

ELEMENTOS HTML

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Introducción

A lo largo del presente documento, se mostrará una serie de ejemplos de uso de diferentes elementos “html5”, además, se proveerá de una explicación teórica del uso de estos elementos.

Los elementos de los cuales se realizará una explicación y demostración son:

- `<p>`
- `<h1>` to `<h6>`
- ``
- `<table>`
- ``

<p>

La etiqueta de “html” <p> debe ser utilizada cuando se desee marcar un párrafo de texto en la página. Esta etiqueta añade de forma automática (en la mayoría de los navegadores) unos márgenes por arriba y por abajo. Por último, cabe destacar que: es soportado por los principales navegadores (Google Chrome, Microsoft Edge, Mozilla Firefox, Safari y Opera), soporta atributos globales y soporta atributos de evento.

Ejemplos de uso

A continuación, se muestran dos ejemplos en los que se utiliza la etiqueta <p> para marcar los párrafos de texto de una página web.

```
<main class="main_info">
  <h2>Welcome, dear visitor</h2>
  <p>
    Openings are one of the most important parts of Age of Empires II's "gameplay", they are a series of
    optimized ways for developing your economy and military setups.
    Every player that wants to achieve a proficient skill in Age of Empires II must know and practice, at
    least, a few openings, to be able to defeat it's opponents.
    The reason behind this is that, in Age of Empires II, small early game advantages will transfer (most of
    the time) into big advantages as the game goes on. So, being able to outproduce your opponent, using the
    most optimized early strategy, will increase exponentially your odds of winning the game.
    Alongside this web page, you will be taught in the most common opening strategies in the competitive
    maps of Age of Empires II.
  </p>
  <p>
    In order to obtain a good use of this guide, you should have a basic knowledge of Age of Empires II's
    basic mechanics.
    Also, you are expected to know the most basic concepts of the game such as: gathering from sheep, luring
    a bore and scouting.
  </p>
  <p>
    Finally, if you follow this guide, there are several rules you must apply regardless of the opening you are using.
  </p>
  <ul>
    <li>Always keep your town center producing or researching, never idle.</li>
    <li>If you are told to enqueue a unit, without specifying quantity, make sure you're always enqueueing that unit as lon
    <li>Unless specified otherwise, select as rally point for villagers a forest near a lumber camp and as rally point for
    <li>If you have an excess of wood send villagers from wood to build farms, mine gold or mine stone.</li>
    <li>If you want to gather food from sheep, keep always two sheep (death or alive) in the center of the town center, ga
    <li>If you want to lure a boar, guide him to the town center and hunt and him there with the villagers that are gather
  </ul>
</main>
```

```
<section class="main_info">
  <h2>Land opening</h2>
  <p>
    The following openings are designed to play in water maps, such as:
  </p>
  <ul>
    <li>Isle</li>
    <li>Team isle</li>
  </ul>
</section>
```

<h1> to <h6>

Las etiquetas de "html" <h1> <h2> <h3> <h4> <h5> <h6> deben ser utilizadas cuando se desee marcar un título en la página, siendo <h1> utilizada para marcar el/los títulos de mayor importancia y, de ser necesario, <h6> los de menor. Las principales características de estas etiquetas son el soporte por parte de los principales navegadores (Google Chrome, Microsoft Edge, Mozilla Firefox, Safari y Opera) y la capacidad de soportar atributos globales y atributos de evento.

Ejemplos de uso

A continuación, se muestran dos ejemplos donde se utilizan etiquetas entre <h1> y <h6> para marcar los títulos de una página web.

```
<header class="header">
  <div class="title">
    <h1>AGE OF EMPIRES II OPENINGS</h1>
  </div>
  <div class="nav">
    <nav>
      <a href="index.html">Home</a>
      <a href="land.html">Land openings</a>
      <a href="coastal.html">Coastal openings</a>
      <a href="water.html">Water openings</a>
    </nav>
  </div>
</header>
```

```
<div class="page-2">
  <section class="main_info">
    <h2>Land opening</h2>
    <p>
      The following openings are designed to play in water maps, such as:
    </p>
    <ul>
      <li>Isle</li>
      <li>Team isle</li>
    </ul>
  </section>

  <article>
    <h3 class="openings_title">Water opening list</h3>
    <a href="water.html">Water openings</a>
    <ul>
      <li><a href="water_standard.html">Water standard</a></li>
      <ul>
        <li><a href="water_standard_galleys.html">Galleys</a></li>
        <li><a href="water_standard_fire_ships.html">Fire ships</a></li>
      </ul>
    </ul>
  </article>
</div>
```


La etiqueta de "html" debe ser utilizada cuando se desee marcar la existencia de una lista de elementos no ordenados. Con el fin de definir estos elementos no ordenados se debe utilizar la etiqueta . Las principales características de esta etiqueta son el soporte por parte de los principales navegadores (Google Chrome, Microsoft Edge, Mozilla Firefox, Safari y Opera) y la capacidad de soportar atributos globales y atributos de evento.

Ejemplos de uso

A continuación, se muestran dos ejemplos donde se utilizan etiquetas para marcar la existencia de listas no ordenadas en una página web y para marcar los elementos de estas listas.

```
<main class="main_info">
  <h2>Welcome, dear visitor</h2>
  <p>
    Openings are one of the most important parts of Age of Empires II's "gameplay", they are a series of
    optimized ways for developing your economy and military setups.
    Every player that wants to achieve a proficient skill in Age of Empires II must know and practice, at
    least, a few openings, to be able to defeat it's opponents.
    The reason behind this is that, in Age of Empires II, small early game advantages will transfer (most of
    the time) into big advantages as the game goes on. So, being able to outproduce your opponent, using the
    most optimized early strategy, will increase exponentially your odds of winning the game.
    Alongside this web page, you will be taught in the most common opening strategies in the competitive
    maps of Age of Empires II.
  </p>
  <p>
    In order to obtain a good use of this guide, you should have a basic knowledge of Age of Empires II's
    basic mechanics.
    Also, you are expected to know the most basic concepts of the game such as: gathering from sheep, luring
    a bore and scouting.
  </p>
  <p>
    Finally, if you follow this guide, there are several rules you must apply regardless of the opening you are using.
  </p>
  <ul>
    <li>Always keep your town center producing or researching, never idle.</li>
    <li>If you are told to enqueue a unit, without specifying quantity, make sure you're always enqueueing that unit as lon
    <li>Unless specified otherwise, select as rally point for villagers a forest near a lumber camp and as rally point for
    <li>If you have an excess of wood send villagers from wood to build farms, mine gold or mine stone.</li>
    <li>If you want to gather food from sheep, keep always two sheep (death or alive) in the center of the town center, ga
    <li>If you want to lure a boar, guide him to the town center and hunt and him there with the villagers that are gather
  </ul>
</main>
```

```
<article class="opening_list">
  <h3 class="openings_title">Opening list</h3>
  <div class="land_openings">
    <a href="land.html">Land openings</a>
    <ul>
      <li><a href="standard.html">Standard</a></li>
      <ul>
        <li><a href="standard_scouts.html">Scouts</a></li>
        <li><a href="standard_archers.html">Archers</a></li>
      </ul>
      <li><a href="fast_castle.html">Fast castle</a></li>
      <ul>
        <li><a href="fast_castle_knights.html">Knights</a></li>
        <li><a href="fast_castle_economy.html">Economy</a></li>
      </ul>
    </ul>
  </div>

  <div class="coastal_openings">
    <a href="coastal.html">Coastal Openings</a>
    <ul>
      <li><a href="coastal_standard.html">Coastal standard</a></li>
    </ul>
  </div>

  <div class="water_openings">
    <a href="water.html">Water openings</a>
    <ul>
      <li><a href="water_standard.html">Water standard</a></li>
      <ul>
        <li><a href="water_standard_galleys.html">Galleys</a></li>
        <li><a href="water_standard_fire_ships.html">Fire ships</a></li>
      </ul>
    </ul>
  </div>
</article>
```

<table>

La etiqueta de "html" <table> debe ser utilizada cuando se desee marcar la existencia de una tabla. Se debe definir cada una de las filas de la tabla <tr>, y, dentro de cada fila, los elementos de esta con <td>, excepto en la cabecera de la tabla en la cual se deberá utilizar <th>. Las principales características de esta etiqueta son el soporte por parte de los principales navegadores (Google Chrome, Microsoft Edge, Mozilla Firefox, Safari y Opera) y la capacidad de soportar atributos globales y atributos de evento. Además, se pueden usar las etiquetas <caption> para definir un subtítulo para la tabla, <colgroup> para definir un grupo de columnas de la tabla, <col> para definir propiedades para un grupo de columnas, <thead> para agrupar la cabecera de la tabla, <tbody> para agrupar el cuerpo de la tabla y <tfoot> para agrupar el pie de la tabla.

Ejemplos de uso

A continuación, se muestra un ejemplo donde se utilizan las etiquetas <table> <tr> <th> <td> para marcar tablas en una página web.


```

<div class="page">
  <section class="main_info">
    <h2>Fast castle opening</h2>
    <p>
      The fast castle opening is an easy to perform opening used mainly in land team games in which you play in the center of the map.
      The game plan with this opening is to perform a quick pass to castle age and attack in that age with knights or boom your economy.
    </p>

    <h3>Development</h3>
    <table>
      <tr>
        <th class="col1">Population counter</th>
        <th class="col2">Action</th>
        <th class="col3"></th>
      </tr>
      <tr>
        <td><p class="cell_text_number">4</p></td>
        <td><p class="cell_text">Enqueue villagers in your urban center</p></td>
        <td class="image_column"></td>
      </tr>
      <tr>
        <td><p class="cell_text_number">4</p></td>
        <td><p class="cell_text">Send two villagers to build one house</p></td>
        <td class="image_column"></td>
      </tr>
      <tr>
        <td><p class="cell_text_number">4</p></td>
        <td><p class="cell_text">Send one villager to build one house</p></td>
        <td class="image_column"></td>
      </tr>
      <tr>
        <td><p class="cell_text_number">4</p></td>
        <td><p class="cell_text">Use you scout to find your sheep and boars</p></td>
        <td class="image_column"></td>
      </tr>
      <tr>
        <td><p class="cell_text_number">5-7</p></td>
        <td><p class="cell_text">Send all the villagers villagers to gather from sheep</p></td>
        <td class="image_column"></td>
      </tr>
      <tr>
        <td><p class="cell_text_number">8-11</p></td>
        <td><p class="cell_text">Send the villagers to build a lumber camp and gather wood</p></td>
        <td class="image_column"></td>
      </tr>
      <tr>
        <td><p class="cell_text_number">12</p></td>
        <td><p class="cell_text">Send the villager to lure boar</p></td>
        <td class="image_column"></td>
      </tr>
    </table>
  </section>
</div>

```

```

<tr>
  <td><p class="cell_text_number">27</p></td>
  <td><p class="cell_text">Send two villagers that are gathering wood near the town center to build two farms</p></td>
  <td class="image_column"></td>
</tr>
<tr>
  <td><p class="cell_text_number">28-30</p></td>
  <td><p class="cell_text">Send the villagers to build a miner camp and gather gold</p></td>
  <td class="image_column"></td>
</tr>
<tr>
  <td><p class="cell_text_number">30</p></td>
  <td><p class="cell_text">Pass to Feudal age</p></td>
  <td class="image_column"></td>
</tr>
<tr>
  <td><p class="cell_text_number">30</p></td>
  <td><p class="cell_text">Send one villager that is gathering food from berries to build a house and a barracks</p></td>
  <td class="image_column"></td>
</tr>
<tr>
  <td><p class="cell_text_number">30</p></td>
  <td><p class="cell_text">When the house has been built, send the villager to build a stable (in feudal age)</p></td>
  <td class="image_column"></td>
</tr>
<tr>
  <td><p class="cell_text_number">30</p></td>
  <td><p class="cell_text">Send one villager that is gathering food from berries to build a blacksmith (in feudal age)</p></td>
  <td class="image_column"></td>
</tr>
<tr>
  <td><p class="cell_text_number">31-32</p></td>
  <td><p class="cell_text">Send the villagers to gather gold</p></td>
  <td class="image_column"></td>
</tr>
<tr>
  <td><p class="cell_text_number">32</p></td>
  <td><p class="cell_text">Pass to Castle age</p></td>
  <td class="image_column"></td>
</tr>
</table>

<h4>Sources: </h4>
<div class="videos">
  <iframe src="https://www.youtube.com/embed/MzvC9yXvMgo" allow="accelerometer; autoplay; encrypted-media; gyroscope; picture-in-picture"></iframe>
</div>
</section>

```


La etiqueta de "html" debe ser utilizada cuando se desee marcar la existencia de una imagen en la página. Esta etiqueta tiene dos atributos obligatorios, alt, usado para definir un texto alternativo en caso de que no se pueda cargar la imagen y src, usado para definir el enlace a la imagen que se desea insertar en la página. Esta etiqueta permite utilizar los atributos: crossorigin, para obtener imágenes de un sitio externo definiendo el encabezado cors, height, para especificar la altura, ismap, para especificar un mapeo de la imagen del lado del servidor, longdesc, para especificar un URL con información sobre la imagen, sizes, para especificar tamaño para diferentes composiciones de página, srcset, para especificar diferentes enlaces a la imagen, usemap, para especificar un mapeo de la imagen del lado del cliente y width, para especificar el ancho de la imagen. Por último, cabe destacar que: es soportado por los principales navegadores (Google Chrome, Microsoft Edge, Mozilla Firefox, Safari y Opera), soporta atributos globales y soporta atributos de evento.

Ejemplos de uso

A continuación, se muestran varios ejemplos donde se utiliza la etiqueta para marcar enlaces a imágenes.

```

```

```

```

```

```

```

```

```

```