

VIDEOS, MEDIA & IFRAME



INTRODUCTION

It is very common on webpages today to have video/audio content that adds context and information to a site. Using audio/video can be a great way to introduce topics that would require tons of text instead.

Users will be much more likely to watch a video or listen to instructions when compared to reading a giant block of text on a website.

We will see that there are a couple of options when it comes to adding this content to our site, but it really breaks down into two options:

1. You can host the video/audio on your server and use the video or audio tags (much like an internal img tag)
2. You can use other platforms like YouTube to host the videos for you can simply **embed** the video into your site.

THE VIDEO TAG

The video tag is a little bit different from normal HTML tags.

1. Start with the opening tag for the video and give any attributes to customize the video.
2. Add the **src** attribute to specify a source of the video.
3. Add text in the content of the video tag to be shown if none of the video formats are supported (which is pretty rare today).

```
<video controls src="film.mp4">
```

YOUR BROWSER DOES NOT SUPPORT THE VIDEO TAG

```
</video>
```

THE AUDIO TAG

The audio tag has a very similar structure to the video tag and can be used to add sound to your website. Unless you are using an external library, this is the standard HTML way of embedding audio into your site:

```
<audio controls src="song.mp3">
```

YOUR BROWSER DOES NOT SUPPORT THE AUDIO TAG

```
</audio>
```

KNOWLEDGE CHECK

Okay easy enough, a couple new tags are available.

1. Create a new folder in your Scratch directory called AudioVideo.
 1. You can use either the projectStarter or mkdir, just make sure you have at least an index.html file to work with.
2. Follow the Git/GitHub workflow to turn AudioVideo into a repository.
3. Download the example audio and example video files from Canvas. Move these files into AudioVideo.
4. Create a Video and Audio tag for both of these files.
5. Add, commit and push your code.
6. Go over to <https://www.pexels.com/videos/> and find a video. Right click a video and use the “Copy Video Address” option.
7. Use this external video and create a new video tag.
8. Add commit and push your code.

THE IFRAME TAG

The iframe tag in HTML is used to embed other sites inside of our site. This might seem strange, and it is. This usually isn't used to actually take an entire other site and throw it inside of our site.

Many big popular sites actually create totally different pages for embedding. The easiest example to show is YouTube. If you take this URL: <https://youtube.com/embed/HeeV06bmTfs> you will notice that it looks very different when compared to normal YouTube.

This page was designed specifically for being shared and embedded. This is so that other sites can grab YouTube videos and easily bake them into their sites!

THE IFRAME TAG

The iframe tag is used to embed video sources from other web pages on our page. It is common for smaller webpages to put their video on YouTube and then embed the link video on their page. The nice thing about an iframe tag is that you normally just have to find the iframe code to copy and then just plug it into your site!

```
<iframe  
src=https://youtube.com/embed/HeeV06bmTfs  
frameborder="0"  
allow="autoplay;encrypted-media"  
allowfullscreen>  
</iframe>
```

EMBEDDING AN IFRAME

Many websites allow you to embed an iframe from their site. For example on YouTube:

1. Find the video on YouTube you want
2. Click the share button under the video
3. Select the **embed** option
4. Copy the HTML iframe tag

EMBEDDING AN IFRAME

17K 116 **SHARE** SAVE ...

Share

<> Facebook Twitter Email 카카오톡리 reddit

Embed

<https://youtu.be/eal4-A89IWY> COPY

☐ Start at 0:02

```
<iframe width="560" height="315"
src="https://www.youtube.com/embed/
eal4-A89IWY" frameborder="0"
allow="accelerometer; autoplay;
clipboard-write; encrypted-media;
gyroscope; picture-in-picture"
allowfullscreen></iframe>
```

KNOWLEDGE CHECK

Okay easy enough, a couple new tags are available.

1. Find a video you want to embed on your site on YouTube.
2. Go through the steps outlined and copy the iframe code onto your site.
3. Add, commit and push your code.
4. Go to Google Maps and select any location you want.
5. Try to find the “share” option where you can find the iframe code to copy
6. Add, commit and push your code.

IFRAME CONSIDERATIONS

Most of the time we avoid using iframe if the video is hosted on our own webserver. There is no benefit from using an iframe when you can simply use the video tag.

Keep in mind that video content is **very heavy** on network traffic. If you can offload this to a huge service like YouTube you probably should!

It also can complicate SEO, debugging, and performance in your page. Most of the time this is only used when we want to use a video hosted by another service (YouTube, Spotify, etc.).

Also remember that when you copy over an iframe tag it might come with attributes you don't want! For example, a hard-coded width or height that doesn't match the width and height you need. These are things you need to watch out for. Always look at the attributes in the iframe you are copying and get rid of the ones you don't want.

NATIVE VS IFRAME

Both the audio and video tags will play natively in your browser as long as their format is supported.

When we use an iframe, we don't have to worry about these compatibility issues almost all of the time (we know the video already plays on YouTube).

Using services like YouTube also automatically give the users a familiar interface and YouTube automatically figures out what kind of definition needs to be sent based on the users network speeds.

As we will see when we get to our cloud server unit, networking is limited if you want the server to be free! Offloading the video and audio work to another stable service is usually a great idea.

So these tags have a few more things to consider when compared to plain content tags. While we are messing around locally, you don't have to worry about things like networking limits so let's explore!