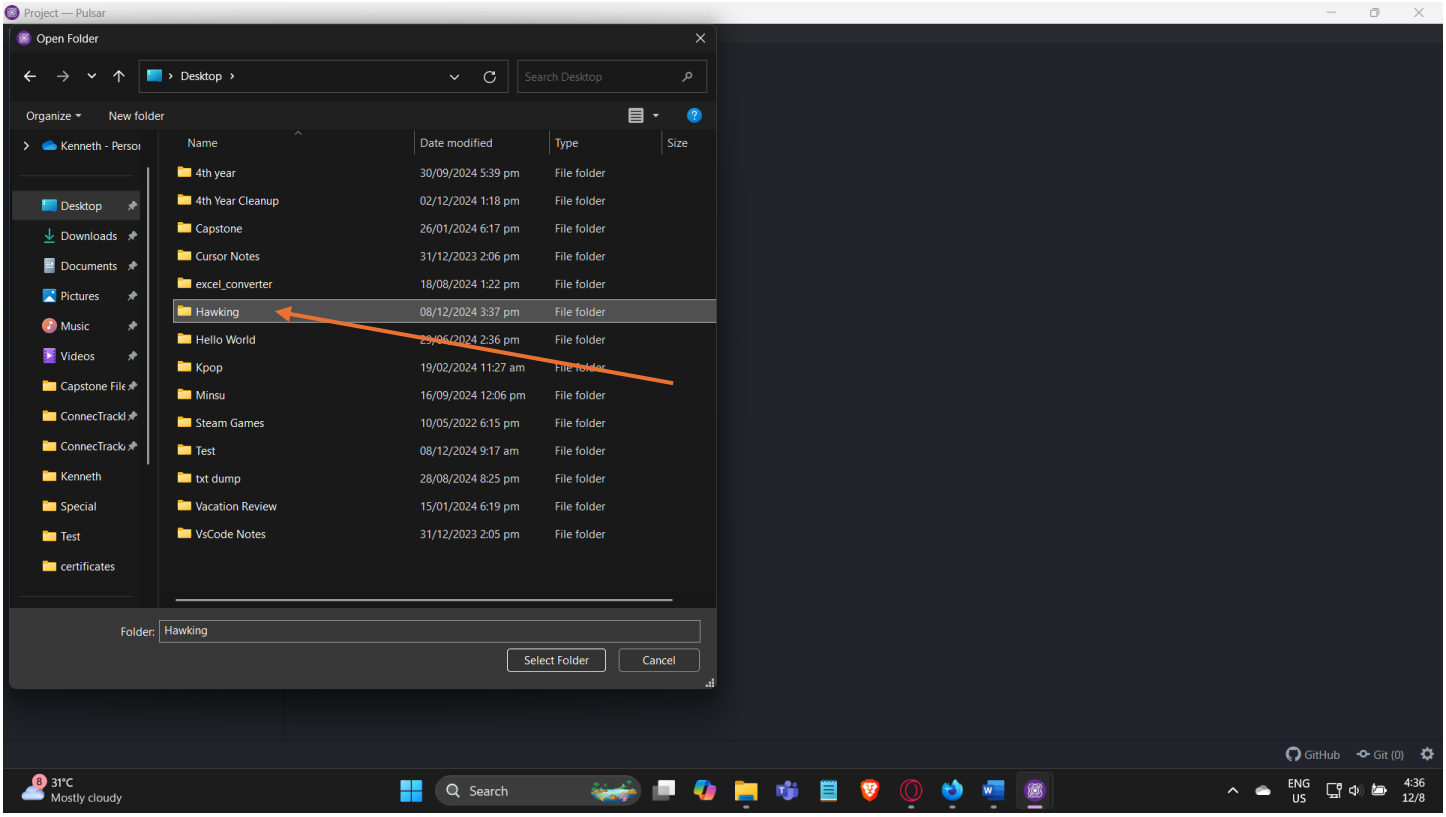
How to create a folder in Pulsar and how to open a folder:



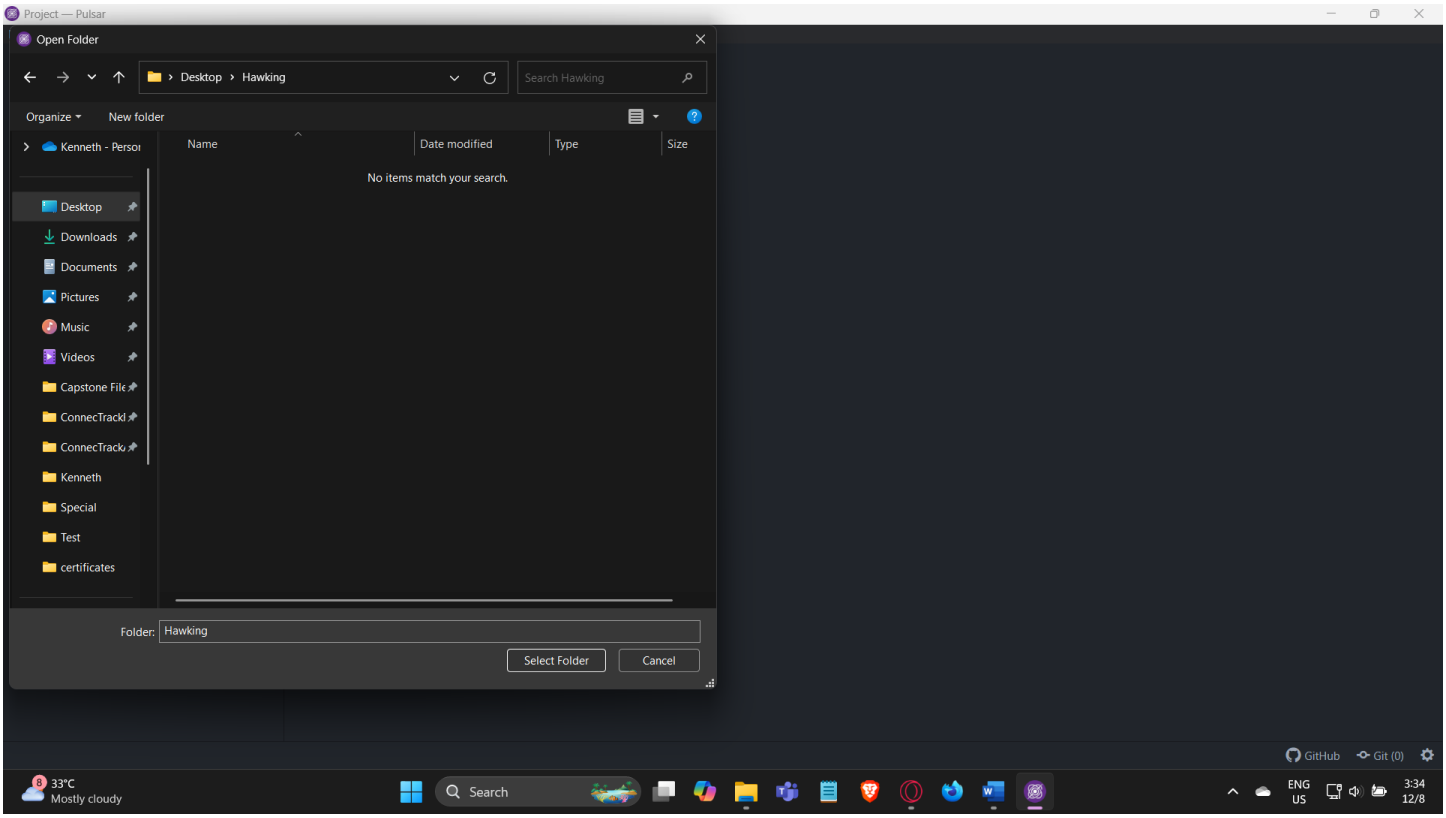
Click on Add folder



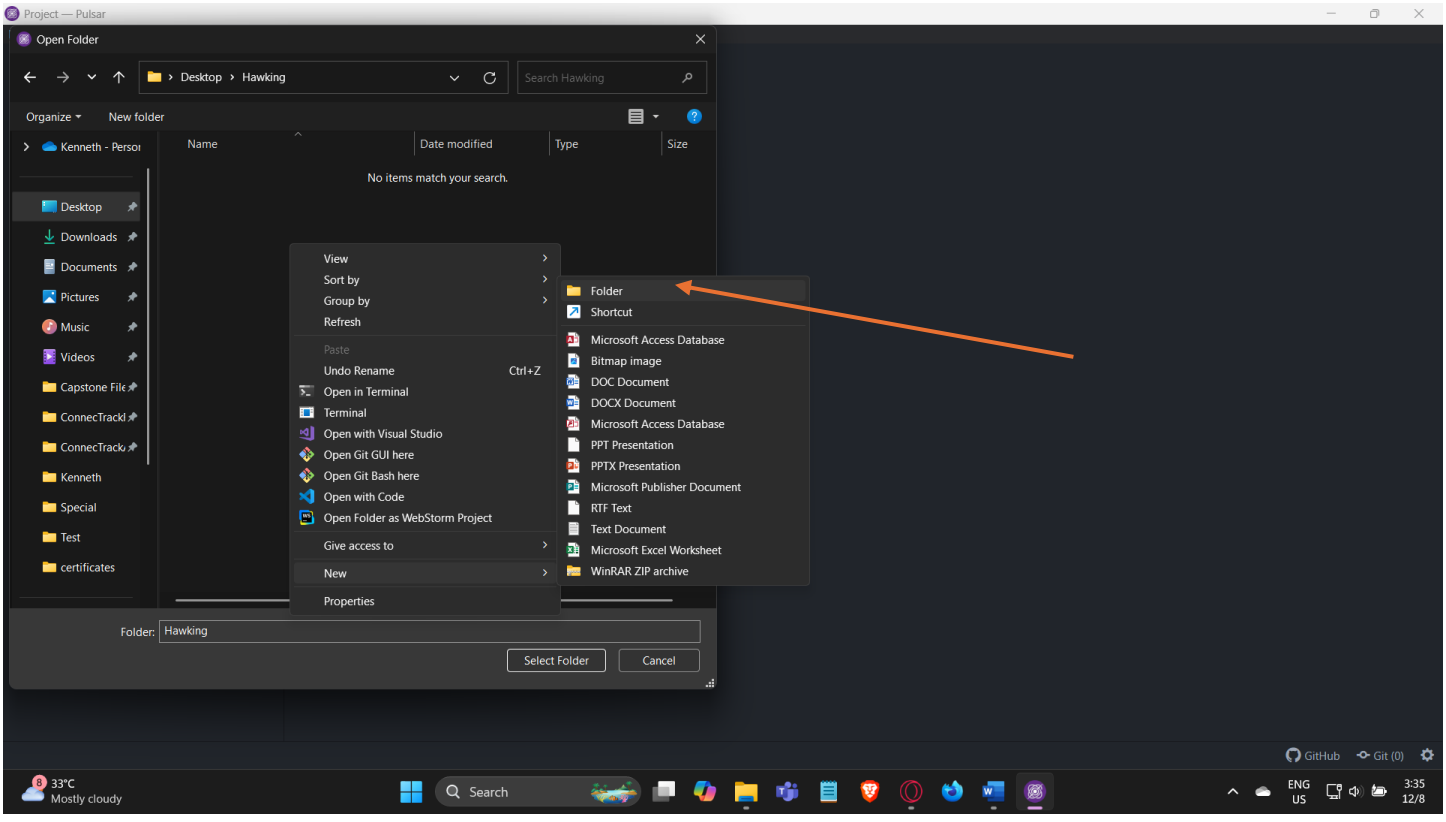
Select the desktop folder



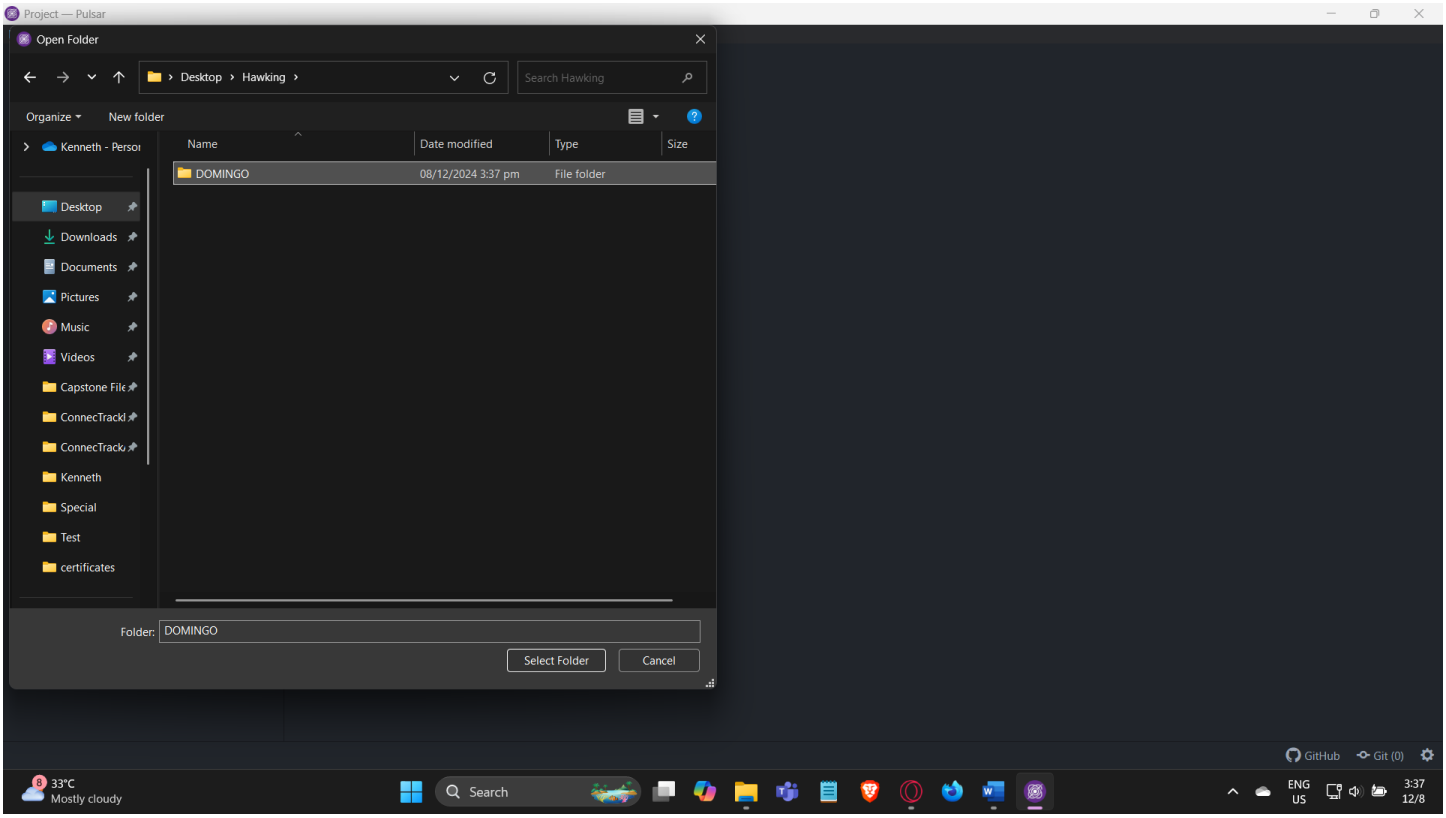
Locate your section’s folder (e.g., 'Hawking' in this example).



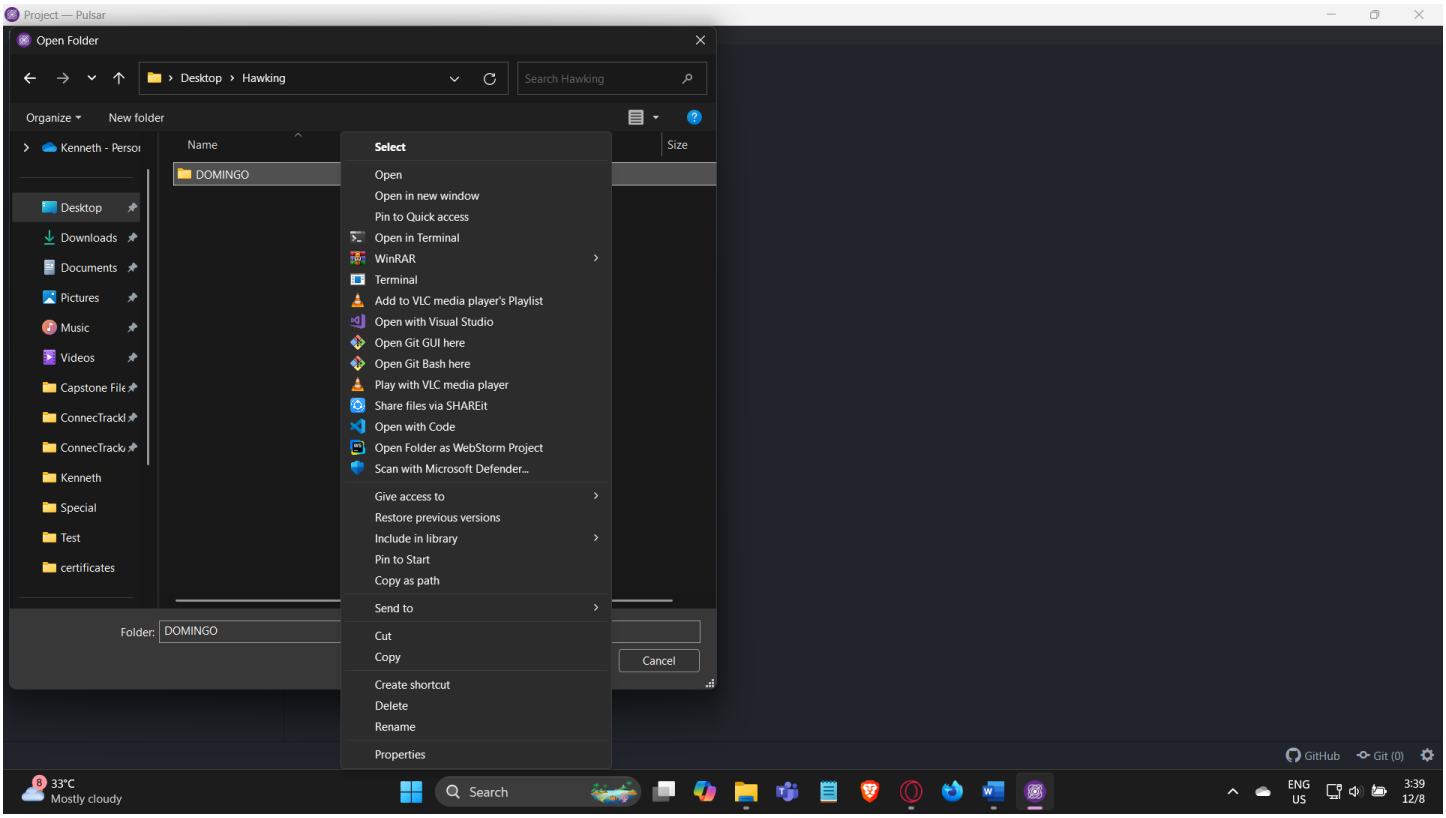
Double-click on your section’s folder, and you will be redirected to the current screen location.



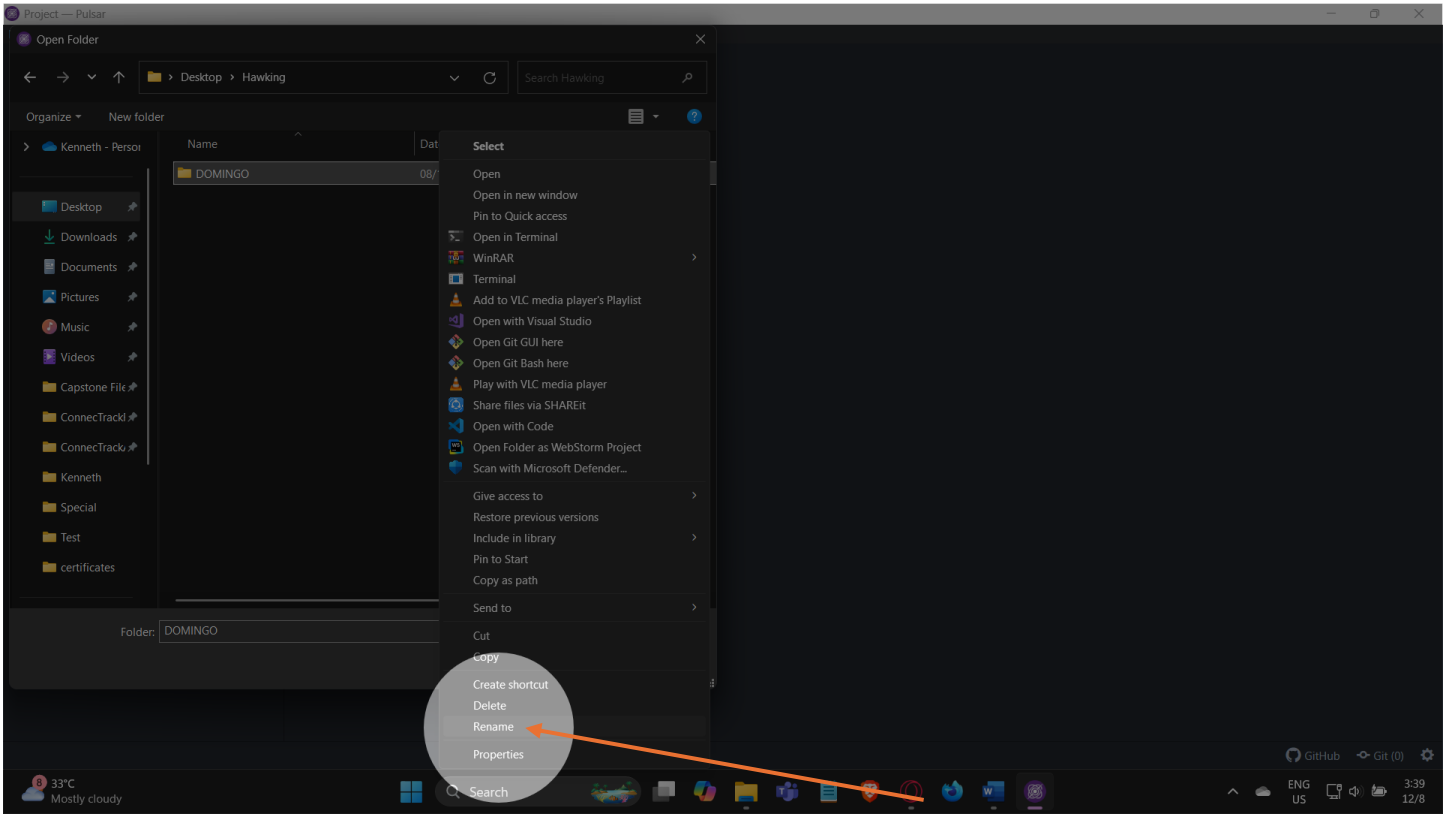
If your folder is not already in your section's folder, create a new one and name it in this format: (LASTNAME). To achieve what's shown on the screen, right-click on the folder, place your mouse over 'New,' then click on 'Folder.

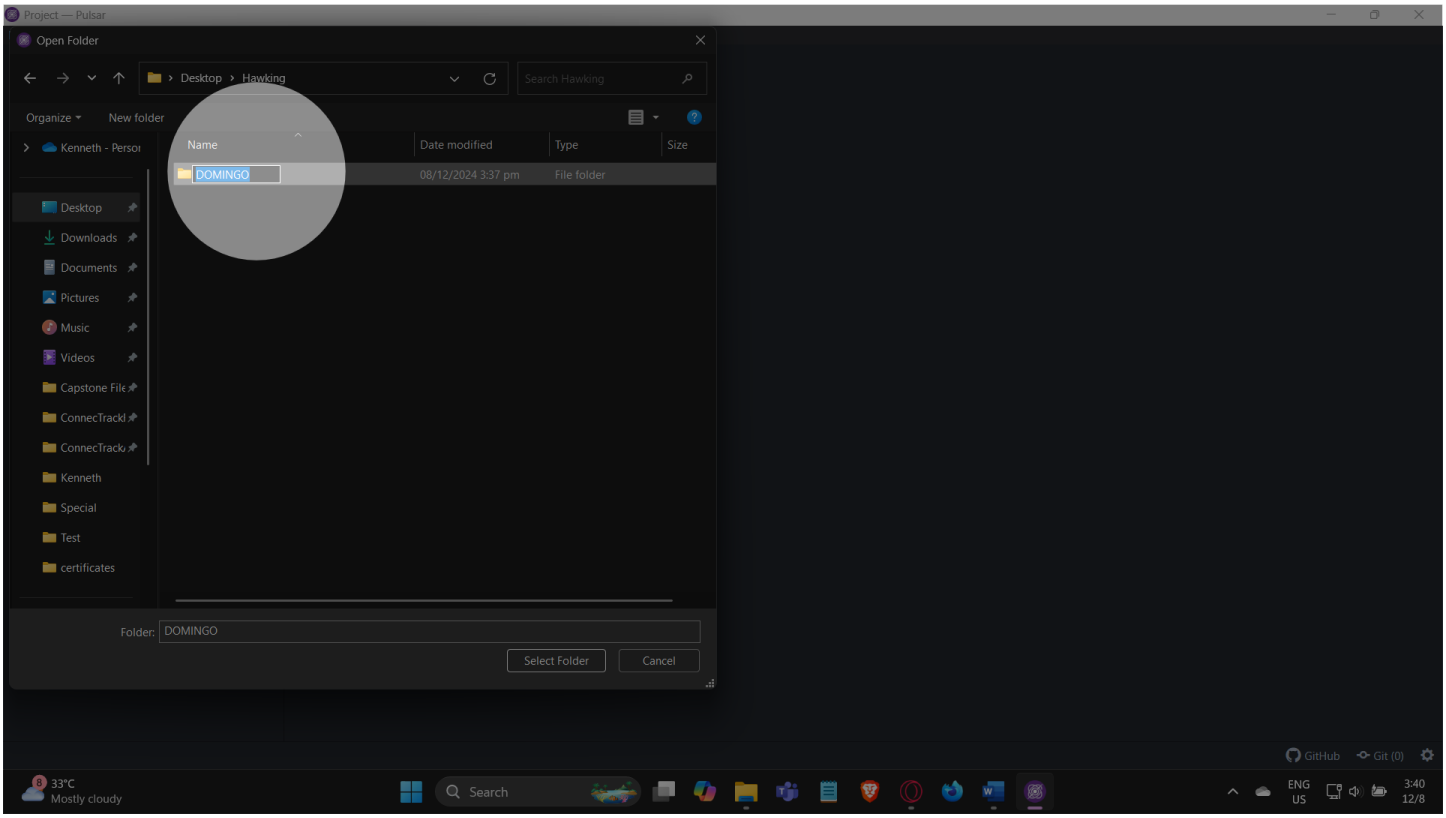


A new folder will be created. **Make sure to rename it in the specified format: 'LASTNAME.**

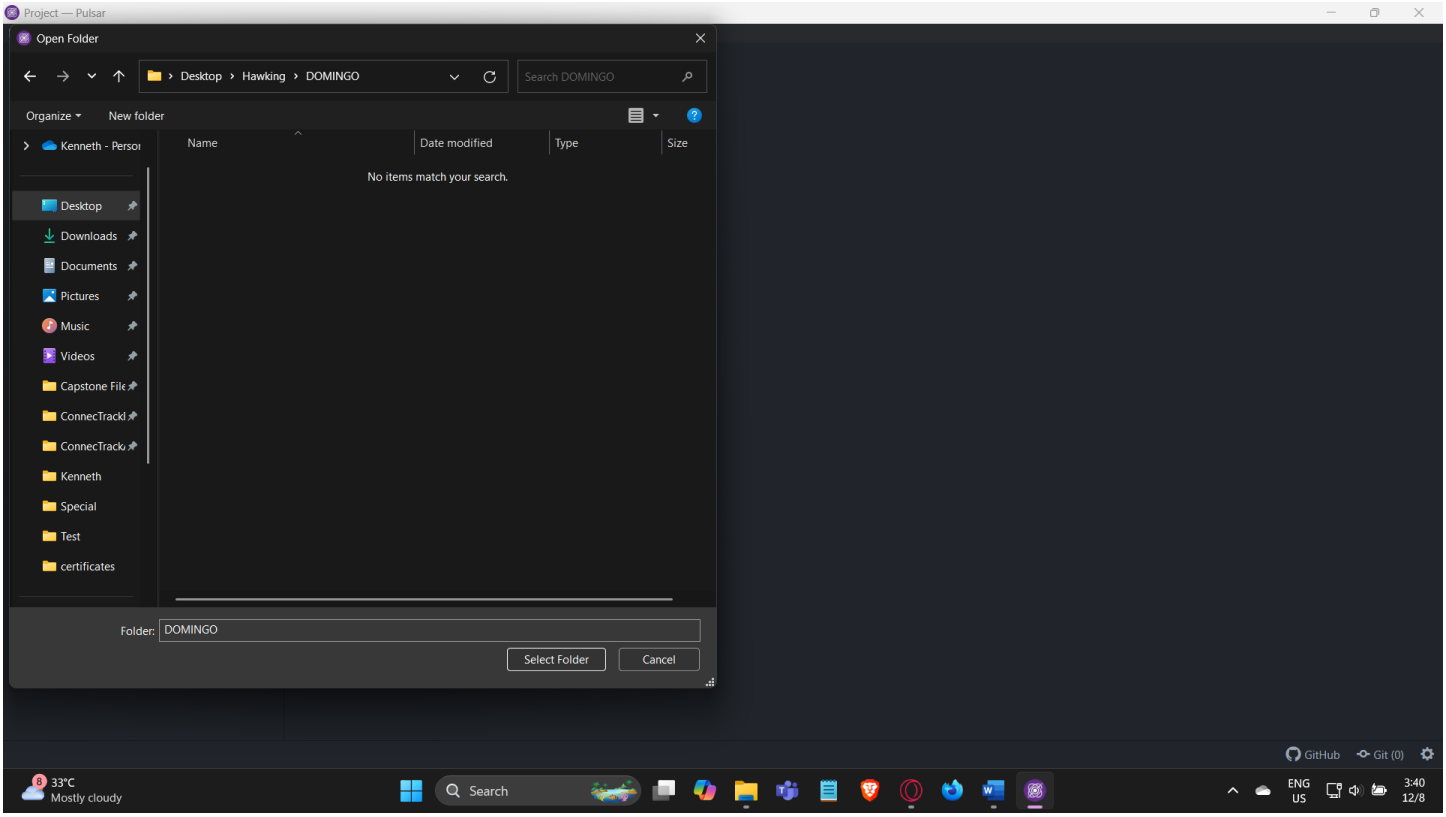


If you're having trouble renaming your folder just right click on the folder and click on rename

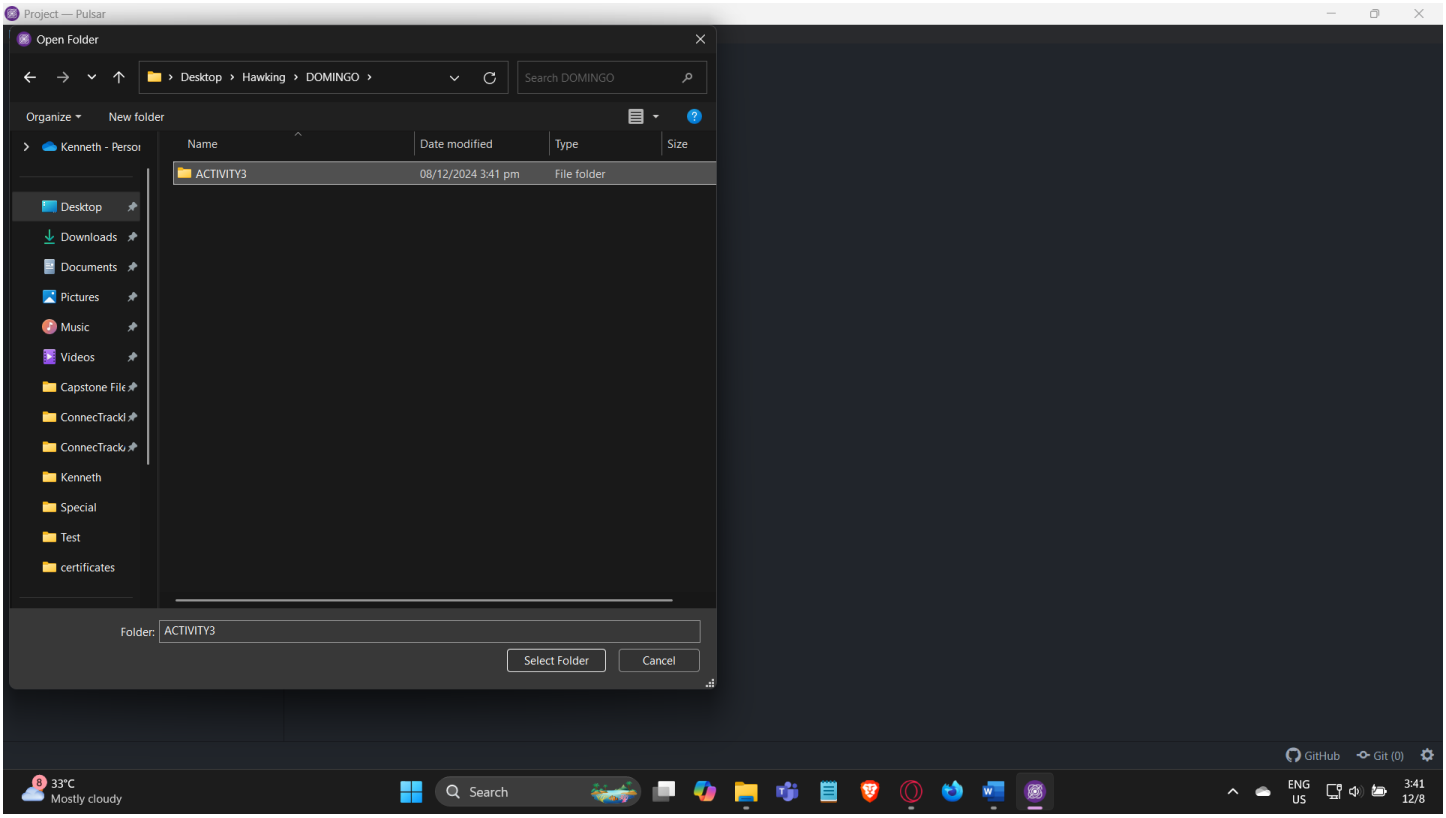




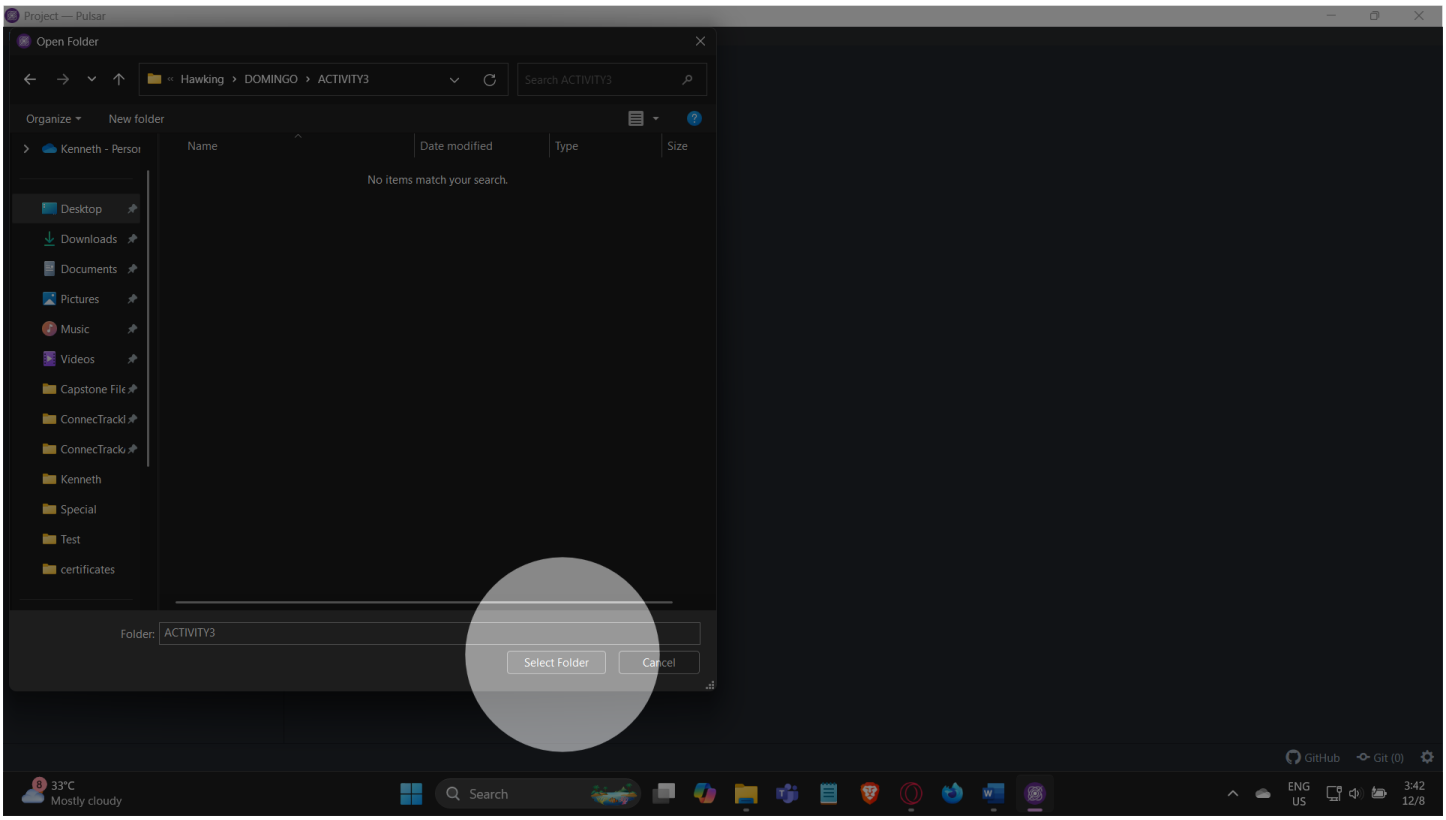
Then type rename the folder with your surname



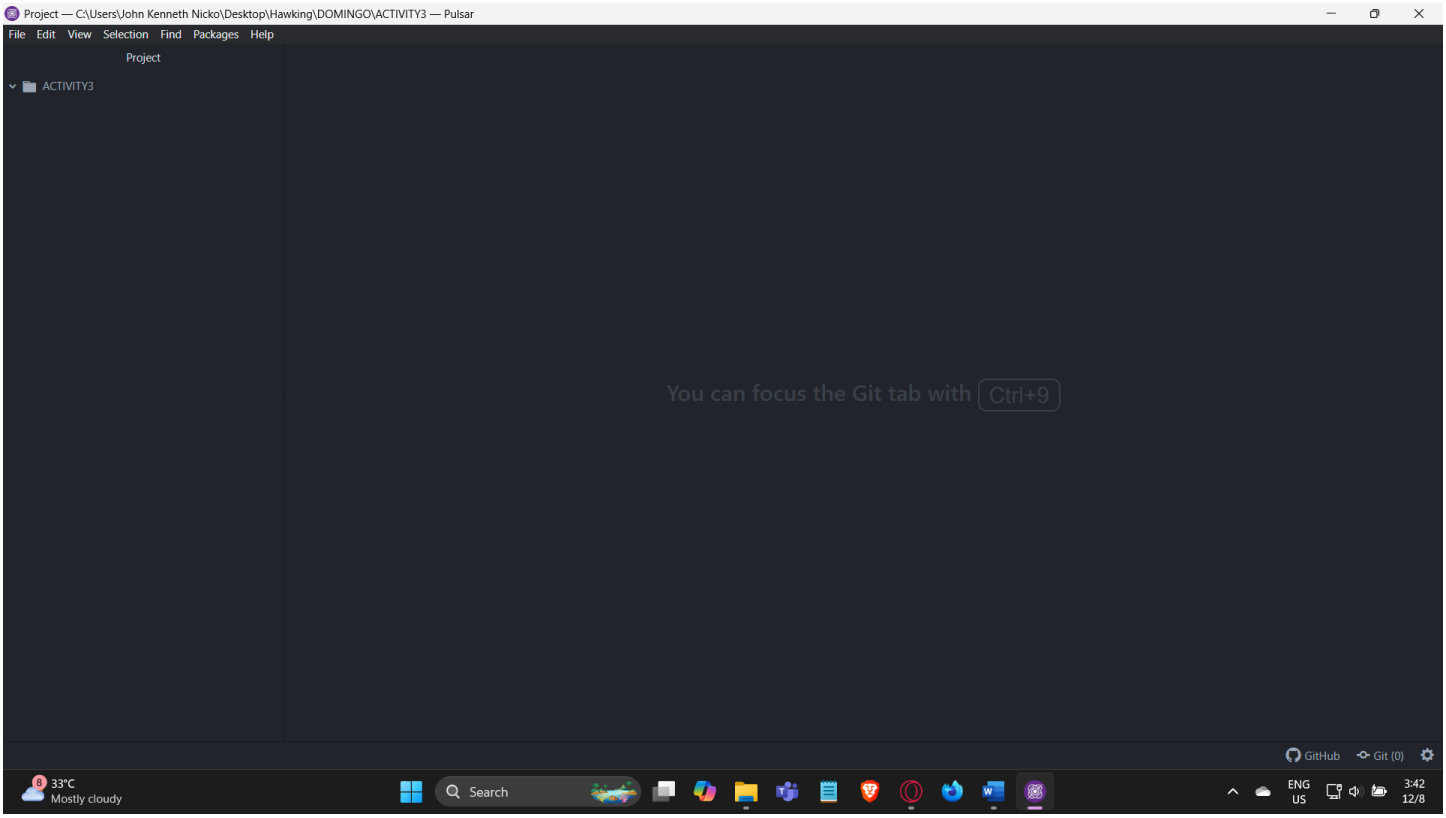
Double click again on your newly created folder and created another folder for your activity. Name it **ACTIVITY3**



Double click the Activity3 folder

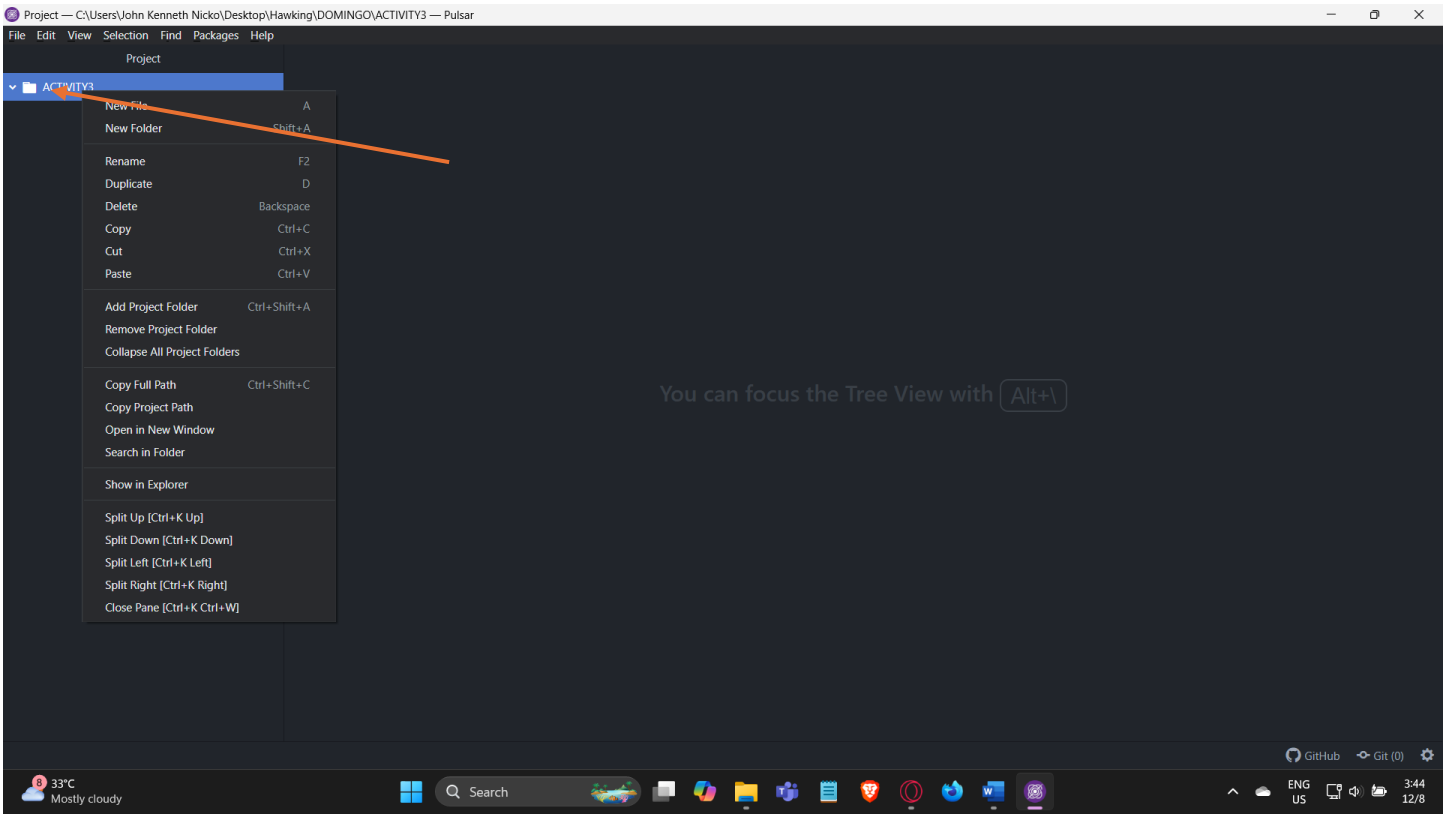


Then click the “**Select folder**” button

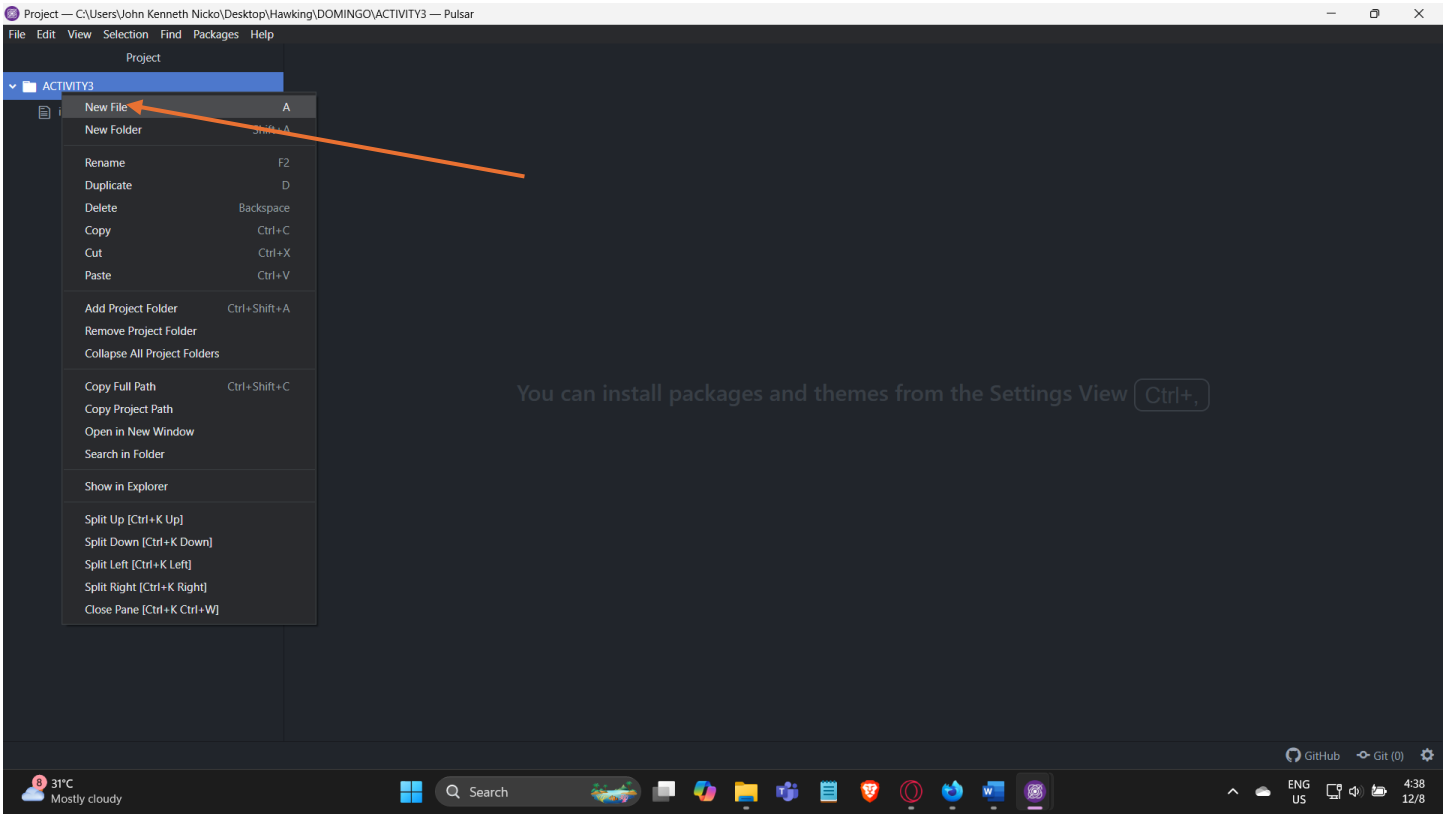


This should be your current screen after following this tutorial. If you're having any issues, just raise your hand, and we'll be there to assist you.

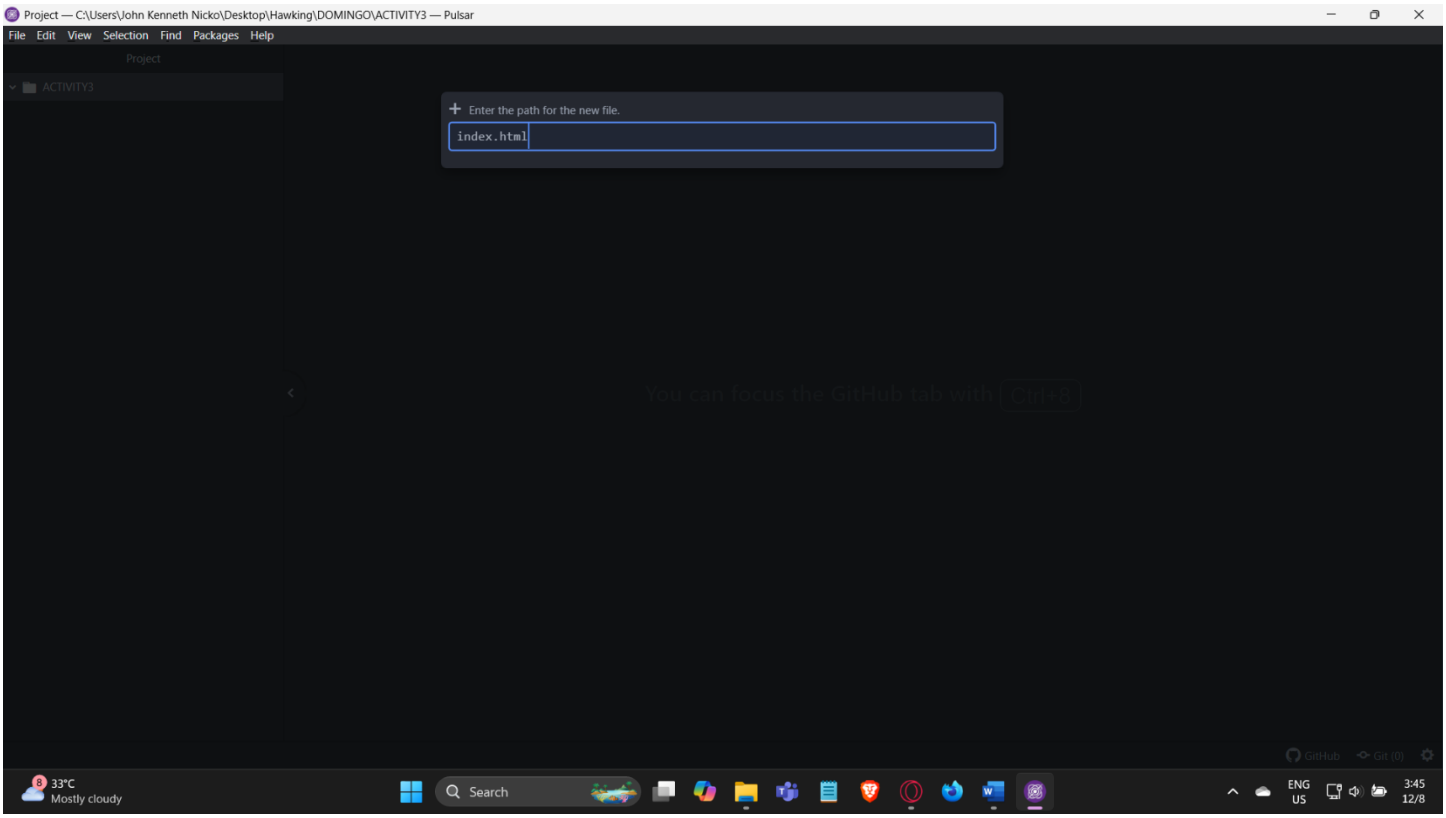
Part II. How to create an HTML file



Right click on the Activity3 folder



Click on the “**new file**” option



Name your html file into index.html

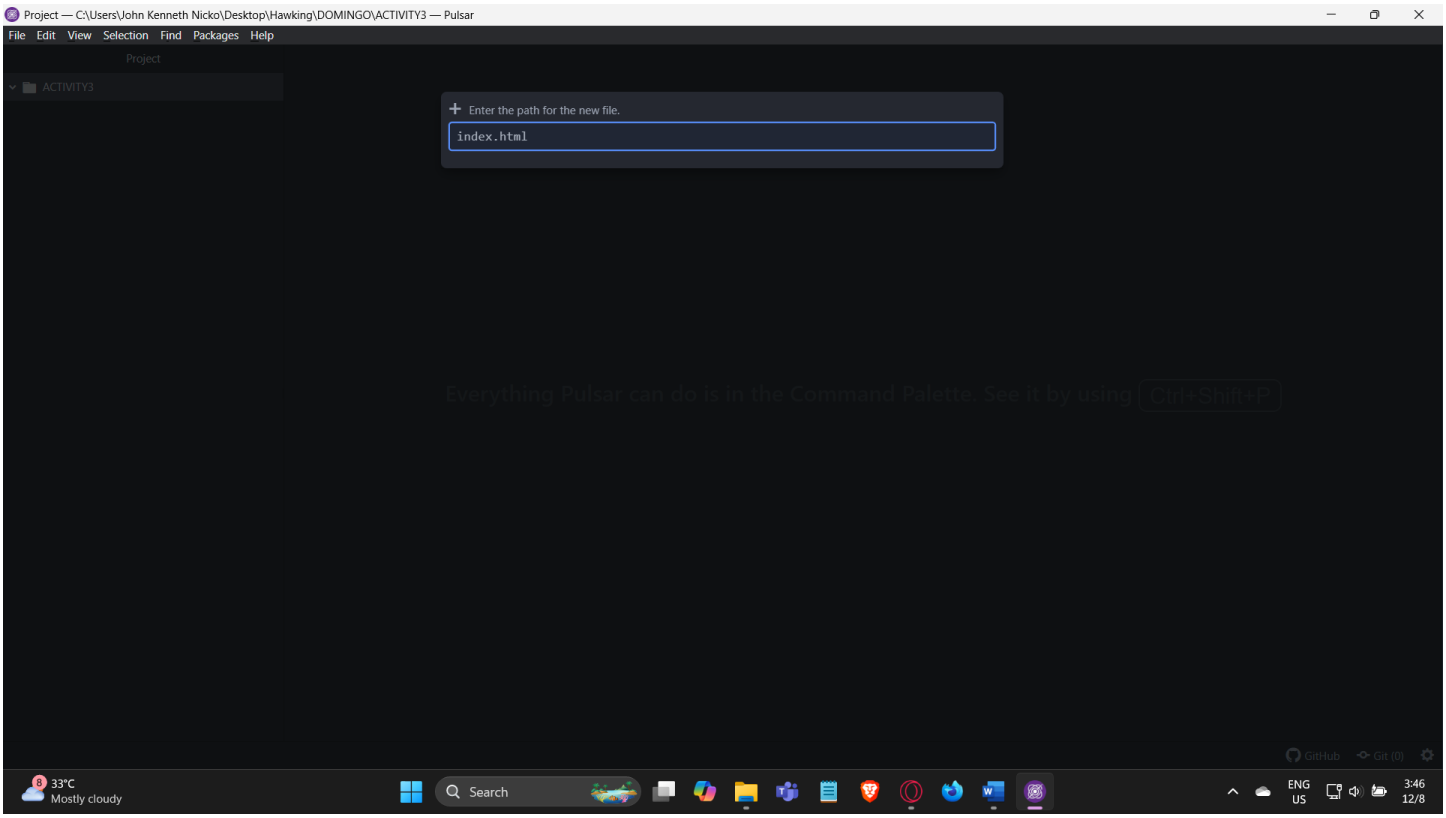
Fun fact:

The reason we need to name our HTML file as **index.html** is due to how web servers and browsers handle default files. When a user navigates to a folder or a directory on a website without specifying a specific file, the web server automatically looks for a file named **index.html** (or other default files, like **index.php** or **default.html**).

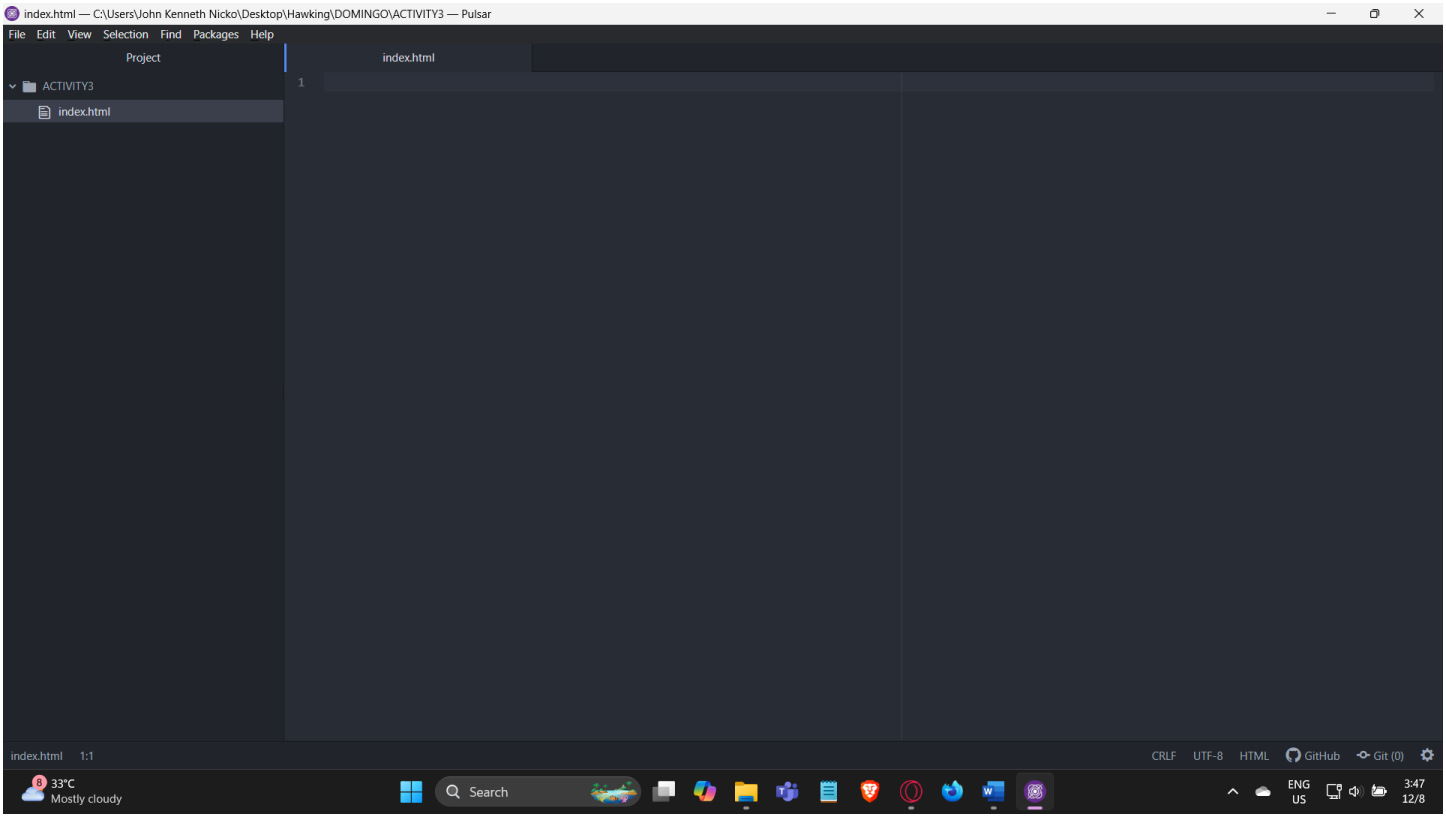
This file is considered the homepage or default page for that directory. Naming the file **index.html** ensures that the web server knows which file to load and display when someone visits the folder or site.

In summary:

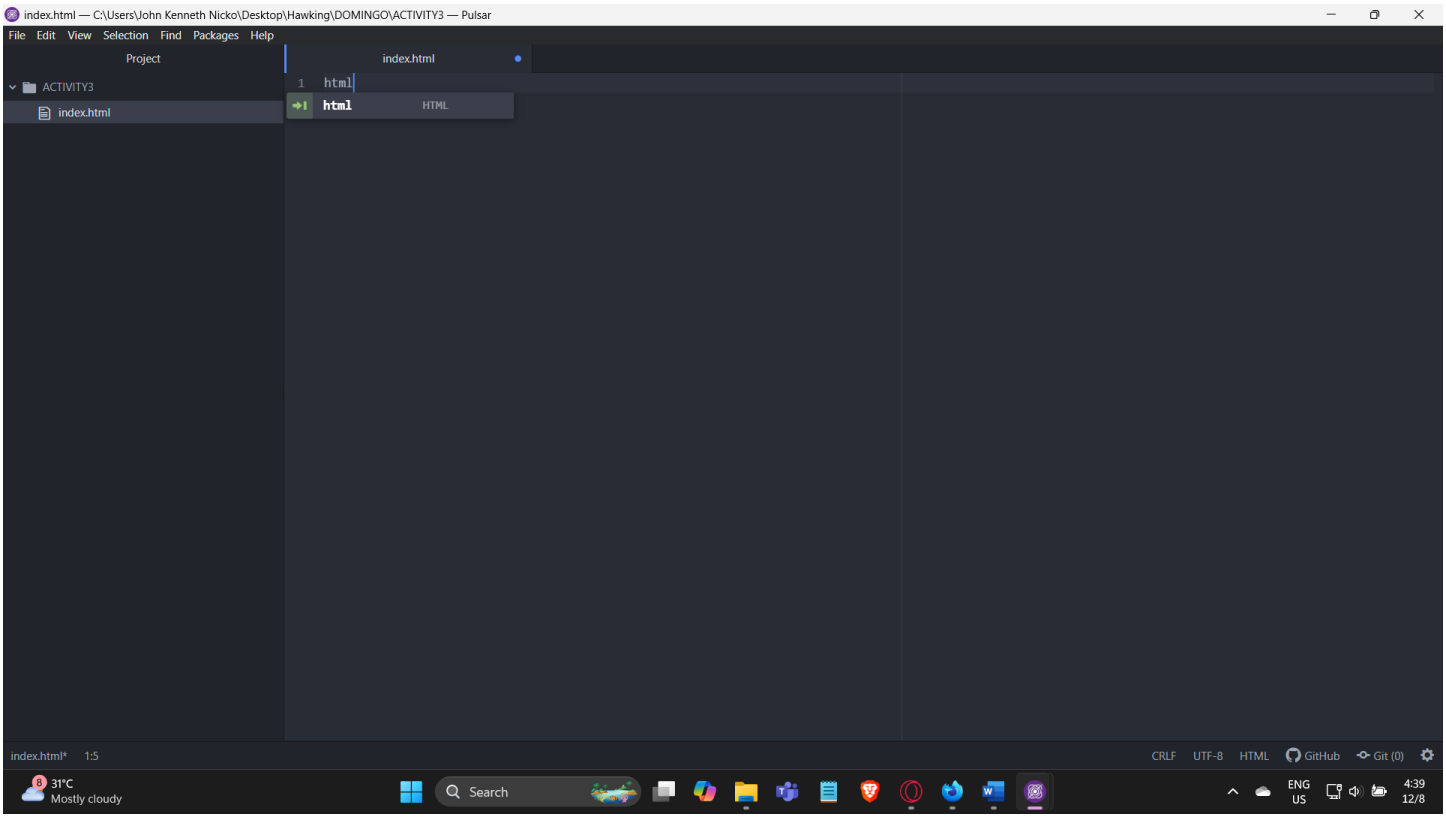
- **index.html** is the default file that servers look for when someone accesses a directory.
- It ensures a smooth user experience by displaying a default page automatically.



Press “**Enter**” after typing **index.html**

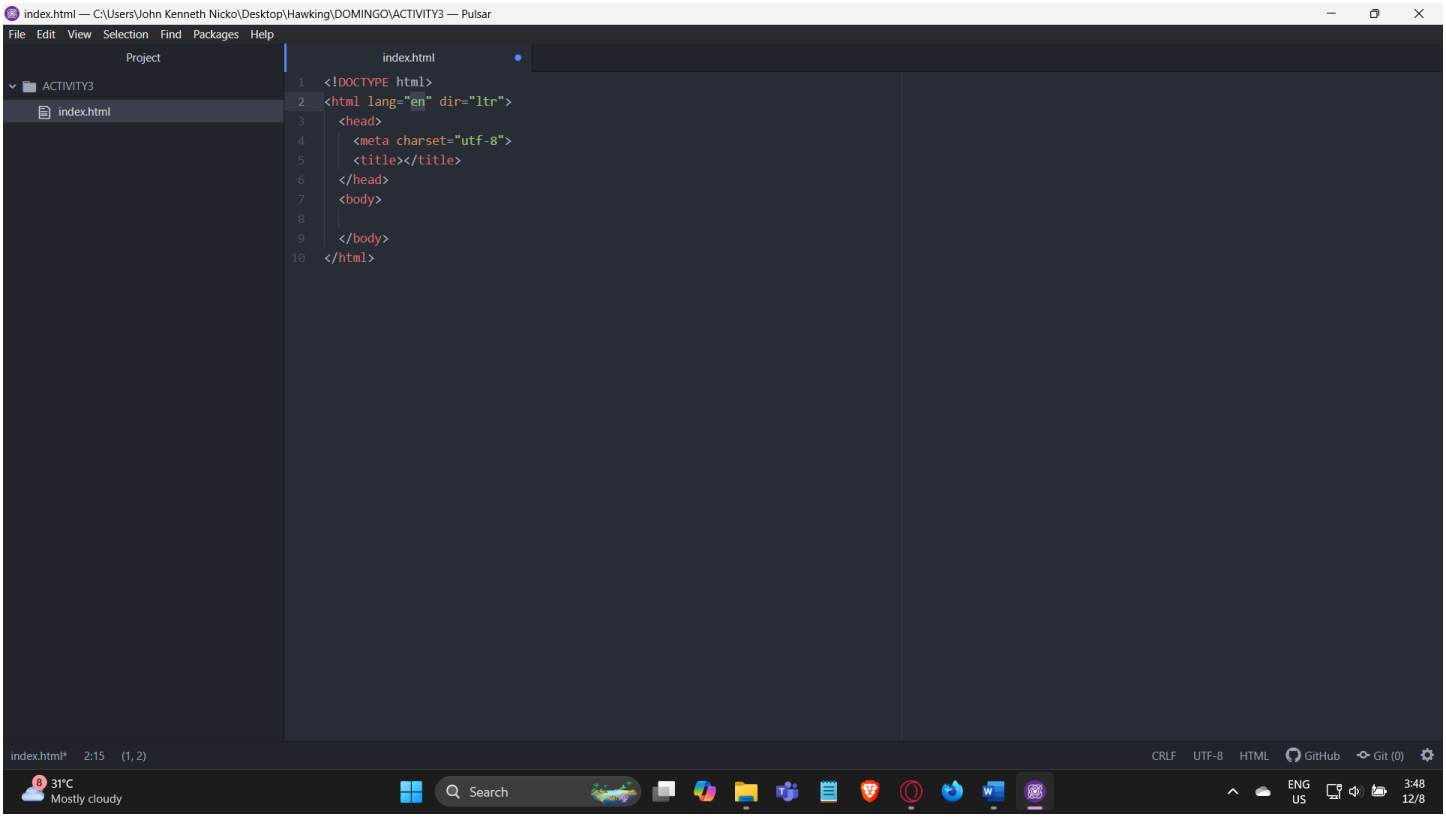


This should be your current screen after following this tutorial. If you're having any issues, just raise your hand, and we'll be there to assist you.



To avoid typing the default HTML content, simply type html, and Atom has a built-in snippet for it.

If you see the HTML structure as shown on the screen, just press Enter.

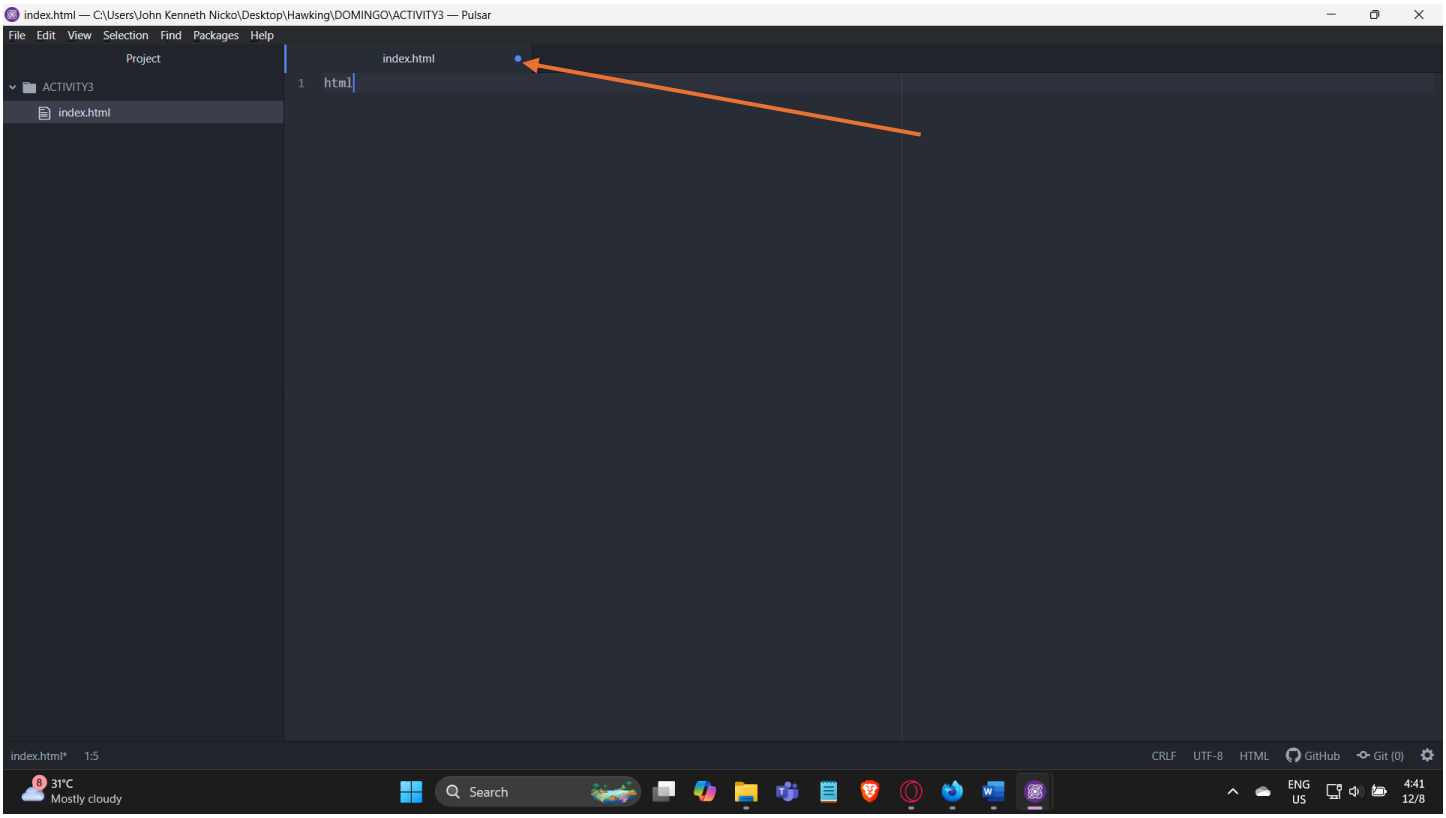


This should be your current screen after following this tutorial. If you're having any issues, just raise your hand, and we'll be there to assist you.

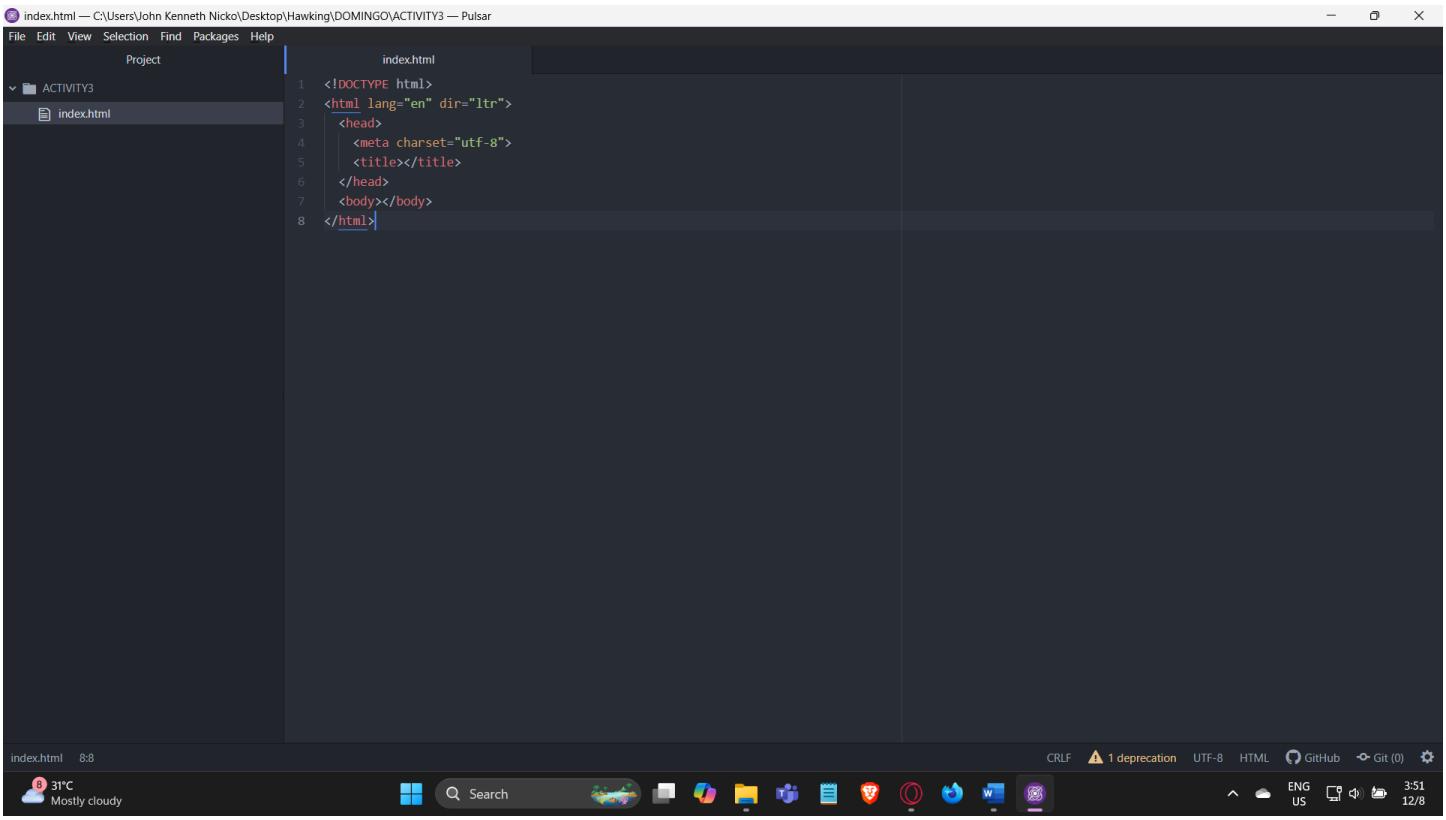
This is a basic structure of an HTML document. Here's a breakdown of each part:

1. **<!DOCTYPE html>**:
    - This declaration tells the browser that the document is an HTML5 document. It helps the browser understand how to interpret the HTML content.
2. **<html lang="en" dir="ltr">**:
    - This is the root element of the HTML document.
    - The lang="en" attribute specifies that the content is in English.
    - The dir="ltr" attribute specifies the text direction as "left to right," which is the standard for most languages, including English.
3. **<head>**:
    - The <head> section contains meta-information about the document, such as the character encoding and title.
    - Inside the <head> tag, we have:
        - **<meta charset="utf-8">**: Specifies the character encoding for the document. UTF-8 supports a wide range of characters and is commonly used for web pages.
        - **<title></title>**: This tag is used to set the title of the webpage, which appears in the browser tab. In this case, it's empty, so no title is set.
4. **<body>**:
    - The <body> section contains the actual content of the webpage, such as text, images, and links. In this example, the <body> tag is empty, so there is no content on the page.
5. **</html>**:
    - This is the closing tag for the root HTML element, indicating the end of the document.

This basic structure sets up the foundation for a webpage, and from here, you can add content inside the <body> and modify the <head> to include styles, scripts, and other metadata.



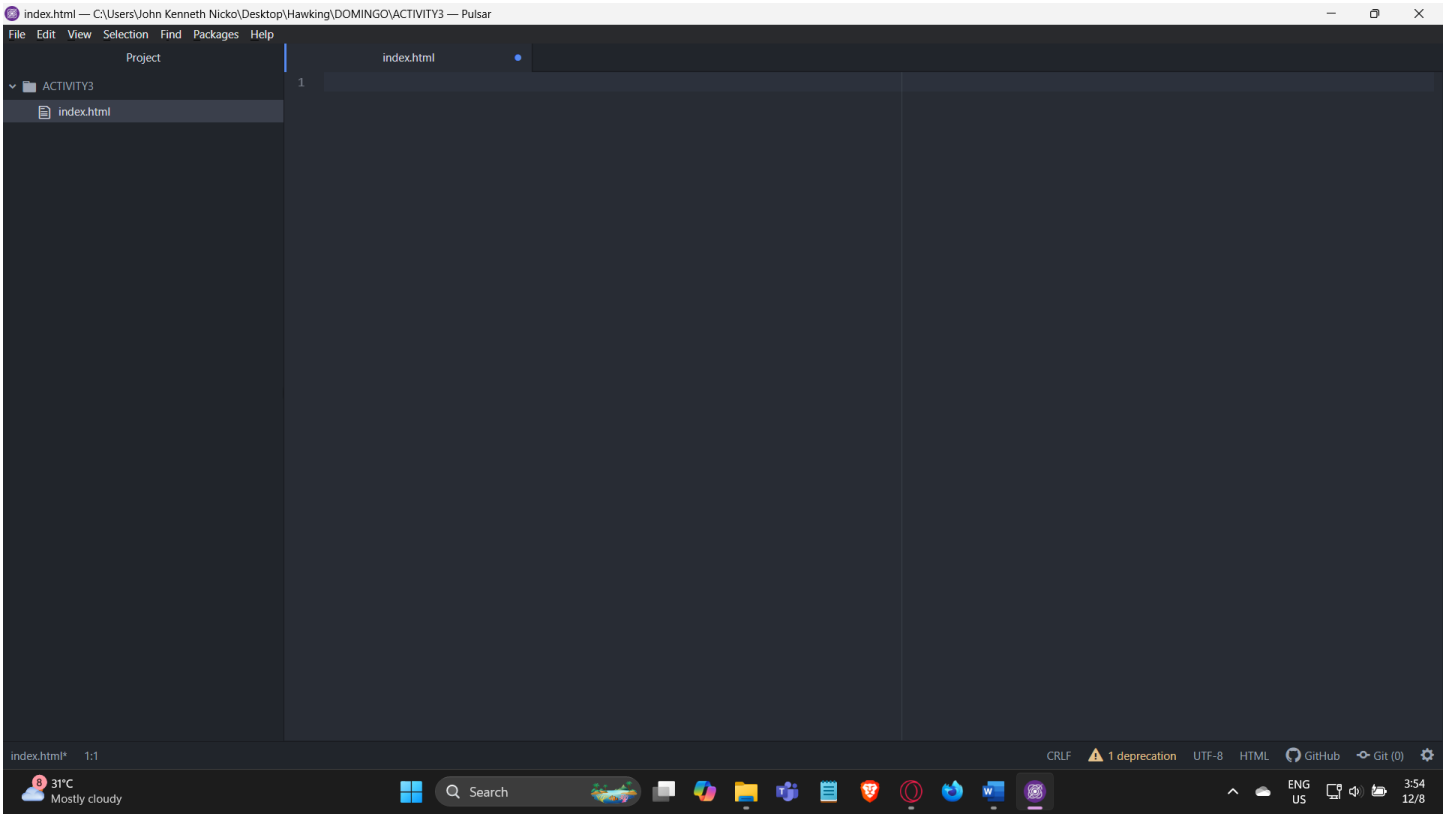
If you see a blue circle on the right side of your HTML file, it means that you haven't saved your progress yet. This indicator shows that changes have been made but not yet saved. To save your progress, simply press **CTRL + S**

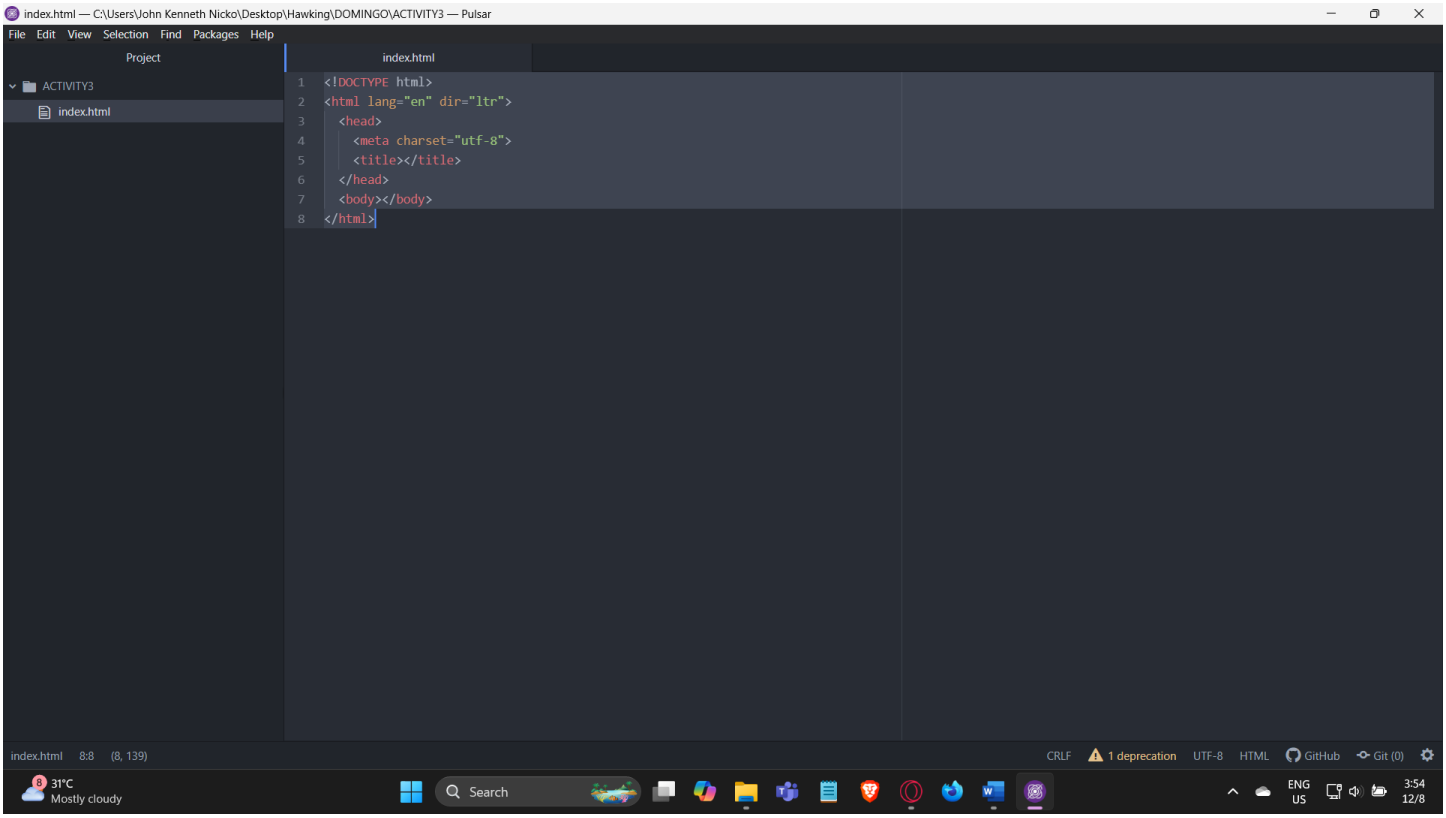


Once saved, the blue circle will disappear, indicating that your changes have been successfully stored.

Tip: Don’t hesitate to explore and make changes in your code because you can always undo or redo your actions. If you make a mistake or want to revert a change, simply press CTRL + Z (or Cmd + Z on Mac) to undo the last action you performed. This allows you to quickly correct errors or try different approaches without worry.

For example, if you accidentally cleared the content of your html just like this:





You can simply press “**CTRL + Z**” to revert it to its previous state.

The **<head>** and **<body>** tags are both essential parts of an HTML document, but they serve different purposes:

1. <head>:

- The **<head>** section contains meta-information about the document that is not directly visible on the webpage itself.
- It holds information that helps the browser understand how to render the page or provides other resources for the page, like scripts and styles.

Common elements inside the <head>:

- **<meta>**: Defines metadata such as the character set, page description, author, and keywords.
- **<title>**: Sets the title of the webpage, which appears in the browser tab.
- **<link>**: Links to external resources, like CSS stylesheets.
- **<style>**: Contains internal CSS (styling) for the page.
- **<script>**: Contains or links to JavaScript code that runs on the page.

For example:

```
<!DOCTYPE html>
<html lang="en" dir="ltr">
  <head>
    <meta charset="utf-8">
    <title></title>
    <style media="screen">

    </style>
  </head>
  <body>

  </body>
</html>
```

2. <body>:

- The **<body>** section contains the actual content of the webpage that is visible to users.
- This is where you place elements like text, images, videos, links, forms, etc., that users interact with.

Common elements inside the <body>:

- **<h1> to <h6>**: Headings for organizing content.
- **<p>**: Paragraphs of text.
- **<img>**: Images displayed on the page.
- **<a>**: Hyperlinks to other pages or resources.
- ** and <section>**: Containers for grouping content and creating sections.
- **<form>**: Allows users to input data.

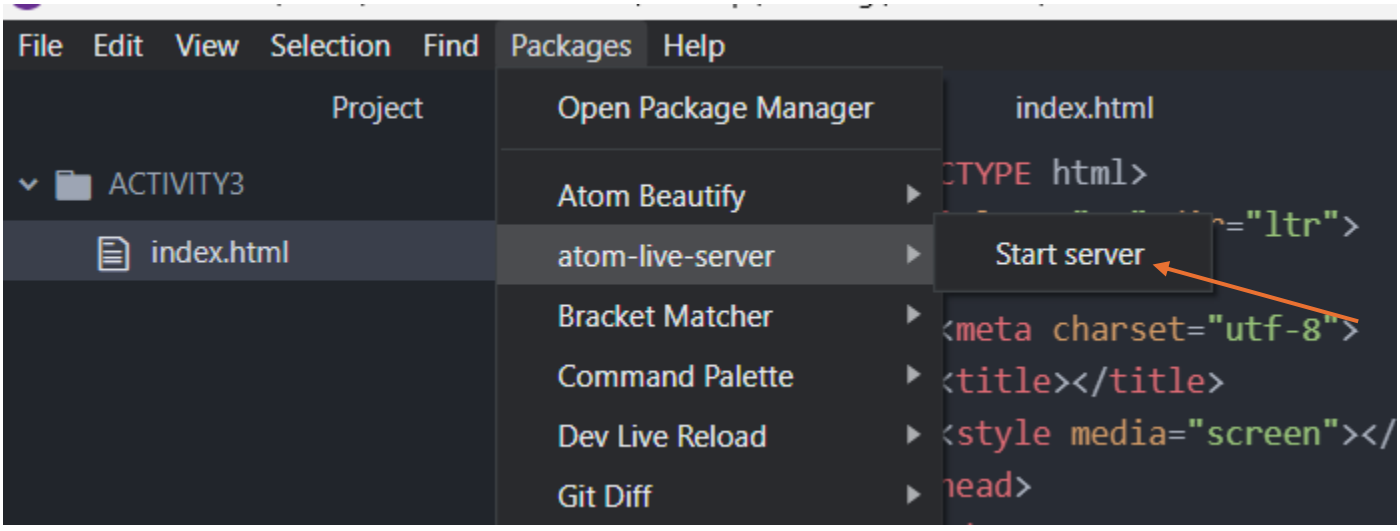
For example:

```
<body>
  <h1>Welcome to My Web Page</h1>
  <p>This is some content that you can see on the page.</p>
  <img src="image.jpg" alt="An image">
</body>
```

Part III. Previewing Your HTML File in a Browser

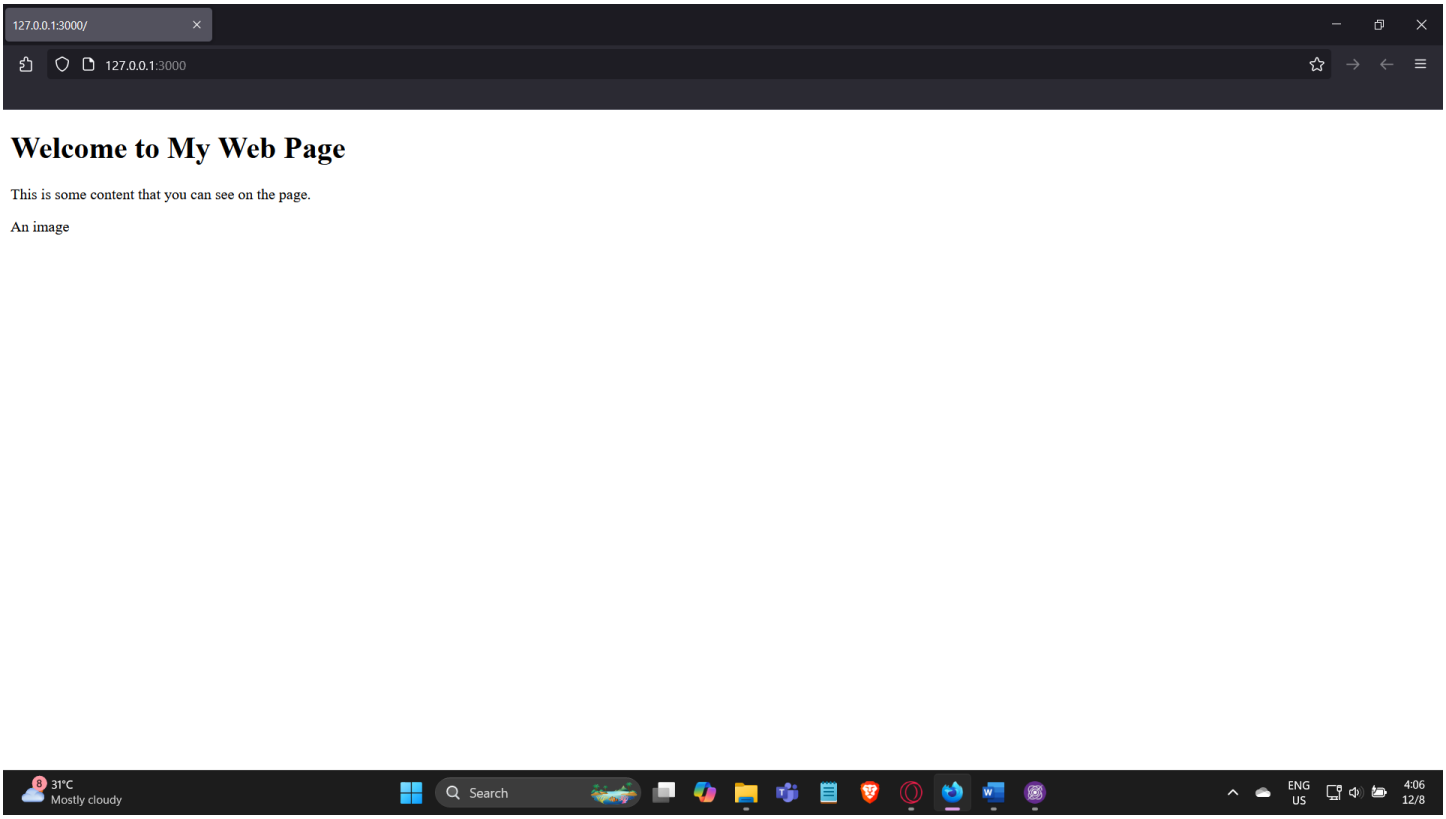
Introducing atom-live-server:

Atom Live Server allows you to preview your HTML file in real-time without the need to save and manually reload your browser.



How to Use Atom Live Server:

1. Go to the Packages menu in Pulsar.
2. Find Atom Live Server, place your mouse over it, and click Start Server.
3. Wait for a few seconds, and it will automatically redirect you to your browser to preview your HTML



This should be your current screen after following this tutorial. If you're having any issues, just raise your hand, and we'll be there to assist you.

Note: Whenever you make changes to your HTML file, you don’t need to reload the page; it will automatically reload itself.