**HTML Course Objective**

HTML stands for **H**yper **T**ext **M**arkup **L**anguage, which is the most widely used language on Web to develop web pages.

HTML was created by Berners-Lee in late 1991 but "HTML 2.0" was the first standard HTML specification which was published in 1995. HTML 4.01 was a major version of HTML and it was published in late 1999. Though HTML 4.01 version is widely used but currently we are having HTML-5 version which is an extension to HTML 4.01, and this version was published in 2012.

Audience

This tutorial is designed for the aspiring Web Designers and Developers with a need to understand the HTML in enough detail along with its simple overview, and practical examples. This tutorial will give you enough ingredients to start with HTML from where you can take yourself at higher level of expertise.

Prerequisites

Before proceeding with this tutorial you should have a basic working knowledge with Windows or Linux operating system, additionally you must be familiar with:

* Experience with any text editor like notepad, notepad++, or Editplus etc.
* How to create directories and files on your computer.
* How to navigate through different directories.
* How to type content in a file and save them on a computer.
* Understanding about images in different formats like JPEG, PNG format.

**Learning Outcomes:**

At the completion of this course, the successful student will be able to do the following:

* Understand the principles of creating an effective web page, including an in-depth consideration of information architecture.
* Become familiar with graphic design principles (BEM Model) that relate to web design and learn how to implement these theories into practice.
* Create an HTML Documents, and establish adequate formatting for presentation purposes
* Import, insert and modify images
* Insert and manipulate tables
* Establish and maintain internal and external link to available resources
* Use special effect to make the expressive, evocative documents
* Insert and manipulate multi-media objects
* Manager forms (Create forms, call programs)