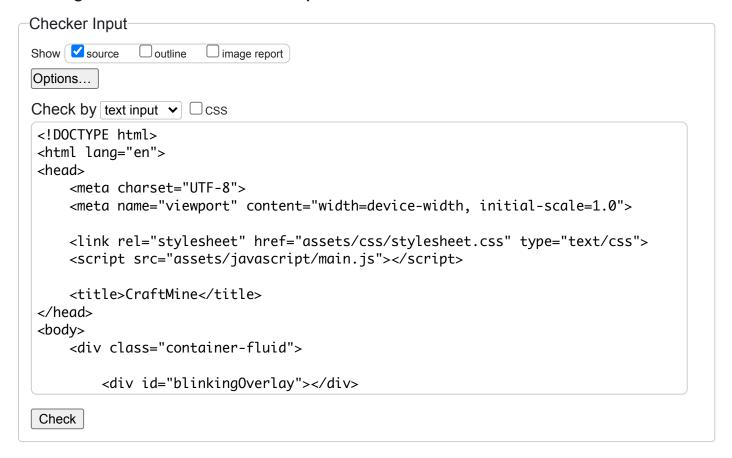# Nu Html Checker

This tool is an ongoing experiment in better HTML checking, and its behavior remains subject to change

Showing results for contents of text-input area

Checker Input

Show ☑ source ☐ outline ☐ image report

[Options…]

Check by [text input ▾] ☐ css

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <link rel="stylesheet" href="assets/css/stylesheet.css" type="text/css">
    <script src="assets/javascript/main.js"></script>

    <title>CraftMine</title>
</head>
<body>
    <div class="container-fluid">

        <div id="blinkingOverlay"></div>
```

[Check]

Use the Message Filtering button below to hide/show particular messages, and to see total counts of errors and warnings.

[Message Filtering]

Document checking completed. No errors or warnings to show.

Source

1. `<!DOCTYPE html>`↵
2. `<html lang="en">`↵
3. `<head>`↵
4. `    <meta charset="UTF-8">`↵
5. `    <meta name="viewport" content="width=device-width, initial-scale=1.0">`↵
6. ↵
7. `    <link rel="stylesheet" href="assets/css/stylesheet.css" type="text/css">`↵
8. `    <script src="assets/javascript/main.js"></script>`↵
9. ↵

```
10.        <title>CraftMine</title>↵
11.  </head>↵
12.  <body>↵
13.      <div class="container-fluid">↵
14.  ↵
15.          <div id="blinkingOverlay"></div>↵
16.          <div id="welcomeOverlay">↵
17.              <div id="introBox">↵
18.                  <div id="importantDetails"></div>↵
19.                  <div id="buttonHolder">↵
20.                      <div class="buttonCustomMain" onclick="getRules()">How
     To Play</div>↵
21.                      <div class="buttonCustom"
     onclick="runGameEasy()">Easy</div>↵
22.                      <div class="buttonCustom"
     onclick="runGameMedium()">Medium</div>↵
23.                      <div class="buttonCustom"
     onclick="runGameHard()">Hard</div>↵
24.                  </div>↵
25.              </div>   ↵
26.          </div>↵
27.  ↵
28.          <div id="areaOne"></div>↵
29.          <div class="centeredRow">↵
30.              <div id="gameSpace"></div>   ↵
31.          </div>↵
32.          <div id="areaTwo"></div>↵
33.      </div>↵
34.  </body>↵
35.  </html>
```

Used the HTML parser.

Total execution time 4 milliseconds.