

# UI-BASICS

# User Interface (UI)

UI is the point of human-computer interaction and communication in a device.

This can include display screens, keyboards, a mouse and the appearance of a desktop.

It is also the way through which a user interacts with an application or a website.

The UI is often talked about in conjunction with (UX), User experience is about how a user interacts with, and experiences, a particular product, system or service.

HTML and CSS have been geared toward making it easier to create a strong user interface and experience.

The image features a stack of three white rectangular papers. The top paper is centered and displays the text 'HTML' in a bold, blue, sans-serif font. The papers are slightly offset, showing the edges of the ones underneath. The background is split horizontally: the top half is a solid dark blue, and the bottom half is a light grey with a subtle, fibrous texture.

HTML

# HISTORY OF HTML



1989 Tim Berners-lee proposed an Internet-based hypertext system.

1990 Tim Berners-lee specified HTML and wrote the browser and server software.

1991 "HTML Tags" first mentioned on the Internet

1993 HTML formally published

1995 HTML 2

1997 (January) HTML 3

1997 (December) HTML 4.0

1999 HTML 4.01

2014 official release of HTML5

# HTML - Hyper Text Markup Language

“Markup” means the way you can structure or format content.

When the document is processed for display, the markup language is not shown, and is only used to format the text.

It is the typical documents' markup language for developing web pages to display on the web browser.

# HTML ELEMENTS

The sections of the web page, such as a paragraph, an image, or a link is an element.

HTML elements can have **attributes** which provide additional information.

**<img src= " " alt=" ">**

These are some **empty elements** which do not need a closing tag:

**<br> <link> <hr> <meta> <img> <input>**



# HTML Tags

HTML elements communicate with the browser how to represent the text and become HTML tags when enclosed within angular brackets <>.

```
<body>  
  <h1> </h1>  
  <p> </p>  
</body>
```



# HTML BOILERPLATE

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width,
  initial-scale=1.0">
  <title>HTML Boilerplate</title>
</head>
<body>

</body>
</html>
```

**<!DOCTYPE>** Defines the document type

**<html>** Defines an HTML document

**<head>** Contains metadata/information for the document

**<title>** Defines a title for the document

**<link>** used to link to external resource (style sheet).

**<body>** Defines the document's body

**<h1> to <h6>** Defines HTML headings

**<p>** Defines a paragraph

**<br>** Inserts a single line break

**<hr>** Defines a thematic change in the content

**<!--...-->** Defines a comment

# CODE INDENTATION

Proper code indentation will make your code:

1. Easier to read
2. Easier to understand
3. Easier to modify
4. Easier to maintain
5. Easier to enhance

The purpose of code indentation and style is to make the program more readable and understandable.

## Indented code

```
<body>
  <header>
    <h1>This is the header</h1>
  </header>

  <main>
    <h2>This is main</h2>

    <p>Lorem ipsum dolor sit amet consectetur, adipisicing elit.</p>
  </main>
</body>
```

A stack of three white rectangular papers is centered in the image. The papers are slightly offset from each other, creating a sense of depth. The top paper is the most prominent and contains the text. The background is split horizontally: the top half is a solid dark blue, and the bottom half is a light grey with a subtle, fibrous texture.

**ANY QUESTIONS?**