Practice Exercise

HTML Basics

- Create a new project with Index.html
- 2. Generate boilerplate code using Emmet
- 3. Write "I am learning with Prashant sir"
- 4. Use comments
- 5. Also use Case insensitive tags



Practice Exercise

HTML Basics

Assignment: Adding Comments and Case Sensitivity

- Objective: Use comments and demonstrate case sensitivity in HTML.
- > Instructions:
 - Open your index.html file in VS Code.
 - Add a comment at the top of the file: <!-- This is my first HTML project -->.
 - Use various tags in different cases (e.g., <H1>, , <DIV>,
).
 - Ensure that the HTML is still valid and displays correctly in the browser.
 - Add another comment explaining why HTML is case-insensitive but best practice is to use lowercase.

Practice Exercise

HTML Basics

Assignment:

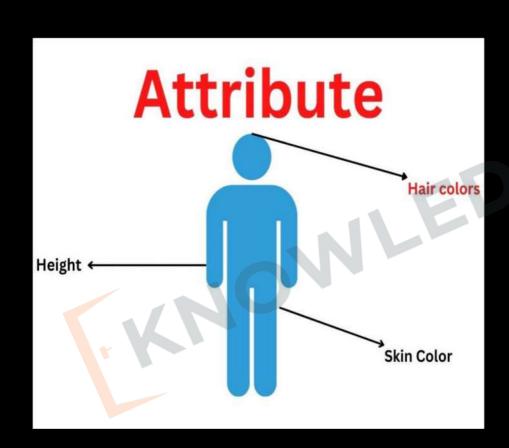
- Objective: Utilize MDN documentation for HTML.
- Instructions:
 - Visit MDN Web Docs.
 - Find the documentation for the <h1> tag.
 - Write a short summary of what you learned about the <h1> tag from the documentation.
 - Include an example usage of the <h1> tag in your index.html file.

1. HTML Attributes

- 1. What are HTML Attributes
- 2. Id Property

2. HTML Tags

- 1.
 tag
- 2. <HR> tag
- 3. Image Tag
- 4. Video Tag
- 5. Anchor Tag
- 6. Bold / Italic / Underline / Strikethrough
- 7. Pre Tag
- 8. Big / Small Tag
- 9. Superscript / Subscript
- 3. Character Entity Reference
 - 1. What are Character Entity References



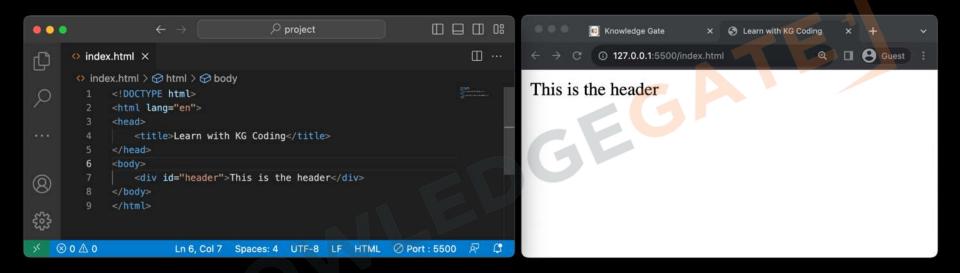
1. HTML Attributes

1.1 What are HTML Attributes?

Html Attributes Attribute <tag attribute="value">Text Content </tag>

- 1. Provides additional information about elements
- 2. Placed within opening tags
- 3. Common examples: href, src, alt
- 4. Use name=value format
- 5. Can be single or multiple per element

1.2 id property

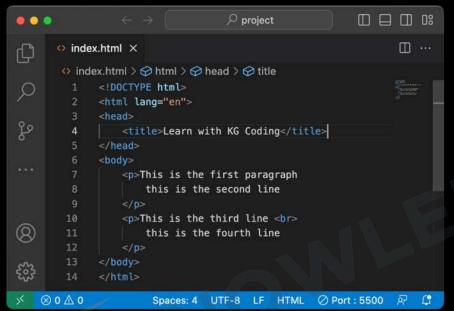


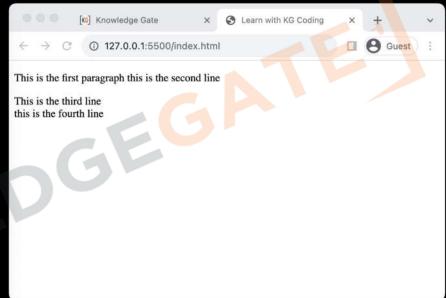
- Unique Identifier: Each id should be unique within a page.
- Anchoring: Allows for direct links to sections using the #id syntax in URLs.
- CSS & JavaScript: Used for selecting elements for styling or scripting.



2. HTML Tags

2.1 **BR>** Tag





- 1.

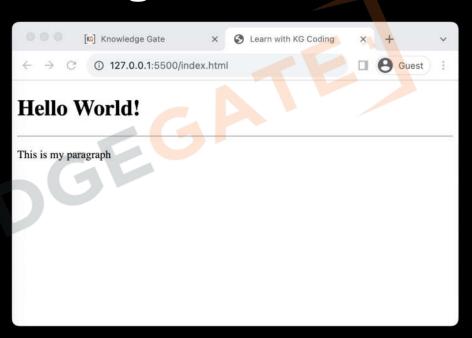
 hr> adds a line break within text
- 2.
is empty, no closing tag needed
- 3.
 and
 are both valid

2.2 <HR> Tag

```
. .

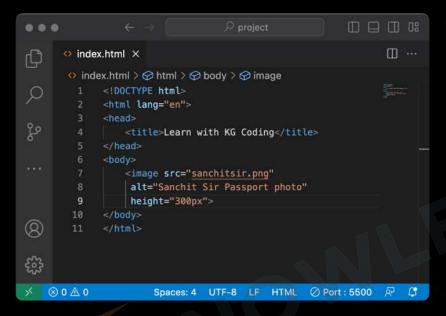
    □ project

                                                      index.html ×
       ♦ index.html > ♦ html
             <!DOCTYPE html>
             <html lang="en">
             <head>
                <title>Learn with KG Coding</title>
             </head>
             <body>
                <h1>Hello World!</h1>
                This is my paragraph
             </body>
             </html>
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                                               Ø Port : 5500 № 🚨
                     Spaces: 4 UTF-8 LF HTML
```



- 1. hr> creates a horizontal rule or line
- 2. <hr> also empty, acts as a divider

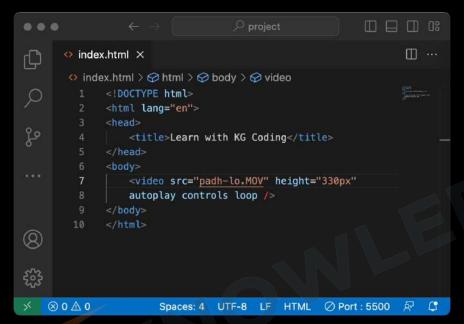
2.3 Image Tag

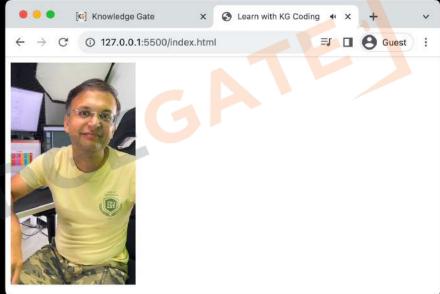




- 1. Used to embed images
- 2. Utilizes the src attribute for image URL
- 3. alt attribute for alternative text
- 4. Can be resized using width and height
- 5. Self-closing, doesn't require an end tag

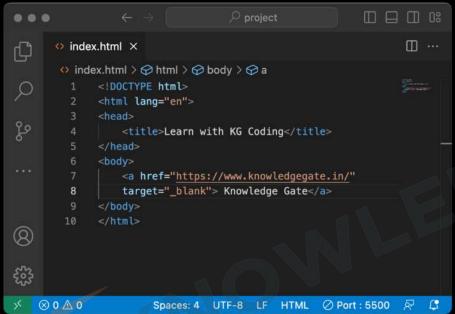
2.4 Video Tag

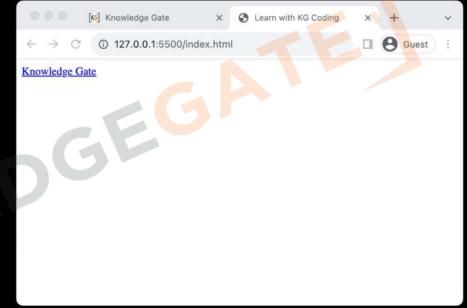




- 1. Embeds video files on a page
- 2. Uses src attribute for video URL
- 3. Supports multiple formats like MP4, WebM
- Allows for built-in controls via attributes like autoplay, controls, loop

2.5 Anchor Tag





- 1. Used for creating hyperlinks
- 2. Requires href attribute for URL
- 3. Can link to external sites or internal pages
- 4. Supports target attribute to control link behavior

2.6 Bold/Italic/Underline/Strikethrough Tag





- 1. makes text bold
- 2. <i> makes text italic
- 3. <u> underlines text
- 4. <s> or <strike> applies strikethrough
- 5. Primarily used for text styling and emphasis

2.7 Pre Tag





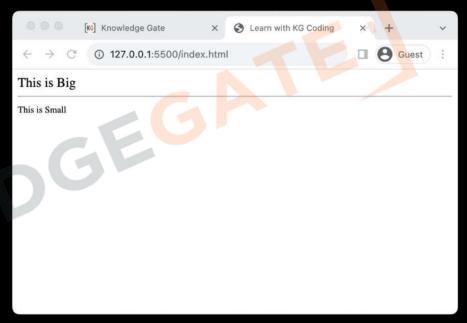
- 1. Preserves text formatting
- 2. Maintains whitespace and line breaks
- 3. Useful for displaying code
- 4. Enclosed within and tags

2.8 Big/Small Tag

```
index.html ×

    index.html >  html >  body >  hr

              <!DOCTYPE html>
              <html lang="en">
              <head>
                  <title>Learn with KG Coding</title>
              </head>
                  <br/><br/>big>This is Big</br><br/><hr>
                  <small>This is Small
              </body>
£63
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                       Spaces: 4 UTF-8 LF HTML Port: 5500
```



- 1. <big> increases text size
- 2. <small> decreases text size
- 3. Less common due to CSS alternatives

2.9 Superscript/Subscript Tag

```
...
      index.html ×

    index.html >  html >  body >  hr

             <html lang="en">
              <head>
                 <title>Learn with KG Coding</title>
              </head>
             <body>
                 <big>(a + b)2 = a2 + b2 + 2ab < /big> <math><hr>
                 <big>(a + b)<sup>2</sup> = a<sup>2</sup> +
                 b<sup>2</sup> + 2ab</big> <hr>
                 <br/><big>CH4 + 02 => H20 + C02</big> <hr>
        10
                 <br/><big>CH<sub>4</sub> + 0<sub>2</sub> =>
                 H<sub>2</sub>0 + CO<sub>2</sub></big> <hr>
             </body>
              </html>
   ⊗ 0 △ 0
                                UTF-8 LF HTML Ø Port: 5500 💆 🚨
```

```
A Learn with KG Coding
            KG Knowledge Gate
              ① 127.0.0.1:5500/index.html
(a + b)2 = a2 + b2 + 2ab
(a + b)^2 = a^2 + b^2 + 2ab
CH4 + O2 => H20 + CO2
CH_4 + O_2 => H_2O + CO_2
```

- sup> makes text superscript
- 2. <sub> makes text subscript
- 3. Used for mathematical equations, footnotes
- 4. Does not change font size, just position

Level 2 Must-Use HTML Tags

3.Character Entity Reference

3.1 Character Entity Reference

- 1. Used to display reserved or special characters
- 2. Syntax often starts with & and ends with; (e.g., & for &)

		-	–	-	−	0	°	Δ	Δ	α	&al
€	€	_	—	±	±	0	º	Λ	Λ	β	&be
¢	¢		…	Ą	√	а	ª,	Θ	Θ	γ	&ga
£	£	§	§	œ	∞	1	¹	[x]	Ξ	δ	&de
¥	¥	¶	¶	œ	∝	2	²	П	Π	ε	&ep
a	¤	†	†	×	×	3	³	Σ	Σ	ζ	&ze
f	ƒ,	‡	‡	÷	÷	1/4	¼	Φ	Φ	η	&et
0	&сору;	į	¡	~	∼	1/2	½	Ψ	Ψ	θ	&th
®	®	į	¿	≈	≈	3/4	¾	Ω	Ω	ı	&io
TM	™	‰	‰	≅	≅	:.	∴	∇	∇	κ	&ka

- 1. Create a page with heading, paragraph, line breaks and separators.
- 2. Use an image with height 300, which is a link to another page.
- 3. Use bold, italic, underline and strike through in one line.
- 4. Write third equation of motion using superscript and subscript.

