## HTML IMAGES

## BASIC SYNTAX

- In HTML, images are defined with the <img> tag.
- The <img> tag is empty, it contains attributes only, and does not have a closing tag.

#### Syntax:

<img src="image.jpg" alt="Description of image">

## **IMAGE ATTRIBUTES**

#### 1.src (Source)

- Specifies the path or URL of the image file.
- This attribute is required for the image to display.

<img src="image.jpg" alt="Description of image">

#### 2.alt (Alternative Text)

- Provides alternative text for the image if it cannot be displayed.
- Helps with accessibility for visually impaired users using screen readers.
- <img src="image.jpg" alt="A beautiful sunrise over the ocean" >

#### 3. width

- Specifies the width of the image in pixels or percentages.
- Avoid distorting the image by maintaining the aspect ratio when resizing.

```
<img src="image.jpg" alt="Image" width="300" >
```

#### 4. height

Specifies the height of the image in pixels or percentages.

```
<img src="image.jpg" alt="Image" height="200" >
```

#### 5.title

Adds a tooltip that appears when you hover over the image.

```
<img src="image.jpg" alt="Image" title="Hover over me!" >
```

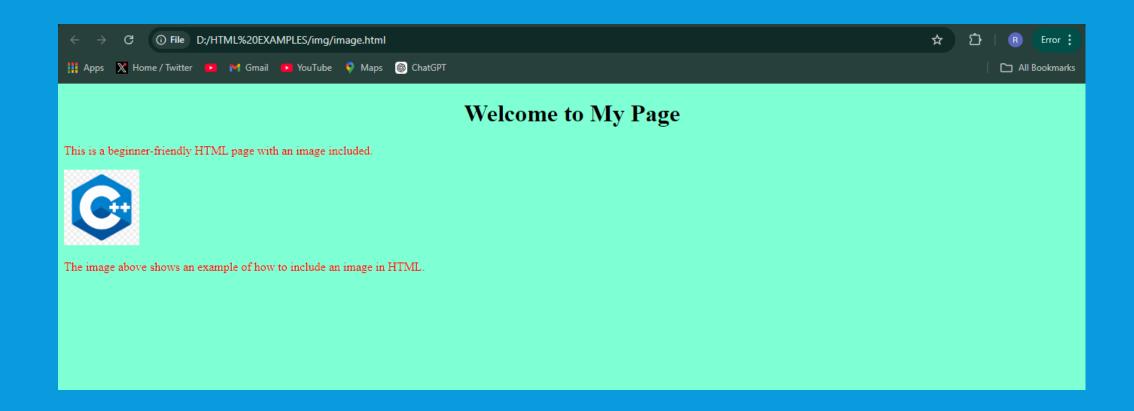
- examples
- <img src="jacket.png" alt="HTML5 Icon" width="12px" height="12px">
- Example in visual studio
- For image that is inside the same folder with the html: Folder>html
  >Image

<img src="jacket.png" alt="jacket Icon" style="width:128px;height:128px;">

## **EXAMPLE**

```
D: > HTML EXAMPLES > img > ♦ image.html > ♦ html > ♦ head > ♦ style > 😝 body
   <!DOCTYPE html>
   <html lang="en">
     <meta charset="UTF-8">
     <meta name="viewport" content="width=device-width, initial-scale=1.0">
     <title>My First HTML Page</title>
       body{
           background-color: ■aquamarine;
       p{
           color: ■ red;
           text-align: center;
     <h1>Welcome to My Page</h1>
     This is a beginner-friendly HTML page with an image included.
     <!-- Adding an image -->
     <img src="c++.png" alt="A beautiful example image" width="100px">
     The image above shows an example of how to include an image in HTML.
```

## **OUTPUT**



Note that the image should be inside the folder where the html is saved at

#### Images in Another Folder

- · If not specified, the browser expects to find the image in the same folder as the web page.
- However, it is common to store images in a sub-folder. You must then include the folder name in the src attribute:
- Folder>html>image folder>image
- <img src="/images/jacket.png" alt="jacket Icon" style="width:128px;height:128px;">

## **USING ABSOLUTE PATH**

#### Images on Another Server

- Some web sites store their images on image servers.
- Actually, you can access images from any web address in the world:
- Just paste a link to an image inside the src
- Example

<img src="https://www.google.com/images/google\_icon.jpg" alt="google.com">

# REFERENCE AN IMAGE STORED IN A DIFFERENT FOLDER

In this case lets use **project** as our Parent folder. Project is the folder that contains all the files.. Below is the structure to the location of example image and how to reference it, index.html is our html file

<img src="images/example.jpg" alt="Image in a subfolder" width="300">

## IMAGE IN A PARENT FOLDER

<img src="../example.jpg" alt="Image in the parent folder" width="300">

NOTE ../ moves up one directory to the parent folder.

## IMAGE IN A SIBLING FOLDER

If your HTML file is in one folder, and the image is in another sibling folder:

<img src="../images/example.jpg" alt="Image in a sibling folder" width="300">

## IMAGE IN A DEEPER SUBFOLDER

 If your HTML file is in the root folder, and the image is in a deeper subfolder:

<img src="images/gallery/example.jpg" alt="Image in a deeper subfolder">