

Fedelicio, Lenard Lance D.

IT2C

ITELECT 1

```
1.<html> <html> <body> <center> <div>  
<!DOCTYPE html>  
<html>  
<head>  
<title>CocaCola</title>  
</head>  
<body>  
  <center>  
    <h1>Coca Cola Commercials</h1>
```

First part of my code, this is where I use the tags head and title. So that I can name my website, that can be seen in the tab. You can also see that I used the h1 and center, I used h1 to make "Coca Cola Commercials" the title of the website's page. I also used the center tag inside the body so that every content of the page will be centered

```
<div>
<video width="320" height="240" controls autoplay>
<source src="coca1.mp4" type="video/mp4"> </video>

<video width="320" height="240" controls autoplay>
<source src="coca2.mp4" type="video/mp4"> </video>

<video width="320" height="240" controls autoplay>
<source src="coca3.mp4" type="video/mp4"></video>

<object data="coca4.mp4" width="320" height="240"></video>
<embed width="320" height="240" src="movie.swf">
</object>
</div>
```

This is the code part of how I inputted 4 Yt coca cola commercials. I used the tag Video so that it will identify that I will call a video of file. I also used width and height to indicate it sized in the page. And I used controls so that user can play, pause, etc. the video. I used autoplay it will play when the website loads. I then use source so that I can input the mp4 file of the videos that I saved in the same folder of the code. I also used div in all parts of the contents to add space between them. I also had to indicate that it's an mp4

```
<div>
  <img src = "myself.jpg" width="500">
</div>

<div>
  <audio controls>
    <source src="myvoice.mp3" type="audio/mp3">
  </audio>
</div>
</video>

</center>
</body>
```

The final part of my code consists my own audio and picture. I used img so that it will expect that I will call an image, I used src so that I'm able to call it to the code and output it to the website. I also use width to adjust the size of the picture in the page. For the audio, it's pretty much the same as img. I just added controls so that the user can play and pause the audio. And indicate that it's a mp3 type of audio