ФАКУЛЬТЕТ **ИНФОРМАТИКА И СИСТЕМЫ УПРАВЛЕНИЯ**

КАФЕДРА **КОМПЬЮТЕРНЫЕ СИСТЕМЫ И СЕТИ (ИУ6)**

НАПРАВЛЕНИЕ ПОДГОТОВКИ **09.03.03 Прикладная информатика**

О Т Ч Е Т

по лабораторной работе №   1

Название: Создание простейших HTML-страниц.

Дисциплина: Языки Интернет-программирования

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Москва, 2022

Задание 1. Разметка HTML-страницы с использованием элементов семантической разметки текста.

Выполните разметку HTML-страницы с использованием элементов семантической разметки текста (см. таблицу 6). Напишите не менее 10 строк произвольного текста. Выделите в каждой строке несколько слов как более важные, значительно важные, добавьте математические формулы и пр. Также, с использованием семантической разметки, добавьте к тексту произвольные строки кода на любом языке программирования.

Подготовьте второй вариант разметки, отличающийся выделенными словами. Замените фрагменты, которые ранее отображались курсивом на фрагменты, отображаемые жирным шрифтом.

Вариант 1

```html
<!DOCTYPE html 5>
<html>
    <head>
        <meta charset="utf-8">
        <title>L1.1</title>
    </head>
    <body>
        <p>
        When <em> Naughty Dog </em>revealed <strong>The Last of Us Part 1</strong> earlier this
year,
        a complete visual remake of the original <strong>The Last of Us</strong> from
<mark>2013</mark>,
        we were a little surprised.
        There's always a debate to be had about the timing of a re-release,
        and we wondered whether the new version would be different enough from the
<mark>2014</mark> <em>PS4</em> remaster
        and <mark>2016</mark> <em>PS4 Pro</em> patch to justify a purchase from newcomers to the
seasons and series veterans alike.
        After spending some time with the final release,
        we have some answers - including comparisons between the new <em>PS5</em> release and the
prior <em>PS3</em> and <em>PS4</em> versions,
        the video modes available and the gameplay changes included.
        </p>
        <p>
            First, let's rewind.
            The Last of Us was the PS3's <strong>swan song</strong>,
            a showpiece title released just months before the arrival of the <em>PS4</em>.
            The mix of storytelling, survival horror and action resonated with fans,
```

becoming one of `<em>`Naughty Dog's`</em>` most successful games ever.

The technical challenge `<em>`Naughty Dog's`</em>` created for itself was the creation of a world

almost entirely devoid of electric lights(`<small>`The Last of Us relies heavily on indirect lighting which,

in `<mark>`2013`</mark>`, was still very difficult to achieve even when leaning on pre-calculated techniques).`</small>`

Against the odds,

Naughty Dog did manage to come up with a suitable solution to this problem — it's far from perfect,

mind you, but the world was convincingly lit and designed.

The problem was that on `<em>`PS3`</em>`, the performance just didn't hold up and many larger areas exhibited severe frame-rate issues that detracted from the experience.
        `</p>`

        `<p>`
            `<var>` x `<sup>`2`</sup>` `</var>` + `<var>` y `<sup>`2`</sup>` `</var>` = 25
        `</p>`

        `<p>`
             H`<sub>`2`</sub>`O
        `</p>`

        `<p>`
            `<code>` #include `<`iostream`>` `<br>`
            int main{`<br>`
                cout &lt&lt "Hello, world!"; `<br>`
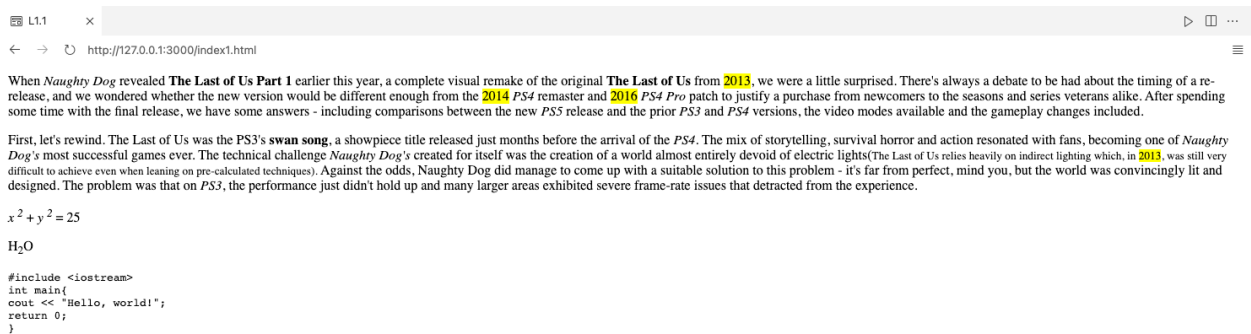   return 0; `<br>`
            }
            `</code>`
        `</p>`
    `</body>`
`</html>`

When *Naughty Dog* revealed **The Last of Us Part 1** earlier this year, a complete visual remake of the original **The Last of Us** from 2013, we were a little surprised. There's always a debate to be had about the timing of a re-release, and we wondered whether the new version would be different enough from the 2014 *PS4* remaster and 2016 *PS4 Pro* patch to justify a purchase from newcomers to the seasons and series veterans alike. After spending some time with the final release, we have some answers - including comparisons between the new *PS5* release and the prior *PS3* and *PS4* versions, the video modes available and the gameplay changes included.

First, let's rewind. The Last of Us was the PS3's **swan song**, a showpiece title released just months before the arrival of the *PS4*. The mix of storytelling, survival horror and action resonated with fans, becoming one of *Naughty Dog's* most successful games ever. The technical challenge *Naughty Dog's* created for itself was the creation of a world almost entirely devoid of electric lights(The Last of Us relies heavily on indirect lighting which, in 2013, was still very difficult to achieve even when leaning on pre-calculated techniques). Against the odds, Naughty Dog did manage to come up with a suitable solution to this problem - it's far from perfect, mind you, but the world was convincingly lit and designed. The problem was that on *PS3*, the performance just didn't hold up and many larger areas exhibited severe frame-rate issues that detracted from the experience.

$x^2 + y^2 = 25$

H_2O

```
#include <iostream>
int main{
cout << "Hello, world!";
return 0;
}
```

Вариант 2

```html
<!DOCTYPE html 5>

<html>

    <head>

        <meta charset="utf-8">

        <title>L1.1(2)</title>

    </head>

    <body>

        <p>

        When <b> Naughty Dog </b>revealed <strong>The Last of Us Part 1</strong> earlier this
year,

        a complete visual remake of the original <strong>The Last of Us</strong> from
<mark>2013</mark>,

        we were a little surprised.

        There's always a debate to be had about the timing of a re-release,

        and we wondered whether the new version would be different enough from the
<mark>2014</mark> <b>PS4</b> remaster

        and <mark>2016</mark> <b>PS4 Pro</b> patch to justify a purchase from newcomers to the
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        After spending some time with the final release,

        we have some answers - including comparisons between the new <b>PS5</b> release and the
prior <b>PS3</b> and <b>PS4</b> versions,

        the video modes available and the gameplay changes included.

        </p>

        <p>

            First, let's rewind.

            The Last of Us was the PS3's <strong>swan song</strong>,

            a showpiece title released just months before the arrival of the <b>PS4</b>.

            The mix of storytelling, survival horror and action resonated with fans,

            becoming one of <b>Naughty Dog's</b> most successful games ever.
```
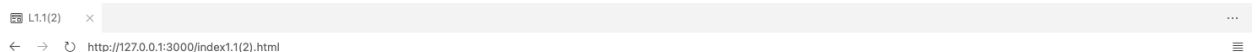
```
        The technical challenge <b>Naughty Dog's</b> created for itself was the creation of a
world
        almost entirely devoid of electric lights(<small>The Last of Us relies heavily on
indirect lighting which,
        in <mark>2013</mark>, was still very difficult to achieve even when leaning on pre-
calculated techniques).</small>
        Against the odds,
        Naughty Dog did manage to come up with a suitable solution to this problem — it's far
from perfect,
        mind you, but the world was convincingly lit and designed.
        The problem was that on <b>PS3</b>, the performance just didn't hold up and many
larger areas exhibited severe frame-rate issues that detracted from the experience.
    </p>


    <p>
        <var> x <sup>2</sup> </var> + <var> y <sup>2</sup> </var> = 25
    </p>


    <p>
        H<sub>2</sub>0
    </p>


    <p>
        <code> #include &lt;iostream&gt; <br>
        int main{<br>
            cout &lt&lt "Hello, world!"; <br>
            return 0; <br>
        }
        </code>
    </p>
  </body>
</html>
```

Задание 2. Табличная верстка.

```html
<!DOCTYPE html 5>
<html>
    <head>
        <title>L1-2</title>
        <meta charset="utf-8">
    </head>
    <body>
        <p><strong>Расписание ИУ6-35Б</strong></p>
        <table border="1", allign = "center">
            <tr>
                <th rowspan="8">ВТ</th>
                <th>Время</th>
                <th width = "200px">ЧС</th>
                <th width = "200px">ЗН</th>
            </tr>

            <tr>
                <td>8:30-10:15</td>
                <td></td>
                <td></td>
            </tr>

            <tr>
                <td>10:15-11:50</td>
                <td></td>
                <td></td>
            </tr>

            <tr>
                <td>12:00-13:35</td>
                <td colspan="2">(лек) Языки интернет-программирования 501ю Самарев Р. С.</td>
            </tr>

            <tr>
                <td>13:50-15:25</td>
                <td colspan="2">(лек) Базы данных 501ю Фомин М. М.</td>
            </tr>
```

```html
        <tr>
            <td>15:40–17:15</td>
            <td>(сем) Физика 323</td>
            <td></td>
        </tr>


        <tr>
            <td>17:25–19:00</td>
            <td></td>
            <td></td>
        </tr>


        <tr>
            <td>19:00–20:45</td>
            <td></td>
            <td></td>
        </tr>
    </table>
</body>
</html>
```

Расписание ИУ6-35Б

	Время	ЧС	ЗН
ВТ	8:30-10:15		
	10:15-11:50		
	12:00-13:35	(лек) Языки интернет-программирования 501ю Самарев Р. С.	
	13:50-15:25	(лек) Базы данных 501ю Фомин М. М.	
	15:40-17:15	(сем) Физика 323	
	17:25-19:00		
	19:00-20:45		

Задание 3. Создание формы

```html
<!DOCTYPE html>
<html lang ="en">
    <head>
        <title>L1-3</title>
        <meta charset="utf-8">
    </head>
    <body>
        <div>
            <h1>Регистрация</h1>
            <table>
            <form>
                <tr>
                    <th>Логин</th>
                    <td> <input type="text"> </td>
                </tr>
                <tr>
                    <th>Почта</th>
                    <td> <input type="text"> </td>
                </tr>
                <tr>
                    <th>Пароль</th>
                    <td> <input type="password"> </td>
                </tr>
                <tr>
                    <td colspan="2">Больше 16 лет?</td>
                    <td> <input type ="checkbox"></td>
                </tr>
                <tr>
                    <th colspan="2"> <input type="submit"></th>
                </tr>

            </form>
            </table>
        </div>
    </body>
</html>
```

Регистрация

Логин [   ]

Почта [   ]

Пароль [   ]

Больше 16 лет? ☐

[Отправить]

Задание 4. Проверка валидатором

Ошибки	Их проявление в браузере
Named character reference was not terminated by a semicolon. (Or & should have been escaped as &.)	Никак не проявляется
This document appears to be written in English. Consider adding lang="en" (or variant) to the html start tag.	Никак не проявляется