

Nu Html Checker

This tool is an ongoing experiment in better HTML checking, and its behavior remains subject to change

Showing results for contents of text-input area

Checker Input

Show

☒ source

☐ outline

☐ image report

Options...

Check by

text input

☐ CSS

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=, initial-scale=1.0">
    <meta name="description" content="Tik-Tac-Toe Charizard Eddition Online Game">
    <meta name="keywords" content="Tik-Tac-Toe,Charizard,online,game">
    <link rel="shortcut icon" type="image/jpeg" href="./assets/images/Charizard_favicon.jpeg">
    <link rel="stylesheet" href="assets/css/style.css">
    <script src="assets/js/script.js" defer></script>
    <title>Tik-Tak-Toe Pokemon Team</title>
  </head>
  <body>
    <div class="board" id="board" style="display: none;">
      <div class="cell" data-cell></div>
      <div class="cell" data-cell></div>
      <div class="cell" data-cell></div>
      <div class="cell" data-cell></div>
      <div class="cell" data-cell></div>
      <div class="cell" data-cell></div>
      <div class="cell" data-cell></div>
      <div class="cell" data-cell></div>
    </div>
    <div id="start-screen" class="screen">
      <section id="charStartScreen">
        <div id="Charizard-X-Home">
          
        </div>
        <div id="Charizard-Y-Home">
          
        </div>
      </section>
      <section id="startGameSection">
        <button onclick="startGame()">Start Game</button>
      </section>
      <section id="startGameRules">
        <h6>Tic-Tac-Toe Charizard Eddition</h6>
        <p>Press start game. First player will start with Charizard X (Blue)</p>
      </section>
    </div>
    <div class="winning-message" id="winningMessage">
      <div data-winning-message-text></div>
      <button id="restartButton">Restart</button>
    </div>
  </body>
</html>
```

Check

Use the Message Filtering button below to hide/show particular messages, and to see total counts of errors and warnings.

Message Filtering

2 messages hidden by filtering

Document checking completed. No errors or warnings to show.

Source

```
1. <!DOCTYPE html>↵
2. <html lang="en">↵
3.   <head>↵
4.     <meta charset="UTF-8">↵
5.     <meta http-equiv="X-UA-Compatible" content="IE=edge">↵
6.     <meta name="viewport" content="width=, initial-scale=1.0">↵
7.     <meta name="description" content="Tik-Tac-Toe Charizard Eddition Online Game">↵
8.     <meta name="keywords" content="Tik-Tac-Toe,Charizard,online,game">↵
9.     <link rel="shortcut icon" type="image/jpeg" href="./assets/images/Charizard_favicon.jpeg">↵
10.    <link rel="stylesheet" href="assets/css/style.css">↵
11.    <script src="assets/js/script.js" defer></script>↵
12.    <title>Tik-Tak-Toe Pokemon Team</title>↵
13.  </head>↵
14.  <body>↵
15.    <div class="board" id="board" style="display: none;">↵
16.      <div class="cell" data-cell></div>↵
17.      <div class="cell" data-cell></div>↵
18.      <div class="cell" data-cell></div>↵
19.      <div class="cell" data-cell></div>↵
```

```
20. <div class="cell" data-cell></div>↵
21. <div class="cell" data-cell></div>↵
22. <div class="cell" data-cell></div>↵
23. <div class="cell" data-cell></div>↵
24. <div class="cell" data-cell></div>↵
25. </div>↵
26. <div id="start-screen" class="screen">↵
27.   <section id="charStartScreen">↵
28.     <div id="Charizard-X-Home">↵
29.       ↵
30.     </div>↵
31.     <div id="Charizard-Y-Home">↵
32.       ↵
33.     </div>↵
34.   </section>↵
35.   <section id="startGameSection">↵
36.     <button onclick="startGame()">Start Game</button>↵
37.   </section>↵
38.   <section id="startGameRules">↵
39.     <h6>Tic-Tac-Toe Charizard Edition</h6>↵
40.     <p>Press start game. First player will start with Charizard X (Blue)</p>↵
41.   </section>↵
42. </div>↵
43. <div class="winning-message" id="winningMessage">↵
44.   <div data-winning-message-text></div>↵
45.   <button id="restartButton">Restart</button>↵
46. </div>↵
47. </body>↵
48. </html>
```

Used the HTML parser.
Total execution time 10 milliseconds.