

## TD 1 – HTML and CSS

This exercise sheet focuses on the basis of HTML and CSS and introduces the inclusion of SVG elements. The exercises can be uploaded to Arche as a ZIP file before this Wednesday.

### Cow Race

In this exercise, we are going to make an HTML 5 page which contains a cow race game. Only the HTML and CSS part will be made in a first time. The JavaScript interactions will be added later on.

1. Create an HTML document with a HTML 5 DOCTYPE.
2. Include a <header> element for the title of the page. The header must contain one or several images of cows and the text "Cow Race".
3. Include a <footer> element with your name and the current year.
4. Include an <aside> element for the remaining credits of the player and a form that will be used to set some parameters and start the race. The <aside> element must be on the left and must contain the following elements:
  - a. An input to choose a bet amount for the next race.
  - b. Inputs to select a cow among Pimprenelle, Marguerite, Pâquerette and Paulette.
  - c. A check box with the text "EPO" (Erythropoietin) to allow the player to use doping. By default, the check box must be not checked.
  - d. A button to start the race.
5. Add the race field using SVG elements. You may use a vector graphics software (for instance Inkscape) to make the design, then save it as a SVG file and copy the SVG content in your HTML code. It is also possible to make the field by hand directly in the HTML code.
  - a. The field must be on the right of the <aside> element.
  - b. It must be defined inside <svg> tags.
  - c. The field itself must be a rectangle.
  - d. It should have a starting line, a finish line, and three other lines to delimit the lanes of the cows.
  - e. The cow can be represented as circles with different colors.
  - f. The colors of the cows must be reported inside of the form of the <aside> element.

The race field can look like this:

