

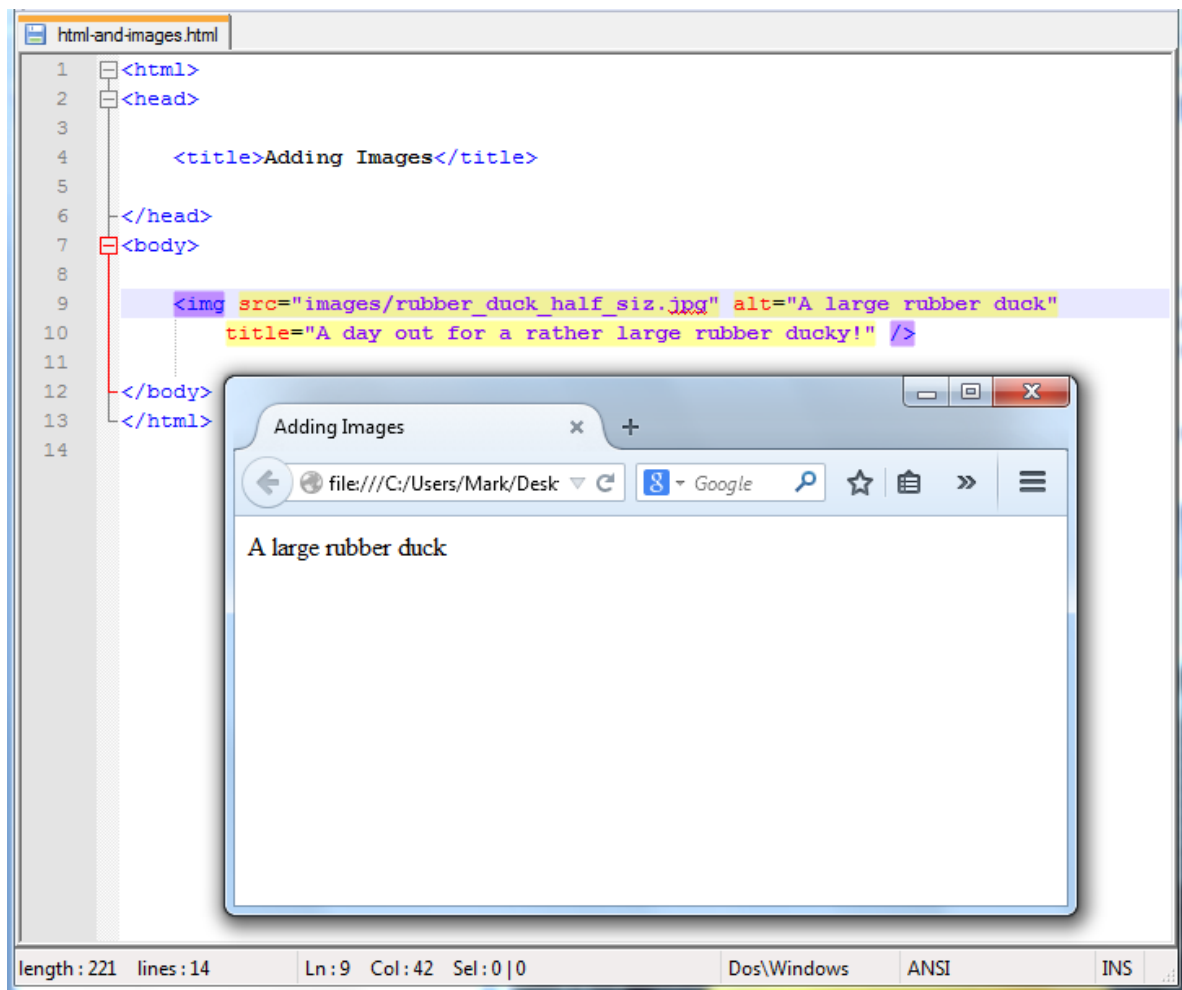
HTML and Images

Adding Images to an HTML page

1. Inside your **html-tasks** folder create a new folder and name it **images**.
2. Download the image called **rubber_duck_medium** from moodle and save it in your **images** folder
3. Open Notepad++, open a new file and type in the following code and save the file in your **html-tasks** folder as **html-and-images.html**:

```
1  \\musimon\Staff_M_TR\markjw\Desktop\test-links.html
2
3  <head>
4
5      <title>Adding Images</title>
6
7  </head>
8
9  <body>
10
11      
14
15  </body>
16
17 </html>
```

- **** - use this element to add an image to a page. It is an empty element (it has no partner closing element) and so must be close with a space and forward slash, e.g. ****.
- **src** – This tells the browser where to find the image.
- **alt** – This provides a text description of the image which is displayed if the image does not load for any reason.
The text used in the **alt** attribute is often referred to as **alt text** by web designers. It should give an accurate description of the image content so it can be understood by screen reader software (used by people with visual impairments) and search engines (Google, Bing, etc.):



- **title** – You can use the title attribute with the **** element to provide additional information about the image. Most browsers will display the content of this attribute as a tooltip when the user hovers over the image.

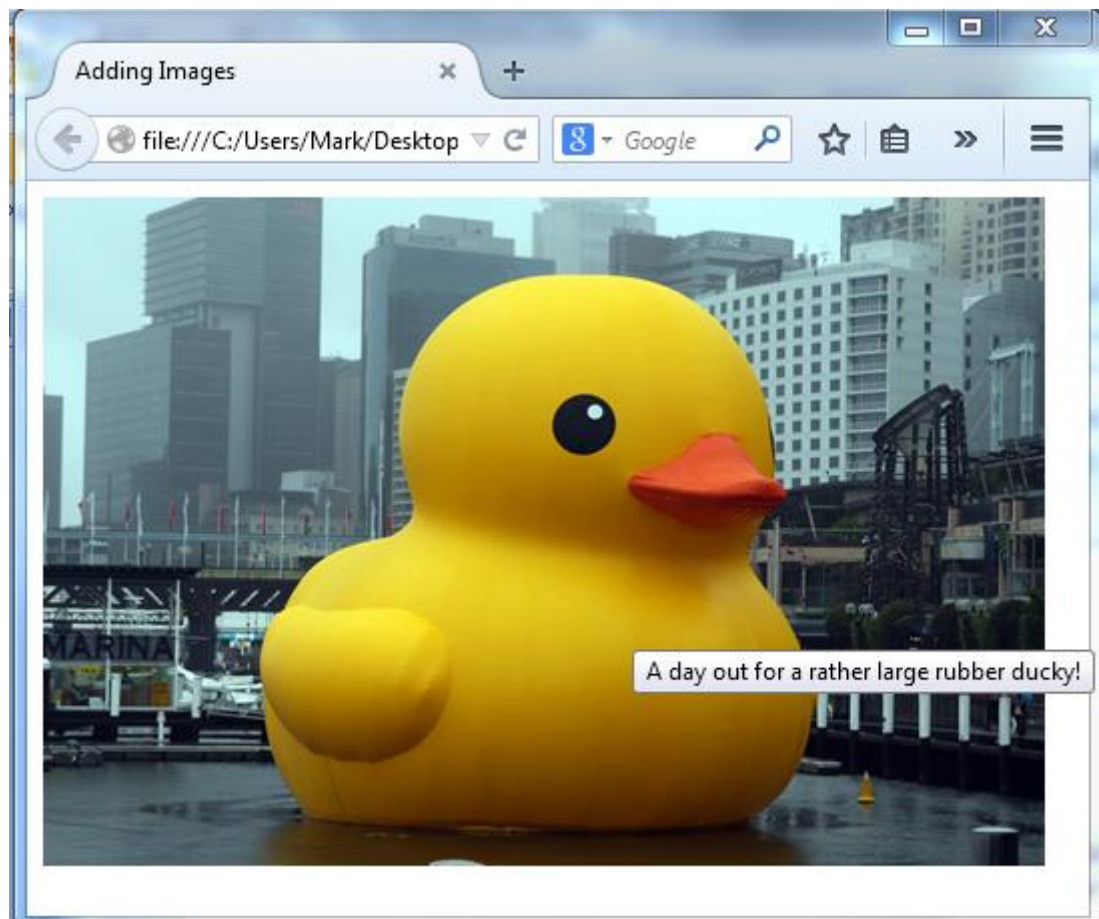


Image Dimensions

Images often take longer to load than the HTML Code that makes up the rest of the page. It is a good idea to tell the browser the size of the image so it can reserve the space needed for the image while it renders the rest of the page. The job of telling the browser is starting to be controlled by CSS, but it is still acceptable to specify the image size in HTML.

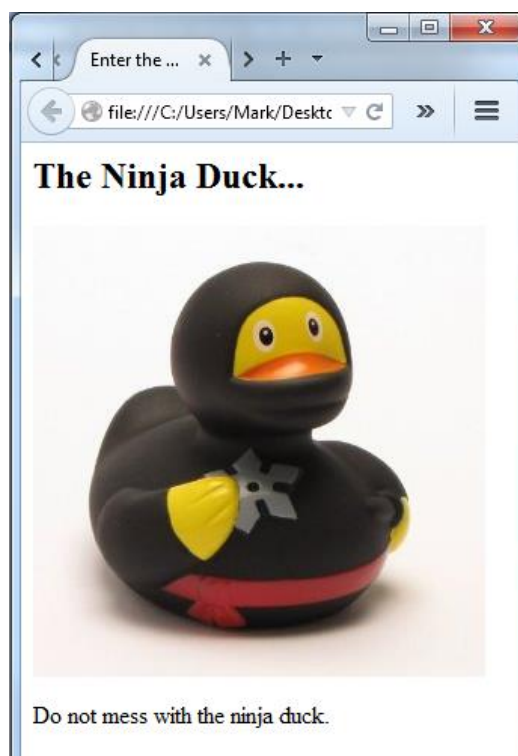
4. Update your HTML code so it looks like the following:

```
1 <html>
2
3 <head>
4
5 <title>Adding Images</title>
6
7 </head>
8
9 <body>
10
11 
15
16 </body>
17
18 </html>
```

The page loads very much like it did before, but now that you specify the size of the image if the page has a lot of text it will load much more smoothly.

Extension - Adding A Header to a Table

1. Open Notepad++, open a new HTML file and save the file as **image-task.html**.
2. Use a search engine of your choice and find an image of a rubber duck ninja and save it to your images folder.
3. Create an HTML page that displays similar to the following:



Extension Activity 2

1. Open a new HTML file using Notepad++ and name it **image-task-2.html** .
2. You need to create a table with a **minimum** of 2 rows and 2 columns which displays a different image of a rubber duck.

3. Add extra rows so that each picture has a label underneath with a title.

Points to remember

- The **** element has no closing partner element, so should be closed with a space and forward slash.
- Use the **alt** attribute to add a description of the image for screen readers.
- Use the **title** attribute to add a tooltip (in most browsers) which is displayed when a mouse pointer hovers over the image.
- By telling the browser the dimension of an image, the page will load more smoothly.