

## UNIT 6

# HTML + CSS

Markup Languages and  
Information Management Systems

A hand is shown pointing at a smartphone screen. The screen displays a snippet of HTML and JavaScript code. The background of the slide features abstract blue and pink shapes, including a large blue circle and a pink shape in the bottom right corner.

```
</html>  
<head id="html_head">  
  <title>website</title>  
  <script type="text/javascript">  
    pageNow = new Date();  
  </script>
```

# INDEX (part I)



---

1. Introduction
  2. General Characteristics
  3. Structure
  4. Text and Comments
  5. CSS Selectors
  6. Colors
  7. Lists
  8. Links and Redirection
  9. Images
  10. Favicon
  11. Tables
  12. Forms
- 

# 1. INTRODUCTION

UNIT 6 HTML + CSS, PART I

# Introduction

- A web page is a plain text document written in some markup languages.
- It contains marks, or **tags**, that allow you to:
  - Modify the presentation.
  - Include images and other multimedia items.
  - Create links
  - ...
- Usually displayed in a web browser, who acts as **user-agent** and interprets and presents the document.



# Introduction



Tim Berners-Lee

- “HTML”: HyperText Markup Language
- “Hypertext”: makes it possible to follow information in a **non-sequential** manner through the **links** that the various elements contain.
- It is the most important web page creation language. Its invention led to the appearance, development and expansion of the **WWW**.
- It is the display standard adopted by all the web browsers.

# Introduction

---

- To create a web page, you only need:



Plain text editor




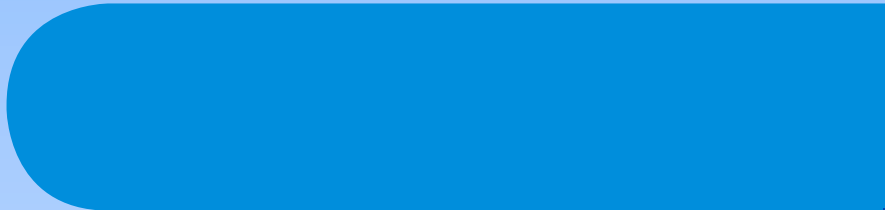
Web browser

- However, you could use more advanced software:  
Visual Studio Code, Adobe Dreamweaver...
- The created file must have a **.html** or **.htm** extension.

# 2. GENERAL CHARACTERISTICS



UNIT 6 HTML + CSS, PART I



# General Characteristics

- In general, elements should have an **opening** and a **closing tag**.
- But some elements can work with the opening tag only. Others do not have a closing tag.
- Empty elements do not require a closing tag.
- Tag names are **reserved words** that the browser interprets.
  - You cannot create your own tag names.
- **Not case-sensitive.**

`<tagName [attributes]>`

...

`<p>another_paragraph</p>`

...

`</tagName>`

*optional*

ELEMENTS



# General Characteristics

- Attributes are optional parameters that **modify the effect** that the elements provoke.
- If used, always in the **opening tag**.
- If the assigned value has spaces, it must be quoted
  - Single or double quotes.
- Else, **quotation marks are optional**

```
<tagName attrib1=value1  
attrib2="value2 has spaces">
```

...

```
</tagName>
```

ATTRIBUTES

# General Characteristics

- We start with stripped **HTML**, no additions.
- HTML allows to have content, style and programming code within.
  - Difficult to maintain and update.
- CSS enables **separation between content and presentation**.



VERSIONS

# General Characteristics



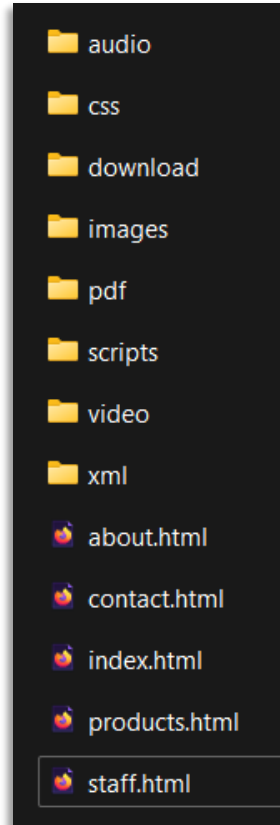
- **Validation** here only refers to syntactic correction.
- W3C has both HTML and CSS validators you can use to check your code.
  - Works with pasted code, uploaded files and online files.
- Green, yellow and red warnings.
- A valid HTML document is a quality HTML document.



# File Organization

ORGANIZATION


- A website can contain a huge amount of **files**.
- It is convenient to organize the project in **folders**:
  - Put HTML documents in the project root folder.
  - Store resources in **separated** folders within the project **attending to their type**: a folder for audio clips, another one for video clips, another one for CSS...
  - If a section of the site is big enough, you can create a folder to store the files related to this **microsite**.
    - It would contain its own audio folder, css folder, ...



# 3. STRUCTURE



UNIT 6 HTML + CSS, PART I

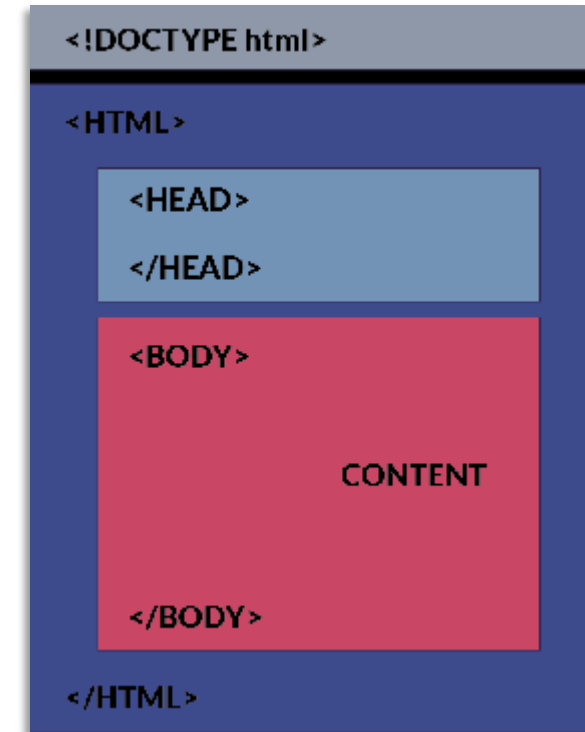


# Structure

- The **first line** in an HTML document identifies it as such.

`<!DOCTYPE html>`

- This line tells the user-agent (web browser) the kind of document it is opening.
- **Not an HTML tag.**



BASICS

# Structure

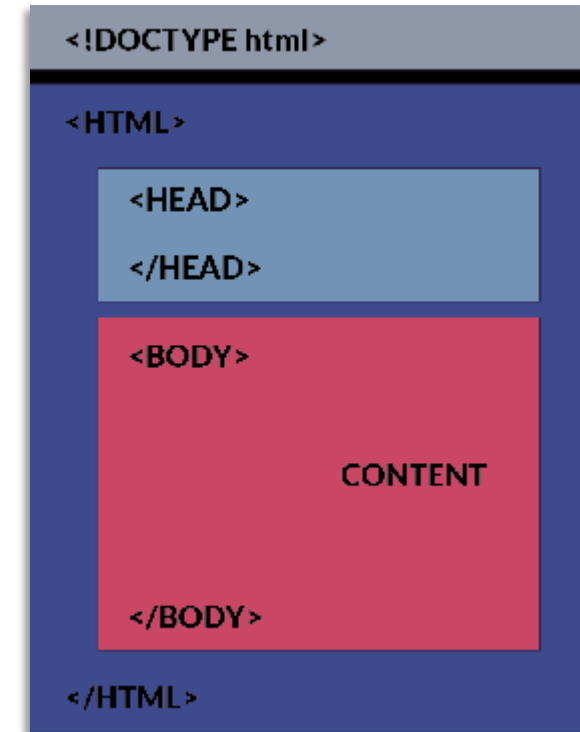
- The rest of the document is wrapped within an `<html>` root element.
- The language of the page can be declared using its `lang` attribute, whose value is a two-letter code from [ISO 639 set 1](#).
- The head and the body of the document are usually found inside this root.

```
<!DOCTYPE html>
<html lang="es">
<head>
    .....
</head>
<body>
    .....
</body>
</html>
```

BASICS

# Structure

- An HTML document consists of a `<head>` and a `<body>`.
  - The `<head>` carries information about the document.
  - The `<body>` carries the content displayed on the page.



BASICS



# Structure

- Within the `<head>` and `</head>` tags you can find:
  - **Metadata** of the document
  - Information tags
  - `<title>` (mandatory)
    - Only element in the `<head>` that is displayed.

```
<!DOCTYPE html>
<html lang="es">
  <head>
    <title> ..... </title>
    .....
  </head>
  <body>
    .....
  </body>
</html>
```

HEAD

# Structure

HEAD

- Metadata
  - `<meta>` tag
    - Many types, various purposes.
    - Example: search engines use them to find related sites.
- Some usual metadata:
  - `<meta charset="UTF-8">`  
Indicates the character set used on the page.
  - `<meta name="description" content="Free Web Tutorial">`  
A description of the page.
  - `<meta name="keywords" content="HTML5, CSS3, XML, JavaScript">`  
Defines key words of the page, useful for search engines.
- `<link>` tag: Used to link style sheets, JavaScript code...  
`<link rel="stylesheet" href="css/styles.css">`

# Structure



- The `<body>` carries all the content displayed on the page.
- It is the bulk of the document's code:
  - Organization
  - Text formatting
  - Images
  - Links
  - ...

```
<!DOCTYPE html>
<html lang="es">
<head>
<title> ..... </title>
.....
</head>
<body>
...
</body>
</html>
```



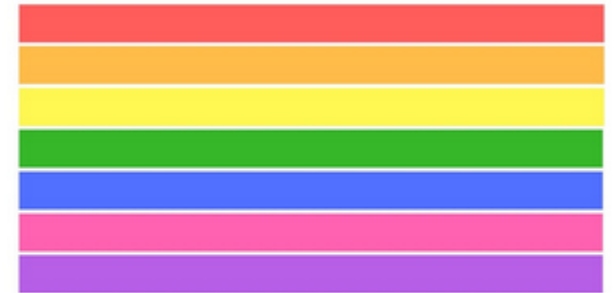
BODY

# Structure

BODY

- In the <body> of an HTML document, two types of elements can be found:
  - **Block** elements:
    - Always start on a new line and cause a line break when closed.
    - Occupy the entire width of their parent.
  - **Inline** elements:
    - Neither start on a new line nor cause a line break when closed.
    - Are used to highlight parts within a block.
- Block elements can contain both block and inline blocks.

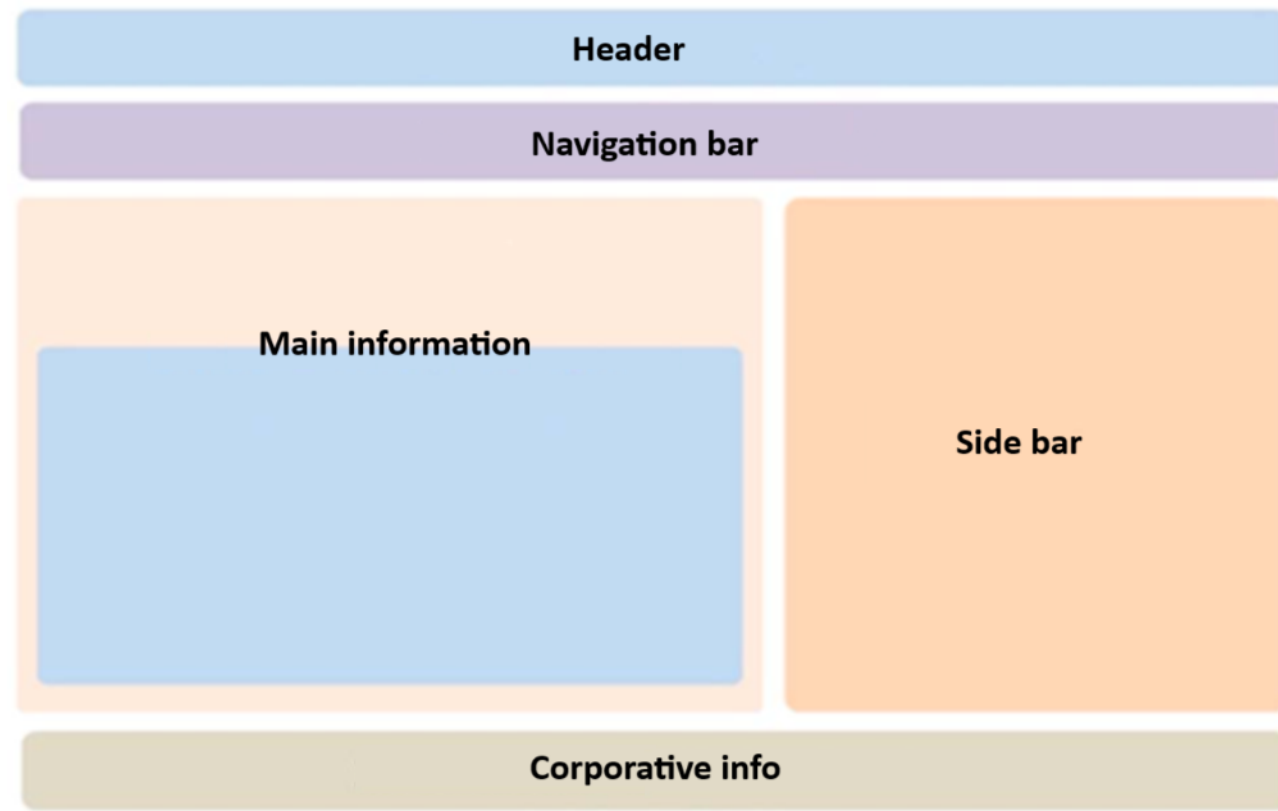
## BLOCK-LEVEL ELEMENTS:



## INLINE ELEMENTS:



# Structure



BODY

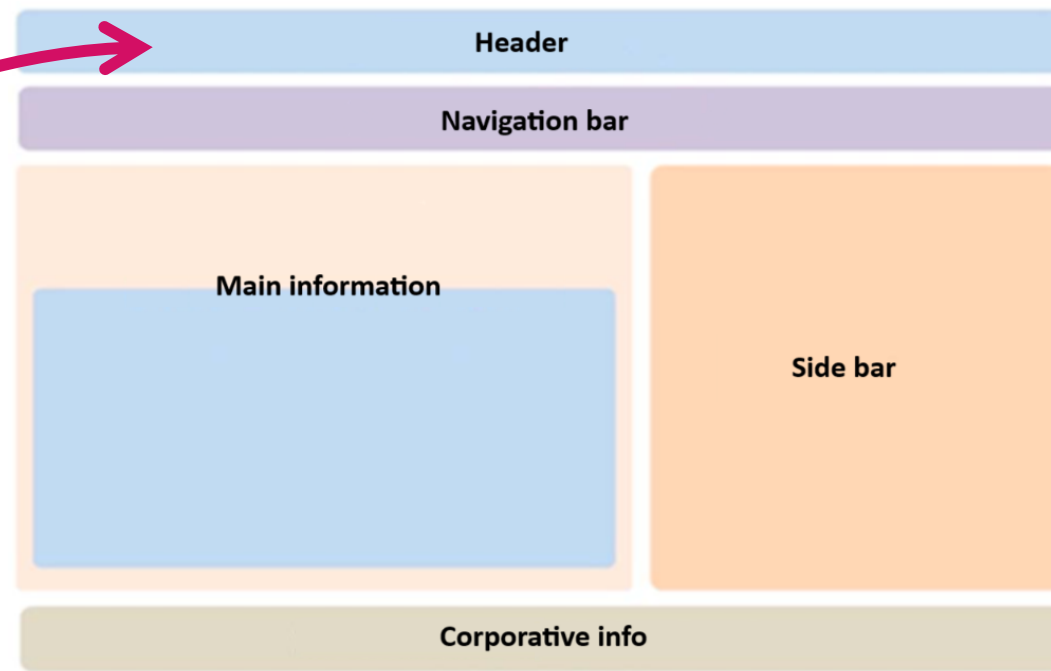
Throughout several practical exercises you will work to achieve web pages with this look.

# Structure

The following items will be displayed in the **header** of the pages:

- Logotype
- Title
- Subtitle(s)
- Brief description

(Not to be mistaken for the <head>)

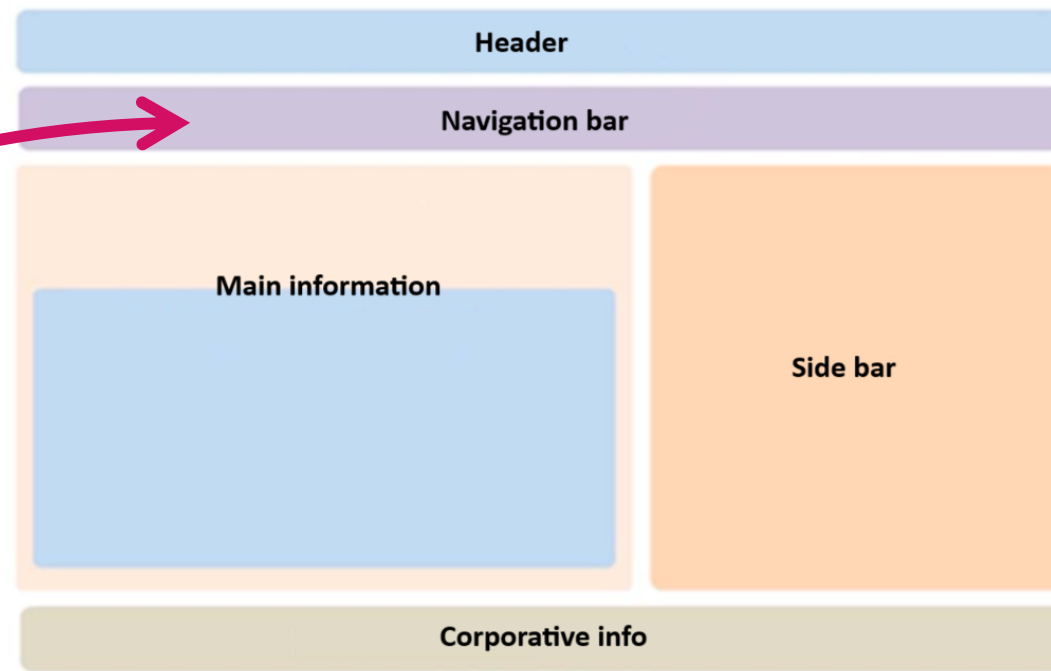


**BODY**

# Structure

In the **navigation bar**:

- Menu or list of links.
- Navigation within the site

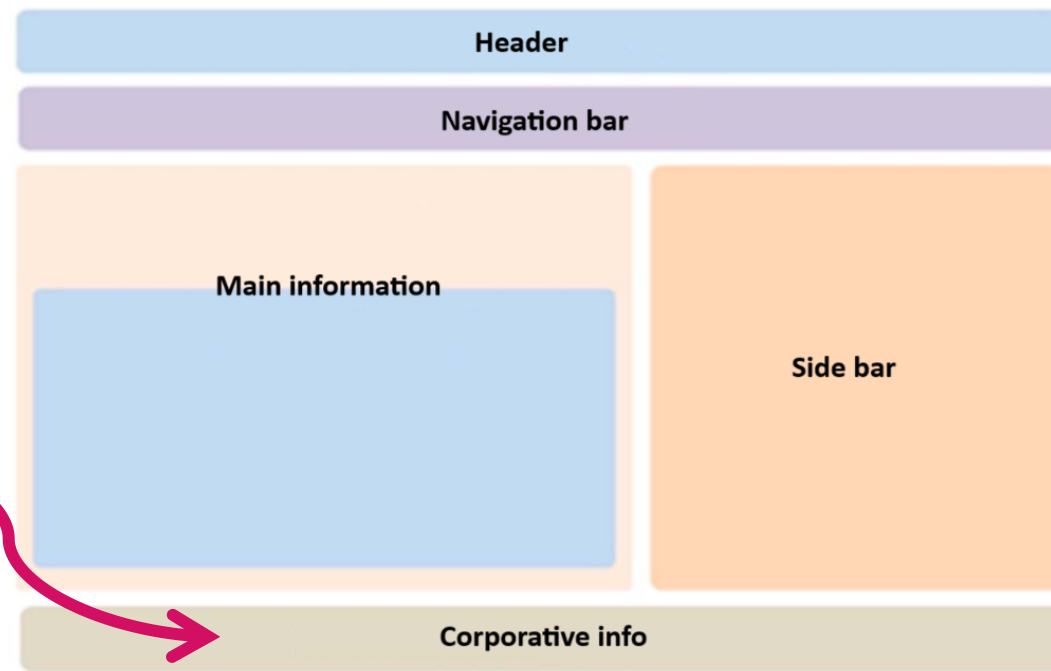


BODY

# Structure

In the **footer**:

- Information about the web site.
- Author or company.
- Links to rules, terms and conditions.



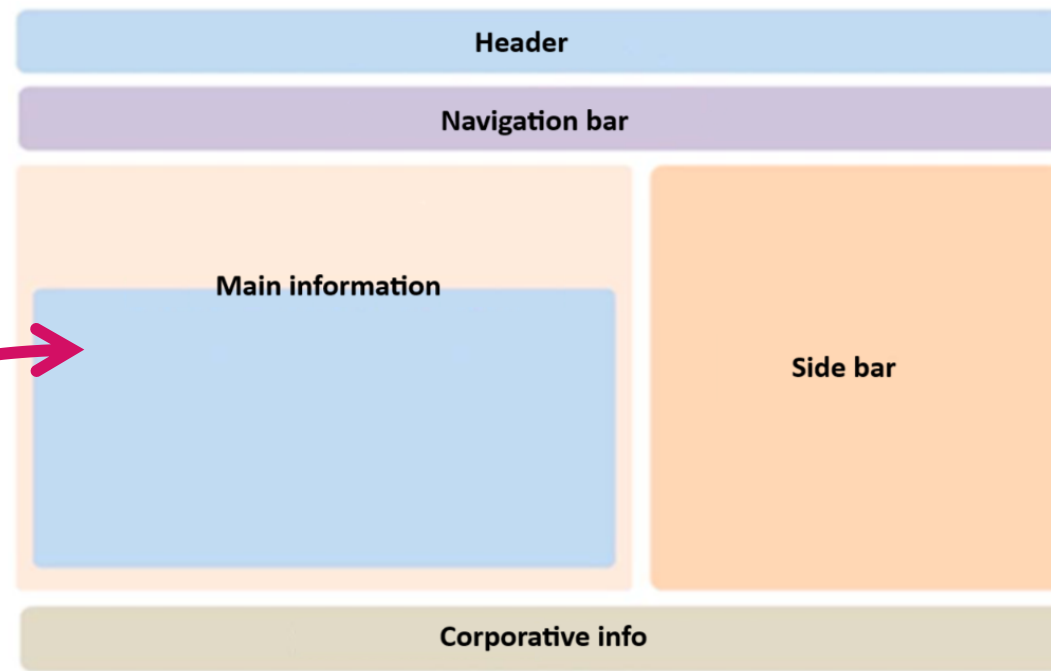
BODY



# Structure

The central area:

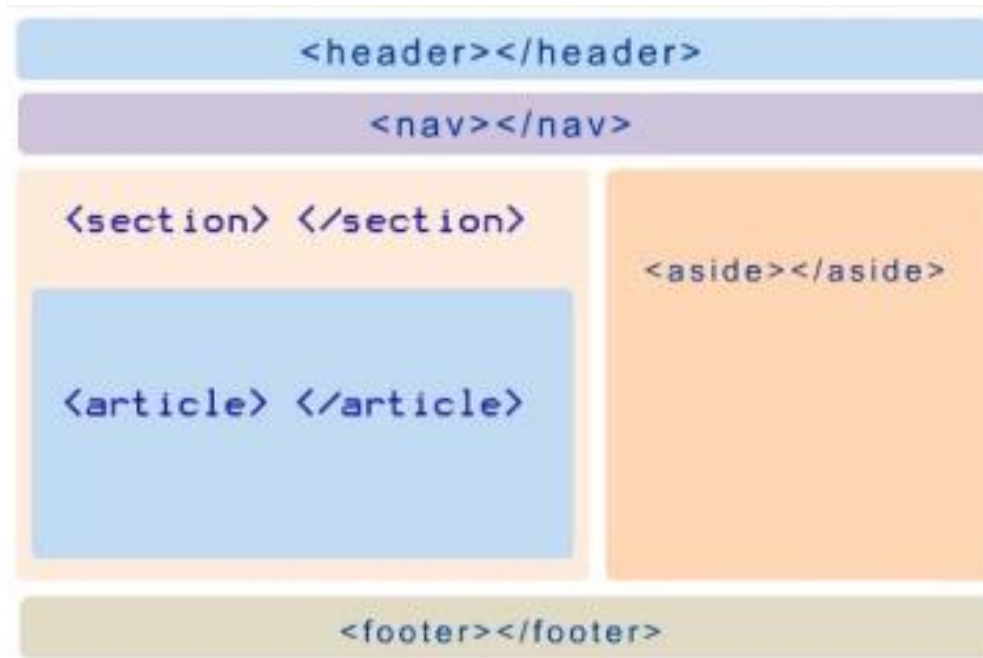
- Is the most relevant block for content.
- Somehow divided into rows and columns.
- Side bar.
- Great flexibility.



BODY

# Structure

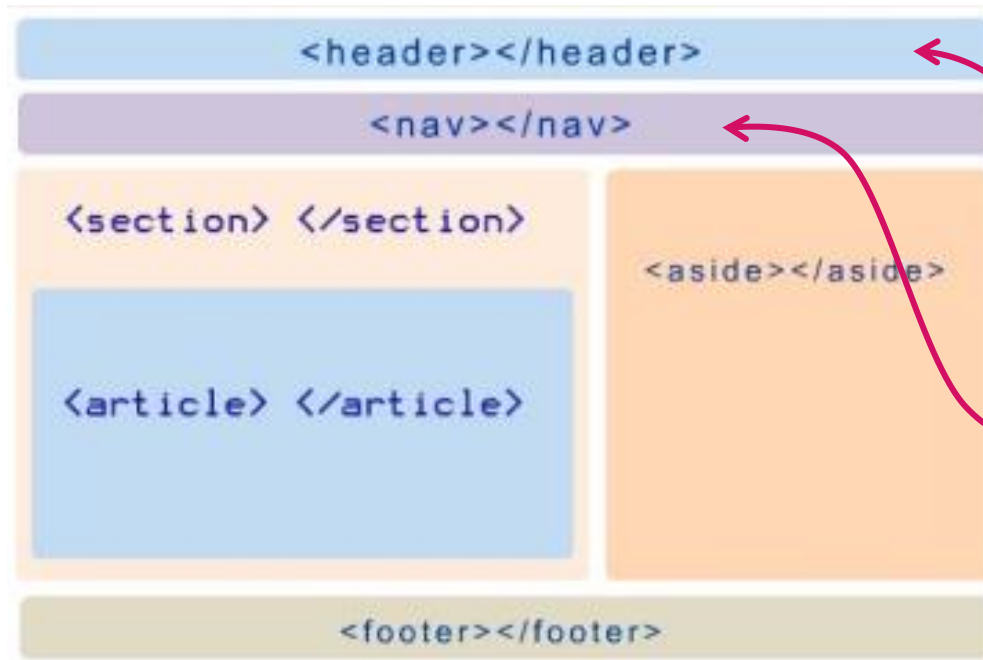
BODY



- Up to HTML4, structuring such a design was complex.
  - Use of **<div>** tags (all-purpose **block element**).
- **New tags introduced in HTML5**
  - Virtually the same as **<div>**, but with meaningful names.

# Structure

BODY



`<header>`

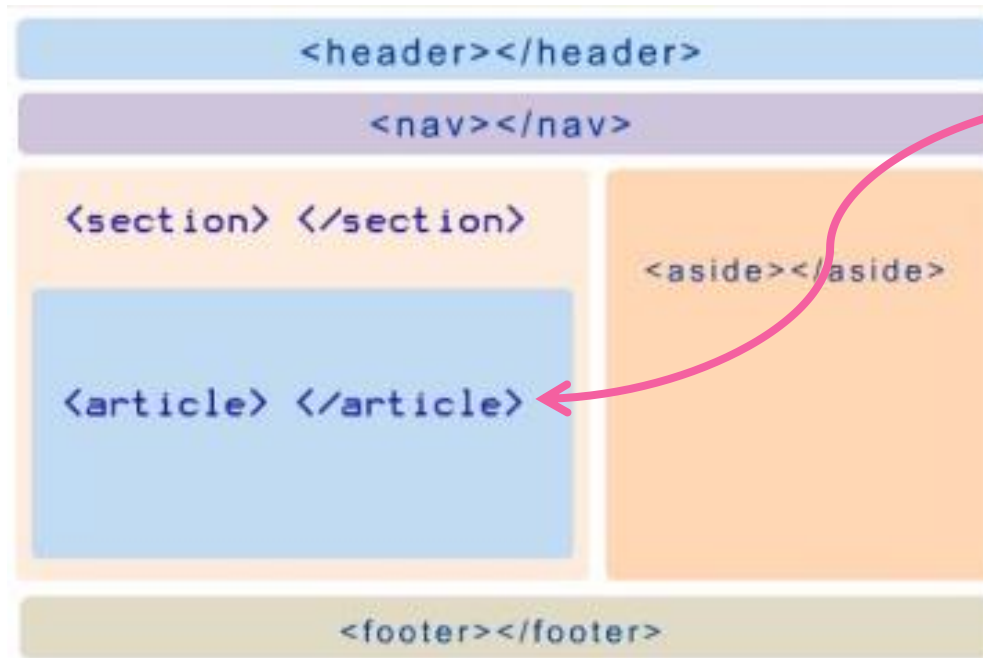
- For introductory items

`<nav>`

- For navigation links within the site

# Structure

BODY

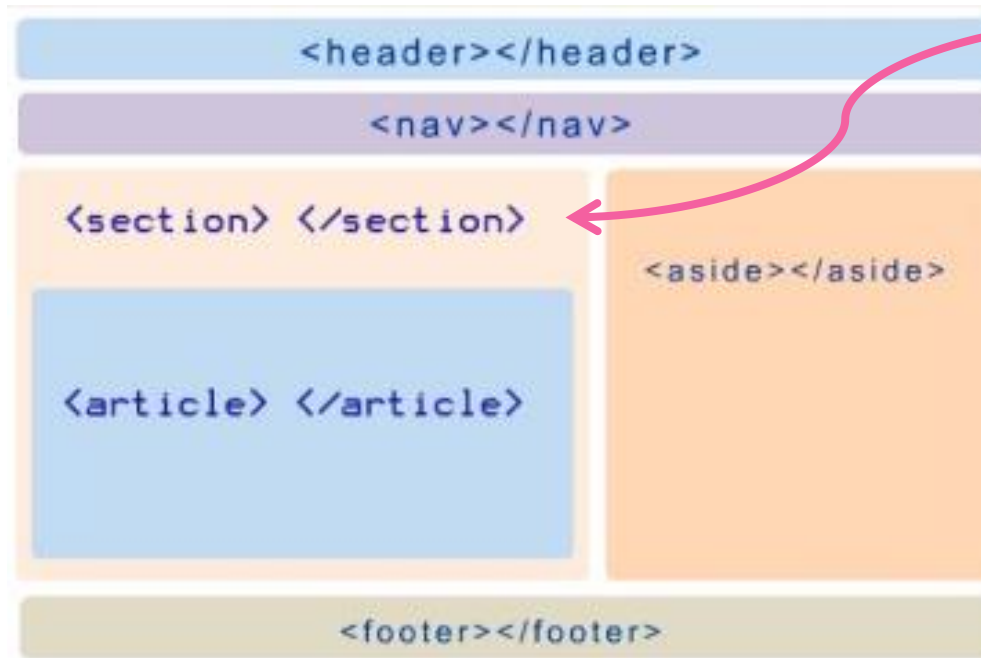


## `<article>`

- Page component that consists of a self-contained composition.
  - Article in a forum
  - Article in a magazine or newspaper
  - Blog entry
  - User comment

# Structure

BODY



## `<section>`

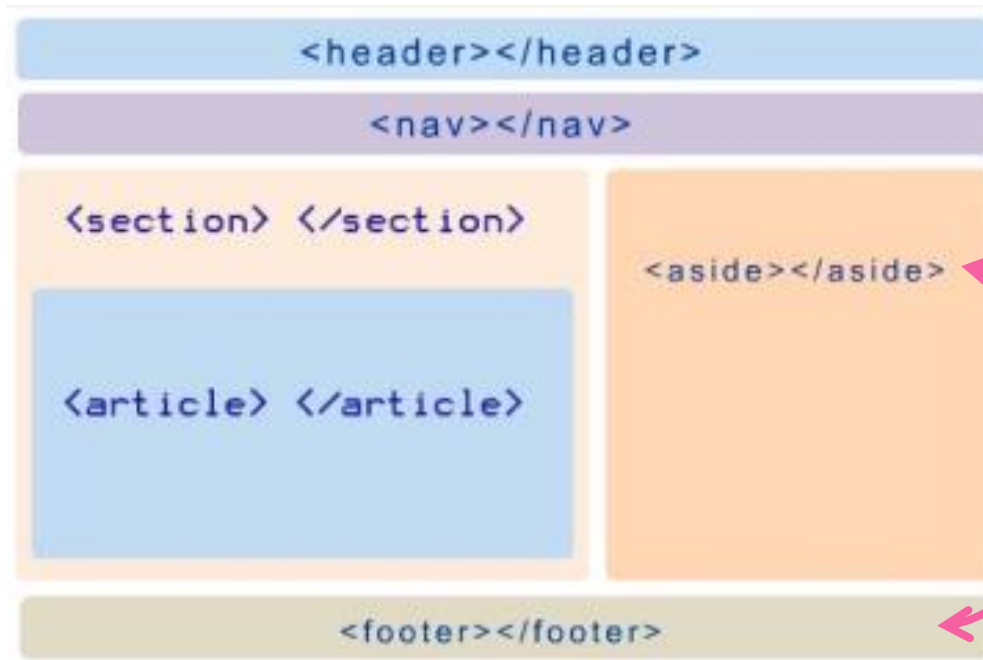
- Represents a section within a document.
  - Like the chapter of a book.
  - Can contain subsections.
  - Used to establish a hierarchy with the content.



It favors SEO  
(search engine optimization).

# Structure

BODY



## `<aside>`

- Section with related content
  - Side bars
  - Advertisement


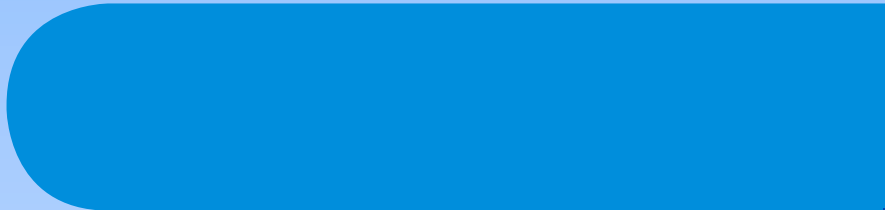
## `<footer>`

- Lower section of the page
  - "About" information
  - Has usually little to do with the content of the page.

# 4. TEXT AND COMMENTS



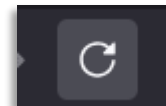
UNIT 6 HTML + CSS, PART I



# Working guidelines

If this is the first time you face HTML, here are some guidelines and advice to practice with the code fragments found in the slides:

- Open your favorite plain text editor and a web browser.
- Write the code or paste it into the editor.
- Save the file using `.html` or `.htm` extension.
- Open the file in the browser to see the result.
- Please remember that an HTML file must have some mandatory tags: `<!DOCTYPE>`, `<html>`, `<head>` and `<body>`.
- If the given code does not have `<html>`, `<head>` or `<body>`, you should write (paste) it within the `<body>` element.
- Do not forget to **save changes** in the file after modifying it.
- You can reload the page in the browser by pressing the refresh button or the **F5** key.






# Text



```
<!DOCTYPE html>
<html lang="es">
<head>
<title> ..... </title>
.....
</head>
<body>
    Hello world
</body>
</html>
```

- To make the browser display some text, just write the text **within the body** of the HTML document.
    - Untagged
- 

# Text

```
<!DOCTYPE html>
<html lang="es">
<head>
<title> ..... </title>
.....
</head>
<body>
    Hello &nbsp;world
</body>
</html>
```

- HTML ignores all white spaces after the first one.
  - That is, if there are more than one space between two words, only one space will be displayed.
- Use the **&nbsp;** entity to forcefully display an extra space.

## CONSIDERATIONS

# Text

```
<!DOCTYPE html>
<html lang="es">
<head>
<title> ..... </title>
.....
</head>
<body>
    Hello<br>world
</body>
</html>
```

- HTML also ignores **line breaks** within the body.
- To force them, use **<br>**
  - Does not have a closing tag.

## CONSIDERATIONS

# Text



- The content of a `<pre>` element is displayed in the web browser **as is**, keeping all white spaces, tabs and line breaks.
  - Uses a monospace font

```
<body>
  <pre>
This      text
          will be displayed with
the tabs, white spaces and
line      breaks right, as is.
  </pre>
</body>
```



```
This      text
          will be displayed with
the tabs, white spaces and
line      breaks right, as is.
```

# Text

- The `<p>` tag defines paragraphs by inserting a special line break.
  - Makes a bigger line break than `<br>`.

*Do you remember character entities from XML?*

*This code is written in one line. Why not?*

```
<body>  
  First line<br>Second line  
  (preceded by &lt;br>)<p>  
  Third line (preceded by  
  &lt;p>)  
</body>
```

First line  
Second line (preceded by `<br>`)  
  
Third line (preceded by `<p>`)

# Text

- We will learn how to modify the typography of a text, the font size, color... later with CSS.
- There are some font formatting tags that are commonly used in HTML:
  - Bold `<b>`
  - Italics `<i>`
  - Underlined `<u>`
  - Subindex `<sub>` and superindex `<sup>`
  - Code `<code>`
- They are *inline* elements.
- They need to be closed to delimit the affected text.

```
<body>  
  <b>bold</b>, <i>italics</i>,  
  <u>underlined</u>, m<sup>2</sup>,  
  DNA<sub>2</sub><br><br>  
  <code>  
    for (int i=0; i<3; i++) {<br>  
      System.out.println("Hello  
world");<br>  
    }  
  </code>  
</body>
```



**bold**, *italics*, underlined, m<sup>2</sup>, DNA<sub>2</sub>

```
for (int i=0; i<3; i++) {  
  System.out.println("Hello world");  
}
```

# Text

- There are some default styles for section **titles**.
  - Up to six hierarchical levels.
  - The actual style depends on the web browser.
- Elements `<h1>`, `<h2>`, `<h3>`, `<h4>`, `<h5>` and `<h6>`
  - `<h1>` has the biggest size and should be reserved for the page title.
  - The rest have a decreasing size order.

```
<body>  
  <h1>Level 1 title</h1>  
  <h2>Level 2 title</h2>  
  <h3>Level 3 title</h3>  
  <h4>Level 4 title</h4>  
  <h5>Level 5 title</h5>  
  <h6>Level 6 title</h6>  
  Regular text  
</body>
```

**Level 1 title**

**Level 2 title**

**Level 3 title**

**Level 4 title**

**Level 5 title**

**Level 6 title**

Regular text

# Text

- HTML has some forbidden characters because its tags use them.



- **HTML entities** must be used instead, if required.
  - Entities begin with **&** and end with semicolon **;**
  - Entity names and entity numbers.
    - Numbers correspond to Unicode characters and can be both decimal or hexadecimal.
  - **Decimal** entity numbers are preceded by **#**
  - **Hexadecimal** entity numbers are preceded by **#x**
- Example: the less-than character (**<**) can be escaped with:
  - **&lt;**
  - **&#60;**
  - **&#x3c;**

*See the full list*





# Text



- In the past, characters not included in the English alphabet caused display problems in browsers.
- Nowadays, these problems are inexistent when the `<head>` includes this `<meta>` tag:

```
<meta charset="UTF-8">
```

# Comments



- Useful for:
  - Including warnings and notes within the code.
  - Delimiting start and end of code sections.
  - *Hiding* code from the user-agent.
  - ...
- **Comments are not displayed on screen.**
  - But are kept with the code (*watch out for sensible info*)
- Cannot be nested
- Can have multiple lines
- Can be found both in <head> and <body>

`<!-- THIS IS A COMMENT -->`



# Text

---

## PRACTICAL EXERCISE 6.1

# 5. CSS SELECTORS



UNIT 6 HTML + CSS, PART I



# CSS Selectors



- "Stylesheet": set of style **rules** that tell the browser **how to display** the document.
- CSS (*Cascading StyleSheets*): markup language composed of display **rules** (**selectors** and **declarations**).

# CSS Selectors

CSS rule = **Selector** + **declaration**

- Selector: selects **which HTML elements** the rule applies to.
- Style or declaration:
  - Specifies the **styles** applied to the selector.
  - Contains one or more CSS properties.



# CSS Selectors

## Rule syntax:

```
selector {property: value;}
```

- **Property**: allows modification of one of the selector's features.
- **Value**: states the new value for that feature

```
font-size: 1.2em; line-height: 1.2em;
padding: 0 0 0 0;
font-weight: bold;
}
/* begin: seaside-theme */

body {
background-color:white;
color:black;
font-family:Arial,sans-serif;
margin: 0 4px 0 0;
border: 12px solid black;
}
```

# CSS Selectors

- CSS code is usually written in **.css files**, separated from the HTML code.
- CSS files do not require any prologue; just the rules.
- The HTML code must link to the CSS file for the styles to apply.
  - **<link>** tag

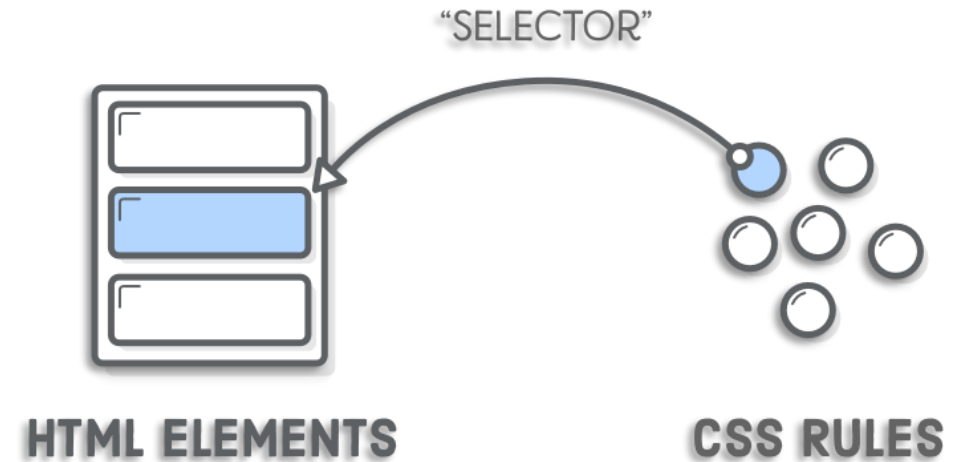
```
<!DOCTYPE HTML>
<HTML lang="es">
  <HEAD>
    <meta charset="UTF-8">
    <title>CSS TEST</title>
    <link rel="stylesheet" href="css/styles.css">
  </HEAD>
  <BODY> ... </BODY>
</HTML>
```



# CSS Selectors

## Selectors: basic types

- Universal
- Element
- Combinator
- Class
- Identifier



SELECTORS

# CSS Selectors

```
*{  
  margin:0;  
  padding:0;  
}
```

- **Universal** selector:
  - Asterisk.
  - Selects all the elements on the page.

SELECTORS

# CSS Selectors

```
h1, h2, h4 {  
  font-size: 12em;  
  color: #093;  
}
```

- **Element** selector:
  - Selects all elements with **matching tag**.
  - The same rule can be applied to different elements.
    - Separated by **commas** in the selector

SELECTORS

# CSS Selectors

```
p span {  
  font-weight: bold;  
}
```

*This fragment means:  
"To every <span> element  
descending from a <p> element,  
apply bold font style."*

- **Combinator selector:**
  - There are several subtypes.
  - You will learn now the descendant subtype, and the rest later on.
- **Descendant combinator selector:**
  - Selects **elements contained within other elements**.
    - Any level of ancestry (not just parent-child).
  - Could be a longer descendant chain.

SELECTORS

# CSS Selectors



## Class selector:

- Very frequently used.
- Allows to select **every element on the page with a matching class attribute**.
- The selector consists of a **dot** and the name of the desired class attribute.
- Can be combined with other selectors.
  
- The value of the **class** attribute can be shared by **multiple elements** in the document.

# CSS Selectors

SELECTORS

```
<BODY>
  <p>First paragraph</p>
  <p class="special">Second paragraph</p>
  <p>Third paragraph</p>
</BODY>
```

*HTML code*

```
.special {
  color:red;
}
```

*CSS code*

First paragraph

Second paragraph

Third paragraph

# CSS Selectors

SELECTORS

```
<BODY>  
  <h1 class="special">PAGE TITLE</h1>  
  <p>First paragraph</p>  
  <p class="special">Second paragraph</p>  
  <p>Third paragraph</p>  
</BODY>
```

*HTML code*

```
.special {  
  color:red;  
}
```

*CSS code*

**PAGE TITLE**

First paragraph

Second paragraph

Third paragraph

# CSS Selectors

SELECTORS

```
<BODY>
  <h1 class="special">PAGE TITLE</h1>
  <p>First paragraph</p>
  <p class="special">Second paragraph</p>
  <p>Third paragraph</p>
</BODY>
```

*HTML code*

```
p.special {
  color:red;
}
```

*CSS code*

*This fragment means:  
"To every 'special' class  
<p> element, apply red  
font color."*

## PAGE TITLE

First paragraph

Second paragraph

Third paragraph



# CSS Selectors



## Identifier selector.

- Very frequently used.
- Allows to select elements **by the value of its id** attribute.
- The selector consists of a **hash (#)** and the value of the desired id attribute.
- Can be combined with other selectors.
  
- The value of the **id** attribute must be **unique** within the document.

# CSS Selectors

SELECTORS

```
<BODY>
  <h1 class="special">PAGE TITLE</h1>
  <p>First paragraph</p>
  <p id="special">Second paragraph</p>
  <p>Third paragraph</p>
</BODY>
```

*HTML code*

```
#special{
  color:red;
}
```

*CSS code*

## PAGE TITLE

First paragraph

Second paragraph

Third paragraph

# CSS Selectors

SELECTORS

## Selector combination

- Multiple selectors, even of different types, can be combined to **restrict the scope**.

```
.important .special { color: red; }
```

Means *"special" class elements within "important" class elements*.

```
div.important span.special { color: red; }
```

Means *"special" class <span> elements within "important" class <div> elements*.

# CSS Selectors

## Combinator selector: advanced types

- Child combinator
  - Next-sibling combinator
  - Subsequent-siblings combinator
  - Attribute combinator
- 
- Note: incompatible with very old browsers



SELECTORS

# CSS Selectors

## SELECTORS

**Child** combinator selector (>):

- The rule only applies to **direct children**.

```
<BODY>
<div>
  <p>Paragraph in the div.</p>
  <section>
    <p>Paragraph in the section in the div.</p>
  </section>
  <p>Paragraph in the div.</p>
</div>
</BODY>
```

*HTML code*

```
div > p {
  color:red;
}
```

*CSS code*

Paragraph in the div.

Paragraph in the section in the div.

Paragraph in the div.

# CSS Selectors

SELECTORS

**Next-sibling** combinator selector (+):

- The rule only applies to **the next sibling** (the next element with the same parent, declared below, **adjacent**).

```
<BODY>
  <h1>PAGE TITLE</h1>
  <p>First paragraph.</p>
  <p>Second paragraph.</p>
  <p>Third paragraph.</p>
</BODY>
```

*HTML code*

```
h1 + p {
  color:red;
}
```

*CSS code*

## PAGE TITLE

First paragraph.

Second paragraph.

Third paragraph.

# CSS Selectors

Press **AltGr + 4** on your keyboard to type this tilde.

SELECTORS

## Subsequent-siblings combinator selector (~):

- The rule applies to **all the subsequent siblings** (elements with the same parent, declared below).

```
<BODY>
<ul>
  <li>The Secret of Monkey Island</li>
  <li>Monkey Island 2: LeChuck's Revenge</li>
  <li id="mi3">The Curse of Monkey Island</li>
  <li>Escape from Monkey Island</li>
  <li>Tales from Monkey Island</li>
  <li>Return to Monkey Island</li>
</ul>
</BODY>
```

HTML code

```
#mi3 ~ li {
  background: gold;
  color: maroon;
}
```

CSS code

- The Secret of Monkey Island
- Monkey Island 2: LeChuck's Revenge
- The Curse of Monkey Island
- Escape from Monkey Island
- Tales from Monkey Island
- Return to Monkey Island

# CSS Selectors

## Attribute combinator selector ([ ]):

- Allows to select elements **based on their attributes** and, optionally, **the values they take**.
- The name of the attribute is written in **square brackets**.
- Relational operators can be used to specify attribute values:
  - **=** means "equals"
  - **~=** means "any of its values equals"
  - **^=** means "begins with"
  - **\$=** means "ends with"
  - **\*=** means "contains"



# CSS Selectors

SELECTORS

```
<BODY>
  <h1 class="potato">PAGE TITLE</h1>
  <p>First paragraph.</p>
  <p class="potato">Second paragraph.</p>
  <p class="onion">Third paragraph.</p>
</BODY>
```

*HTML code*

```
[class] {
  background: black;
  color: white;
}
```

*CSS code*

**PAGE TITLE**

First paragraph.

Second paragraph.

Third paragraph.

```
p[class] {
  background: black;
  color: white;
}
```

*CSS code*

**PAGE TITLE**

First paragraph.

Second paragraph.

Third paragraph.

# CSS Selectors

## SELECTORS

```
<BODY>
  <h1 class="potato">PAGE TITLE</h1>
  <p>First paragraph.</p>
  <p class="potato">Second paragraph.</p>
  <p class="onion">Third paragraph.</p>
</BODY>
```

*HTML code*

**PAGE TITLE**

First paragraph.

**Second paragraph.**

Third paragraph.

*This selector is equivalent  
to .potato  
The attribute combinator is  
more useful when used with  
attributes other than  
class and id*

```
[class="potato"] {
  background: black;
  color: white;
}
```

*CSS code*

*Quotation marks  
are optional*

# CSS Selectors

SELECTORS

```
<BODY>
  <h1 class="potato">PAGE TITLE</h1>
  <p>First paragraph.</p>
  <p class="potato, broccoli">Second paragraph.</p>
  <p class="onion">Third paragraph.</p>
</BODY>
```

HTML code

Try this example again but replacing '~=' for '=': none of the elements would get the style applied.

```
[class~="broccoli"] {
  background: black;
  color: white;
}
```

CSS code

## PAGE TITLE

First paragraph.

Second paragraph.

Third paragraph.

# 6. COLORS

UNIT 6 HTML + CSS, PART I



# Colors

- Colors are essential on any web page.
  - They are applied to background, elements, text...
- "Additive Color Synthesis": getting color by projecting light of three basic colors (red, green and blue) → RGB
- Using 8 bits to code the intensity of each color:
$$2^8 = 256 \text{ levels}$$
- Possible RGB combinations:
$$256 \times 256 \times 256 = 16777216 \text{ colors}$$



*Commonly referred to as "16 million colors"*



# Colors

## Hexadecimal encoding

- Two HEX digits are needed to encode 8 bits
  - Two for **red**, two for **green**, two for **blue** → 6 HEX
- Pure red: #FF0000
- Pure green: #00FF00
- Pure blue: #0000FF
- Other colors: #RRGGBB combinations
  - Black: #000000
  - White: #FFFFFF
- Two more tailing HEX digits can be used to indicate transparency / opacity (**alpha**) → #RRGGBBAA
  - Values between 00 (transparent) and FF (opaque)





*When alpha is omitted,  
it is opaque by default.*

# Colors

## Aliases:

- 16 color aliases were introduced in HTML version 3.2.
- The list was later expanded to several dozens.
- Full CSS Color list



Color	Nombre	Código RGB	Color	Nombre	Código RGB
	blue	#0000FF		navy	#000080
	fuchsia	#FF00FF		purple	#800080
	red	#FF0000		maroon	#800000
	yellow	#FFFF00		olive	#808000
	lime	#00FF00		green	#008000
	aqua	#00FFFF		teal	#008080
	gray	#808080		black	#000000
	white	#FFFFFF		silver	#C0C0C0

# Colors

## Decimal RGB/RGBA encoding:

- To use decimal color values, `rgb()` function must be used.
  - `rgba()` to also include alpha.

```
rgb(redValue, greenValue, blueValue)
```

```
rgba(redValue, greenValue, blueValue, alphaValue)
```

- Color values, between `[0, 255]` or `[0%, 100%]`
- Alpha value, between `0.0` (transparent) and `1.0` (opaque).





# Colors

## HSL/HSLA encoding:

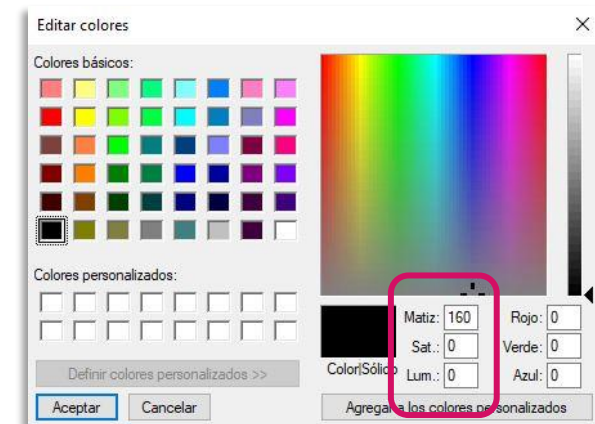
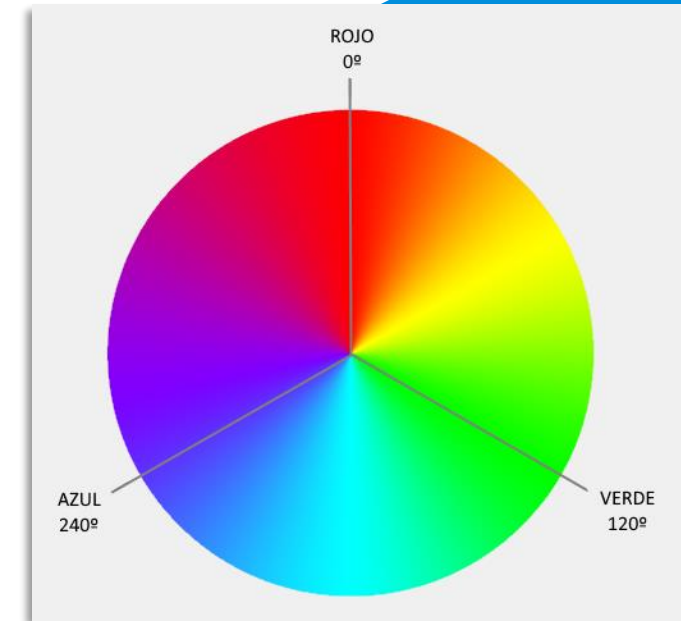
- Alternative form to express colors. Two functions serve this purpose:

`hsl(hueAngle, satPercent, lightPercent)`

`hsla(hueAngle, satPercent, lightPercent, alphaValue)`

- Hue:** angle in the wheel
  - 0 = rojo; 120 = green; 240 = blue
- Saturation:** % of purity or vividness
  - 0% = grey, 100% = pure color
- Lightness:** % of clarity
  - 0% = black; 100% = white
- Alpha:** transparency / opacity
  - Values between [0.0, 1.0]

HSL Calculator



# Colors

```
<BODY>
<ul>
  <li id=love1>I love oranges</li>
  <li id=love2>I love carrots</li>
  <li id=love3>I love pumpkins</li>
  <li id=love4>I love persimmons</li>
</ul>
</BODY>
```

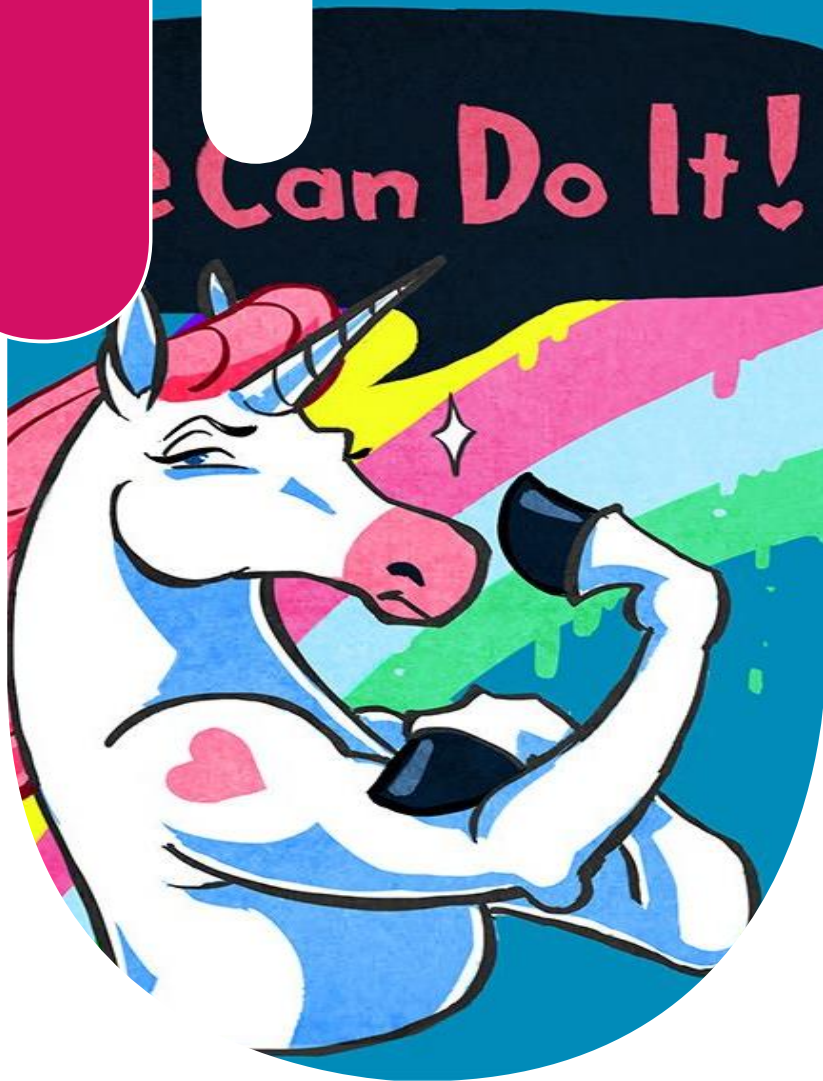
*HTML code*

- I love oranges
- I love carrots
- I love pumpkins
- I love persimmons

```
#love1 {
  background: orange;
}
#love2 {
  background: #ffa500;
}
#love3 {
  background: rgb(255, 165, 0);
}
#love4 {
  background: hsl(39, 100%, 50%);
}
```

*CSS code*

Color picker 



# Colors

## PRACTICAL EXERCISE 6.2

# 7. LISTS

UNIT 6 HTML + CSS, PART I



- ATH LIST FIVE
- ① O-REN ISHII  
COTTON-MOUTH
  - ② VERNITA GREEN  
COPPER HEAD
  - ③ BUDD  
SIDE WINDER
  - ④ ELIE DRIVER  
CALIFORNIA MOUNTAIN SNAKE
  - ⑤ BILL

# Lists

There are **three types** of lists in HTML:

- Unordered
- Ordered
- Definition

# Lists

UNORDERED

```
<BODY>
<h3><span>Unordered</span> lists</h3>
<ul>
  <li>The <span>order</span> of its items is <span>not important</span>.</li>
  <li><span><ul></ul></span> and <span></ul></span> delimit the list.</li>
  <li><span><li></li></span> and <span></li></span> delimit each list item.</li>
  <li>Can be nested</li>
  <ul>
    <li>Even within ordered lists</li>
    <li>And vice versa</li>
  </ul>
</ul>
</BODY>
```

*HTML code*

## Unordered lists

- The **order** of its items is **not important**.
- `<ul>` and `</ul>` delimit the list.
- `<li>` and `</li>` delimit each list item.
- Can be nested
  - Even within ordered lists
  - And vice versa

# Lists

UNORDERED

Browsers display this list **indented** and **bulleted** by default.

- Can be modified using the **type** attribute
  - For the whole list
  - For some items
- The values type can take are:
  - disc (*default*)
  - circle
  - square
- We will rather use CSS for this.

```
<BODY>
<ul type=square>
  <li>Joffrey</li>
  <li type=disc>Cersei</li>
  <li type=disc>The Tickler</li>
  <li type=disc>Polliver</li>
  <li>Ser Amory Lorch</li>
  <li>Walder Frey</li>
  <li>Meryn Trant</li>
  <li>Tywin Lannister</li>
  <li type=disc>The Red Woman</li>
  <li>Beric Dondarrion</li>
  <li>Thoros of Myr</li>
  <li>Ser Ilyn Payne</li>
  <li>The Mountain</li>
  <li>The Hound</li>
</ul>
</BODY>
```

HTML code

- Joffrey
- Cersei
- The Tickler
- Polliver
- Ser Amory Lorch
- Walder Frey
- Meryn Trant
- Tywin Lannister
- The Red Woman
- Beric Dondarrion
- Thoros of Myr
- Ser Ilyn Payne
- The Mountain
- The Hound

# Lists

ORDERED

## Ordered lists

- Items **order is important**, which are **numbered**.
- `<ol>` and `</ol>` delimit the list.
- `<li>` and `</li>` delimit each item.
- They can be nested...

Browsers display this list **indented** and using **Arabic numerals** by default.

- Can be modified using the **type** attribute
  - For the whole list
  - For some items
- The values type can take are:
  - 1: Arabic numerals (*default*)
  - a: lowercase letters
  - A: uppercase letters
  - i: lowercase Roman numerals
  - I: uppercase Roman numerals
- The **start** attribute is used to set the start value.
- We will rather use CSS for this.



# Lists

ORDERED

```
<h4>Unit content:</h4>
<ol>
  <li>Word</li>
  <li>Excel</li>
  <ol start=4>
    <li type=i>Formulas</li>
    <li type=a>Charts</li>
  </ol>
  <li>Access</li>
  <ol type=A>
    <li>Tables</li>
    <li>Forms</li>
    <li>Reports</li>
  </ol>
</ol>
```

*HTML code*

## Unit content:

1. Word
2. Excel
  - iv. Formulas
  - e. Charts
3. Access
  - A. Tables
  - B. Forms
  - C. Reports

# Lists

## DEFINITION

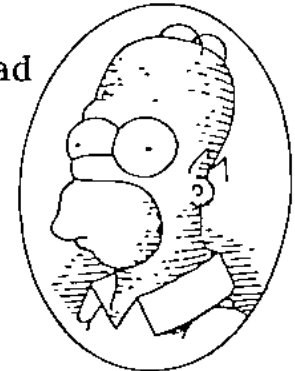
### Definition lists:

- Sets of terms and definitions.
    - Like a dictionary
  - `<dl>` and `</dl>` delimit the list.
  - `<dt>` and `</dt>` delimit each term.
  - `<dd>` and `</dd>` delimit each definition.
- 
- Browsers display this list with just the **definitions indented**.

#### Homer

*\noun\*

1. American bonehead
2. **Pull a Homer**—  
to succeed despite  
idiocy



HOMER SIMPSON

#### Homogeneous *\adj\*

1. Like in nature

A  
H  
1.  
st  
ac  
2.  
H  
A

# Lists

## DEFINITION

```
<dl>
  <dt>Coffee</dt>
  <dd>A beverage made by infusing the beans of
the coffee plant in hot water.</dd>
  <dt>Tea</dt>
  <dd>A drink made by infusing the dried leaves
or buds of the tea plant in hot water.</dd>
</dl>
```

*HTML code*



### Coffee

A beverage made by infusing the beans of the coffee plant in hot water.


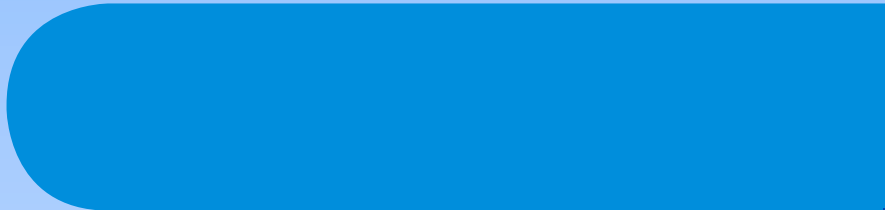
### Tea

A drink made by infusing the dried leaves or buds of the tea plant in hot water.

# 8. LINKS AND REDIRECTION

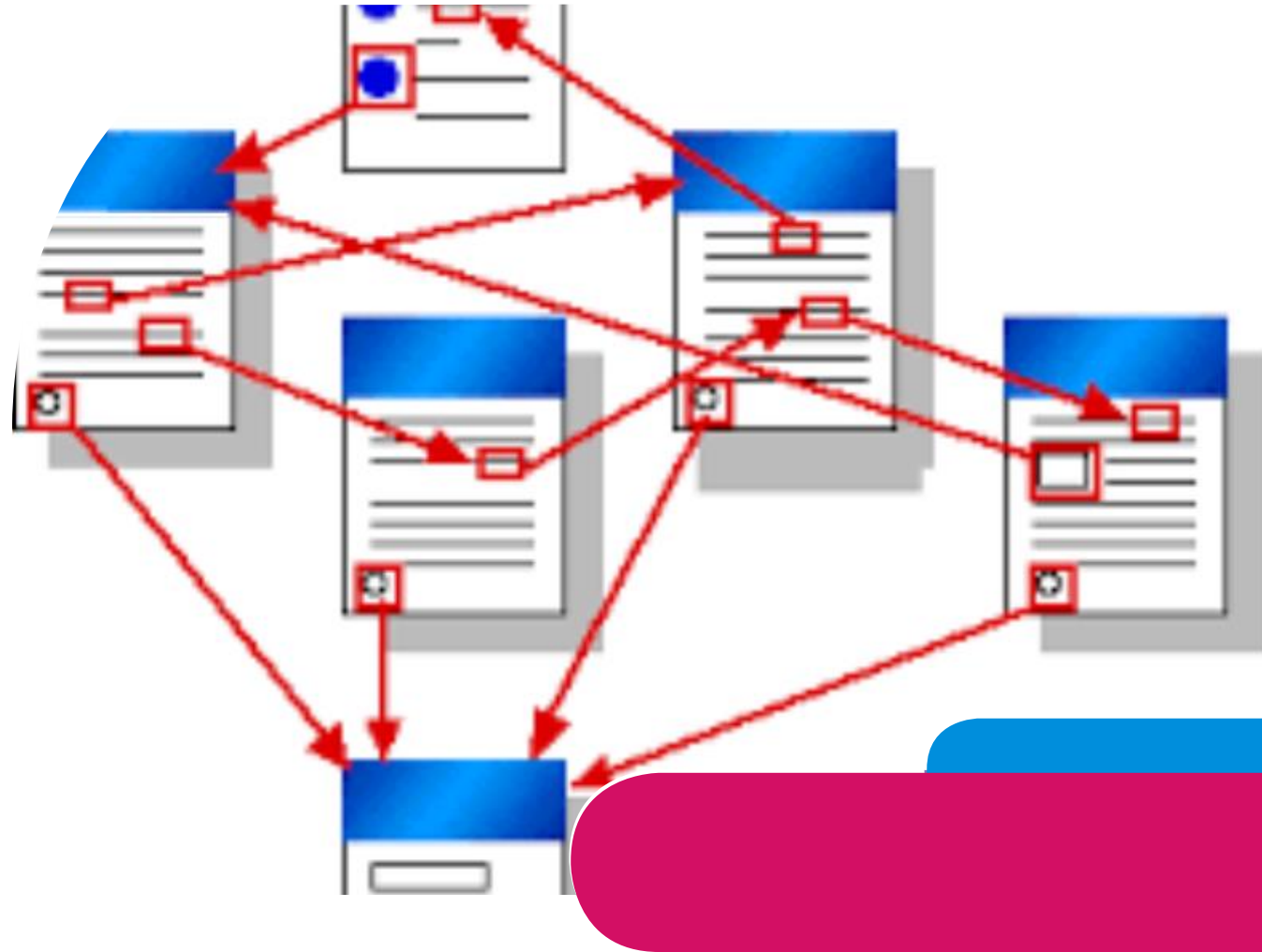


UNIT 6 HTML + CSS, PART I



# Links

- “*Hypertext*”: the information can be followed in a **non-sequential** manner through the **links** that the various elements don.
- HTML documents connect their content **with other pages** using **references** in the form of links.
- Links allow you to navigate through **one site** or can take you to **other sites**.



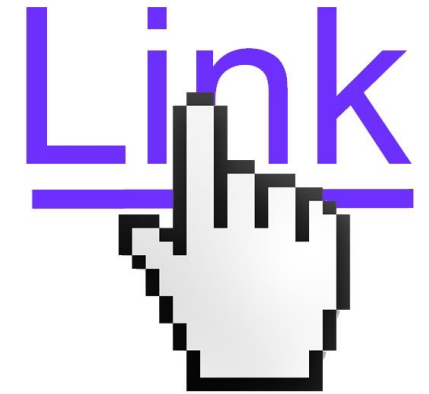
# Links

*Uniform Resource Identifier:  
the path to follow to reach  
a resource*

- To create a link, the `<a>` element is needed:

```
<a href="target_URI">CONTENT</a>
```

- `<a>` is an **inline** element
  - The `CONTENT` can be text, an image, a video clip...
- The value the `href` attribute takes is the **destination**.
  - It could be a folder, a page or any file; local or remote.
    - If folder, how browsers behave depends on the server configuration (open some file, allow or deny accessing and listing).
- Include `target="_blank"` in the opening tag to open the link in a **new tab**.



# Links

- **URL** (*Uniform Resource Locator*): "Internet address", path to a remote resource (outside the local computer).
- As with local paths to resources, URLs can be:
  - **Absolute**: the name of the server and the full path to the resource are included.
  - **Relative**: the name of the server and, occasionally, the full path to the resource are omitted.

```
<body>
  <a href="https://portal.edu.gva.es/iesserpis/">Link to folder: server
  configured to open some HTML file</a>
  <br>
  <a href="about.html" target=_blank>Link to file; relative URL; new tab</a>
</body>
```

HTML code

# Links



---

URLs do not directly accept **reserved characters** (*blank space, line break, braces, spellings not contained in the English alphabet...*).

- The **names of your documents and resources** should **never use these characters** to avoid the problem.
- If there is no other choice, they can be escaped as **%XX**
  - XX is the **hexadecimal ASCII code** of the troublesome character.
  - Example: %20 is the blank space.

`http://www.ejemplo.com/ruta/pagina inicio.html`

`http://www.ejemplo.com/ruta/pagina%20inicio.html`

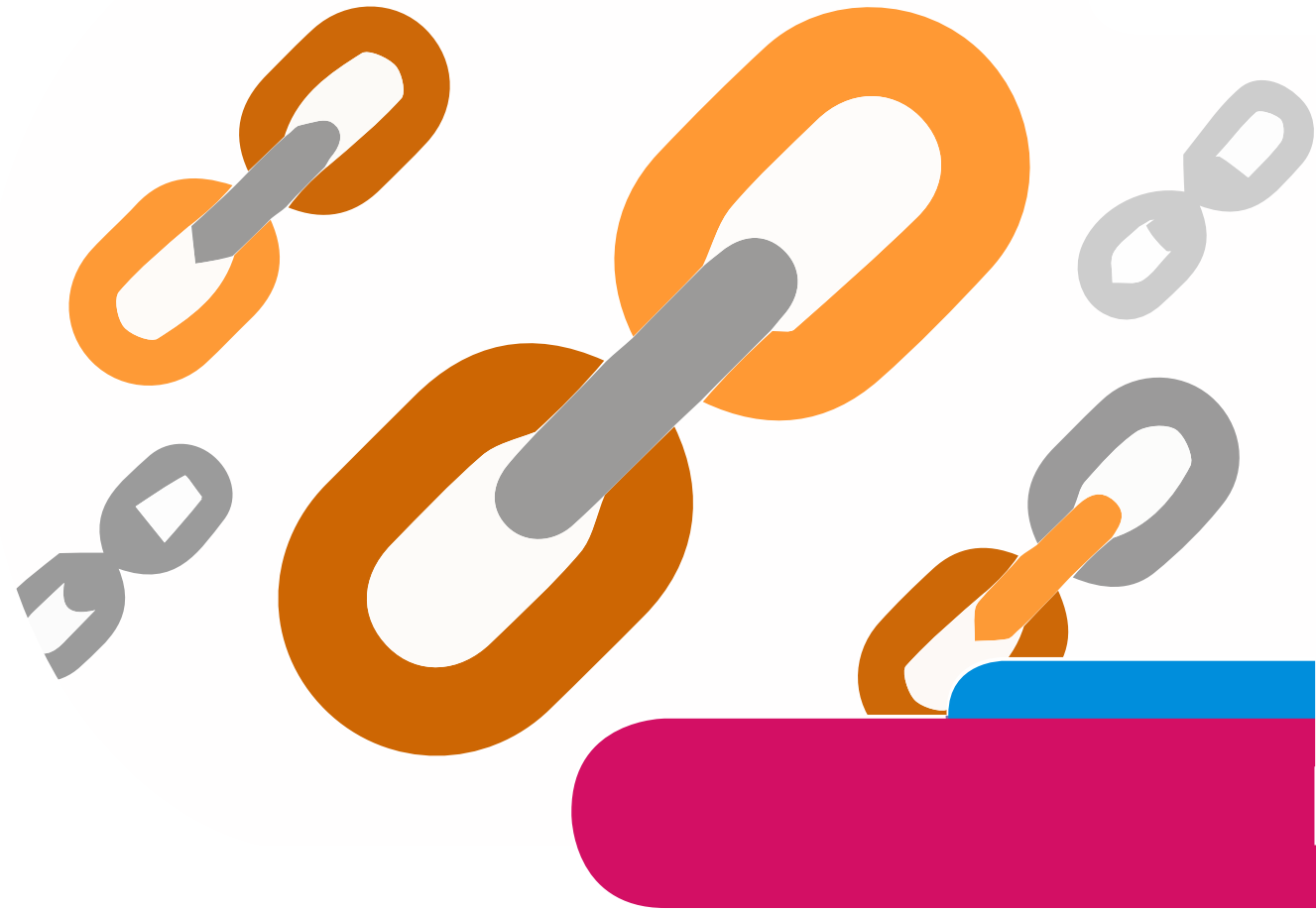


# Links

---

Classification according to destination:

- Internal links
- Local links
- Remote links
- Mail links
- File links



# Links

## Internal links

- Take the user to a bookmark **on the same page**.
  - Useful in large pages.
- **Bookmarks** (AKA *anchors*) must be placed first.
  - **id** attribute of any element can be used for this.

```
<h3 id="ch3">Chapter 3: Some Text Here</h3>
```

- Then, link to the bookmark prefixing with **#**:

```
<a href="#ch3">Go to Chapter 3</a>
```

- **href="#"** takes the user to the start of the page
  - Commonly used in early stages of the development



# Links

---

## Local links

- Take the user to another page **on the same site**
- The link reference is the **file name of the destination page**.
  - With its path, if needed.
- **Relative paths** to the origin document should be used, whenever possible.

```
<a href="page2.html">Next page</a>
```



# Links

## Remote links

- Take the user to a page on another site (usually, another server).
- You need its **URL**
  - It usually starts with **http://** or **https://**
  - Other uncommon protocols exist: **ftp://**, **news://**

```
<a href="https://www.iesserpis.org">IES Serpis</a>
```



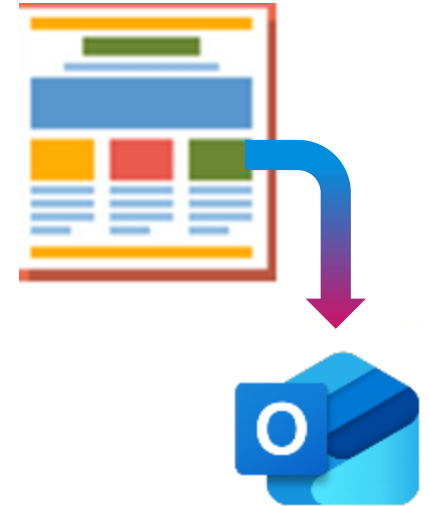
# Links

---

## Mail links

- If the browser is properly configured, open the default **email application** to compose a message to the **specified recipient**.

```
<a href="mailto:user@example.com">Contact us</a>
```



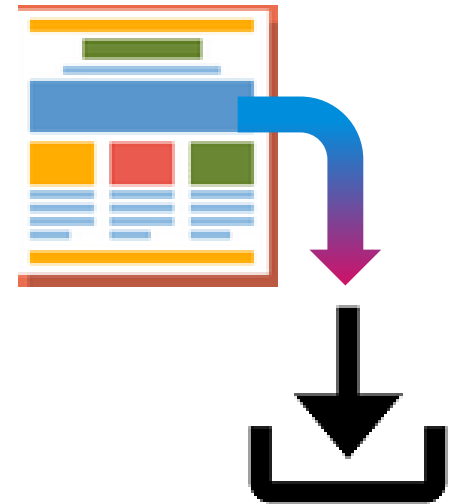
# Links

---



## File links

- Usually download a file.
  - It depends on the file type and how the browser behaves with each type.
- Browsers usually ask the user whether to open or save the file.
- The reference **syntax is like those of HTML documents** (local and remote).



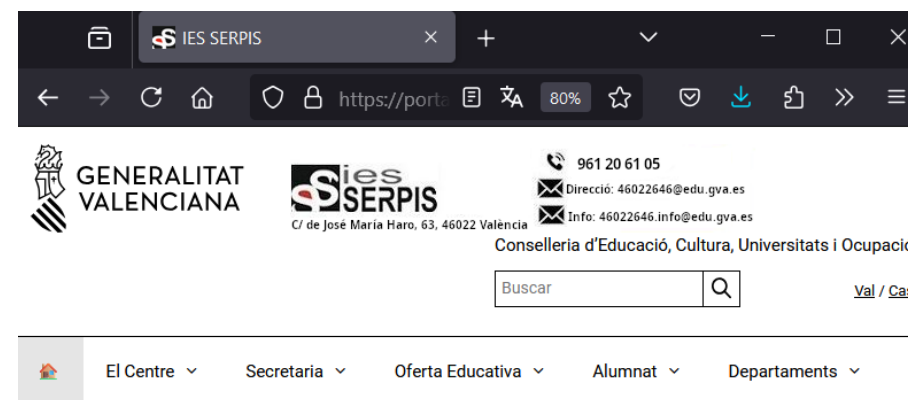
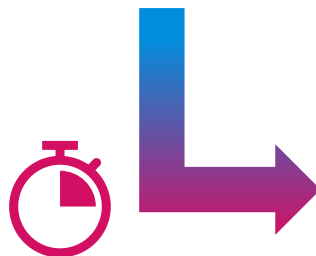
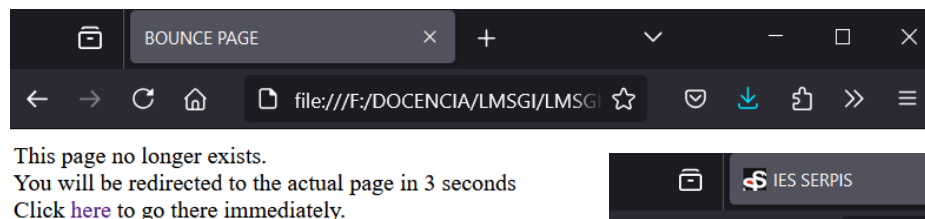
# Redirection (forwarding)

- To make the page automatically redirect to another one on load, include a <meta> tag like this:

```
<meta http-equiv="refresh" content="3; https://www.iesserpis.org">
```

- **content** attribute:

- time, in seconds
- semicolon (;)
- target URL

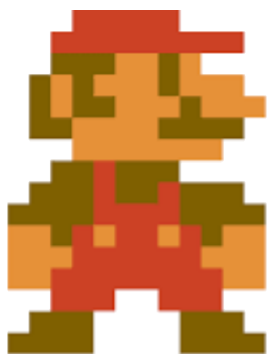


# 9. IMAGES

UNIT 6 HTML + CSS, PART I







# Images

Two main types of graphics:

## Raster or bitmap

- Can display images **without defined shapes**.
- Bitmap means that the image is considered a **grid** where each **cell** houses **one color**.
- The coordinates of each cell and its assigned color are stored.
- **Lose quality** when zoomed in.
- **Heavier**.
- Various **compression** algorithms.



Many formats

*pixel*  
(picture element)

## Vector

- Can only display **defined shapes**: lines, arcs, polygons
- **Do not lose quality** when zoomed in.
- **Lighter**.



# Images

VECTOR

## SVG

### *Scalable Vector Graphics*

- Displays **elemental shapes** using **tags**
  - Like a markup language
- SVG files can be edited in two ways:
  - Graphically, using special editors (such as Inkscape)
  - Editing its code with a plain text editor
- (Usually) **very light** files.

```
<path fill="#7D3A16" opacity="1.000000" stroke="none"
d="
M173.468658,740.000000
C172.904938,722.510132 173.755432,705.064697 175.714966,687.349609
C181.116943,696.247559 186.608414,705.283325 191.305618,714.714722
C195.412659,722.961182 201.291840,730.288086 203.996979,739.623413
C193.979111,740.000000 183.958206,740.000000 173.468658,740.000000
z"/>
<path fill="#42868F" opacity="1.000000" stroke="none"
d="
M1001.000000,720.531372
C999.537598,719.469971 1000.021851,717.544556 1000.021729,715.764467
C1000.003601,481.862976 1000.005127,247.961472 1000.025818,14.059971
C1000.025940,12.582335 1000.304749,11.104711 1000.726685,9.313538
C1001.000000,246.020889 1001.000000,483.041779 1001.000000,720.531372
z"/>
<path fill="#1A1009" opacity="1.000000" stroke="none"
d="
M741.468384,740.000000
```

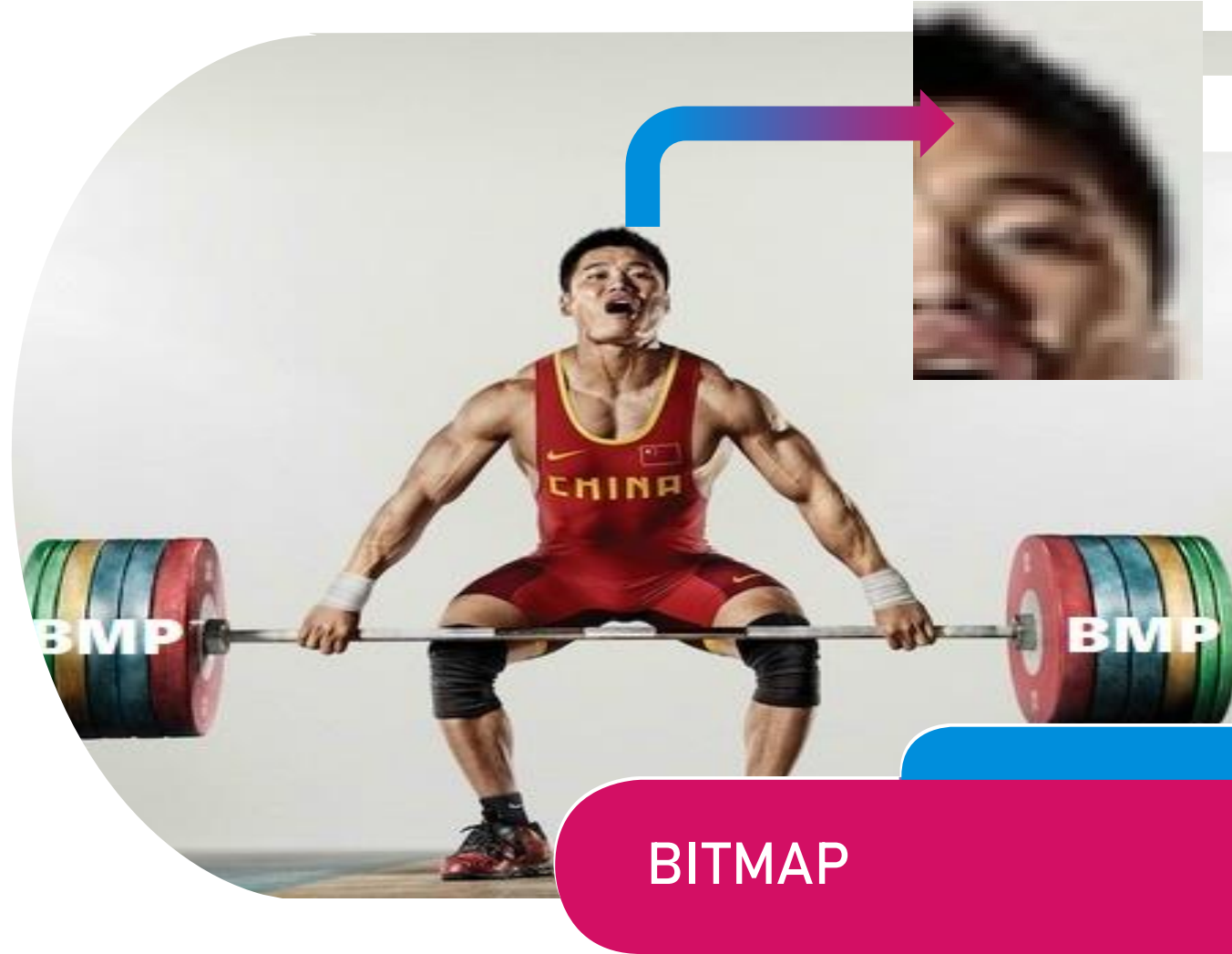


# Images

## BMP

### *Bitmap*

- No compression
- Very heavy
- Not recommended for web pages





# Images

## GIF

### *Graphics Interchange Format*

- Up to **256 colors** (8 bits per pixel).
  - Unsuitable for photographs.
- **Light**
- **Lossless** compression
- Can house animations and transparencies.

*The original data can be perfectly restored from the compressed data without losing information*

```
<!DOCTYPE html>
<html>
  <body>
    <p>KEEP</p>
    <p>CALM</p>
    <p>AND</p>
    <p>CODE</p>
    <p>ON</p>
  </body>
</html>
```

BITMAP

# Images

BITMAP

## JPEG

### *Joint Photographic Experts Group*

- Most photographs on the Internet.
- When creating the files, **compression can be adjusted**.



Weight / Quality ratio

- Supports **interlacing**
- **Lossy** compression:
  - Original data cannot be fully restored
  - Loses quality with each edition

*Encoding technique that allows partially received images to be displayed, degraded*



# Images



## PNG

### *Portable Network Graphics*

- Lossless and best compression than GIF.
- *Alpha* (transparencies).
  - Allows "background removing".
- *Gamma* (adjustable bright).
- Interlaced.

The grey and white mosaic means that the background is transparent

BITMAP



# Images

BITMAP

## WebP

### *Web Picture*

- Google's proposal to replace JPEG, GIF and PNG.
- Supports both **lossy and lossless compression**.
- Supports **animation** and **alpha**.
- Recent format.
- Worse quality encoding than that of JPEG.
  - Blurrier images.



# Images



---

- Using images is **critical** for page **loading speed**.
- Sometimes it will be convenient to make touch-ups to the images.
  - Decrease **size**.
  - Decrease **quality** (colors and/or resolution).
- Use ***thumbnails*** that link to the original images.
- Reuse ***assets***
  - Images are stored in **cache** in the device.
  - When used on other pages, they are **not downloaded**.
  - Buttons, icons, delimiter bars...



# Images

SYNTAX

```

```

- **Void** element (does not have a closing tag).
- The `alt` attribute is mandatory in HTML5.
  - Accessibility: required for screen readers.
- Optional attributes:
  - `title="popup text"`
    - Displayed next to the mouse pointer after one second leaving it idle over the image.
  - `width` and `height` to **adjust size**.
    - Bitmaps are deformed if not used properly, vector images auto-adjust.
  - **We will use CSS for this.**



# What We Do!



## Images

### PRACTICAL EXERCISE 6.3

# 10. FAVICON



UNIT 6 HTML + CSS, PART I





カヅナ



# THANKS!

---

Do you have any questions?



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