

HTML/CSS



Background

Name

Major

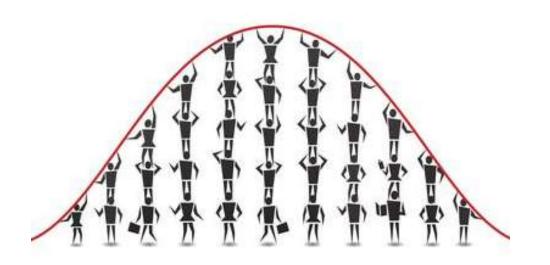
Why are you taking this class?

What is your goal?

Why do you think you get out of this class?

Grading

- **Grading** is on an absolute scale (no grading on a curve).



Points	Grading
95 – 100%	Α
90 – 94%	A-
87 – 89%	B+
84 – 86%	В
80 – 83%	B-
77 – 79%	C+
74 – 76%	С
70 - 73%	C-
67 – 69%	D+
64 – 66%	D
60 – 63%	D-
0 – 59%	F

Labs, Quizzes, Midterm, Final

Labs – weekly

Quizzes – every other week

Midterm – covers week 1 to 6

Final Exam – 15th week.

Comprehensive

Signature Assignment

Purpose of SAs

Provide to student the opportunity to concentrate on learning experiences intended to meet the Learning Outcomes at all levels (course, program, institution).

Present the student's performance in relation to the course, program and institutional outcomes.

Provide evidence of these achievements.

What can you build?

Build a website of your choice with my approval and should meet the criteria. Please do not use the automated tools to generate the code for you. You won't learn that way.

Lessons/Lab (Know the differences and purpose)

HTML5 – structure of the page CSS3 – look and feel JavaScript (basic)







(Know the differences and purposes)







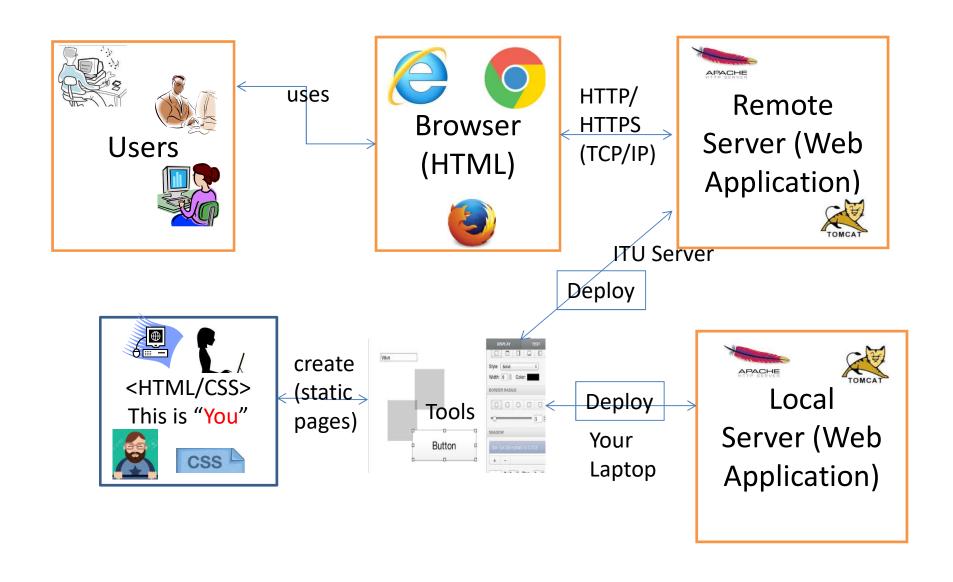
Attribute	Value
alink	color
background	URL
<u>bgcolor</u>	color
link	color
<u>text</u>	color
<u>vlink</u>	color

Environment

Where do we fit in?

Big Picture

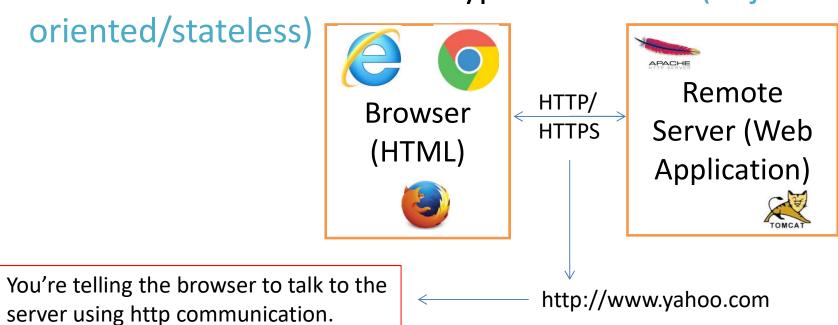
What are your roles?



Communications (protocols)

HTTP - A network protocol used by the web so that the <u>server</u> and the <u>client</u> know how to talk to each other.

- Built for the web to handle hypermedia info (object



Object Oriented/Stateless

Object Oriented Terminology:

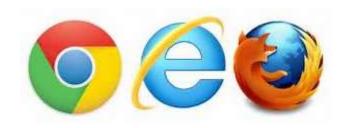
- The documents/files are objects
- The operations associated with HTTP protocol are called methods.

Stateless:

Neither the client nor the server stores information about each other, but manages its own state of data.

Thin VS Thick Client

Thin client (Browser)



...the less it does locally, relying on servers to do more of the work.

Thick client (Traditional Outlook)



...much more is done and stored locally you can even work offline than the browser based version.

Web Designer VS Web Developer





Photoshop	✓	not as often
HTML	yes, if you choose	✓
CSS	yes, if you choose	✓
Typography	✓	not as often
Color palettes/branding	✓	not as often
Responsive Design Elements (like media queries)	✓	✓
JavaScript	yes, if you choose	×
jQuery	yes, if you choose	✓
User Experience Design (Wireframes, mockups, moodboards, user personas, user flows, site maps)	✓	not as often

Web Designer VS Web Developer

- Web designers do not code.
 (True/False)
- 2. Web designers spend more careful Planning (True/False).
- 3. Web developers—stronger in implementing design (True/False)

Terminologies

Thin client – the end-user application such as browser (less logic).

web browser – display content on the WWW.

web server software - a computer system that processes requests via HTTP, the basic network protocol used to distribute information on the World Wide Web.

HTML (4.01)

HTML5

web Designer – focuses on look and feel

web Developer – focuses on inner working of a website using programming languages.

Summary HTML VS CSS

Browsers generally display the content of HTML elements such as h1 and p in ways that visually distinguish the content. However, at its core, HTML is intended to indicate only the meanings of elements such as headings and paragraphs in a web page, but not to tell web browsers how the elements should appear. Instead, HTML has a companion language, Cascading Style Sheets (CSS), which is designed for describing the appearance of items. As you write HTML, you should keep in mind that your only goal in marking content with HTML elements is to describe to browsers and to user agents the type of content a page includes. When you learn to write CSS code, you'll use that language to specify visual display properties such as fonts, colors, borders, and placement within a browser window.