

HTML

Tags & Controls

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Introduction

HTML & It’s Use

* HTML is the standard markup language for creating web pages, which describes structure of website.
* "Hypertext" refers to links that connect web pages to one another, either within a single website or between websites. Links are a fundamental aspect of the Web. By uploading content to the Internet and linking it to pages created by other people, you become an active participant in the World Wide Web.
* HTML uses "markup" to annotate text, images, and other content for display in a Web browser. HTML markup includes special "elements" such as <head>, <title>, <body>, <header>, <footer>, <article>, <section>, <p>, <div>, <span>, <img>, <aside>, <audio>, <canvas>, <datalist>, <details>, <embed>, <nav>, <search>, <output>, <progress>, <video>, <ul>, <ol>, <li> and many others.
* HTML is supported by almost every browser by good user control & good implimention.

HTML Version

HTML 1.0

* Headings
* List
* Paragraphs

HTML 2.0

* Introduction of Forms
* Tag for tabular data

HTML 3.2

* Upgraded form elements
* Improved image handling
* Extended character set
* CSS support

HTML 4.01

* External stylesheet
* Additional tags
* Upgraded table functionality

HTML 5

* New form elements
* Media playback tags
* Local storage
* Web worker support

Structure of HTML

<!doctype html>

<html lang="en-US">

  <head> (Container of all the stuff we want to include in HTML page - Keywords, CSS, etc. )

    <meta charset="utf-8" /> (uses UTF-8 encoding which includes most characters from vast majority)

    <meta name="viewport" content="width=device-width" /> (Provides virtual width for narrow screens)

    <title>Title</title>

  </head>

  <body>

    <img src="images/firefox-icon.png" alt="My test image" />

  </body>

</html>

Basic Controls

Form

<form>

.

*form elements*

.

</form>

The <form> element is a container for different types of input elements, such as: text fields, checkboxes, radio buttons, submit buttons, etc.

*action*

Specifies where to send the form-data when a form is submitted.

*method*

Specifies the HTTP method to use when sending form-data

* post:

The [POST](https://developer.mozilla.org/en-US/docs/Web/HTTP/Methods/POST) method; form data sent as the [request body](https://developer.mozilla.org/en-US/docs/Web/API/Request/body).

* get (default):

The [GET](https://developer.mozilla.org/en-US/docs/Web/HTTP/Methods/GET); form data appended to the action URL with a ? separator. Use this method when the form [has no side effects](https://developer.mozilla.org/en-US/docs/Glossary/Idempotent).

*target*

Specifies where to display the response that is received after submitting the form.

If we want to enter input from outside the form :

<input type="text" id="lastName" name="lastName" form="formName">

Attributes

Name

* The name attribute specifies a name for an HTML element.
* This name attribute can be used to reference the element in a JavaScript.
* For a <form> element, the name attribute is used as a reference when the data is submitted.
* For an <iframe> element, the name attribute can be used to target a form submission.
* For a <meta> element, the name attribute specifies a name for the information/value of the content attribute.
* For a <param> element, the name attribute is used together with the value attribute to specify parameters for the plugin specified with the <object> tag.

Id

* The id attribute specifies a unique id for an HTML element. The value of the id attribute must be unique within the HTML document.
* The id attribute is used to point to a specific style declaration in a style sheet. It is also used by JavaScript to access and manipulate the element with the specific id.
* The syntax for id is: write a hash character (#), followed by an id name.
* The id name is case sensitive.

Class

* The HTML class attribute is used to specify a class for an HTML element.
* Multiple HTML elements can share the same class.
* The class attribute is often used to point to a class name in a style sheet. It can also be used by a JavaScript to access and manipulate elements with the specific class name: Multiple classes

Value

* The value attribute specifies the value of an <input> element.
* The value attribute is used differently for different input types:

<input type="button">

<input type="checkbox">

<input type="color">

<input type="date">

<input type="email">

<input type="file">

<input type="hidden">

<input type="image">

<input type="number">

<input type="password">

<input type="radio">

<input type="reset">

<input type="search">

<input type="submit">

<input type="tel">

<input type="text">

<input type="time">

<input type="url">

Basic Tags

* Image tag

<img src="img.jpg" alt="Image" width="500px" height="600px">

* a tag

<a href="https://www.google.com">Go to Google</a>

* meta tag

The <meta> tag defines metadata about an HTML document. Metadata is data (information) about data.

<meta> tags always go inside the <head> element, and are typically used to specify character set, page description, keywords, author of the document, and viewport settings.

Metadata will not be displayed on the page.

Metadata is used by browsers (how to display content or reload page), search engines (keywords), and other web services.

There is a method to let web designers take control over the viewport (the user's visible area of a web page), through the <meta> tag (See "Setting The Viewport" example below).

<meta name="viewport" content="width=device-width, initial-scale=1.0">

There are several more significant tags in HTML which are widely use worldwide, which are demonstrated in demo..

Responsive Website

Responsive Web Design is about using HTML and CSS to automatically resize, hide, shrink, or enlarge, a website, to make it look good on all devices (desktops, tablets, and phones):

We can use viewport, max-width & several CSS concepts like media query can be implemented to build responsive web application.

Bootstrap & CSS flex property makes easy to build responsive webpage.