HTML Images

```
<img src="img_girl.jpg" alt="Girl in a jacket" style="width:500px;height:600px;">
<img src="img_girl.jpg" alt="Girl in a jacket" style="width:500px;height:600px;">
The width, height, and style attributes are valid in HTML5.
However, we suggest using the style attribute. It prevents styles sheets from changing the size of images:
Example
<!DOCTYPE html>
<html>
<head>
<style>
img {
  width: 100%;
</style>
</head>
<body>
<img src="html5.gif" alt="HTML5 Icon" width="128" height="128">
<img src="html5.gif" alt="HTML5 Icon" style="width:128px;height:128px;">
</body>
</html>
<img src="/images/html5.gif" alt="HTML5 Icon" style="width:128px;height:128px;">
<img src="https://www.w3schools.com/images/w3schools_green.jpg" alt="W3Schools.com">
```

Image Floating

Use the CSS float property to let the image float to the right or to the left of a text:

Example

```
<img src="smiley.gif" alt="Smiley face" style="float:right;width:42px;height:42px;">
The image will float to the right of the text.
<img src="smiley.gif" alt="Smiley face" style="float:left;width:42px;height:42px;">
The image will float to the left of the text.
```

Image Maps

The <map> tag defines an image-map. An image-map is an image with clickable areas.

In the image below, click on the computer, the phone, or the cup of coffee:

Example

<body>

```
<img src="workplace.jpg" alt="Workplace" usemap="#workmap">
<map name="workmap">
<area shape="rect" coords="34,44,270,350" alt="Computer" href="computer.htm">
<area shape="rect" coords="290,172,333,250" alt="Phone" href="phone.htm">
<area shape="circle" coords="337,300,44" alt="Coffee" href="coffee.htm">
</map>
```

Background Image

To add a background image on an HTML element, use the CSS property background-image:

```
<body style="background-image:url('clouds.jpg')">
<h2>Background Image</h2>
</body>
```

```
...

</body>
```

The <picture> Element

HTML5 introduced the <picture> element to add more flexibility when specifying image resources.

The <picture> element contains a number of <source> elements, each referring to different image sources. This way the browser can choose the image that best fits the current view and/or device.

Each <source> element have attributes describing when their image is the most suitable.

The browser will use the first <source> element with matching attribute values, and ignore any following <source> elements.

Example

Show one picture if the browser window (viewport) is a minimum of 650 pixels, and another image if not, but larger than 465 pixels.

```
<picture>
  <source media="(min-width: 650px)" srcset="img_pink_flowers.jpg">
  <source media="(min-width: 465px)" srcset="img_white_flower.jpg">
  <img src="img_orange_flowers.jpg" alt="Flowers" style="width:auto;">
  </picture>
```