

# Web Site Design

*Stanford University Continuing Studies CS 21*



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# Week 5 Agenda



- Images review
- Using *Dreamweaver*
- Imagemaps
- HTML5 & Embedding Sound & Video

# *Using Graphics on Web Pages (Review)*



- Graphics on web pages are separate files. Unlike a Word document, where the graphics actually "live" within the document, to get a graphic on a web page, designers point to the graphic file in the HTML source code like this:

```

```

- Graphics are copyrighted material and should only be used with permission.

# *Graphics can be described as either relative or fully qualified URLs (Review)*

<http://web.stanford.edu/group/csp/cs21/demos/bunny.html>

```
<html>
  <head>
    <title>Bunny Webpage</title>
  </head>
  <body bgcolor="turquoise">
    <h2 align="center">BUNNY!</h2>
    <p align="center">
      
    </p>
  </body>
</html>
```

Relative reference (relative to the location of the HTML document)

```
<html>
  <head>
    <title>Bunny Webpage</title>
  </head>
  <body bgcolor="turquoise">
    <h2 align="center">BUNNY!</h2>
    <p align="center">
      
    </p>
  </body>
</html>
```

Fully qualified URL



# Graphics (Review)

- ``

SRC="URL" (required): URL is the location of the image file

ALT="text": Alternative text which is displayed if the browser cannot process the image. The text will display as a tooltip in Windows *Internet Explorer*.

TITLE="text": Title of an image -- this will be displayed as a tooltip in most browsers

HEIGHT="XX": Height in pixels of the image file

WIDTH="YY": Width in pixels of the image file

BORDER="ZZ": Size of the border, in pixels (select 0 if you don't want a border)

ALIGN="LEFT/RIGHT/TOP/MIDDLE/BOTTOM": Alignment of the image in relationship to the surrounding text

## *To find the width & height of an image (Internet Explorer): (Review)*

1. Launch *Internet Explorer* and locate the website that has the image.
2. Place the mouse over the image.
3. On a Windows-based PC, press the right-click button. On a Macintosh, control-click the mouse button.
4. A dialog box will appear. Select "Properties".
5. Look at Dimensions: Your image will be listed in pixels (Width x Height)

## *To find the width & height of an image (Firefox): (Review)*

1. Launch *Firefox* and locate the website that has the image.
2. Place the mouse over the image.
3. On a Windows-based PC, press the right-click button. On a Macintosh, control-click the mouse button.
4. A dialog box will appear. Select "Open this Image" (Macintosh) or "View Image" (PC).
5. Look in the title bar.  
The image size should be displayed in pixels: Width x Height

# *What is an image map?*

- Image maps allow a webmaster to take an image and define more than one hyperlink for the image. Each hyperlinked section is called a "hotspot".
- To define a hotspot, webmasters open the image in a graphics program and record the coordinates of the points corresponding to the hotspot boundaries.



# Map tags

```

```

```
<map name="name-of-map">
```

```
  <area shape="rect" coords="x,y,a,b" href="link1.html" />
```

```
  <area shape="circle" coords="x,y,r" href="link2.html" />
```

```
  <area shape="polygon" coords="x1,y1,a1,b1,x2,y2,a2,b2,..."  
    href="link3.html" />
```

```
</map>
```


# *rect*



```
<area shape="rect" coords="x,y,a,b"  
href="link1.html" />
```

- Coordinates refer to the x/y coordinates for the upper left and the lower right coordinates for the rectangle.

# *circle*



```
<area shape="circle" coords="x,y,r"  
href="link2.html" />
```

- The x/y coordinates refer to the center of the circle. The r refers to the size of the radius (in pixels).

# *polygon*

```
<area shape="polygon"  
coords="x1,y1,a1,b1,x2,y2,a2,b2,..."  
href="link3.html" />
```

- Coordinates refer to the x/y coordinates for as many are needed to define the polygon.

# *Imagemap software*



- Macintosh
  - Dreamweaver
    - <http://www.adobe.com/software/dreamweaver>
- Windows-based PCs
  - Dreamweaver
    - <http://www.adobe.com/software/dreamweaver>
  - MapEdit
    - <http://www.boutell.com/mapedit/>

# *Enhancing with sound/video*

- Adding sound and/or video to your website can make viewing your site an exciting and vibrant experience.
- However, depending on how you utilize this technology, it can also bog down the servers, and make visitor experience of your website a real drag.

# *Sound and Video Archives*

- <http://commons.wikimedia.org/wiki/Category:Sound>
- <http://commons.wikimedia.org/wiki/Category:Video>
- <http://www.mp3.com/>
- <http://archive.org/>
- <http://www.ourmedia.org/>
- <http://www.youtube.com/>

# *Using the Anchor Tag*

- `<a href="music.mp3">Click here to listen</a>`
- `<a href="movie.mov">Click here to view</a>`
- `<a href="movie.asf">Click here to view</a>`
- `<a href="music.ram">Click here to listen/view</a>`
- Advantages:
  - Page loads instantly. No waiting for large files to download in the background.
  - Works with all browsers, even version 1.1N
- Disadvantages:
  - Requires plug-ins or players
  - Can't adjust the height/width or location of the video/sound.



# *<embed> tag*

- SRC="URL"
- AUTOSTART="TRUE|FALSE"
- ALIGN="BOTTOM|TOP|LEFT|RIGHT"
- ALT="ALTERNATIVE TEXT"
- BORDER="XX" -- in pixels
- LOOP="TRUE|FALSE"
- HEIGHT="XX" -- in pixels
- WIDTH="XX" -- in pixels
- HIDDEN="TRUE|FALSE"
- VSPACE="XX" -- space above/below embedded object (in pixels)

## *<embed> examples*

```
<embed src="bach.mp3" hidden="true"  
height="0" width="0" border="0"  
alt="Bach's Fugue in D  
Major"></embed>
```

```
<embed src="movie.mov"  
autostart="true" loop="false"  
height="640" width="480">  
</embed>
```

# *HTML5 Video*



- See *Dive into HTML5: Video on the Web*

`http://diveintohtml5.info/video.html`

# *Next week...*

- Lists
- Tables