

WEB : the network that allow us to exchange data between 2 computers.

network : it will consist of 2 or more systems in order to shre the data.

Internet : it is a vast network that can connect computers all over the world.

browser : it is an appliucation software for accesssing the web pages

HTTP : hyper text transfer protocol.

WEB page : it is a document, commonly created using HTML, that is viewed in browser

## HTML 5

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## HTML

What is HTML ?

- the full form of html is HYPER TEXT MARKUP LANGUAGE.
- We are using the html to create the structure of the web pages.
- currently we are using HTML 5.
- HTML 5 is case insensitive.
- with the help of html5 we can create only static web pages.
- we have to save the file with .html extension to run in the browser.

Structure of the HTML

`<!doctype html>` // it will always show the current version of html.

`<html>` // will represent the root element of a page

`<head>`

`</head>` // is known as invisible part. because we are able to hide the property.

`<body>`

`</body>` // is known as visible part. What all the things we will write it will be visible for the users.

`</html>`

What are tags ?

- inside the `< >` all the predefined keywords in html, we'll call it as tags.  
we are having 2 types of tags.

1) single tag : if you open any tag, then there is no need of closing that tag.

ex : `<br>`

2) double tag : if you open any tag, then mandatorily you should close that tag.

ex : `<head> </head>, <body> </body>`

Types of <head> tag :

1. <title></title> = If we want to provide any page name we have to call it using title tag.
2. <link> = If we want to link one page to another page we have to call link tag.
3. <style></style> = To applying css
4. <script></script> = To call javascript
5. <meta></meta> = The subset of head tag. Which will provide to hide some property from the users.

Attributes :

- It will help to add some extra effects on the html properties.
- For each and every tag we are having different attributes.

Body tag attribute :

Attributes	Parameter
1. bgcolor	color code/color name
2. background	image name
3. text	color code/color name

Heading tags :

we have 6 types of heading tags .

- 1) <h1> </h1> : biggest
- 2) <h2> </h2>
- 3) <h3> </h3>
- 4) <h4> </h4>

5) <h5> </h5>

6) <h6> </h6> : smallest

#### Attributes of heading tag

-Align is the only attribute of heading tag.

Align="left" , "right" , "center" .

Default will be left.

syntax : <h1 align="right"> text </h1>

#### Paragraph Tag :

Paragraphs allow you to add text to a document in such a way that it will automatically adjust the end of the line to suite the window size of the browser in which it is being displayed. Each line of text will stretch the entire length of the window.

#### Break tag :

Line breaks allow you to decide where the text will break on a line or continue to the end of the window.

A <BR> is an empty Element, meaning that it may contain attributes but it does not contain content.

The <BR> element does not have a closing tag.

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The <BR> tag does not have a closing tag.

#### Horizontal rule <hr> :

The <HR> element causes the browser to display a horizontal line (rule) in your document.

<HR> does not use a closing tag, </HR>.

## Character Formatting

For bold text we have have      <b >      </b>

For Text to be underlined we have   <u>      </u>

If we need a italic text , we have   <i>      </i>

If text needs to be strong , we have   <strong>      </strong>

If my text has to be emphasized      <em>      </em>

For bigger text                      <BIG>      </BIG>

For text to be striked              <STRIKE>      <STRIKE>

for smaller text                      <SMALL>      </SMALL>

if our text has to be present below the usual text              <SUB>      </SUB>

if our text has to be present above the usual text              <SUP>      </SUP>

Image tag :

<img>:

- The full form is image tag.

- If we wants to create some images inside one page we have to call

<img> tag.

Attributes      Parameter

1. src(source)      image name/image path

2. height      px

3. width      px

Hyperlink :

- If we wants to create the relation between one page to  
another page we have to create hyperlink.

- With the help of anchor tag we are able to create the hyperlink.
- Anchor tag we are using to internally connect between one page to another page.
- `<a></a>` is known as anchor tag.

Attributes    Parameter

1. href      page name
2. target    parent(default),blank

### Scrolling Text

`<marquee></marquee>`

- If we want to create scrolling data we have to call marquee tag.
- 

Attributes      Parameter

1. bgcolor      color code/name
2. height      px, %
3. width       px, %
4. direction   left(default),right,up,down
5. behavior    scroll(default),, alternate
6. scrollamount   number
7. scrolldelay   seconds
8. loop        any number

### Special Characters & Symbols

These Characters are recognized in HTML as they begin with an ampersand and end with with a semi-colon e.g. `&value;`

The value will either be an entity name or a standard ASCII character number. They are called escape sequences.

The next table represents some of the more commonly used special characters.

## List

In this chapter you will learn how to create a variety of lists.

### Objectives

Upon completing this section, you should be able to

Create an unordered list.

Create an ordered list.

1. Order list(<ol></ol>): Items in this list are numbered automatically by the browser.

Default types of order list is number.

Attributes	Parameters
------------	------------

1. types	Number(default),A-Z,a-z,l,i
----------	-----------------------------

2. start	any number
----------	------------

2. Unorder list(<ul></ul>) : Items in this list start with a list mark such as a bullet. Browsers will usually change the list mark in nested lists.

Default types of unorder list is disk.

Attributes	Parameters
------------	------------

Types	circle &
-------	----------

	square &
--	----------

	disk(default)
--	---------------

3. DL: Definition List. This kind of list is different from the others. Each item in a DL consists of one or more Definition Terms (DT elements), followed by one or more Definition Description (DD elements).

<DL>

<DT> HTML </DT>

<DD> Hyper Text Markup Language </DD>



<DT> URL</DT>

<DD> Universal Resource locator</DD>

</DL>

Assignment: 2

Food (put some image)

1.Veg food (put some image)

- \*idli

- \*dosa

- \*poori

- \*chowchow bath

- \*curd rice

2.Nonveg Food (put some image)

- \*Biryani

  - 1.chicken biryani

  - 2. mutton biryani

- \*kabab

- \*curry

- \*pepper fry

3. Beverages (put some image)

- \*coffee

- \*Tea

  - i.black tea

  - ii. Green tea

- \*soft drink

  - o.coke

  - o.pepsi

  - o.fanta

o.maaza

o.sprite

\* Refers to disk type

O refers to circle type.

\* Anchor tag : when we want to link one page to another page we can use anchor tag.

`<a href="html/url">data that you want to present</a>`

\* iframe tag : when we want to insert one web page inside another web page, we use iframe tag.

`<iframe src="destination"></iframe>`

ex: `<iframe src="list.html" height="400px" width="400px"></iframe>`

how to insert youtube videos --> open any video

click on share button.

click on embed <> button.

copy iframe content from their.

paste it to your html document.

\*Audio tag : to insert a audio file we use a audio Tag

1st method : `<audio src="file_name.extension name" controls></audio>`

2nd method : `<audio controls>`

`<source src="file_name.extension name">`

`</audio>`

\*video tag : to insert a video file we use a video Tag

1st method : `<video src="file_name.extension name" controls></video>`

2nd method : `<video controls height="px" width="px">`

```
<source src="file_name.extension name">
</video>
```

how to create a table.

table is created using table tag.

Table

\$The <TABLE></TABLE> element has four sub-elements:

1. Table Row <TR></TR>.
2. Table Header <TH></TH>.
3. Table Data <TD></TD>.
4. Caption <CAPTION></CAPTION>.

\$The table row elements usually contain table header elements or table data elements.

\$BG Color: Some browsers support background colors in a table.

\$Border: You can choose a numerical value for the border width, which specifies the border in pixels.

\$Cellspacing: Cell Spacing represents the space between cells and is specified in pixels.

\$Cell Padding: Cell Padding is the space between the cell border and the cell contents and is specified in pixels.

\$Align: tables can have left, right, or center alignment.

\$Font color : to change the font color inside the table

\$Border Color, Border Color Dark.

\$Table caption : A table caption allows you to specify a line of text that will appear centered above or below the table.

\$<CAPTION ALIGN="BOTTOM"> Label For My Table </CAPTION>

Emoji's in HTML

Emoji's look like images, or icons, but they are not.

They are letters (characters) from the UTF-8 (Unicode) character set.

UTF-8 covers almost all of the characters and symbols in the world.

<p> First letter in alphabets is A </p>

<p> First letter in alphabets is &#65; <p>

Form :

To create a form we are using form tag.

first we will use form tag <form></form>

and inside the form tag we are using several tags to insert the input type by using <input></input> tag.

<INPUT> Element's Properties

TYPE= Type of INPUT entry field.

NAME = Variable name passed to CGI application

VALUE= The data associated with the variable  
name to be passed to the CGI application

CHECKED= Button/box checked

SIZE= Number of visible characters in text field

MAXLENGTH= Maximum number of characters accepted.

ID = to provide if for one particular input type.

FOR = we use it inside label tag to specify for which input type we are applying the label.


Client-side Image Maps :


Client-side image maps (USEMAP) use a map file that is part of the HTML document (in an element called MAP),

and is linked to the image by the Web browser.

Types of Shapes :

Rect  used for squares and ordered shapes.

Circle  used for circles.

Poly  used for unordered shapes.

Number of coordination's for each shape:

Rect  4 numbers for two corners

Circle 3 numbers for the center & R

Poly 4 depends on the number of corners of the shape( 2 numbers for each corner)

EX:

```
 // usemap is the kind of address to  
create map and should be given using #
```

```
<map name="workmap"> // value of the name should be same as value given in usemap but without #
```

```
<area shape="rect" coords="34,44,270,350" alt="Computer" href="list.html"> // rectangle shape
```

```
<area shape="rect" coords="290,172,333,250" alt="Phone" href="gallery.htm">
```

```
<area shape="circle" coords="337,300,44" alt="Coffee" href="index.htm"> // circle shape
```

```
</map>
```

## Graphics in HTML

using SVG tag we can create graphics inside html document.

svg stands for scalable vector graphics.

```
<svg width="500px" height="500px"> <svg> // first we should declare svg tag with height and width  
attribute.
```

inside svg we can draw the patterns.

1) rectangle

```
<rect x="250" y="250" width="500px" height="500px" fill="red" stroke="green" stroke-width="10px">  
</rect>
```

2) circle

```
<circle cx="250" cy="250" r="150" fill="red" stroke="green" stroke-width="10px"> </circle>
```

3) ellipse

```
<ellipse cx="250px" cy="250px" rx="200px" ry="100px" fill="gold" stroke="green" stroke-width="7px"></ellipse>
```

4) polygon

```
<polygon points="256,100 252,100 253,100 254,100 254,100 251,100 250,100 50,200 80,400 420,400 450,200"
```

```
fill="gold" stroke="black" stroke-width="10px"></polygon>
```

\*\*\*\*\*END OF HTML\*\*\*\*\*