



INTRO TO HTML & CSS

WORKSHOP

WORKSHOP 1

INTRODUCTIONS

HI, I'M SPENCER WHITE.

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Github: [Swhite215](#)

The background of the slide is a light gray color with a repeating pattern of the Grand Circus Detroit logo. The logo consists of the words "GRAND CIRCUS" in a serif font, with "DETROIT" in a smaller font below it. Above the text is a stylized graphic of a building with a flag on top. The word "EDUCATION" is centered on the slide in a large, bold, black, sans-serif font.

EDUCATION

- B.A. Honors in Political Science and Statistics from Gonzaga University
- Student - Teacher - Grand Circus - Developer

WORK

- Developer - Data & Technology Operations, Carat
- Contracted Instructor, Grand Circus Detroit (Intro to Coding + Web Development)

FUN FACTS

- Previous High School Mathematics Instructor
- I love drawing.
- I have a 23lb cat named Taz.

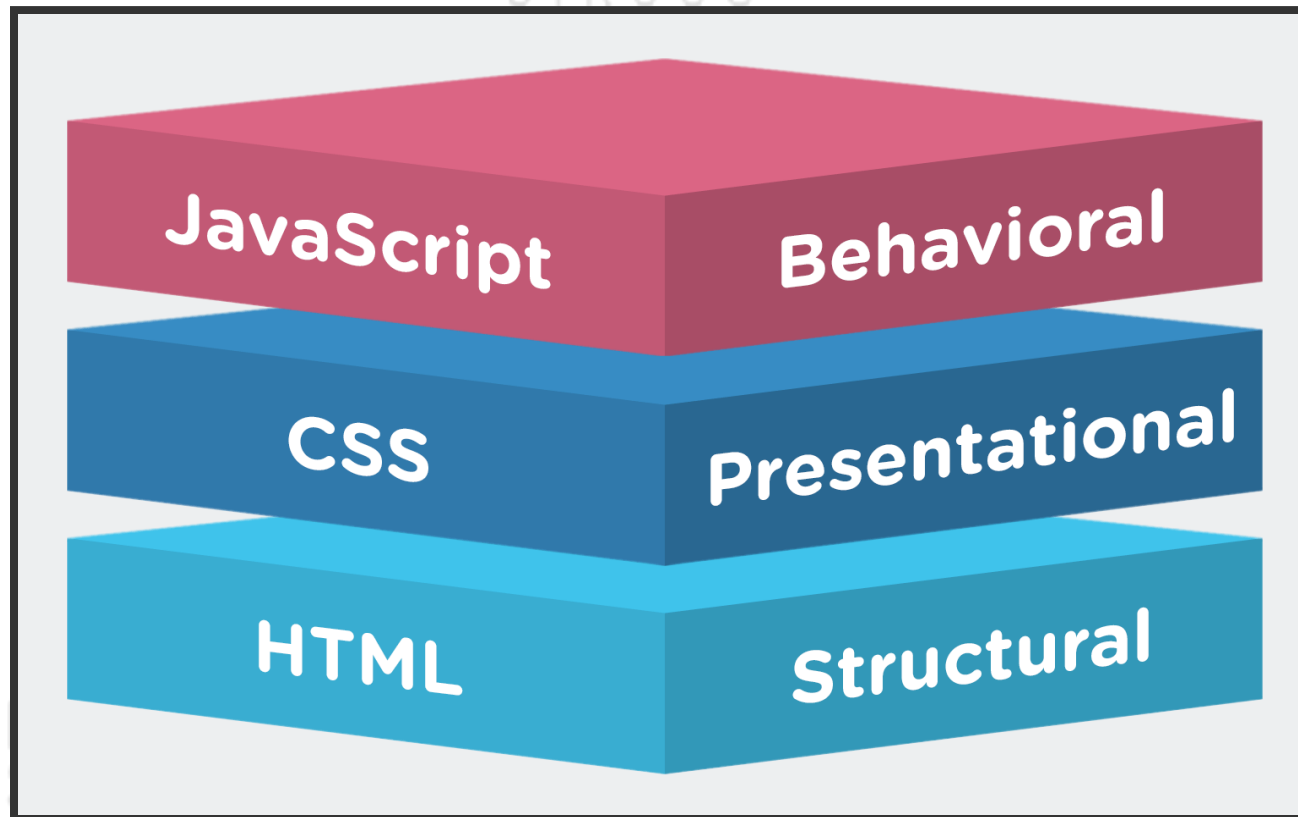
YOUR TURN!

- Padlet:

https://padlet.com/spencer_white/html_css

WHY PADLET?

- HTML, CSS and Javascript



WORKSHOP EXPECTATIONS

WHAT I EXPECT FROM YOU:

- Be Present
- Ask Questions
- Support Each Other
- Have Fun

WORKSHOP OUTCOMES

- Develop thorough, hands-on knowledge of programming fundamentals with HTML & CSS.
- Gain a deeper appreciation for how HTML & CSS underpin web-development.

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KEYS TO SUCCESS:

1. Ask good questions.
2. Be open to the journey of development.
3. Uplift others.

TERMINOLOGY

Some key terms or phrases that are used as a matter of course in the software industry. You may know some or all of these, or you may have heard the terms but be unclear about their actual meaning.

They are common jargon among developers

WEB DEVELOPMENT

Web development is a broad term for the work involved in developing a web site for the Internet. In industry parlance, 'web development' usually refers to the more code-related tasks such as programming JavaScript, coding HTML and CSS. It can even extend to tasks related to the back end server infrastructure such as creating web services and handling business logic for a company or product.

WEB DESIGN

The process of planning & structuring a website; specifically, the visual aspects and assets for the site.

Recently, this job description has also begun to include interaction design. That is, designing the user experience (UX), information architecture, and the flow of the application or site.

WEB SITE

A largely informational web page. While they may include dynamic elements and react to user inputs.

The general purpose of a web site is to provide information about a person, business, product, or service.

WEB APPLICATION

A more recent term to indicate a web site whose sole purpose is not just informational, but rather functional. Web applications have become robust enough to do everything from our taxes, manage our personal calendars, or even do standard desktop publishing tasks.

WEB DEVELOPMENT SET UP

- Make a new folder named practice on your desktop.

WEB DEVELOPMENT SET UP

- Open your IDE i.e. Atom or Sublime.
- Add the project folder "practice".

WEB DEVELOPMENT SET UP

- Add a new file named index.html.
- Open this file in Google Chrome.

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HTML 101

HYPERTEXT MARKUP LANGUAGE

HTML HISTORY

HYPERTEXT MARKUP LANGUAGE

Developed by Tim Berners-Lee

Developed in 1989 at CERN

Originally developed as a way to share documents.

HTML ELEMENTS

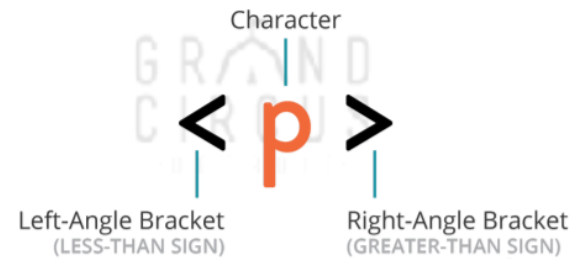
An element is an individual component of HTML

HTML TAGS

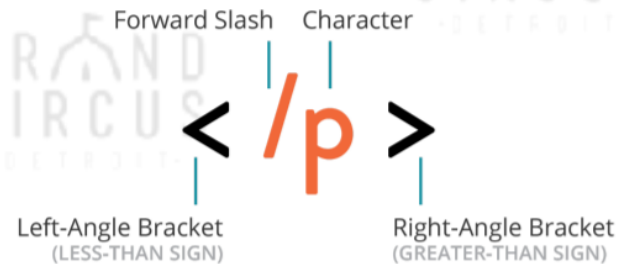
A tag marks the beginning and end of an element. Tags are containers. They tell you something about the content between the opening & closing tags.

HTML TAG ANATOMY

OPENING TAG



CLOSING TAG



HTML EXAMPLE

```
<html>
  <head>
    <title>My First Website!</title>
  </head>
  <body>

    <p>Look at the amazing content of my awesome website.</p>

  </body>
</html>
```

HTML BOILERPLATE

- Copy the code snippet from Padlet
- Paste this into your index.html

HTML COMMENTS

Like any other good coding language, HTML offers comments. They operate like comments in any other language. They allow you to make notes that are not included in the final project

```
<!-- Hello, I am a comment. -->
```

HTML STRUCTURE: NESTING

- HTML elements 'nest' inside of one another. The element that opens first closes last.
- Which element tag is everything else nested within?

HTML ADDITIONS

Let's add a few extra elements to our page.

Tag	Description
<code>div</code>	defacto container element
<code>p</code>	used for body copy
<code>h1 thru h6</code>	designating titles/subtitles
<code>ol</code>	create a numbered list
<code>ul</code>	create an unordered list
<code>li</code>	list elements

HTML: ANCHOR ELEMENT

Links to other sites on the web (or within your project) are created using this element.

```
<a href="http://facebook.com">Facebook</a>
```

```
<a href="about.html">About Me</a>
```

HTML: IMAGE ELEMENT

Adds an image to the page.

Go to: <https://placeholder.com/>

HTML: ATTRIBUTES

1. Provide additional information about HTML elements.
2. Attribute tags include class , id , style , language , href, src (source).
3. Attributes are positioned inside the opening tag, before the right bracket.
4. Attributes are paired with values. Key / value pairs are an important concept in programming.
5. Selected from a pre-deÖned set of possible attributes depending on the element.

REPETITIO EST MATER STUDIORUM

In a new/same project folder, create a basic website about yourself using only HTML. Your site should contain the following elements:

1. Basics: Doctype, HTML, Head, & Body.
2. One or more division tags for organization.
3. At least 3 headings of different size.
4. A least 3 paragraphs.
5. One of each list type (ordered and unordered).
6. At least 3 links: Try Social Media*.
7. Some HTML comments.
8. Bonus: Try to add some images.

HELPFUL LINKS

1. <https://www.w3schools.com/html/default.asp>
2. <https://developer.mozilla.org/en-US/docs/Web/HTML>

CHECK YOUR KNOWLEDGE.

1. Go to
<https://kahoot.it/>.

HOMEWORK

1. Create a webpage that has all of the content that would be found on your current or future resume.
2. No styling is necessary.