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Федеральное государственное бюджетное образовательное
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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 № 2

Название: Таблицы стилей, селекторы, блочная модель
разметки, страница с кнопками и ссылками, Bootstrap.

Дисциплина: Языки Интернет-программирования

Студент

ИУ6-35Б

(Группа)

07.09.2022

(Подпись, дата)

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(И.О. Фамилия)

Москва, 2022

Задание 1. Разметка текста с помощью таблицы стилей.

HTML

```
<!DOCTYPE html>
<html>
  <head>
    <link rel="stylesheet" href="L2-1.css" type="text/css">
  </head>
  <body>
    <p>
      When <span class="name"> Naughty Dog </span>revealed
      <span class="TLOU">The Last of Us Part 1</span> earlier this
      year,
        a complete visual remake of the original <span
      class="TLOU">The Last of Us</span> from <span
      class="date">2013</span>,
        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 <span class="date">2014</span> <span
      class="name">PS4</span> remaster
        and <span class="date">2016</span> <span
      class="name">PS4 Pro</span> 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 <span class="name">PS5</span> release and the prior
      <span class="name">PS3</span> and <span class="name">PS4</span>
      versions,
        the video modes available and the gameplay changes
      included.
    </p>
    <p>
      First, let's rewind.
      The Last of Us was the PS3's <span
      class="TLOU">swan song</span>,
        a showpiece title released just months before
      the arrival of the <span class="name">PS4</span>.
```

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.

</p>

<p class="formula">
 <var> x ² </var> + <var> y
² </var> = 25
</p>

<p class="formula">
 H₂0
</p>

</body>
</html>

CSS

```
p{
    font-size:18px;
    font-family: "Times New Roman";
}
.name{
    font-style:italic;
    color:blue;
}
.date{
    color:red;
    font-stretch: ultra-expanded;
}
.TLOU{
    font-weight: 800;
}
.formula{
    color:yellowgreen;
    font-family: "Comic Sans MS";
}
```

Демонстрация

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.

$x^2 + y^2 = 25$

H₂O

Задание 2. Разметка таблицы.

HTML

```
<!DOCTYPE html>
<html>
    <head>
        <link rel="stylesheet" href="L2-2.css" type="text/css">
        <meta charset="utf-8">
    </head>
    <body>
        <div class="tbl">
```

```

<div class="tbl-name">Расписание</div>
<div class="tbl-row">
    <div class="tbl-col time">Время</div>
    <div class="tbl-col green content">ЧС</div>
    <div class="tbl-col blue content">ЗН</div>
</div>
<div class="tbl-row">
    <div class="tbl-col time">08:30 - 10:05 </div>
    <div class="tbl-col content"></div>
    <div class="tbl-col content"></div>
</div>
<div class="tbl-row">
    <div class="tbl-col time">10:15 - 11:50</div>
    <div class="tbl-col content">(сем) Электротехника 739л Ибрагимов С. В.</div>
    <div class="tbl-col content"></div>
</div>
<div class="tbl-row">
    <div class="tbl-col time">12:00 - 13:35</div>
    <div class="tbl-col content">(сем) Языки интернет-программирования 619л</div>
    <div class="tbl-col content"></div>
</div>
<div class="tbl-row">
    <div class="tbl-col time">13:50 - 15:25</div>
    <div class="tbl-col content"></div>
    <div class="tbl-col content"></div>
</div>
<div class="tbl-row">
    <div class="tbl-col time">15:40 - 17:15</div>
    <div class="tbl-col content"></div>
    <div class="tbl-col content"></div>
</div>
<div class="tbl-row">
    <div class="tbl-col time">17:25 - 19:00</div>
    <div class="tbl-col content"></div>
    <div class="tbl-col content"></div>
</div>
<div class="tbl-row">
    <div class="tbl-col time">19:10 - 20:45</div>

```

```

        <div class="tbl-col content"></div>
        <div class="tbl-col content"></div>
    </div>
</div>
</body>
</html>

```

CSS

```

.tbl{
    display:table;
    margin-left: auto;
    margin-right: auto;
    border: 5px solid black;
    font-family: "Times New Roman";
    font-size:16px;
}
.tbl-name{
    display: table-caption;
    color:#00bfff;
    text-align: center;
    font-size: 28px;
}
.tbl-row{
    display: table-row;
}
.tbl-col{
    display: table-cell;
    border:1px solid black;
    text-align: center;
    padding-top: 5px;
    padding-bottom: 5px;
}
.time{
    padding-left: 25px;
    padding-right: 25px;
}
.content{
    padding-left: 100px;
    padding-right: 100px;
}

```

```

.dat{
    font-weight: 800;
    padding-left: 3px;
    padding-right: 3px;
}

.green{
    background-color: aquamarine;
}

.blue{
    background-color: #00bfff;
}

```

Расписание

Время	ЧС	ЗН
08:30 - 10:05		
10:15 - 11:50	(сем) Электротехника 739л Ибрагимов С. В.	
12:00 - 13:35	(сем) Языки интернет-программирования 619л	
13:50 - 15:25		
15:40 - 17:15		
17:25 - 19:00		
19:10 - 20:45		

Задание 3. Bootstrap.

```

<!DOCTYPE html>
<html lang="ru">
<head>
    <meta charset="utf-8">
    <meta http-equiv="X-UA-Compatible" content="ie=edge">
    <meta name="viewport"
        content="width=device-width, initial-scale=1.0">
    <title>ICS6 Bootstrap</title>
    <link href="bootstrap.min.css" type="text/css"
rel="stylesheet">
    <style>
        html {
            position: relative;
            min-height: 100%;
        }
body {
    margin-bottom: 40px;
}
main {
    margin-top: 15px;
}

```

```

        footer {
            height: 40px;
            position: absolute;
            bottom: 0;
            width: 100%;
        }

        .my-primary {
            background-color: blue;
            color: white;
        }
        p{
            font-size:18px;
            font-family: "Times New Roman";
        }
        .name{
            font-style:italic;
            color:blue;
        }
        .date{
            color:red;
            font-stretch: ultra-expanded;
        }
        .TLOU{
            font-weight: 800;
        }
        .formula{
            color:yellowgreen;
            font-family: "Comic Sans MS";
        }
    </style>
</head>
<body>
    <header>
        <nav class="navbar navbar-expand-lg navbar-dark my-
primary">
            <a class="navbar-brand" href="#">Navbar</a>
            <ul class="navbar-nav mr-auto">
                <li class="nav-item active">
                    <a class="nav-link" href="#">Home
                    <span class="sr-only">(current)</span>

```



```

        </a>
    </li>
    <li class="nav-item">
    <a class="nav-link" href="#">Link</a>
    </li>
</ul> </nav>
</header>
    <main class="container">
        <div class="row">
            <div class="col-4">
                
            </div>
            </div>
            <div class="row">
                <div class="col-4">
                    <div>
                        <table>
                            <td colspan="2"
align="center"><b>Регистрация</b></td>
                            <div class="form-group">
                                <tr>
                                    <th>Логин</th>
                                    <td> <input type="text" class="form-
control"></td>
                                </tr>
                                <tr>
                                    <th>Почта</th>
                                    <td> <input type="text" class="form-
control"></td>
                                </tr>
                                <tr>
                                    <th>Пароль</th>
                                    <td> <input type="password"
class="form-control"></td>
                                </tr>
                                <tr>
                                    <th colspan="2">Больше 16 лет?</th>
                                    <td align="center"><input
type="checkbox" class="form-check-input"></td>

```

```

        </tr>
        <tr>
            <th colspan="2"> <button
type="submit" class="btn btn-success">Принять</th>
        </tr>

```

```

    </div>
</table>
</div>

```

```

</div>
<div class="col-6">
    <table class="table table-bordered">
        <thead>
            <tr>
                <th scope="col">ВТ</th>
                <th scope="col">Время</th>
                <th scope="col">ЧС</th>
                <th scope="col">ЗН</th>
            </tr>
        </thead>

        <tbody>
            <tr>
                <th scope="row" rowspan="3"></th>
                <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>
            <tr>
                <td>15:40–17:15 </td>
                <td>(сем) Физика 323</td>
            </tr>
        </tbody>
    </table>

```

[illegible]

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).

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</p>

<p class="formula">
 <var> x ² </var> + <var> y
² </var> = 25
</p>

<p class="formula">
 H₂0
</p>

</div>

</div>

</main>

<footer class="my-primary">

 <div class="container">

 <p class="footer-text">Footer</p>


 </div>

</footer>

</body>

</html>

NavbarHomeLink



Регистрация

Логин

Почта

Пароль

Больше 16 лет?

Принять

ВТ	Время	ЧС	ЗН
	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	

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 *PS3* release and the prior *PS3* and *PS4* versions, the video modes available and the gameplay changes included.

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$x^2 + y^2 = 25$

H₂O

Footer

Задание 5. Проверка в валидаторе.

Ошибки	Их проявление
The character encoding was not declared.	Никак не проявляется
Element head is missing a required instance of child element title.	Никак не проявляется
Start tag div seen in table.	Никак не проявляется
Unclosed element button.	Никак не проявляется