

Front-end web developer

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Edgar Quiroz

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Contents

1 Semantics and structure	1
1.1 HTML Basics	1
1.1.1 Elements	2
1.1.2 File structure	2
1.1.3 Special characters	3
1.2 Media Embedding	4
1.3 Tables	4
2 Styling and layout	4
3 Interactivity	4
4 Forms	4
5 Accesibility	4
6 Tooling	4
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1 Semantics and structure

1.1 HTML Basics

1.1.1 Elements

HTML language is made up of elements with either of the following syntax

```
<tag>
<tag> content </tag>
```

Tags give a meaning to the content. The content can either be nothing, text, or more elements. The resulting element tree defines the website structure. Elements with no content are called void.

Elements have categories that define their visual representation. Visually, they can be more simply divided into block elements, which create new lines, and inline elements.

Attributes add information to elements, though it won't affect their HTML meaning. Those attributes can be used by other tools for styling or interactivity. They have the following syntax.

```
<tag attr1="value1" attr2="value2" boolattr> content </tag>
```

The last attributes would be boolean. They must have their own name as a value. As a shorthand, the value can be omitted.

1.1.2 File structure

All HTML files should have the same root structure.

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="utf-8">
    <title>Title</title>
  </head>
  <body>
    Content
  </body>
</html>
```

Whitespace is ignored. It is nice for readability to indent nested elements, among other things.

- `<!DOCTYPE html>`: for backwards compatibility. It used to be a link to HTML specification.
- `<html>`: hardcoded root.
- `<head>`: configuration, i.e. everything that is not content.
- `<meta charset>`: defines charset. Not mandatory, but it will solve common bugs.
- `<title>`: title to show in bookmarks and browser tabs.
- `<body>`: parent of all content.

1.1.3 Special characters

`<`, `>`, `"`, `'`, `&` are HTML reserved characters. As long as UTF8 encoding is used, any other character in content shouldn't cause any problem. To have these symbols as content, a special reference is needed.

Character	Reference
<code><</code>	<code>&lt;</code>
<code>></code>	<code>&gt;</code>
<code>"</code>	<code>&quot;</code>
<code>'</code>	<code>&apos;</code>
<code>&</code>	<code>&amp;</code>

Other than elements, there can be comments. These are merely for readability.

```
<!-- comment -->
<!--
  Anything inside will be ignored!
-->
```

1.2 Media Embedding

1.3 Tables

2 Styling and layout

3 Interactivity

4 Forms

5 Accesibility

6 Tooling