Microsoft: DEV211.1x

Introduction to HTML and JavaScript

Module 1: Creating Web Pages using Hypertext Markup Language

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## Intro to HTML

**Semantic Markup -** The process of annotating text so others can easily understand its meaning.

Example: take 3 words from the phonetic alphabet (Alpha, Bravo, Charlie)

typing them on one line doesn't get the idea across that it's a list. If we restructure the 3 words as follows:

# [list]

# [item]Alpha[/item]

# [item]Bravo[/item]

# [item]Charlie[/item]

# [/list]

It's much more clear that the text is a list of items.

Semantic Markup is still widely used today. In academia, it's common to use markup languages while writing dissertations, etc. While using a normal word processor, managing the appearance of your document can take up large amounts of time. Using a markup language allows the writer to focus on the content, rather than the appearance.

Here's an example that shows how to structure a table using Markdown markup with only text:

# age | name | grade

# --- | --- | ---

# 8 | Peter | 3

# 7 | Susan | 2

# 8 | Jessica | 3

If we run this markup through a parser, we'll get a table rendered however we choose, which means we can focus on the actual table data while writing it, and the colors/format can be revised after the document is complete. This vastly improves efficiency.

HTML is a markup language. It is rendered client-sided by the browser. We have now demonstrated that we can represent the meaning of our data by defining a list. We can modify the appearance of the list using CSS.

In 1989, Tim Berners-Lee worked at a lab named CERN. Scientists had already been using a markup language called Standard Generalized Markup Language (SGML). This language included annotations that allowed researchers to apply formatting to their documents quickly such as:

# <P>: paragraphs

# <H1>-<H6>: headers

# <TITLE>: titles

# <OL>: ordered lists

# <UL>: unordered lists

SGML's specification was very open, allowing different labs to use the language in different ways. This opened the door for multiple interpretations, causing incompatibilities across labs.

It also lacked the ability for documents to reference each other. Berners-Lee changed this when he created the HTML language - which is an extension of SGML that includes more annotations, and the ability to **link** one document to another. He went on to refer to the text and this design as hypertext and hypermedia respectively.

HTML is an extension of SGML, but it does some things differently:

* HTML restricts which SGML tags can be used on a web page
* HTML creates a dedicated tag (<a>) known as the anchor tag to reference other documents

**Links** within HTML popularized the language very quickly. Researchers could now find relevant information quicker than ever before by following these links; likewise, the ones composing these documents could link their work to others, creating a 'web' of information. In 1990, Tim Berners-Lee published a formal proposal titled WorldWideWeb that described a system of hypertext documents viewed by software named browsers in a client-server architecture.

Shortly after the proposal of HTML 1.0 & 2.0, Tim Berners-Lee founded and led the World Wide Web Consortium (W3C), whose purpose is to develop new standards for the World Wide Web on a regular basis. W3C has created specifications for HTML, XML, CSS and even XHTML. They've also developed other specs including: SOAP, SPARQL and MathML

### XML

Extensible Markup Language (XML), a W3C creation, was designed to be readable by both humans & machines. Much like HTML, XML is an extension of SGML; but further restricts its use by requiring all tags to be closed and attributes to be explicit. XML uses a strict markup language, intended to display data in a hierarchical format:

# <?xml version="1.0" encoding="UTF-8"?>

# <list>

# <item price="0.75">Apple</item>

# <item price="0.25">Banana</item>

# <item price="1.00">

# Orange

# <plucodes>

# <plucode description="Navel Orange">4012</plucode>

# <plucode description="Blood Orange">4381</plucode>

# <plucode description="unknown" />

# </plucodes>

# </item>

# </list>

This example shows a list of fruit at a store. There are different components, or **elements,** to this code. Each set of opening/closing tags (or empty tag) is considered an element. Elements can be nested within one another. In the code above, there are 3 item elements. The oranges element contains the <plucodes> element nested inside. This is known as a **child element**. The child element <plucodes> also has 3 <plucode> child elements. Each of these elements specifies a description as an **attribute** and the code as the content of the element.

### Constructs

Much of the terminology used to describe XML constructs are the same of that used in HTML. These will be the constructs this course covers.

A **tag** is an XML construct that begins with < and ends with >. below are the 3 tag constructs used in XML:

* + **Opening (or Start) Tag:**<item> These tags represent the beginning of a logical component in XML.
  + **Closing (or End) Tag:** </item> These tags represent the end of a logical component in XML.
  + **Empty Element Tag:** <item /> These tags represent both a logical component without any child content. (these tags stand alone. EX: <br /> for a line break) Empty element tags do not need to be closed in HTML5; however, in XML, all elements must be closed to be read by a parser. Best practice is to always close elements. The / always comes after the tag name and a space.

Let’s review some of the terminology we’ve learned by breaking down the fruit example code from earlier. The portions of code in bold below each term represent which part of the code the corresponding term applies to.

**Element:**

# **<item** price="0.75"**>**Apple**</item>**

**Child Element:**

# <item price="1.00">

# Orange

# **<plucodes>**

# **<plucode** description="Navel Orange"**>**4012**</plucode>**

# **<plucode** description="Blood Orange"**>**4381**</plucode>**

# **<plucode** description="unknown" **/>**

# **</plucodes>**

*Note: <plucodes> is a child element of the Oranges element, and each <plucode> element is a child of <plucodes>*

**Attribute:**

# <item **price="0.75">**Apple</item>

**Content:**

# <item price="0.75">**Apple**</item>

And finally, the **Declaration**:

# <?xml version="1.0" encoding="UTF-8"?>

This is the first line of code in an XML document. It specifies info about the doc including version and encoding.

**Remember –** HTML & XML are both derived from SGML. They restrict some language features, and add some others. Years later, a new HTML standard (XHTML 1.0) was created to apply the strict rules of XML to HTML. XHTML was the standard for years, but was eventually replaced by the current standard, HTML5.

### Browsers

Web browsers are the gateway to web apps. They perform 3 primary functions:

* Retrieve contents over HTML apps when given a Universal Resource Locator (**URL**)
* Structures the web page in an aesthetically pleasing format, as opposed to raw HTML
* Allows us to follow hypertext links within a page or externally, just by clicking

There are many different browsers available. Edge now ships with Windows (peace IE), Safari with Apple as well as a plethora of other browsers that can be downloaded on either OS, including: Firefox, Google Chrome, Brave and Vivaldi. They all can display the same web content, but serve as a different way to view the content. With so many different browsers & operating systems to choose from, developers tend to use HTML markup, CSS stylesheets & JavaScript as a cross-platform medium to eliminate most OS/app/device specific compatibility issues. We’ll focus on writing open & accessible HTML code for that purpose.

### History of HTML versions

**SGML**: Paved the way for HTML. Was used to structure text so writers could focus on the content of their work rather than its style. Used paired tags. See table on page 2.

**HTML 1.0**: Developed in 1991. Used some paired tags from SGML, biggest feature is the introduction of hypertext links, allowing documents to reference one another. Each anchor (<A>) element contained an HREF attribute specifying the location of another document. This is when the specification for the familiar [www.site.name](http://www.site.name) format was invented to address remote machines. Soon after, early browsers like Mosaic were created to explore the web.

**HTML 2.0**: Developed in 1995. Interest in HTML spiked after release of HTML 1, and with it came many ideas/revisions to the standard. The Internet Engineering Task Force assembled a group to develop a new HTML spec, which became HTML 2.0. Was later updated with features like tables, image maps,and internationalization and file uploads. Just before its release, Internet Explorer and Netscape made their debut.

**HTML 3.0-3.2**: Developed in 1997 by the newly formed W3 Consortium. Browser vendors begin to get involved in development process. New features include: frames, applets, wrapping text around images (flow), and additional text elements. JS & CSS styling begin to take shape.

**HTML 4.0-4.0.1**: Developed in 1999, this version removed lots of browser-specific formatting markup to promote the cross-platform & browser uniformity through CSS. Also enabled control over the amount of deprecated elements (such as marquees and frames) allowed on your web page.

**XHTML 1.0**: Developed in 2000. Basically just rigorously enforced a variety of the strict rules of XML to HTML. Another move towards uniformity. Many XHTML pages still exist, but the standard is no longer supported.

**HTML5**: Developed in 2014. Latest version of HTML, and the one used in this course. Added many new semantic elements and attributes. Took a lot longer to develop as it removed lots of SGML features to create a spec with a clear path forward, hopefully lasting much longer than its predecessors.

## Document Structure & Layout

### HTML Element

The HTML element is what tells the computer that the document is written in HTML.

Check out this code:

# <!DOCTYPE html>

# <html xmlns="http://www.w3.org/1999/xhtml" manifest="thisapplication.appcache" lang="en-US">

# </html>

Let’s break it down and examine what each section means.

# <!DOCTYPE HTML>

Above is the first line of code in an HTML doc. Doctype declares the doc as HTML, and is required before the HTML tag.

# <html

HTML tags are the root element of the doc. All other tags are nested inside of it.

# xmlns=http://www.w3.org/1999/xhtml

This is called the xmlns attribute, and it specifies the namespace(?) for HTML file. Prev, version of HTML(and XHTML) required this, but in HTML5 it’s optional. Will default to *http://www.w3.org/1999/xhtml* if not included.

# manifest="thisapplication.appcache"

This attribute specifies location of cache manifest. Allows apps to cache info offline. Pages load faster, and can be viewed offline.

# lang="en-US">

global attribute, specifies the language of the element it is included in. Typically, this is paired with the root html tag to specify the language for whole doc.

# </html>

Closing tag – all HTML elements in the entire document are inside of the HTML tag.

### BODY/HEAD Elements

# <head>

# <title>Sample Page</title>

# </head>

# <body onload="handleLoad" ononline="handleNetwork" onresize="handleResize">

# </body>

Code breakdown:

# <head>

Container for **metadata**, which is a set of data that describes other data. Placed between the <html> and <body> tag.

# <title>Sample Page</title>

The content inside of the title tag represents the title of the HTML page.

# <body

This tag represents the root of the actual content rendered on the HTML page.

# onload="handleLoad"

This attribute specifies a JavaScript method to be called when the page finishes initial loading.

# ononline="handleNetwork"

attribute that specifies another JS method, is called when network connection is available for page.

# onresize="handleResize">

attribute that specifies JS method that’s called when page is resized. Mostly when resizing the browser window.

## Basic HTML Elements

### Text Elements

The “Lorem ipsum..” sentence is intentionally nonsensical, the purpose is to examine the design or layout of the text without being distracted by trying to read and interpret the text. The sentence is Latin, and has been used by typographers since the 1500s.

Some text elements used in <body>:

**<p>** - paragraph element, used to mark where a paragraph begins. To begin another paragraph, must close </p> and start another <p> otherwise, they will not be separated.

**<b> -** bold

**<i> -** italics

**<ins>** - insert. Underlines text. Used to show where text was added

**<del>** - delete. This is a strikethrough. Used to show what text was removed.

**<mark>** - highlights text

**<br />** - line break. Note that it is an empty element.

**<h1>** - headers – this is the 1st one

**<h2>**, **<h3>**, **<h4>**, **<h5>**, **<h6>** - other headers. The higher the number, smaller the header.

**<strong>** - bold – implies semantic relevance for text that is *strong*

**<em>** - italics – implies semantic relevance for text that deserves *emphasis*

**<small>** - shrinks text to a smaller font

**<sup>** - superscript; text is smaller and appears higher on the line – EX: 1st ‘st’

**<sub>** - subscript; text is smaller and appears lower on the line – EX: H2O

### Block Elements

There are 2 element container types in HTML: Block Elements & Inline Elements. The type dictates how its content will be rendered. Block-level elements take up the full width of the screen. These are always rendered on a new line. The <br>, <body> and <p> elements are all block-level elements since each one takes up the entire width of the screen each time they are used.

The <div> element is a multi-purpose element. Basically a container for other content. Can nest many div elements within each other. Create siblings with content rendered on different lines. A few block elements are: <article>, <aside>, <blockquote>, <br>, <buttons>, <canvas>, <caption>, <dd>, <dl>, <dt>, <h1>, <h2>, <h3>, <h4>, <h5>, <h6>, <footer>, <header>, <fieldset>, and <form>

Elements like <article>, <header>, and<footer> are more universal than most <div> elements. As such, these should be used over others whenever possible so other developers reading your work can easily infer the meaning of your text.

### Inline Elements

Inline elements, unlike block elements, only take up the amount of width on the page that they need to render their content. Multiple inline elements can render on the same line, providing their combined length is shorter than the width of the line they’re on. If they’re too long to fit on one line, they will wrap their content to the next line.

The most common inline element is <span>, but there are many others including: <strong>, <ins>, <del>, <sup>, <sub>, <i>, and <em>

Inline and Block elements can be used together as siblings, but typically you can only place inline elements within block elements, as block elements always take up the entire length of the line and inline elements only take up what is needed. There is a CSS attribute called **display** that allows you to change the rendering of any element between block and inline, however it’s not recommended to modify the way HTML elements are expected to behave.

### Images

Images are represented using the <img> tag in HTML. This tag provides metadata about the image file and preferred sizing to assist the browser in rendering the image. Here’s an example img tag:

# <img src="C:/Users/kaele/Pictures/dispreport.png" />

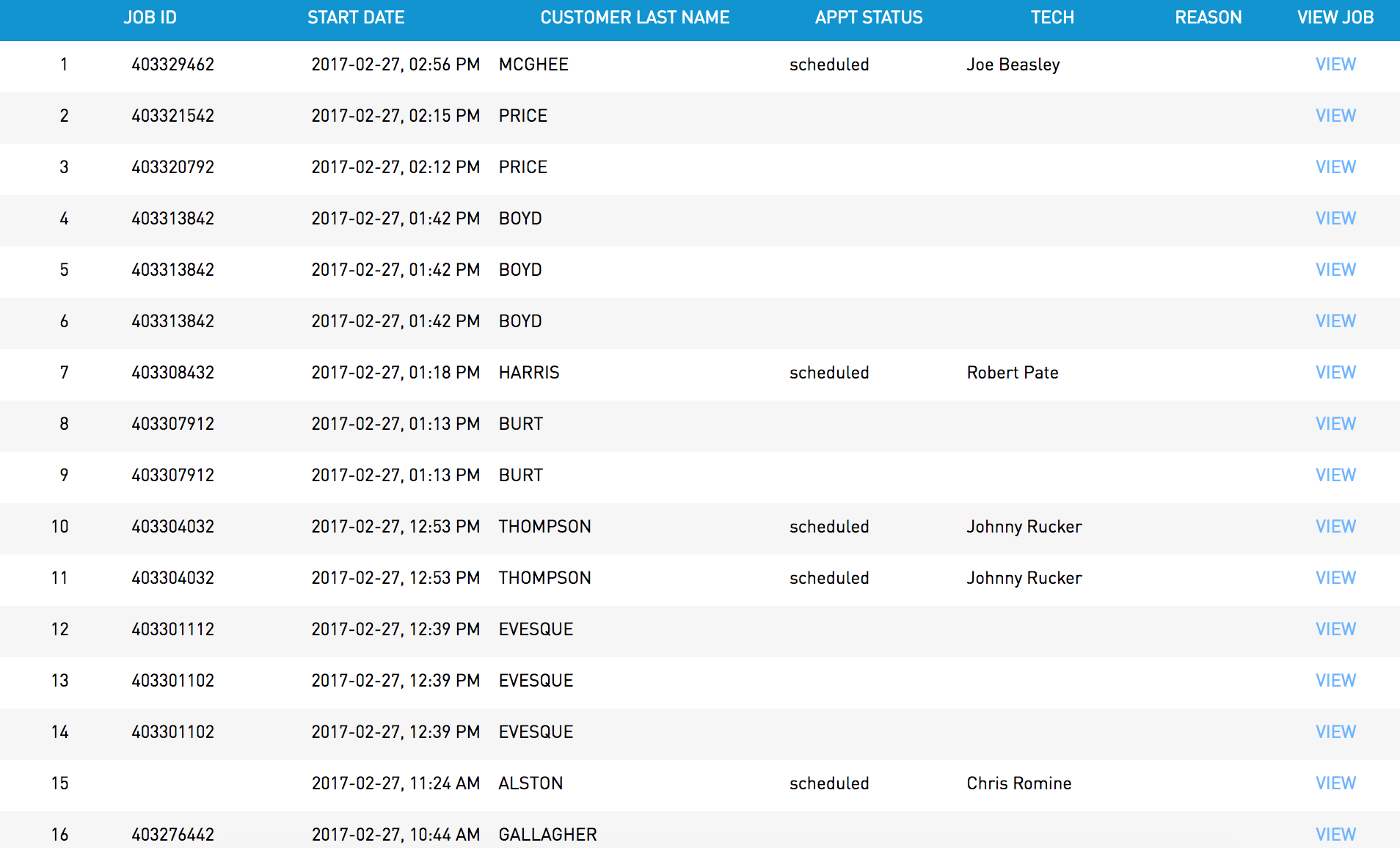
Calling an image like this will use the images original size, but we can modify the size & aspect ratio of the image using the height and width attributes. Adjusting only one of these attributes will change the image size while maintaining its aspect ratio. For example, if an images is 130x129 pixels, and we set a width attribute of 350:

# <img src="C:/Users/kaele/Pictures/dispreport.png" width="350" />

The image will adjust its height to 347.30 to maintain the original shape.

Whereas, specifying the width *and* height attributes will resize the image without locking the aspect ratio, often resulting in warped images:

# <img src="C:/Users/kaele/Pictures/dispreport.png" width="350" height="120" />



You can set alternate text for an image using the alt attribute:

# <img src="C:/Users/kaele/Pictures/dispreport.png" alt="random pic" />

This text is only rendered if there is a problem loading the image. For example, if the image src points to an empty location.

## Formatting HTML Elements

In HTML, we can write text by simple just writing it. When it’s rendered, it will show up as standard text in the default font of the browser. If we want to change the appearance of the text, we’ll have to add formatting elements such as <b>, <i> or <mark>. These elements can be used together to alter the appearance of text in the browser.

### Semantic Formatting Elements

**Semantic Formatting Elements** are additional formatting elements that appear to offer the same functionality as other elements (such as <strong> and <b>), and they do render the same in the browser. The only difference between these two is the semantic meaning. Where <b> represents a block of text rendered in bold type-font with no additional meaning, the <strong> tag indicates that the text is semantically ‘strong’.

This is also true for the relationship between the <i> tags and the <em> tags, where <em> stands for *emphasis*. <strong> and <em> can have their styling reassigned through CSS. For example, we could change <strong> to render text as 3 font sizes larges, or use purple text.

### Attribute Formatting

Ideally, HTML dictates semantic structure of a web page, while CSS control its look and feel. Remember, we want to keep these two aspects separate so we can maintain focus on each task individually.

Prior to HTML5, it was common to see tags denoting style for the document. This overcomplicated document styling, as you had to go in and edit the HTML code to change the appearance; where using CSS allows you to switch the sheet and change the entire look & feel of the document.

Here’s an example of how someone may have structured an HTML document inline before HMTL5:

# <!DOCTYPE html>

# <html lang=”en-us”>

# <head>

# <title>HTML Page</title>

# </head>

# <body **bgcolor=”lightblue”**>

# <p>

# <**font face=”Consolas” size=”62px” color=”purple”**>

# Text

# </**font**>

# </p>

# </body>

# </html>

The text in bold represents the antiquated document styling method. Imagine you have a 25 page document where text is styled using <font face=”Consolas” size=”62px” color=”purple”> over 50 times. If you wanted to change the font size for each occurrence of this code, you’re going to spend a lot of time manually locating and typing out the desired size, where using CSS, you could assign this styling to the element <strong>, and change the font one time – automatically applying this change to each instance of <strong>.

It’s important to understand these outdated methods of styling in HTML so we know not to incorporate them into our code. If we see these being used in any modern code, we should change them to reflect today’s HTML/CSS standards & educate the writer on the new standards.

## Hyperlinks

Hyperlinks will direct you to either another page or a specific spot on the given webpage. They allow you to navigate between websites by interacting with clickable words, phrases or images. In this section, we’ll learn how to create external and internal hyperlinks.

### External Hyperlinks

Hyperlinks connect different web pages, creating a ‘web’ of documents; this is why we know the internet as the ‘World Wide Web’.

To create a hyperlink in HTML, we use the <a> tag, but now we must assign attributes. There are many attributes that can be assigned to the <a> element. Let’s start with *href*:

# <a href=http://www.website.com”></a>

This attribute specifies the website that the link will lead to.

Another attribute is the *target* attribute:

# <a href=http://www.website.com” target=”\_self”></a>

This attribute specifies the browser window behavior when the user clicks the link. Will the link open in a new tab, replace the current tab or even open in a new window? \_self is assigned as the target by default if not specified, which replaces the current tab. Another specification for the target attribute is *\_blank* which opens the link in a new tab.

Now let’s look at *rel*:

# <a href=http://www.website.com” target=”\_self” rel=”author”></a>

This is used to specify the relationship between the document that the link is on and the one that the link leads to, such as a link to an author or to a help page.

The *download* attribute:

# <a href=http://www.website.com” target=”\_self” rel=”author” download></a>

Use this attribute when you want to specify that the user download the contents of the page the link points to, rather than viewing it in a browser. Can be used without specification

Now we’ll add some text to this hyperlink. This how we create the clickable text that the end user sees:

# <a href=http://www.website.com” target=”\_self” rel=”author” download=”download”>**This is the link text**</a>

### Internal Hyperlinks

Internal hyperlinks are used to reference a specific section in long documents. For example, a Wikipedia page uses internal hyperlinks in its contents section at the top of the document. We can create internal hyperlinks by using the *id* attribute:

# <p id=”writeWhateverHere”>This is a paragraph that will be referenced with a link.</p>

Now that we’ve established our ID we’ll need to reference it through the anchor element:

# <a href=”#writeWhateverHere”>This is a link that leads to the writeWhateverHere ID.</a>

You can also link directly to a specific ID point on the document from an external page:

# <a href=”http://www.website.com/index.html#writeWhateverHere

## Module 2: Creating Sophisticated Document Structures using HTML

## Capturing User Input

* Input Controls
* Form Element
* Submit Button
* HTML5 Field Validation
* Fieldsets and Legends
* HTML5 Form Elements

### Input Controls & Submit Button

**<textarea>** element – This element renders multi-line text input control, allowing the user to input lots of text that can wrap & span across many lines:

# <textarea rows="3" cols="30">

# We live in a mobile-first and cloud-first world. Computing is ubiquitous, and experiences span devices and exhibit ambient intelligence.

# </textarea>

It’s essentially just a sizable text-input box from what I can see

The **<select>** element is for drop-down boxes with multiple options. The **<option>** element is the child element used in conjunction with <select>:

# <select>

# <option value="DAT202x">Processing Big Data with Azure HDInsight</option>

# <option value="DAT204x">Introduction to R Programming</option>

# <option value="CLD203x">Office 365: Managing Identities and Services</option>

# <option value="DEV208x">Introduction to jQuery</option>

# </select>

The content of each option attribute is what will display as the drop-down options to the end user, but notice also there is a **value** attribute. This is what will be saved to the server if the user selects that option.

The **<optgroup>** element allows you to group similar options together. This is useful when dropdown lists have many options:

# <select>

# <optgroup label="Data Platform">

# <option value="DAT202x">Processing Big Data with Azure HDInsight</option>

# <option value="DAT204x">Introduction to R Programming</option>

# </optgroup>

# <optgroup label="Cloud">

# <option value="CLD203x">Office 365: Managing Identities and Services</option>

# </optgroup>

# <optgroup label="Development">

# <option value="DEV208x">Introduction to jQuery</option>

# </optgroup>

# </select>

The **label** attribute specifies the group name.

The **<input>** element is the most basic amongst HTML form elements and can be used to capture a variety of user input, including text and numeric values. It has a **type** attribute, which allows you to specify metadata about the field:

# <form ...>

# Username: <input type="text" name="username" />

# E-mail Address: <input type="email" name="emailaddress" />

# </form>

In the example above, we also used the **name** attribute, which is used to reference elements in JavaScript or form data after a form is submitted. They’re basically variable names. Input is an empty element.

The **value** attribute can be used to specify a field’s default value. This will pre-fill a text field with whatever it is specified as. This is not to be confused with the **placeholder** attribute, which also puts text into the field, but when the user clicks in the field, the text disappears. This is useful to specify to the user what is supposed to be typed into the field.

There are a wide variety of types that can be used with the input element. Here are a few:

**Button** – this will render a button. Usually used to execute JavaScript code.

**Checkbox** – This renders a checkbox which can be independently selected. It can only be either on or off.

**File** – This renders a ‘Choose File’ button which prompts the user to select a file from the client device.

**Hidden** – hidden does exactly what it sounds like, it hides the input field from the user. This is used to store default values, such as a country field whose users are all from the same country. It is redundant for the user to type their country, but the data may need to be recorded for another reason. Hidden can have its value changed by a JavaScript

**Image** – use this to render an image that you specify as the ‘submit’ button

**Password** – This will render a text input that masks characters for privacy

**Radio** – this renders a radio button that can be selected amongst a group of radio buttons

**Text** – this renders a basic text field.

**Submit** – when clicked, this renders a button that submits the entire HTML form.

Let’s move on to the **<button>** element. This element is similar to the <input> element’s attribute type button, but using the <button> element you can put content like text or images within the button. Always specify type for <button>:

# <button type="button">

# <img src="images/freeAgent.png" alt="Entry Level Programmer" />

# <br />

# Hire Me!

# </button>

### Form Element

We use forms to capture user input and submit it to different servers to process for later use. We can do many different things with this element. We can specify where the form data is sent using the **action** attribute:

# <form action=”http://www.website.com/formDataStore.html”>

The action specified above is known as an *absolute URL,* it can be used from any website

If our form was located on the same website as the page where the form data will be stored, we could use what’s known as a *relative URL*, which simply uses the file name:

# <form action=”formDataStore.html”>

Now that we’ve got our storage location set, we must specify *how* it will be sent there with the **method** attribute. There are two values we can set for this attribute – **get** and **post**. The get value will append the form data into a URL by pairing each name attribute specified (remember, basically variables) with the value the user entered. For example:

# <form action=”http://www.website.com/formDataStore.html” method=”get”>

If we used the attributes above with the username/email code from earlier, it might yield the following url:

*https://www.website.com/formDataStore.html?username=glorginax&emailaddress=poopy47@lame.net*

The downside to using the get value are that, obviously, form data is visible in the URL. This is a no-no for forms that might contain private information. Also, URL length is limited to 3000 characters.

Using post for your method attribute’s value, on the other hand is more secure as form data is appended inside the body of the HTTP request. Post does not have any character limitations, but form submission cannot be bookmarked

**<fieldset>** is a form element that can be used to pair sets of fields in forms:

# <form ...>

# <fieldset>

# <legend>Names</legend>

# <input type="text" name="firstName" placeholder="First Name" />

# <br />

# <input type="text" name="lastName" placeholder="Last Name" />

# <br />

# </fieldset>

This will put a square around these fields, setting them apart from others. **<legend>** is a child element of <fieldset> and is used to label each fieldset area.

### HTML5 Field Validation

This was introduced into HTML5 as a means of validating that all required information had been entered prior to submission. If validation requirements are not met, the form is not saved. There are a number of validation attributes for the <input> element:

**Required** attribute requires that a text input has valid data before the form is saved:

# <input type="text" name="firstName" required=”required” />

**Pattern** attribute specifies an expression that the value of the field must match before form can be saved:

# <input name="zip\_code" type="text" pattern="\d{5}(-\d{4})?" required="required" />

**Readonly** attribute specifies that a field is read only, and can’t be edited by the user:

# <input name="profile\_url" type="url" readonly="readonly" />

**Disabled** attribute specifies that a field is disabled and cannot be modified by the user:

# <input type="submit" disabled="disabled" />

**Min** and **max** attributes are used the **range** input type, and are used to specify the boundaries for the selected numeric value:

# <input name="issue\_quantity" type="range" min="1" max="15" />

They ca also be used with **date** inputs:

# <input name="service\_date" type="date" min="2000-01-01" max="2999-12-31">

**Autocomplete** attribute is used with various text inputs to toggle autocomplete feature. Works with most browsers:

# <input name="api\_key" type="text" autocomplete="off" />

New input types in HTML5:

**Color** – This renders a color picker.

**Date** – This renders a date control that allows you to pick a year, month and day without a specific time.

**Datetime-local** - This renders a date control that allows you to pick a year, month, day and time without time-zone info stored.

**Email** – validates that the email address is valid.

**Month** – renders a date control that allows you to select year and month only.

**Number** – renders a text input field that only allows numeric input.

**Range** – this renders a slider control that allows users to select an imprecise number.

**Search** – This renders a text input field used for search.

**Tel** – this renders a text input field for telephone numbers.

**Time** – this renders a control that allows you to enter time without saving time-zone info.

**url** – renders a text input field that validates whether the URL is valid or not.

**Week** – this renders a date control that allows you to select year and week only.

You can always skip validation if you have your own validation code by using:

# <form novalidate="novalidate">

# </form>

## Capturing User Input

We put most of our HTML doc content in <p> or <div> tags. It’s convenient, but they don’t have any obvious meaning. These are known as **non-semantic elements**. In other words, someone could not infer its meaning by simply looking at it. As a workaround, many people would provide large amount of comments, and very descriptive CSS class names. This created issues – one being that it can greatly increase the size of your webpage, which is obviously bad.

### Common Semantic Elements

HTML5 combated the issue of non-semantic elements by introducing new semantic elements with the same functionality as other block-level elements & should always be used over their non-semantic counterparts: **<header>, <footer>, <nav>, <section>, <article>, <aside>, <details>, <figure>, <figcaption>, <main>, <mark>, <summary>, <time>**

These elements can be used anywhere you’d use a block-level element.

Each of these new semantic elements has its advantages. Like the **article** element; a search engine will search through the content of an article tag, but may ignore content in a header or nav tag. This increases search engine efficiency. Also, it has advantages in CSS. Not quite sure what any of this shit means yet, so I’m going to copy and paste it there then put it in my own words when we actually get to the CSS module:

“Another advantage of semantic elements is the ability to use CSS to design the element directly without requiring additional CSS classes. You can use features such as *flexbox* in CSS to put an **aside** element on the right-hand side of your webpage. You can also use features such as *grid* in CSS to place the **nav** element on a row by itself. More importantly, you can use features such as CSS Media Queries to re-arrange your semantic elements for a mobile browser.”

### Time Element

**Microformats** are elements in HTML that specify additional metadata without changing the format of the HTML document. We can add styling to these elements with CSS, we can handle them with some JavaScript or we can do neither of those & just leave them as semantic inferences for machines or other developers.

For example, say we just visited the doctor, and we want to make our next appointment date & time to be semantically inferable by a machine. Simply typing out the date and time as content in a paragraph element may be easily inferred by a human, but not a machine. To accomplish this, we’ll need to parse the information to a machine-readable format. The **<time>** element is a perfect microformat for this:

# <time datetime=”2017-08-04T08:00-08:30”></time>

In this format, the machine now knows the exact date & time of day for the next appointment.

### Figure Element

The **<figure>** element renders a self-contained image on the HTML document. Its child element, **<figcaption>** is used to provide a text description of the image that appears on the document.

## Scalable Vector Graphics

SVG is an image format with the ability to draw 2d graphics directly into the browser. It’s based on XML, and it supports features like interactivity, transitions and animations. SVG’s are normally stored in XML files and are edited with vector-based image editors. Browsers display SVG images similar to the way they display other image formats. In HTML5, we can now embed SVG images directly in the web page. We can create SVG shaped on the page, and manipulate them with CSS & JavaScript.

### SVG Shapes

HTML5 includes some basic SVG shapes we can embed into a web page without having to learn drawing paths. We can combine various shapes to create complex objects:

# <svg height="200" width="400">

# <rect x="100" y="50" rx="20" ry="20" width="250" height="100" fill="#1B043C" />

# <rect x="100" y="50" width="200" height="100" fill="#1B043C" />

# <circle cx="100" cy="100" r="50" fill="#472772" />

# <text fill="#D7BDD3" font-size="28" font-family="Segoe UI Light" x="160" y="108">MCS</text>

# </svg>

This combination of SVG shapes renders an image that looks like a company logo.

The **<circle>** element creates a circle with a defined center point & radius. Here are some attributes we can use with the circle element & a short description:

**cx & cy** – These attributes are used as a pair of coordinates to define the location on the screen where the center of the circle will render. Default is (0, 0)

**r** – This attribute is used to define the radius of the circle.

**fill** – quite obviously, this attribute defines the color for the circle’s interior.

**stroke** – This defines color used for the border of the circle

**stroke-width** – this is used to define the thickness of the border around the circle.

The **<rect>** element renders 4-sided rectangular polygon that is drawn from a defined from a top-left point, width and height. It has the same attributes with the following exceptions:

**x** & **y** - these <rect> attributes are counterparts to that of the circle element’s cx & cy attributes. They define the coordinates for the top-left of the rectangle. Default is also (0, 0)

**rx** & **ry** - attributes are used to round the edges of the polygon on the x or y axis.

**width** – this defines the rectangle’s width

**height** – this defines the rectangle’s height

**fill, stroke** & **stroke-width** are all used the same way as they are used for the circle element.

The **<polygon>** element is used in conjunction with the **points** attribute. This element allows you to specify 4 sets of coordinates - one for each corner – to create a customer shape. You can also use the following attributes: **stroke, stroke-width** & **fill**.

**<text>** is an SVG element that renders text from a defined bottom-left point using the **x** & **y** attributes. The **fill** attribute is used with this element to define the color of the text. This element also utilizes two font attributes:

**font-size** – this defines the size of the font

**font-family** – this defines the font of the text.

### SVG Element

The SVG element is the root of all SVG shapes that will render on the page. All SVG shapes must be located inside of this element. You can define **width** and **height** attributes for the SVG element, which specifies the dimensions that child elements can take up.

## Media Elements

HTML5 supports multimedia playback & comes with a new set of cross-browser supported media elements, which allow you to specify video/audio sources – along with parameters to play video or audio directly on the HTML page. You can specify multiple sources for media files so the browser can pick the file it natively supports. You can even pick which aspects of the media player are available via using attributes like **controls**.

The **<video>** element is used to play video files:

# <video height="500" controls="controls" poster="screenshot.png">

# <source src="advertisement.webm" type="audio/webm" />

# <source src="advertisement.ogg" type="audio/ogg" />

# <source src="advertisement.mp4" type="audio/mp4" />

# </video>

The **poster** attribute seen above specifies the location of an image file which will be used as the cover image on the media player for the video prior to it being played.

The **<audio>** element is used to play audio files:

# <audio autoplay="autoplay" controls="controls" loop="loop">

# <source src="popopen.wav" type="audio/wav" />

# <source src="popopen.ogg" type="audio/ogg" />

# <source src="popopen.mp3" type="audio/mpeg" />

# </audio>

Listing multiple sources is always the best route, as the browser will try each source in order from top to bottom until it finds a compatible source file.

If the browser does not support any of the file types listed in your sources, the audio/video elements content will be displayed. This is intended to be used as an error message in instances where the browser loops through all listed sources & still cannot find a supported file type:

# <audio autoplay="autoplay" controls="controls" loop="loop">

# <source src="popopen.wav" type="audio/wav" />

# <source src="popopen.ogg" type="audio/ogg" />

# <source src="popopen.mp3" type="audio/mpeg" />

# **This browser does not support the audio format.**

# </audio>

### Video/Audio Formats

There are 5 primary video/audio formats used in major browsers. The tables below show which browsers are compatible with these formats:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **HTML Video Formats** | | | | | | | |
| **Format** | **Media Type** | **Edge** | **Internet Explorer** | **Chrome** | **Firefox** | **Safari** | **Opera** |
| MP4 | video/mp4 | ✔ | ✔ | ✔ | ✔ | ✔ | ✔ |
| WebM | video/webm |  |  | ✔ | ✔ |  | ✔ |
| Ogg | video/ogg |  |  | ✔ | ✔ |  | ✔ |
| **HTML Audio Formats** | | | | | | | |
| **Format** | **Media Type** | **Edge** | **Internet Explorer** | **Chrome** | **Firefox** | **Safari** | **Opera** |
| MP3 | audio/mpeg | ✔ | ✔ | ✔ | ✔ | ✔ | ✔ |
| Ogg | audio/ogg |  |  | ✔ | ✔ |  | ✔ |
| Wav | audio/wav |  |  | ✔ | ✔ | ✔ | ✔ |

## Module 3: Design Web Page Elements using Cascading Style Sheets (CSS)

CSS is a language that is used to format the look and feel of an HTML document. With CSS, we can control things like font, font size, color, text alignment, background, margins and much more. We can manage pages much easier with CSS as it separates the HTML element from display information. Using CSS enables quicker downloading of web pages & provides a method for retaining a common style.

## Introduction to CSS

We can code CSS style rules in 3 places:

**inline**, or inside an HTML tag

An **Internal Style Sheet** is coded within the <head> element, and closed by the <style type=”text/css”></style> tags.

An **External Style Sheet** is a separate .css file used as a reference for multiple HTML pages. A link is defined in the HTML header that points the browser to the .css file.

### CSS Syntax

The two parts to a CSS style rule are:

**CSS selectors**: defines the HTML element being manipulated with CSS code.

**The declaration**: This consists of on or more **property-value** pairs. **Property** is the CSS element or style being manipulated, and **value** is the value of the specified property. Property-value pairs usually end in a semi-colon and the declaration (property *and* value) are enclosed in curly brackets:

