Introduction to CSS3 and HTML5: Lesson 3

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Lesson 3: Full-Screen View

This view has opened in a new window and will stretch to fit any screen size (large or small). It displays all of this lesson's components. To return to the normal classroom, please click the "close" button or manually close this window.

Chapter 1

Introduction

In today's lesson, you'll discover the joy and beauty of using background colors and images in your website. As the term *background* implies, there are colors and pictures that appear behind your text and other content. For pictures, you're not limited to using just photographs. Patterns, textures, designs, and gradients work well, too.

You're welcome to use any pictures of your own as background images. I'll also provide some sample images that everyone can use. Before we start on background images, though, let's talk a bit more about using style sheets and working with color. Come on over to Chapter 2, and let's get started.

Chapter 2

Getting Started With Backgrounds

In Lesson 2, you learned the advantages of using an external style sheet to style your website, and you created a style sheet there. Throughout this course, you'll do much of your styling in the external style sheet, stylesheet.css. In order to do that, you'll need to edit your style sheet from time-to-time. That's simple to do—it's really no different from editing a Web page or any other file. Let's go through the steps here just to make sure everyone understands what's going on and so that you have a single place to refer back to should you forget how to edit the style sheet later.

Edit Your Style Sheet

Editing (changing) a style sheet is the same as editing any other file. You open it in an appropriate program (a text editor), make your changes, and then save your changes. Here are the exact steps for editing the stylesheet.css style sheet we'll be using in this course:

1. Open your *Intro HTML5* folder.

2. Right-click (in Windows) or CTRL + Click (Mac) the *stylesheet.css* file icon, choose **Open With** and then the name of your preferred text editor (*Notepad* in Windows or *TextEdit* on a Mac).

3. When the style sheet is open in the editor, make your changes.

4. Close and save the style sheet (click the X in the upper-right corner of Notepad or the red circle in the upper-left corner of TextEdit). If asked about saving your work, click **Save** or **Yes**.

Even though you've saved your changes, you won't see an immediate change in any linked Web pages. To see the effects of changing a style sheet, you have to open a page that's linked to the style sheet. For now, that page will be our HTML5 Template.htm page. To open that page, you double-click its icon in your *Intro HTML5* folder. If you don't see your expected changes right away, make sure you click the browser's Reload or Refresh button to ensure you're seeing all the latest code being applied.

Tip

If you're accustomed to working with multiple open files, you don't really need to close your editor or Web browser. After changing your style sheet or page in the editor, pressing CTRL + S (Windows) or COMMAND + S (Mac) will save your most recent changes without closing the window. Then you can switch to the browser window and use the browser's Reload or Refresh button, or even the F5 key in most browsers, to reload the page there. But again, this method is best reserved for more advanced users who are accustomed to keeping track of what they have open and switching among open windows.

So that's all there really is to it. You'll be doing those steps many, many times throughout this course. But I won't be repeating all those steps every time. In the future, I'll assume you know how to edit your style sheet. So if you're still a little uncomfortable with the process, you might want to jot down the steps in your own words on a sheet of paper and keep them close by whenever you're working in the lessons.

Specifying Colors

In Lesson 2, you set the background color of your page to aqua using the CSS background-color property and the value *aqua*. That color name *aqua* is one of 16 color names recognized by CSS and HTML.

You're certainly not limited to using 16 colors. There are over 16.7 million colors you can define using the six-digit hex codes. Each six-digit code represents a mixture of red, green, and blue, in that order. The amount is expressed using two-digit hexadecimal numbers ranging from 00 (none) to ff (255). Hence, the hex code #ff0000 is pure red because it's full on red (ff for the red value) with no green or blue (00 for each of those). The hex code #ffffff is all colors at the highest strength, which produces white. The hex code #000000 is no color at all, and hence black.

Note

Color names and hex codes aren't case-sensitive, so you can use uppercase wherever you like. For example, if you prefer *Red* to *red* or #*FF0000* to #*ff0000*, that's fine. Uppercase or lowercase, it just doesn't matter with colors.

CSS provides a three-digit shorthand technique for specifying hex codes when the red value is two identical characters, the green value is two identical characters, and the blue value is two identical characters. In other words, when the browser sees a three-digit hex code like #3fc it just doubles each digit to arrive at #33ffcc, which is the six-digit hex code that #3fc represents. You certainly can't express all 16.7 million colors using just the three-digit codes. But you can express about 4,500 different colors using three-digit codes. So you may see three-digit codes used often in other peoples' codes.

The image below shows the 16 valid color names, the six-digit hex code for each, and the three-digit code for the ones that can be expressed using three digits. As you can see, any color name can be represented by a six-digit hex code, but only a few can be represented by a three-digit hex code.

Show Text Equivalent

Name	Color	Hex	3-Digit Hex
aqua		#00ffff	#0ff
black		#000000	#000
blue		#0000ff	#00f
fuchsia		#ff00ff	#f0f
gray		#808080	
green		#008000	
lime		#00ff00	#0f0
maroon		#800000	
navy		#000080	
olive		#808000	
purple		#800080	
red		#ff0000	#f00
silver		#c0c0c0	
teal		#008080	
white		#ffffff	#fff
yellow		#ffff00	#ff0

16 color names and hex equivalents

Of course, you don't have to memorize color names or hex codes. And there's no way to figure out what a color looks like just by looking at its hex code. You'll need some online resources to help you find colors. Those of you who completed the *Creating Web Pages* course may still have such sites in your browser's Favorites or Bookmarks for easy access. I'll list some in the Supplementary Material for this lesson as well. And you'll get some hands-on practice using colors throughout this course.

Downloading Sample Images

Giving your pages a nice background color is one way to spruce things up. But a background image (picture) can do even more. For the rest of this lesson, we're going to focus on using background images. You can use any JPEG, PNG, or GIF image as a background image, including any such pictures of your own that you might already have. The newest browsers also offer some support for SVG images. But those are very new, and support can be tricky. We'll talk about the different picture types later in this course. For now, it's sufficient to know that JPEG, PNG, and GIF images are the three types of images that are best for making websites.

In this course, I'll be using some sample pictures to illustrate things. If you want to follow along, you can use those same images. But they aren't already on your computer. To use them, you'll need to *download* them (copy from our computer to your computer). There are quite a few of them—enough that it would be tedious and time-consuming to download them one at a time. So I put them all in a Zip file so you could download them all in one fell swoop.

Zip files are a handy and common tool used by professionals and casual users alike for transmitting multiple files as one file. But I realize not everyone here knows how to use them. So I'll provide step-by-step instructions for downloading and using the Zip file in the Lesson 3 FAQs. Before continuing with this lesson, please visit the Lesson 3 FAQs and download the sample images as instructed there (click **Resources** near the top or bottom of this page, then click **Frequently Asked Questions**, and then click **Lesson 3**).

Chapter 3

Using Background Images

Background images can really add a lot of pizzazz to a website. A background image appears behind text and other content in your page. CSS offers many properties for specifying and controlling the appearance of background images. You can apply a background image to the body element, table element, or block element such as divs, paragraph, headings, and lists. To define a background image, you use the CSS background-image property with the following syntax:

```
background-image:url(path)
```

In your own code, you type everything except *path* exactly as you see above. You have to replace the *path* part because it's a reference to the file that contains the background image you want to use. So you can only use an image whose exact location and filename you know. If the image you want to use is in the same folder as the style sheet, then the path is just the filename of the image. If the image is in a subfolder, like the pix subfolder you've added to your *Intro HTML5* folder, then the path syntax is:

```
subfoldername/filename
```

For example, if the file you want to use as a background image is named *bkgdrops.jpg* and that file is in a subfolder named *pix* in your site, then the correct path would be

```
pix/bkgdrops.jpg
```

Note that there are no spaces, and that's a forward slash (/) not a backslash (\). Filenames can be case-sensitive on Web servers (even though they might not be on your computer). So when typing your own paths, you should always match the uppercase and lowercase letters in the actual folder and file names.

Let's give it a try using the *bkgdrops.jpg* file in the pix folder. I'll assume you've done all the steps from the Lesson 3 FAQs already to bring the *pix* folder into your *Intro HTML5* folder. (If that folder isn't there, you won't see any background pictures when you try things out in this chapter.) To try a background image from the pix folder, open your *Intro HTML5* folder, and open *stylesheet.css* in your editor (as we discussed under *Edit Your Style Sheet* in Chapter 2). Then add the line shown to your existing body style rule. Don't type a whole new style rule. Just change the current style rule by adding the line below to it.

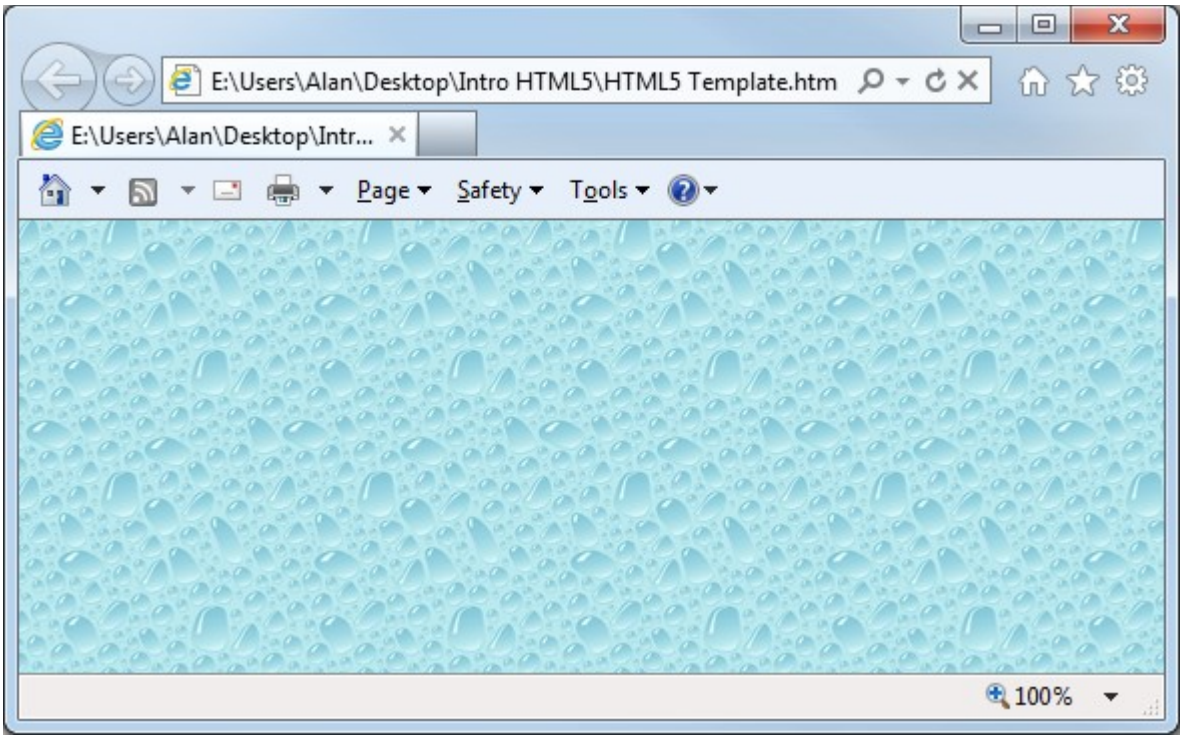
```
background-image:url(pix/bkgdrops.jpg);
```

After you've typed the new line into the existing style rule, that style rule looks like this:

```
body{
   background-color:aqua;
   background-image:url(pix/bkgdrops.jpg);
}
```

Notice that we now have two CSS descriptors assigned to the body element. The first one defines the background color, and the second one defines a background image. The order doesn't really matter. But both should be within the curly braces that mark the beginning and end of the style descriptors for the body element. Note, too, that you need a semicolon after the first line. The very last semicolon is optional. But it's a good idea to type it in now so you don't forget later should you decide to add another line in the future.

Remember, any changes you make to a style sheet won't show up in the Web page until you do two things: 1) save the style sheet with the changes, and 2) open the page in the browser (and possibly click Reload or Refresh in the browser). So to see the effect of this change, first make sure you save your style sheet. As we discussed in Chapter 2, an easy way to do that is to close the editor window and choose **Save** if asked if you want to save your changes. Then, double-click the linked Web page (*HTML5 Template.htm*) to see the new style applied to that page. Or, if that page is already open in a Web browser, switch to the browser window. If you don't see the effects of the style sheet change right away, click the browser's Reload or Refresh button. If you did everything correctly, the water drops should completely fill the browser window.



Background image applied to page body

If yours doesn't work, either you didn't put the pix folder in your *Intro HTML5* folder, or maybe you didn't type the code correctly. If you need to make any corrections, don't forget to resave the style sheet after making those corrections, and always reload or refresh the page in the browser after saving your changes so the browser has the latest page and style sheet.

In the browser, it may look as though the background image is quite large since it will fill the browser window. But the truth is the *bkgdrops.jpg* image we're using is quite small. In fact, here's that *bkgdrops.jpg* image in its entirety.

Background image

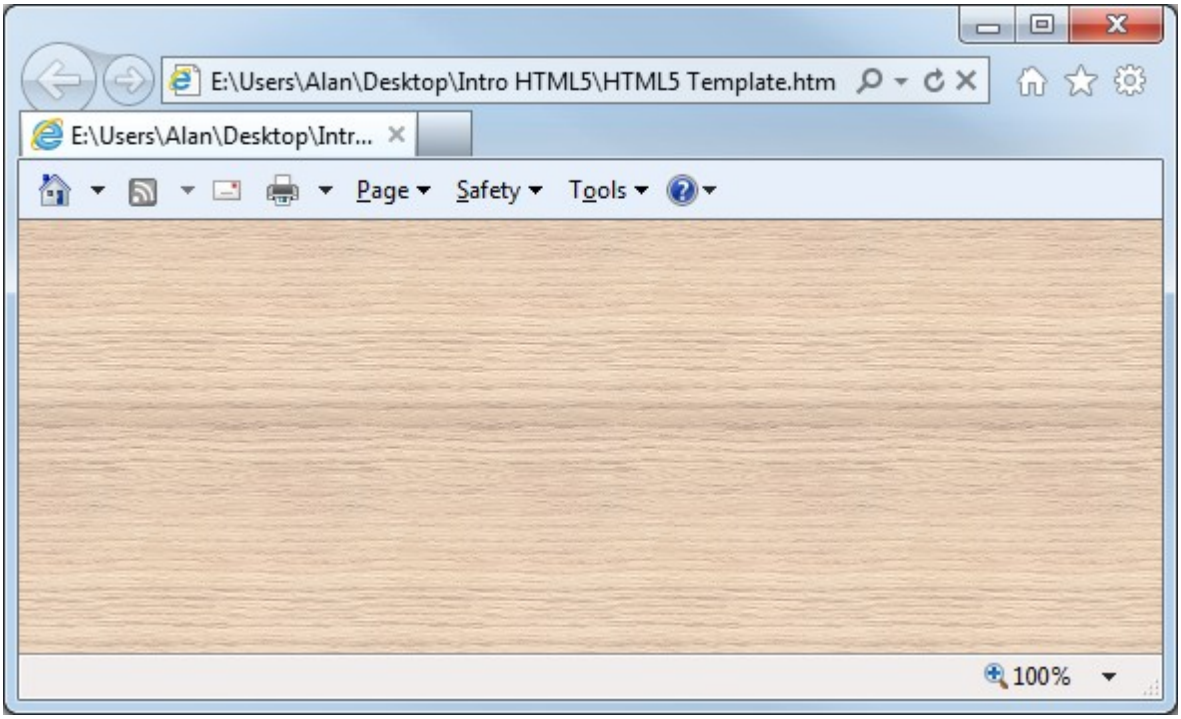
The *bkgdrops.jpg* image didn't stretch or grow to fill the page body. Rather, it's *tiled* (repeated) in all directions to fill the page body. You can't tell it's tiled because the artist who created the image specifically designed it to tile seamlessly as a background image. Not all images work that way. But many do. In the sample pix folder, all files whose filenames start with *bkg* can be tiled seamlessly like *bkgdrops.jpg*. To try one out, just use its filename rather than *bkgdrops.jpg* in your code. For example, there's a file named *bkgwood.jpg* in the pix folder. You can open your style sheet and change *bkgdrops.jpg* to *bkgwood.jpg* like this:

```
body{
   background-color:aqua;
   background-image:url(pix/bkgwood.jpg);
}
```

Caution

You don't need to make a new style sheet or new body{} style rule at any time in this lesson. You can just try out different things with the body{} style rule that's already in stylesheet.css that you already have.

Save the style sheet, reload or refresh the page in the browser, and then that background image will tile to fill the body element.



A different background image applied to page body

The background image tiles to fill the browser window again. Notice that there's no sign of the background color. The background image completely fills the window and hides the background color. So it may seem odd to even have a background color in the style rule. But the W3C recommends you always define a background color even when using a background image because there are billions of computers connected to the Internet, and they aren't all the same as yours. If, for whatever reason, a user's browser can't display the background image, it will use the background color you define instead.

Another reason why you might want to keep the background color is that tiling an image to fill the body element isn't the only way to do it. You can tile an image horizontally only, vertically only, or not at all. And in those cases, the background color will show wherever the background image isn't covering it. The CSS property for controlling how a background image repeats is *background-repeat*.

Using Background-Repeat

Some background images might look good tiled to fill the entire browser window, some might not. CSS is all about being creative with your styling, and so you can choose if, and how, a background image repeats. The property for controlling that is *background-repeat*. You can use any one of four values with that property.

Background-Repeat Properties

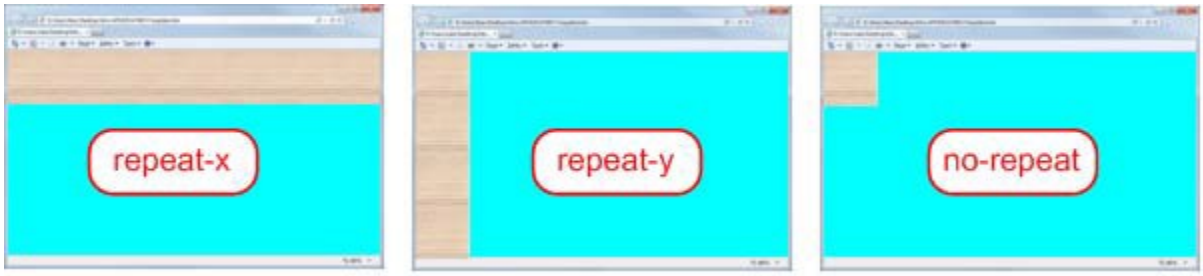
Value	Meaning
repeat	Image repeats vertically and horizontally to fill the space
repeat-x	Image repeats horizontally only.
repeat-y	Image repeats vertically only.
no-repeat	Image does not repeat

The default is to use the first option, *repeat*, to tile the image both vertically and horizontally. In other words, if you don't specify a repeat option, you get the same as using *background-repeat:repeat;*. That's why the drops and wood examples above were both repeated horizontally and vertically to fill the window. The image below shows how the *bkgwood.jpg* image would look using other options. The background color, which is still defined as *aqua* in the examples below, shows where the background image doesn't cover the color.

Note

I'm using aqua as the background color below to make it really stand out. In real life, the background color you choose should be more like the color of the image so that people who can't see the background image at least get a similar background color.

Show Text Equivalent



Other ways to repeat a background image

The repeat-x and repeat-y values can be especially useful when using background images that are gradients that fade from one color to another. For example, inside the pix folder is an image file named *gradient1.png* that's about 1,000 pixels wide and 10 pixels tall. It fades from a shade of pink to white going left to right like this.

The *gradient1.png* image is a fade

When using such a background image, if you allow it to repeat in all directions and the browser window is wider than the gradient image, it will look weird where the image stops on the right at the white color because it will then show the darker side again as the image repeats.

Gradient image repeated in all directions

When using an image like that, you want to set the background color to whatever is the last (rightmost) color in the image. Then don't repeat the image past the end of the fade. In other words, it's fine to repeat the gradient image above *down* the page—vertically along the Y axis. But you don't want to repeat it horizontally across the page—along the X axis—because that's what causes the darker pink to start over again at the end of the white part of the image. So the best way to show that gradient image would be to set the background color to white to match the farthest right color of the image. Then you'd set the background image to the path to that image, and the background-repeat property to *repeat-y* so that the image tiles vertically along the y-axis only.

```
body{
   background-color:white;
   background-image:url(pix/gradient1.png);
```

```
   background-repeat:repeat-y;
}
```

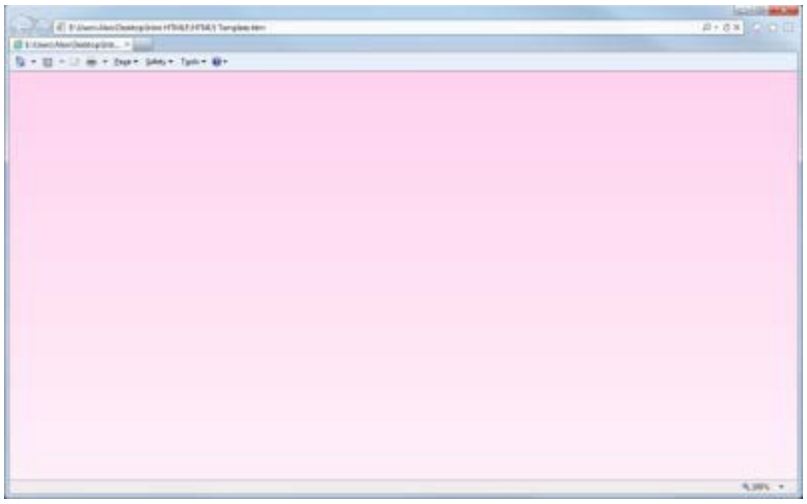
Doing the style rule as above allows the entire body to fade gradually from pink to white with no awkward repeating in the horizontal direction.

Gradient image repeated vertically with white background

The same basic concept applies to a gradient that runs in the vertical direction. You want to repeat it across the browser window (repeat-x) so it fills the width of the browser window. But you don't necessarily want it to repeat in the vertical direction. For example, there's an image in the pix folder named *gradient2.png* that's basically the same as *gradient1* flipped upwards—1,000 pixels tall, 10 pixels wide—fading from pink to white. To use it as a background image, you'd still set the background color to white (because the gradient ends in white). You'd use its filename, which is *gradient2.png*, and you'd repeat it in the horizontal (x) direction only by changing your style sheet code to this:

```
body{
    background-color:white;
    background-image:url(pix/gradient2.png);
    background-repeat:repeat-x;
}
```

After saving those changes and refreshing or reloading the browser window, the image repeats across the browser window. But it doesn't repeat down, so the fade goes to white without ever repeating.

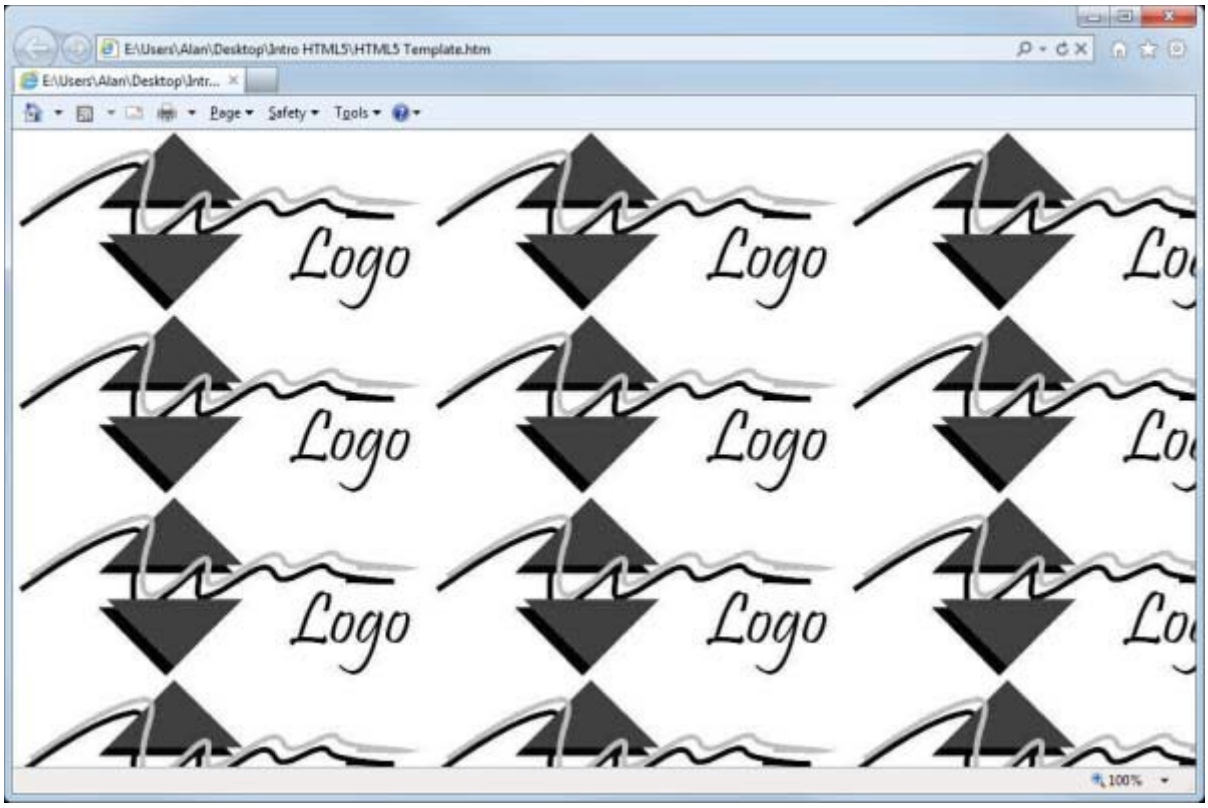


The *gradient2.png* image repeated horizontally only

Repeating an image works fine for textures, patterns, and gradients that are designed to tile seamlessly. But it doesn't work so well with photographs and illustrations that aren't designed for seamless tiling. A photograph or simple logo image, like the example below, might not look so good repeated. Here's an image named *logolarge.jpg* from the sample pix folder we can use as an example.

logolarge.jpg image from sample pix folder

You can tile any image in any direction to fill the background of your page. But just because you *can*, doesn't mean you always should. For example, tiling that logo image to fill the browser window looks, well, I guess you'd say just plain ugly.

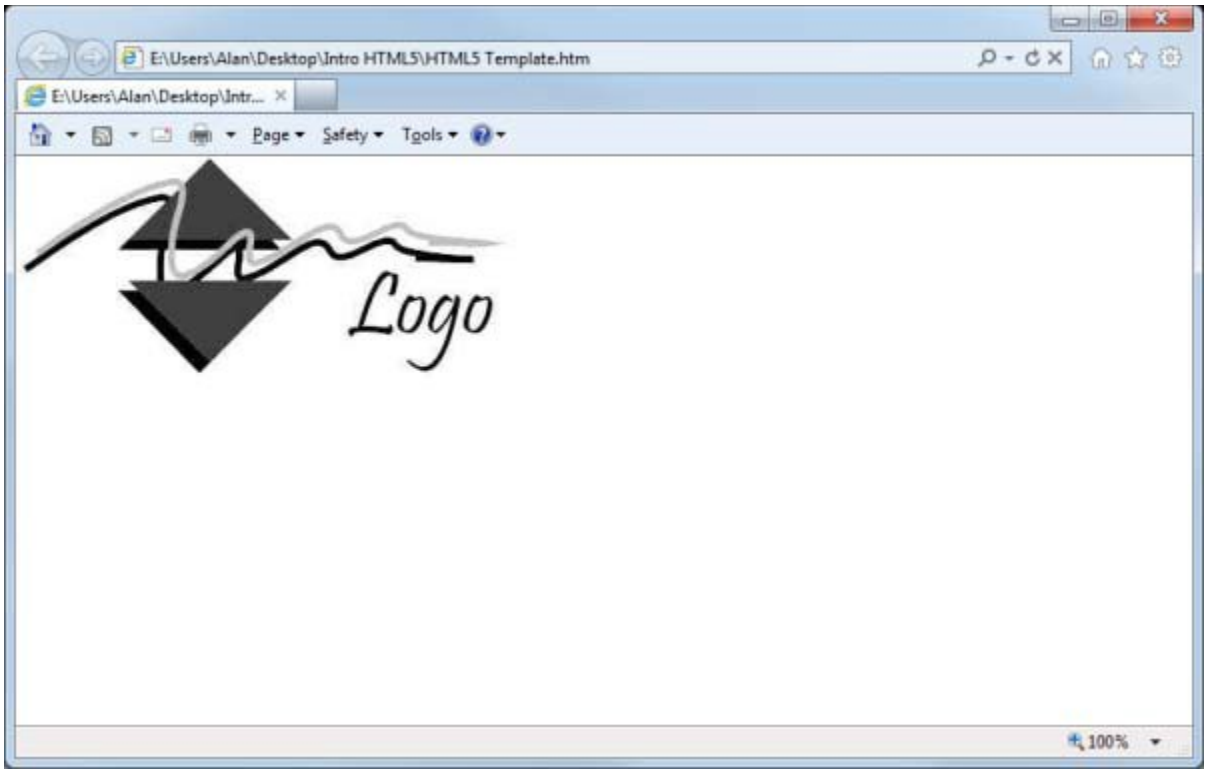


Logo repeated in all directions

If you don't want your background image to repeat in any direction at all, use *no-repeat* value with the background-repeat property. For example, the code below in the style sheet will display *logolarge.jpg* from the pix folder as a background image, using *background-repeat:no-repeat;* to prevent tiling.

```
body{
   background-color:white;
   background-image:url(pix/logolarge.jpg);
   background-repeat:no-repeat;
}
```

With the body style rule set up like that, the background image shows just once with no repeating.



Background image with no-repeat

When you use a background image, you have to make sure that any text that you place in front of it is still readable. One way to ensure that is to put the background image around, but not necessarily behind the main content of the page. Come on over to Chapter 4 and I'll show you how.

Chapter 4

Choosing Background Images Wisely

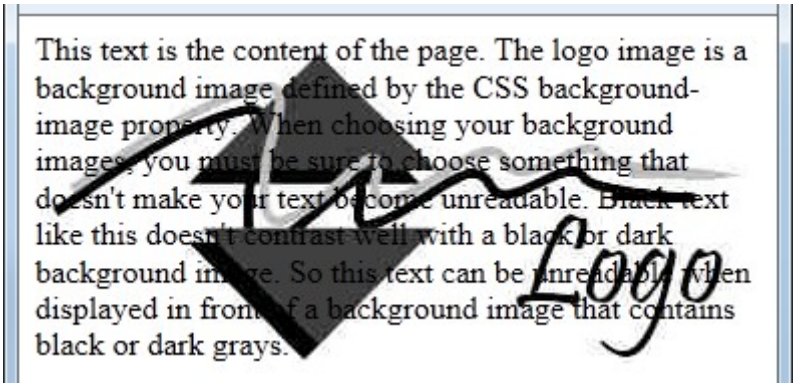
In this lesson, we've been talking about background images and CSS properties for controlling background images. The term *background* implies that there's a foreground—something in front of that background. And when it comes to Web design, that foreground will be your page's content. That content, in turn, is always defined in the same place: between the <body>...</body> tags of any page that's linked to the style sheet. Let's make sure everyone is clear on that, because sometimes people have a hard time remembering that the page and style sheet are two separate things.

The external style sheet (the file named *stylesheet.css* in this course) is where you define *styling* that applies to all (or at least some) pages in your site. The style sheet *never* contains any content. Nor does it ever contain any HTML tags.

The Web page (usually called the *page* for short) is the file that has the .htm or .html filename extension. That's the one that contains the HTML tags and the content. The content is the words and pictures that people look at when they browse your site. The words you're reading right now are part of the content of this page.

The content usually involves some text for people to read. For text to be readable, it must contrast well with the background. Probably a good 99% of the text you read is black against a white background. That's not just some weird arbitrary coincidence. It's intentional. Nothing contrasts better than black against white. And that's why black text against a white background is almost universal.

If your background image contains a lot of dark and light shades, the text you place in front of that background image is likely to become unreadable in places. Take for instance the *logolarge.jpg* image, which looks okay as a stand-alone image in the upper-left corner with nothing else on the page. But as a background image with black text, it could create some problems. Any black text that's in front of darker parts of the image is going to be difficult or impossible to read.



Text hard to read in front of dark background image

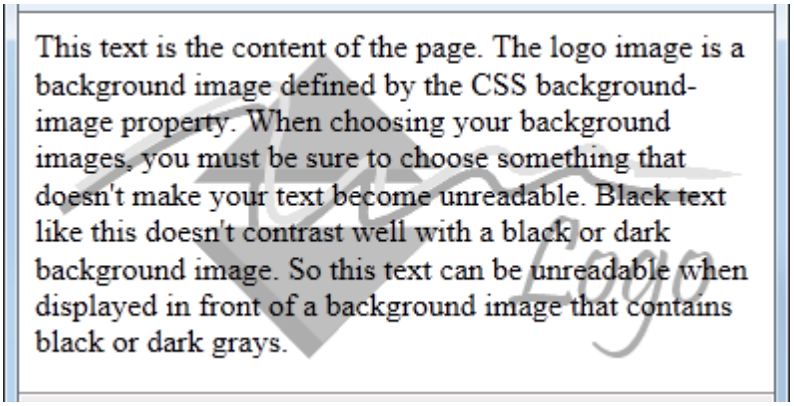
When choosing your background images, you must be considerate of your readers, and make sure you find something that contrasts well with your text color. Using a faint background image that contains no dark colors is one good approach. That faintness is usually built right into the picture by the graphic artist who created the image. Though if you have, and know how to use, a graphics program like Photoshop, you can often control the faintness by changing the brightness, contrast, or other setting. Here's a general example of a logo image that's been faded in a graphics program. (It's also in the sample pix folder with the filename *logofaded.jpg*.)

Sample *logofaded.jpg* image

Note

I mention Photoshop only because the name may sound familiar to more experienced computer users in the class. This course doesn't require that you own, know how to use, or even be familiar with Photoshop. Nor should my mention of any product name in this course be considered an endorsement or recommendation to buy any program.

When you use something like that as a background image, you still get a hint of the background image behind any text in the page. But it doesn't make the text unreadable.



Text in front of logofaded.jpg

Transparency and Background Images

In Web design, you can use JPEG, GIF, or PNG graphic images. Modern Web browsers also support the new SVG image type, which is gaining popularity. The features of the different image types is a topic we'll address later in the course. For now, in terms of background images, the main thing to consider is *transparency*. The GIF, PNG, and SVG file types allow any color to be defined as *transparent*. That transparency is something that's defined in the graphic file itself, not something that you define with CSS or HTML.

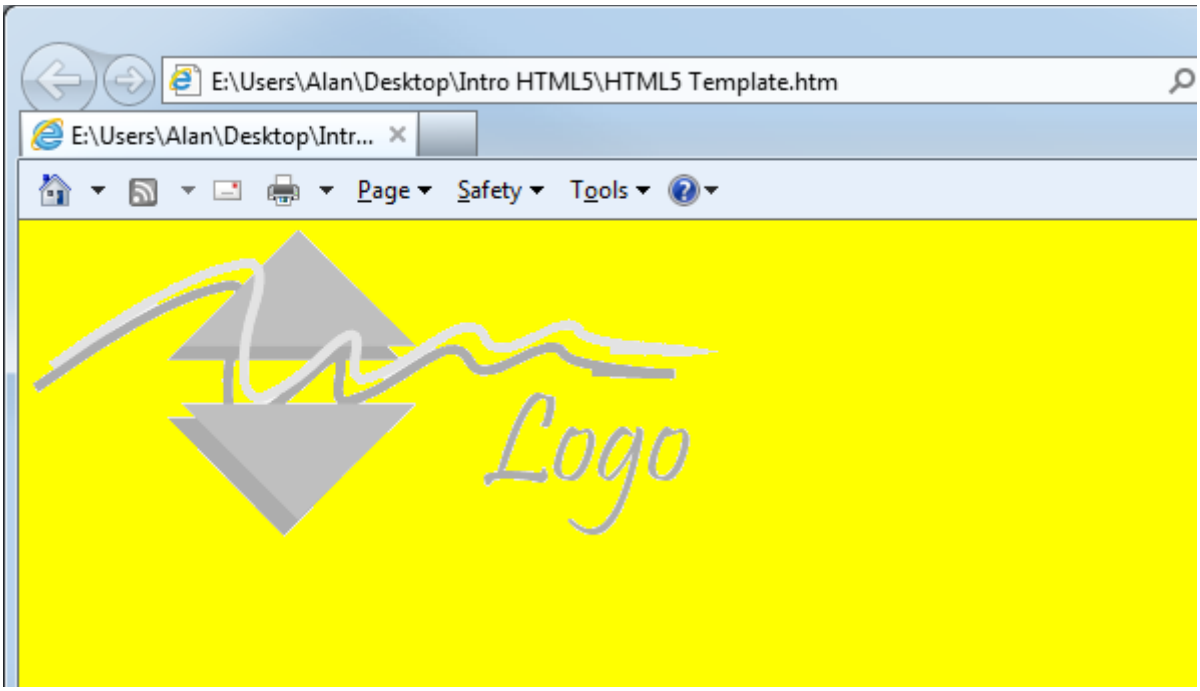
If you use an image that contains transparency as a background image, the background color that you've applied to the page will show through the transparent parts of the image. The pix folder you downloaded for this course contains a file named *logotransparent.png* that has a background image. When displayed against a white background, like on this page, it looks like this.

Sample logotransparent.png file

The white background on that particular image is actually the white background of this page showing through the transparent parts of the image. If you use it in a Web page you create yourself, and you define the background color as something other than white, that background color will show right through the transparent background of the image. For example, in the body{} style rule below, I set the background color to yellow and the background image to the logotransparent.png file:

```
body{
   background-color:yellow;
   background-image:url(pix/logotransparent.png);
   background-repeat:no-repeat;
}
```

When viewing the linked HTML5 Template.htm page in a browser, the yellow background color will show through the transparent background of the image, as below.



Transparent background image against a yellow background color

Background Image Outside the Content

When it comes to deciding on a background design for your page body, the possibility of putting all your page content inside a box that's in front of the background color or image is yet another design possibility to consider. That method allows you to use very dark textures or colors as a kind of frame for your page, while the main text and pictures are in a centered box against a lighter background.

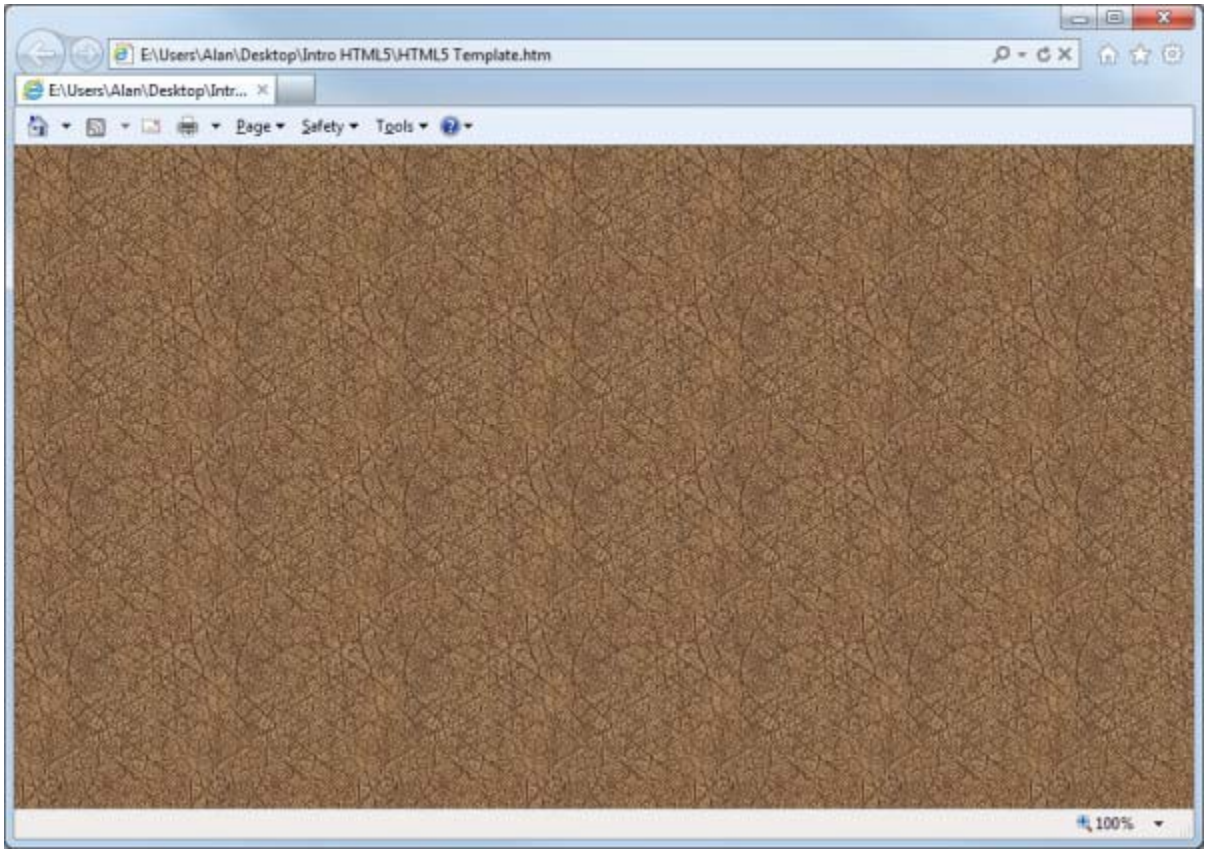
For example, the sample pix folder contains a background texture pattern named *bkgleather2.jpg* that's a very dark brown and looks like this.

The bkgleather2.jpg image

Since that image is specifically designed to tile seamlessly, you could use the following code in your style sheet to allow it to repeat in all directions and fill the browser window.

```
body{
   background-color:yellow;
   background-image:url(pix/bkgleather2.jpg);
}
```

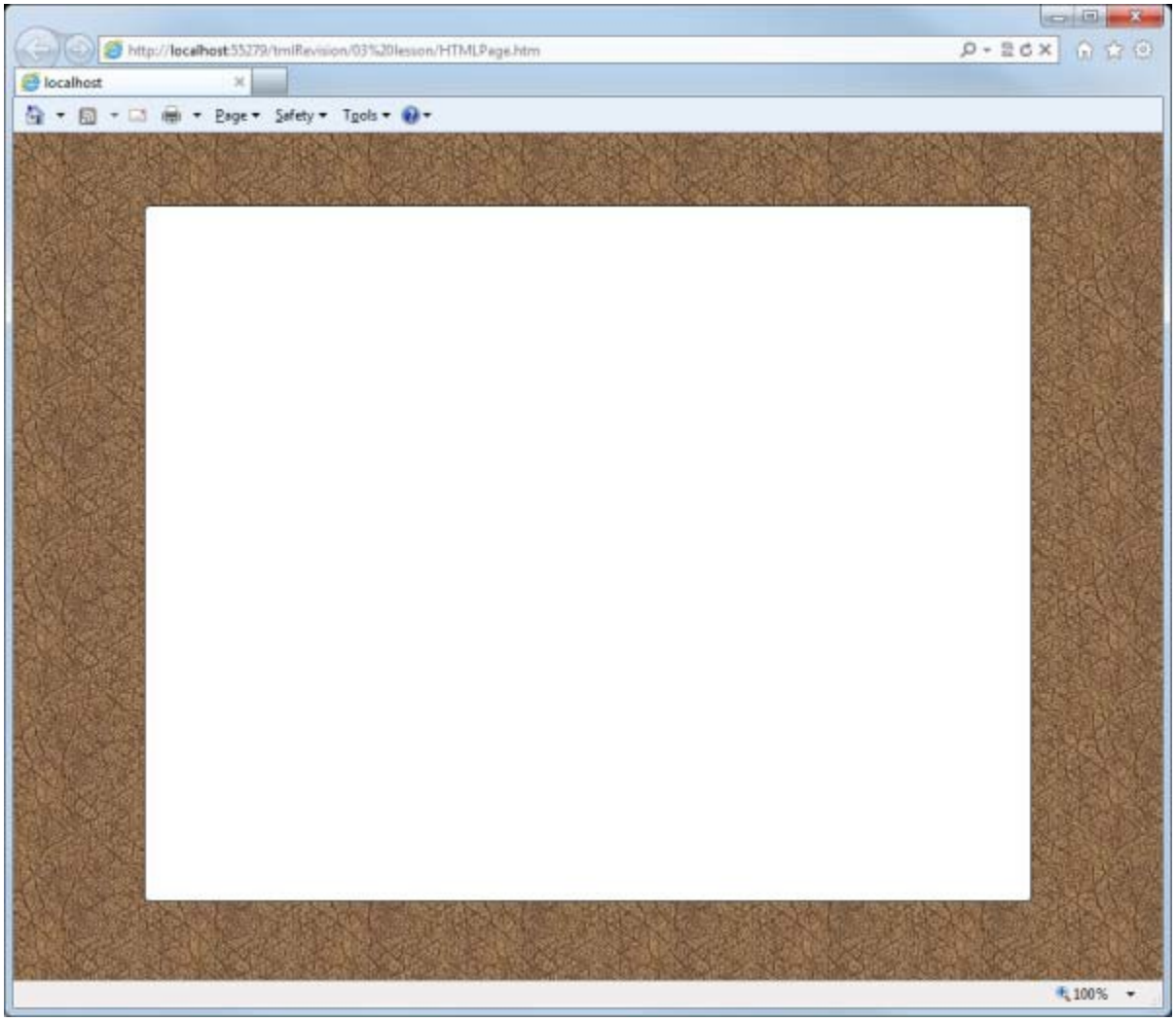
In the Web browser, the image would repeat to fill the entire browser window with that leather texture.



Leather image tiled to fill browser window

It's a nice effect. But the fact that the background is so dark would require using a white or very light text color for any text you put in front of the background image. Otherwise, the text would be too hard to see

against such a dark background. Or, as an alternative to using light text, you could create a separate box for your content, give that a white background, and put that in front of the dark background image, as in the example below.



Leather image tiled to fill browser window

If you put all your content (words and pictures) inside the white box, then you don't have to worry about the dark background outside the white box. It's there to look nice, but it won't affect the readability of your text inside the white box.

In Lesson 4 we'll talk about creating a container div for your content. For now, I'm going to guess that today's lesson has given you enough new knowledge to keep your brain busy for a couple days. So let's mosey over to Chapter 5 and review what you've learned in today's lesson.

Chapter 5

Conclusion

A website can contain any number of pages. When a site contains multiple pages, it's a good idea to try to provide a consistent look and feel across those pages so that people can recognize when they're still in your site and haven't navigated away to some other site. A CSS style sheet allows you to define style that can be applied to multiple pages in your site. And as such, a CSS style sheet is an ideal vehicle for creating styles that provide a consistent look-and-feel across all the pages in your site.

You can style virtually anything with an external style sheet, as you'll see throughout this course. In today's lesson, you learned how to edit your style sheet, save your changes, and see how those changes look in the Web page. Then we focused on using our external style sheet, which we named *stylesheet.css*, to define a style for the body element of pages. You saw how you can use the CSS background-color property along with HTML color names (or *hex codes*) to define a background color. And then you learned about using the CSS background-image property to define a background image. You also learned about how background images tile to fill the available space and how to use the CSS background-repeat property to customize that tiling to your liking. There are many more properties and things you can do in CSS with background images, as you'll learn later. But the things you learned here are a good start.

In the next lesson, we'll look at ways you can present your content in front of that background and some more cool stuff for being creative in the 21st century. See you there.

Supplementary Material

Please see this page for updated Supplementary Material links.

FAQs

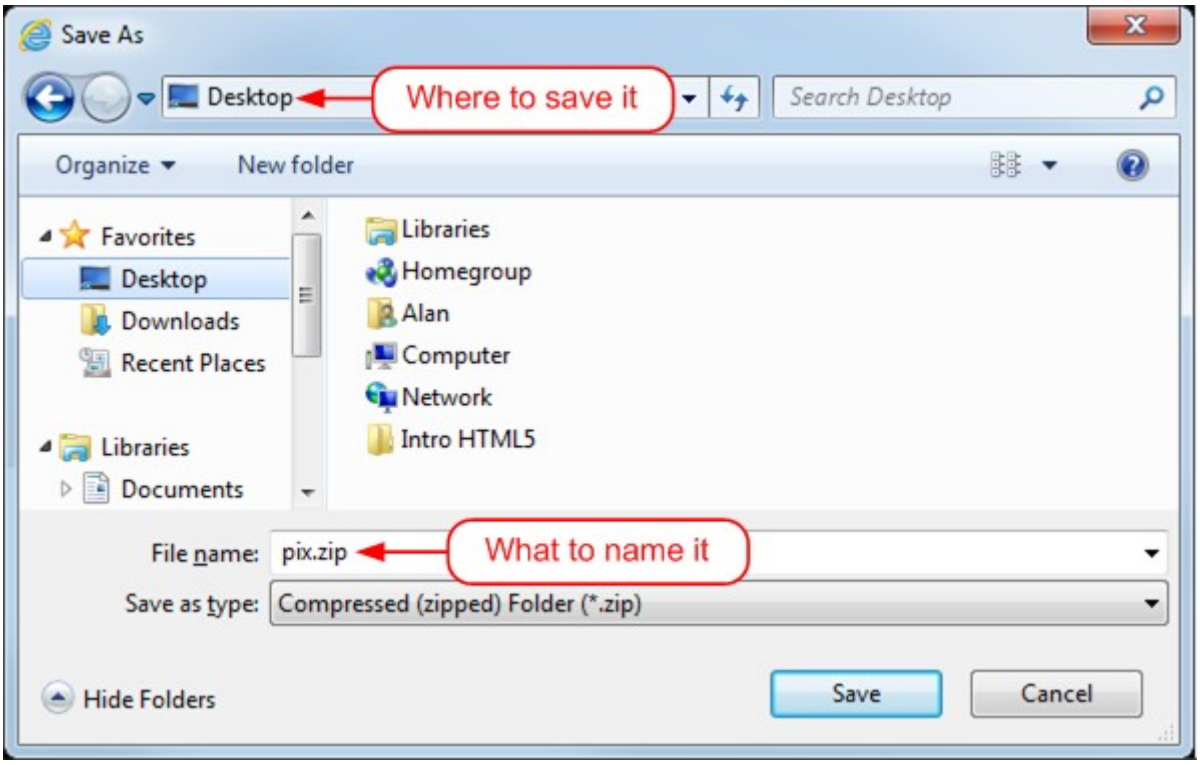
Q: How do I get and use the sample pictures using Windows?

A: I suggest you use Internet Explorer for the download, as in the instructions that follow**.** I'll use Windows 7 as the working example, but the steps are the same in any version of Windows. You can use any browser you like, of course, but the download steps might be different, and I can't provide instructions for all versions and brands of browsers here. If you're reading this on paper, use Internet Explorer to log into the course, click **Resources**, the **Frequently Asked Questions** link, then **Lesson 3** to get here on your screen. Follow the steps below:

1. Right-click the **Download pix.zip** link below, and choose **Save Target As**.

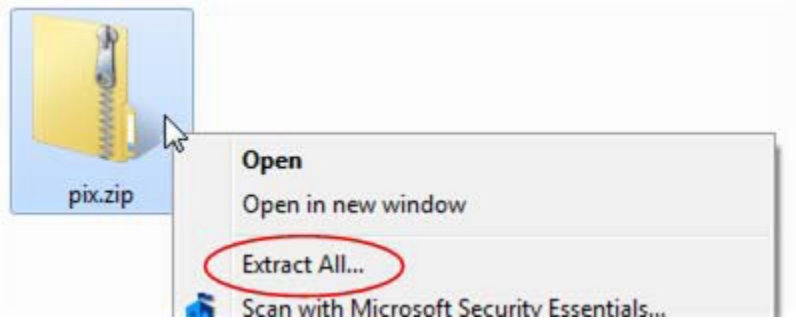
2. In the Save As dialog box that opens, choose **Desktop** as the destination folder (you don't need to change the filename), and click **Save**.

Download Pix.zip



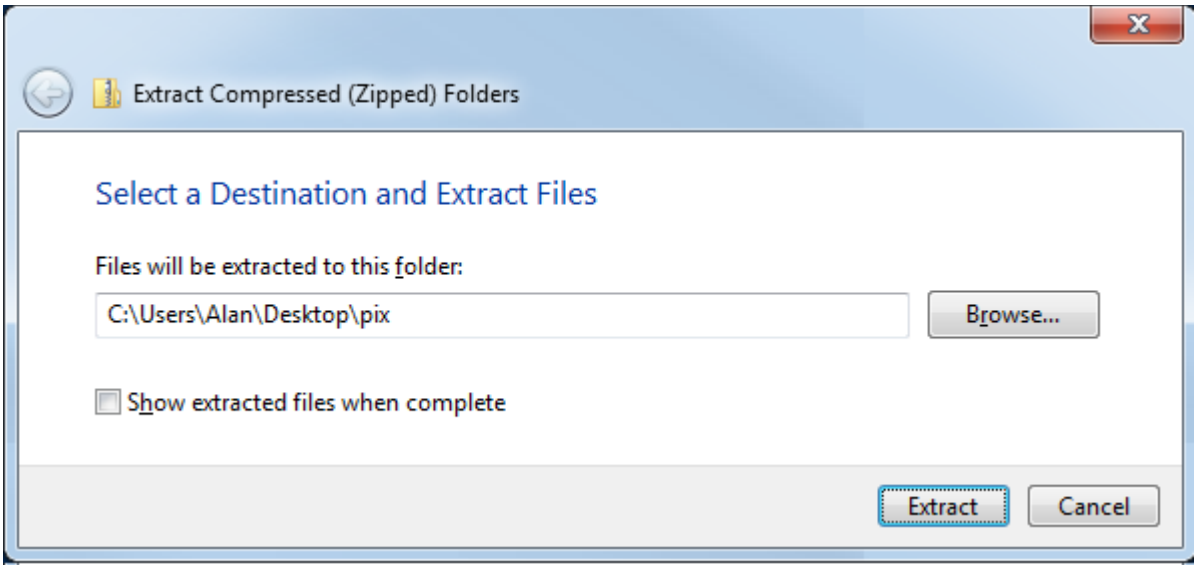
Choose Desktop as the destination folder

3. On your Windows desktop, right-click the icon for the *Pix.zip* file you just downloaded, and choose **Extract All**.



Right-click pix.zip icon choose Extract All

4. Clear (uncheck) the **Show extracted files when complete** check box, and then click **Extract**.



Extract dialog box for Windows

Now you have two icons on the desktop. The *pix.zip* file has a zipper on its icon and a .zip filename extension. Its sole purpose was to make it easy for you to download a bunch of pictures without having to do them one at a time. You can't use it within your website to store pictures.

The Pix folder that you extracted from that Zip file is a regular folder like any other in your system. Its icon shows no zipper, and it has no filename extension, so it should be easy to tell them apart.

The *pix.zip* file and extracted pix folder

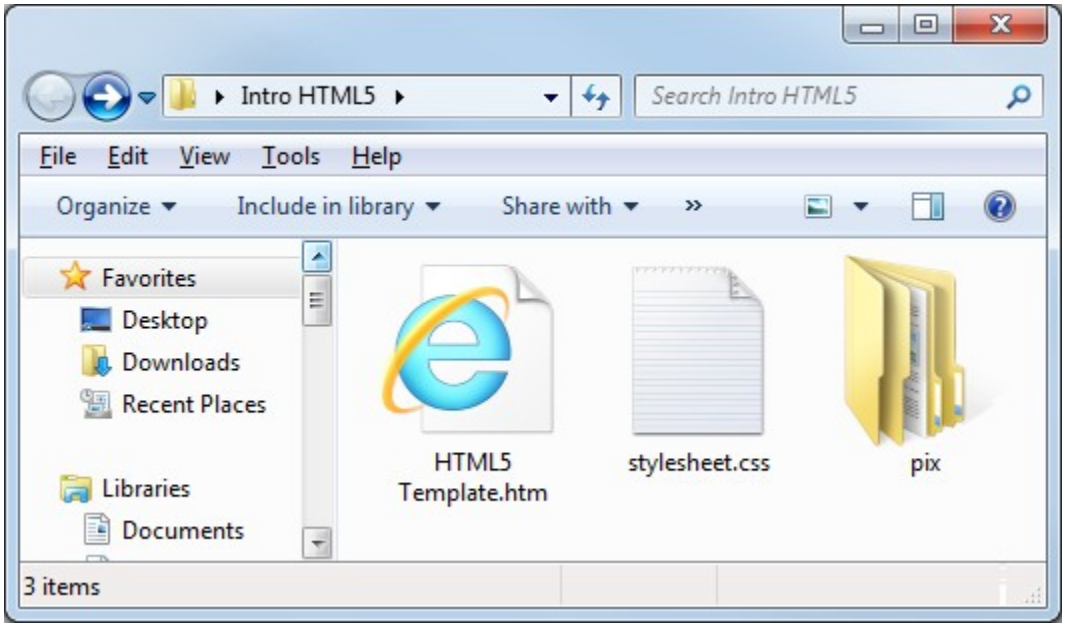
Now you want to move the extracted pix folder (only) into your website folder so you can use the pictures that it contains in your website. You can just drag it there, or cut and paste it there if you know how. If you need some help, here are the exact steps:

1. On your Desktop, right-click the pix folder and choose **Cut**.

2. Open your *Intro HTML5* folder, and press CTRL+V, or right-click an empty spot inside the folder, and choose **Paste**.

Now, in addition to your page and style sheet icons, you should have a regular folder icon named *pix* (no zipper, no .zip extension). If you want to take a quick look at what's in there, just open the pix folder

(double-click its icon). You should see icons or thumbnails for several sample pictures that we'll be using in this course.



The pix folder added to *Intro HTML5* folder

Now you can go back to Chapter 3 in the lesson and start learning how to use background images in your site. The pix folder contains some images you can use for practice.

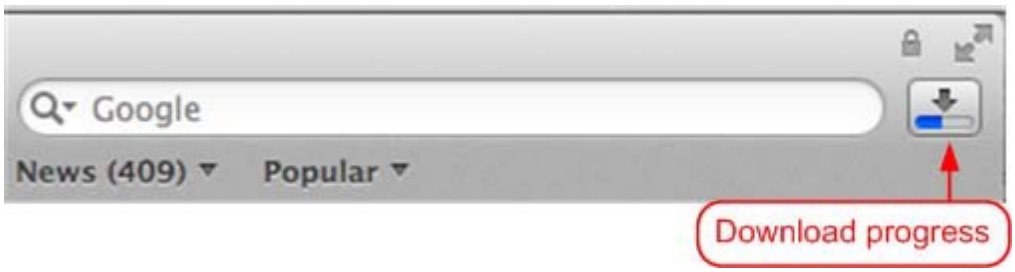
Q: How do I get and use the sample pictures using a Mac?

A: If you're reading this on paper, use Safari to log into the course. Click **Resources**, choose **Frequently Asked Questions**, click **Lesson 3**, and scroll down to where you can see this question and answer on your screen. Then follow these steps to download the sample pictures.

1. Click the **Download pix.zip** link below.

   Download pix.zip

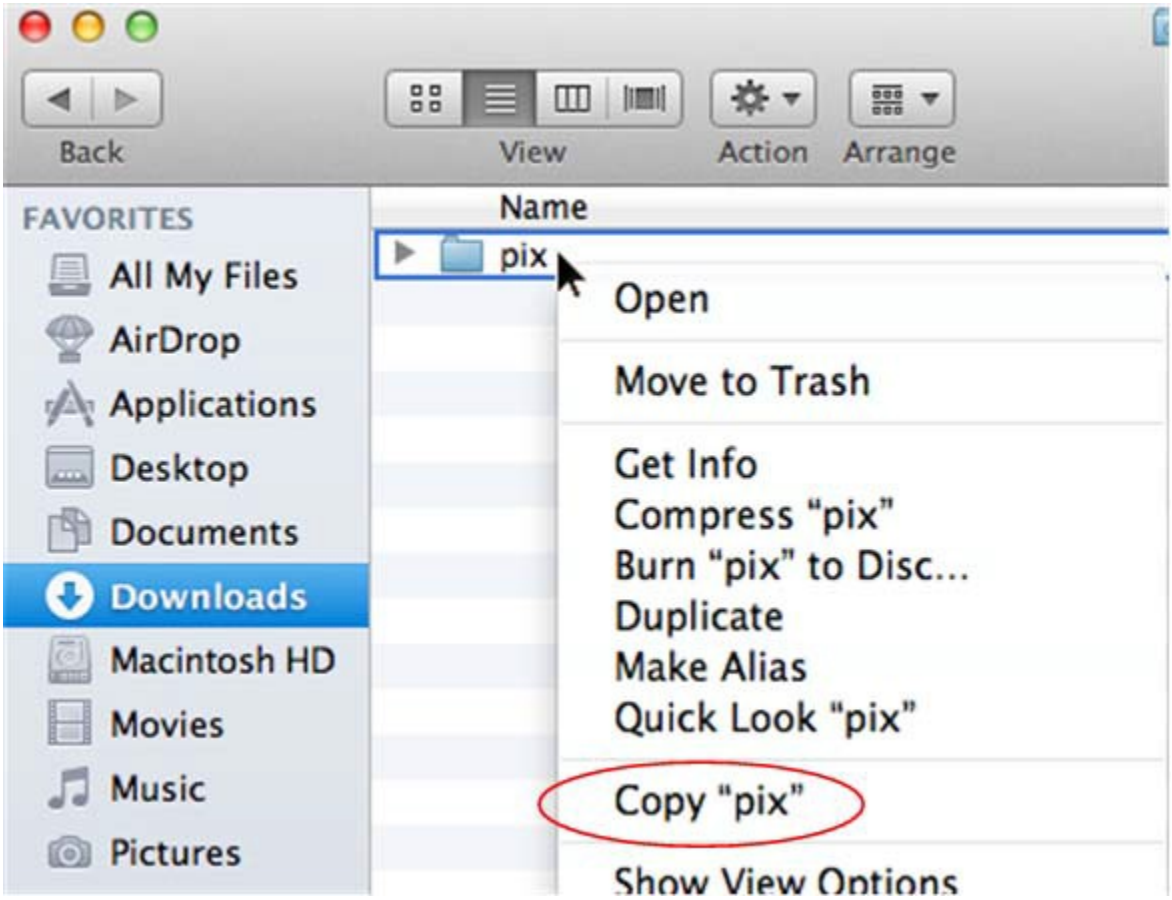
2. Wait a few seconds for the download to complete. Most Safari versions have a little progress indicator showing as the file downloads. The blue indicator bar disappears when the download is complete.



Safari download indicator

3. Open **Finder**, and then open your **Downloads** folder.

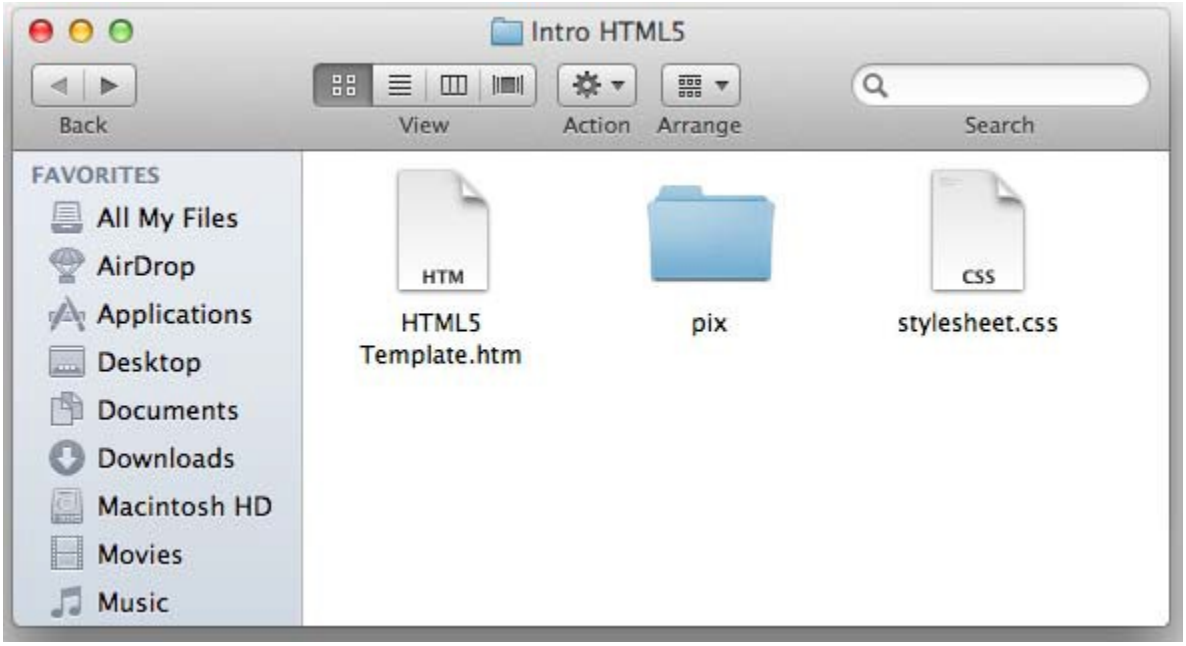
4. CTRL + Click the pix folder in Finder, and choose **Copy "pix".**



CTRL + Click pix and choose Copy "pix"

5. Open your *Intro HTML5* folder, and press COMMAND + V or CTRL + Click an empty spot inside the folder, and choose **Paste Item**.

You should now see the folder icon for pix inside your *Intro HTML5* folder along with the page and style sheet file you put in there previously. If you want to see what's in the pix folder, just open it (double-click the pix folder icon).



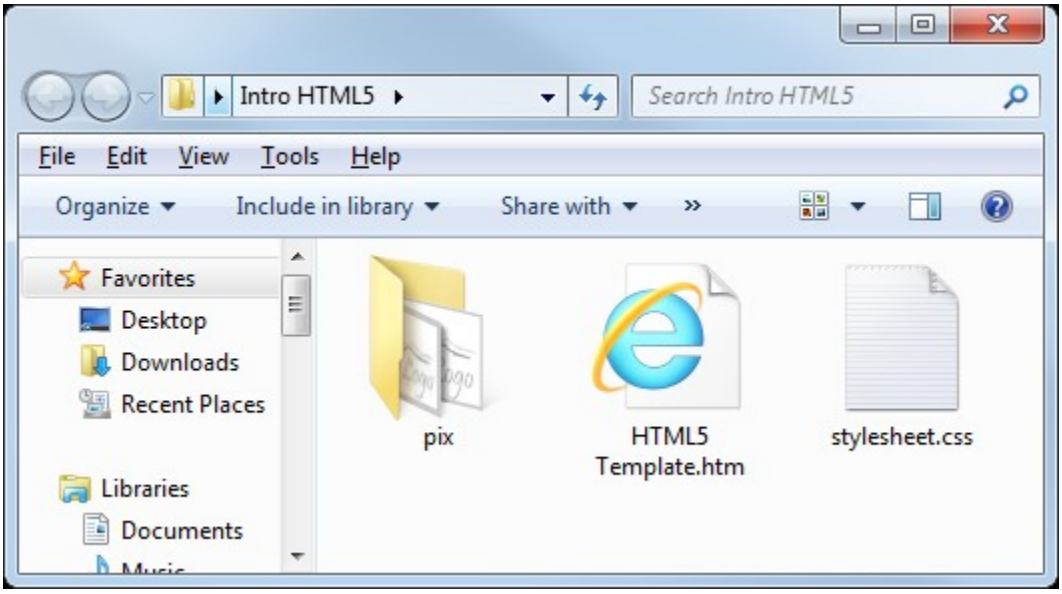
Intro HTML5 folder

Now you can return to Chapter 3 and learn how to use background images in your website. The pix folder provides some images you can use for learning.

Assignment

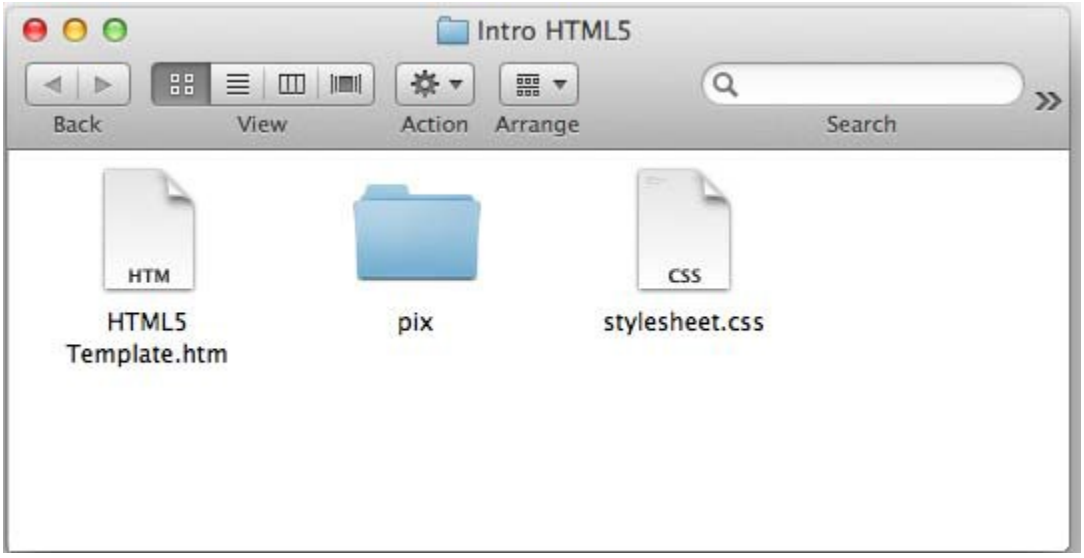
This is a two-part assignment. For the first part, I'd like you to take a shot at trying out at least one of the other background textures from the sample pix folder. The filenames for the texture files all start with the letters *bkg*, so feel free to use any one of those. Remove the entire background-repeat line so the image tiles in all directions. Be sure to save your changes and check your work in the Web browser. By now, you should be able to do this without step-by-step instructions. So give it a try on your own first. If you need help, take a look at *Editing Your Style Sheet* in Chapter 2 of this lesson. You might want to consider writing down the steps in your own language and keeping them nearby to refer to for future lessons.

For Part 2 of this assignment, I want you to check your files and folders and make sure everything is in order so far before moving on to the next lesson. First, open your *Intro HTML5* folder and verify that it contains two files and one folder. The files should be named exactly *stylesheet.css* and *HTML5 Template.htm*, and the folder should be named, simply, *pix*. Here's how the folder might look in Windows, though the exact appearance of the folder and icons may vary slightly depending on your Windows version, view settings, and default browser.



Intro HTML5 folder in Windows

Here's how that that folder might look in Mac OS. Though, again, the exact appearance depends on your Mac OS version and view settings.



Intro HTML5 folder in Mac OS

Next, open your *stylesheet.css* file in your editor and verify that it contains just one style rule for the body element, as you see below. The background color and picture filename need not match those if you've already decided on something different. But there should be just one body style rule.

```
body{
    background-color:yellow;
    background-image:url(pix/bkgleather2.jpg);
}
```

And finally, your HTML5 template page should contain just the mandatory tags that all HTML5 Web pages must contain, plus a link to the *stylesheet.css* file, like this.

```
<!DOCTYPE html>
<html>
<head>
    <title></title>
    <link href="stylesheet.css" rel="stylesheet" type="text/css" />
</head>
<body>
</body>
</html>
```

When you're sure you have everything together, be sure to take the Lesson 3 Quiz to test your knowledge (if you haven't already done so). Then in a couple days, I'll see you in Lesson 4 where you'll learn lots more tricks for creating great-looking websites!