

# Lab 1: HTML Markup

Due: Friday, January 17, 4:30 pm

This term, we will use (some of) the labs provided as companion pieces to the course textbook. For each lab, I will provide a handout and some initial files, which you can download from Brightspace at the beginning of the lab week. You have until the end of that week to work on your lab solution, including the three hours of formally scheduled lab time. There will be a TA available during that time in the assigned lab to help with any questions, etc. Your solution to these projects need to be submitted at the end of the week (Friday, 4:30 pm) in which the specific lab is scheduled, via Brightspace, with Brightspace enforcing the deadline. Note that there will not be a late submission deadline, late submissions will incur a mark of 0. Your submission will be evaluated by the TA(s) and marks ranging from 0 to 2 will be given for each lab.

## Lab Assignment:

This project is the first step in the creation of an art store website. Your task is to create an HTML page from scratch based on the image below. To get you started, you can download from lab submodule a ZIP file with a text document and a subdirectory containing images you will need for this lab. When writing your markup, assume that the HTML documents access the images in the

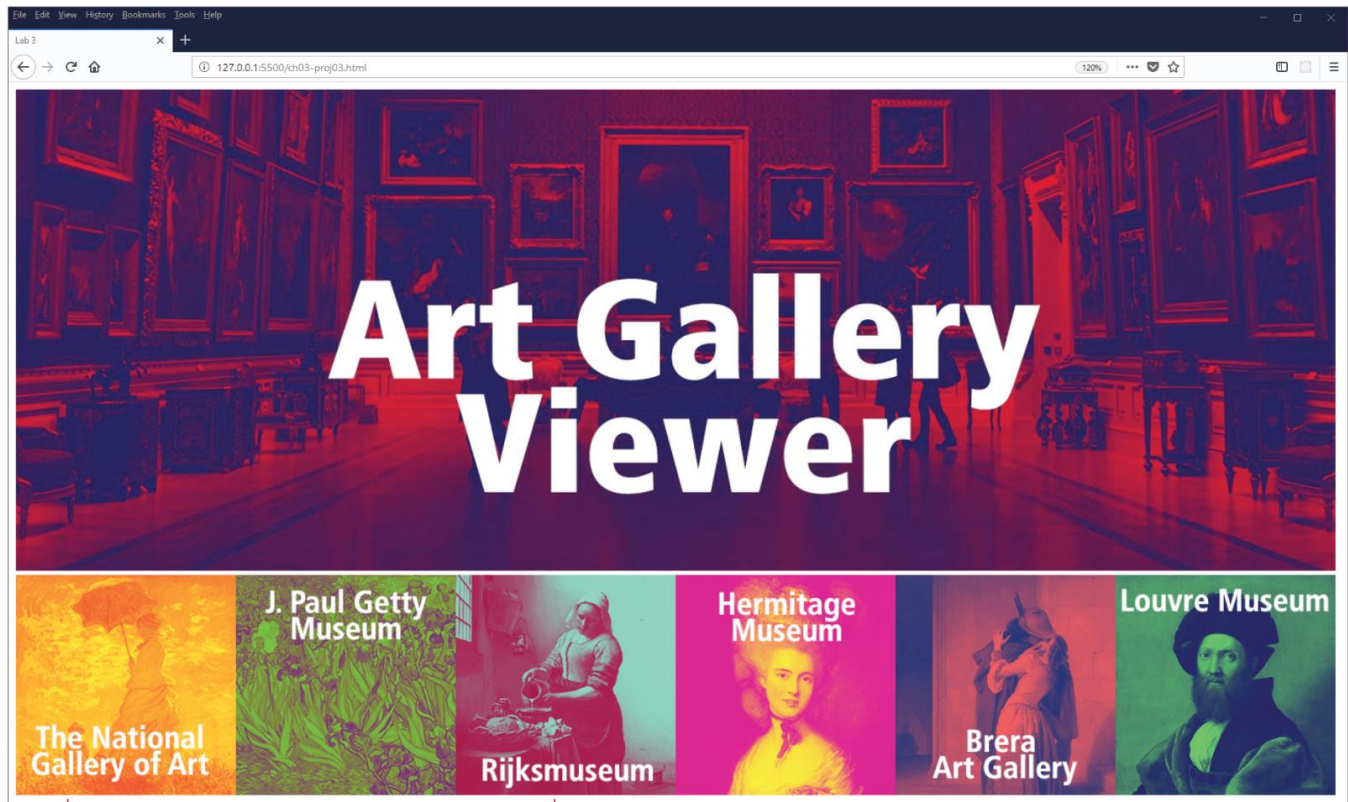
### Specific Instructions:

1. Create `lab01.html`. The `<body>` should contain just seven `<img>` elements. The file `gallery-header.jpg` appears in the header of the page and then the six square images for each of the six galleries appear in the main section of the page.
2. Wrap each of the six square gallery images in a link to their respective page (e.g., `gallery1.png` to `gallery1.html`).
3. Create the six gallery pages. The content for each gallery page can be found in the `information.txt` file. Wrap the address information in an `<address>` element and make the link a working link to the correct page. Make the address and the highlights separate sections. The four highlight images for each gallery have the gallery name in the filename.
4. Make the image (`gallery-thin.png`) in the header of each gallery page a link back to the main `lab01.html` page.
5. In the information file, the latitude and longitude of each gallery is provided. These numbers can be used to accurately show the gallery on a map. Later in the book, you will learn how to do so directly via JavaScript. For now, you will simply add a link in the following format: `https://maps.google.com/?q=LAT,LON` where LAT and LON will be replaced with the latitude and longitude numbers from the information file.

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*Fundamentals of Web Development*  
**Lab Handout**

**SYSC 4504**

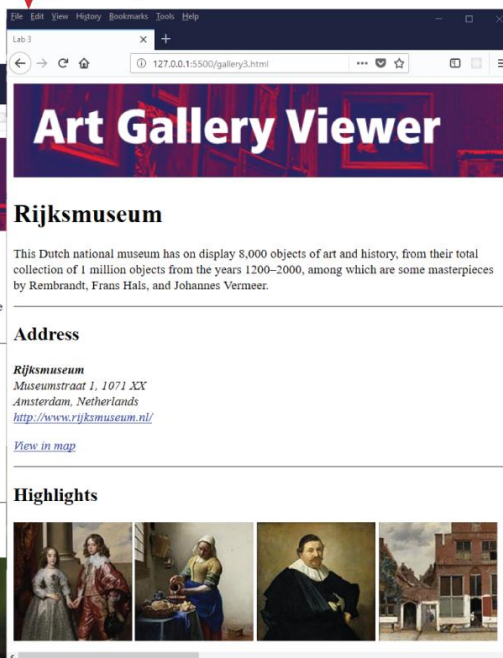
**Winter 2025**



gallery1.html



gallery3.html



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**Lab Handout**

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*Winter 2025*

Note: if you look closely at the images, you will see that they used a `<title>` element, indicating that this is a lab from Chapter 3. As this is the first lab in our class, label the pages as `Lab 1`.

**Guidance and Testing:**

1. To remove spaces between smaller square museum images, put all the markup for those museum images and links on a single line. Remember that the browser interprets returns and tabs as white space.
2. Display `lab01.html` in a browser and test each of the links. Verify that the map links work correctly.

**Submission:**

Submit your solution on Brightspace, under `Lab 1 Assignment` in the submodule for this lab. You only need to submit your 7 html files (`lab01.html` and `gallery1.html` to `gallery6.html`).

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**Lab Handout**

**SYSC 4504**

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