

# More HTML

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**MORE ON IMAGES**

# Image attributes

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- We have already seen the tag for entering images:

```

```

- You can use the **style** attribute to specify the **width** and **height** of an image.
  - The values are specified in pixels (use px after the value):

```

```

# Click-able Image Maps

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- So far we have seen how we can create links using text and images.
- In Image maps we can define areas of an image as a link instead of the whole image.
- Thus we can have more than one link on an image, depending on the area of the image we click.
- In order to do this we have to define two things:
  - The image we will use
  - The areas of the image that will be links and what files they link to.

# Defining an Image Map

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- The image is defined in the usual manner using the `<img>` tag.
- The areas are defined within a new container tag, the `<map>`.
- Our web page must have both tags in order to work.
- The connection between the two is done inside the `<img>` tag using the attribute `USEMAP`:

```
  
  <map name="mymap">...</map>
```

# The <map> tag

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- The **<map>** tag is a container tag that is referenced using a section-style **name** attribute. Inside the **<map>** container, you use the **<area>** tag to define each hot zone for the client-side map. Here's how it works:

```
<map name="section_name">  
<area shape="shape1" coords="coordinate  
numbers" href="URL">  
<area shape="shape2" coords="coordinate  
numbers" href="URL">  
...  
</map>
```

# The shape attribute of <area>

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- There are three type of shapes available. I.e. three values for the shape attribute:
  - **rect** - The rectangular hot zone requires four coordinates: the top left corner and the bottom right corner. An example would be 1,0,55,54 which places the left at pixel 1, the top at pixel 0, the right at 55, and the bottom at 54.
  - **circle** - A circular zone requires three different coordinates: center-x, center-y, and a radius. An example might be 20,20,5, which would represent a circle with its center at 20,20 and a radius of 5 pixels.
  - **polygon** - For a polygon, each vertex requires a pair of points as its definition. (This is nearly the same as is created by most map definition programs.) A **coords** value of 1,2,55,56,1,99 would create a polygon (triangle) with a vertex at 1,2, one at 55,56, and a third at 1,99.

# Image fallback

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- In case the browser does not support image maps, you can create a link of the whole image by including it in an anchor tag:

```
<a href="error_map.html">
```

```
</a>
```

- In this example, if users click somewhere on the graphic, but their browser can't deal with client-side maps, they'll be taken to a page called error\_map.html where you can explain the problem to them, and perhaps offer a series of clickable graphics or text links for them to use.

## Clickable image maps

For an image, you can create an image map, with clickable areas:

```
<!DOCTYPE html>
<html>
<body>

<p>Click on the sun or on one of the planets to
watch it closer:</p>



<map name="planetmap">
  <area shape="rect" coords="0,0,82,126" alt="Sun"
href="sun.htm">
  <area shape="circle" coords="90,58,3"
alt="Mercury" href="mercur.htm">
  <area shape="circle" coords="124,58,8"
alt="Venus" href="venus.htm">
</map>

</body>
</html>
```



## Image Floating

You can let an image float to the left or right of a paragraph:

```
<!DOCTYPE html>
<html>
<body>

<p>
  
  A paragraph with an image. A paragraph with an
  image.
  A paragraph with an image. A paragraph with an
  image.
  A paragraph with an image. A paragraph with an
  image.
</p>

<p>The image floats to the left of the text.</p>

<p>Please use the CSS float property. The align
attribute is deprecated in HTML 4, and not
supported in HTML5.</p>

</body>
</html>
```