

## Media

### Your Tasks

- Define key vocabulary
- Write code to implement an image on an HTML page
- Write code to implement a video on an HTML page
- Receive credit for the group portion of this lab

#### Define key vocabulary

**attribute**

additional information about elements

**src attribute**

specifies the location (URL) of the external resource

**alt attribute**

specifies an alternate text for an area, if the image cannot be displayed

**self-closing tag**

a tag that closes its self.<example/>

**url**

Uniform Resource Locator

## Write code to implement an image on an HTML page

All of the elements you've learned about so far (headings, paragraphs, lists, and spans) share one thing in common: they're composed entirely of text! What if you want to add content to your web page that isn't composed of text, like images?

The `<img>` tag allows you to add an image to a web page. Most elements require both opening and closing tags, but the `<img>` tag is a *self-closing tag*. Note that the end of the `<img>` tag has a forward slash `/`. Self-closing tags may include or omit the final slash — both will render properly.

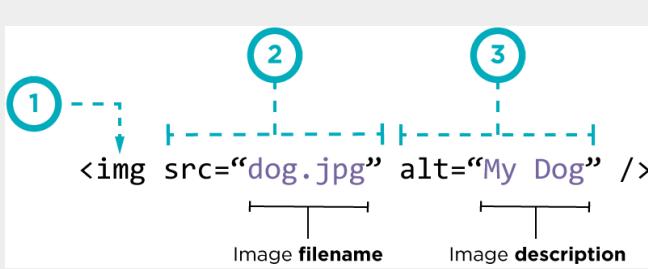
```

```

The `<img>` tag has a required *attribute* called `src`. The `src` attribute must be set to the image's *source*, or the location of the image. In this case, the value of `src` must be the *uniform resource locator* (URL) of the image. A URL is the web address or local address where a file is stored.

An additional attribute, called `alt`, provides backup text in case your image doesn't download properly or for visually impaired users.

A complete description of the `<img>` tag is provided below,

Media	
Index.html dog.jpg	 <p>The diagram shows the <code>&lt;img&gt;</code> tag structure. It consists of the tag name <code>&lt;img&gt;</code>, the <code>src</code> attribute with the value <code>dog.jpg</code>, and the <code>alt</code> attribute with the value <code>"My Dog"</code>. Callouts numbered 1, 2, and 3 point to the tag, attribute, and attribute value respectively. Below the tag, horizontal lines with arrows point to the words "filename" and "description".</p> <ol style="list-style-type: none"><li>Creates an image tag using the abbreviation <code>img</code>. This is considered a self-closing tag, since it doesn't need to wrap text as many other tags do. The <code>/</code> before the ending <code>&gt;</code> is optional, but helps remind us that this tag doesn't need a closing tag.</li><li>The <code>src</code> attribute is short for source. This tells the tag which image to load. In this case, the page will look for an image with the filename <code>dog.jpg</code> in the same directory as the page. Image file names include extensions that tell the computer which type of image they are working with. Common extensions are <code>.jpg</code>, <code>.jpeg</code>, <code>.gif</code>, <code>.png</code>. Make sure to put quotation marks around your image filename.</li><li>The <code>alt</code> attribute is short for alternative text. While you won't see this text on your web page, it provides a backup in case your image doesn't download properly or for visually impaired users. In this example, if your browser failed to load the image you would see </li></ol>

Now consider an example where the image we are trying to reference is stored in a directory that is different than *Index.html*. In the file structure below, we have created a directory called *Images* inside the *Media* folder and placed the *Frog.jpg* image inside of it. The following code could be used to reference the *Frog.jpg* image from the *Index.html* page.

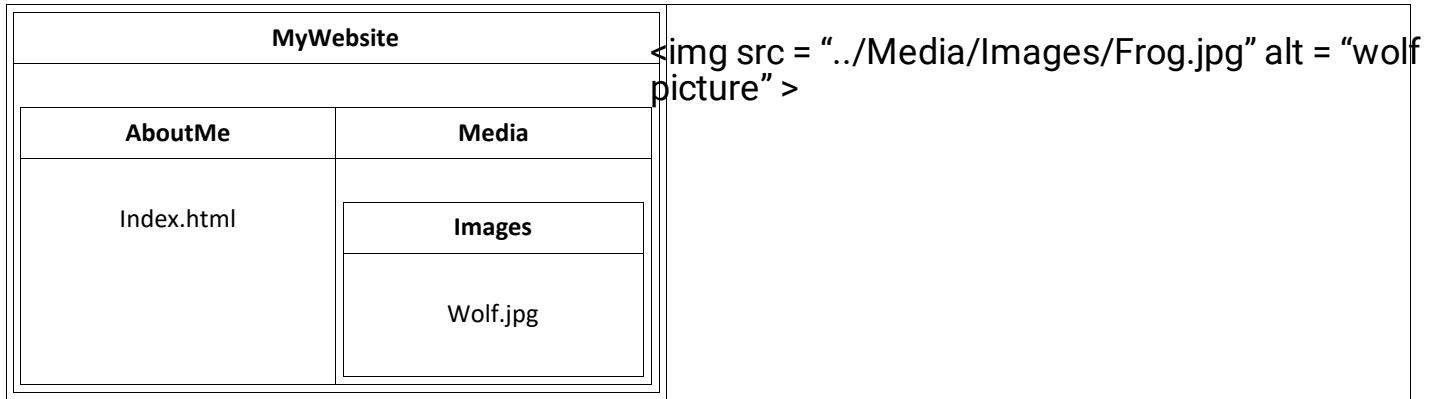


Now consider the situation below. *Media* and *Images* are both separate directories in the *MyWebsite* directory. Inside the *Media* directory we have an *Index.html* page and inside the *Images* directory we have our image *Frog.jpg* we want to reference. To do this, we must first “backout” of the *Media* directory, then enter the *Images* directory. The *“..”* syntax is used to backout of a directory.



Write code that could be used to display the *Wolf.jpg* image on the *Index.html* page. Be sure to also include the *alt* attribute to indicate the alternative text.

File Structure	Code											
<table border="1"> <tr> <td><b>MyWebsite</b></td> <td></td> </tr> <tr> <td>Index.html</td> <td></td> </tr> <tr> <td>Wolf.jpg</td> <td></td> </tr> </table>	<b>MyWebsite</b>		Index.html		Wolf.jpg		<img src = "Wolf.jpg" alt = "wolf picture" >					
<b>MyWebsite</b>												
Index.html												
Wolf.jpg												
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Wolf.jpg	Dog.mp4											



## □ Write code to implement a *video* on an HTML page

The *video* tag allows you to add videos to your webpage. The *video* tag includes several attributes which allow you to customize how your video displays. These are described below.

Media
Index.html movie.mp4

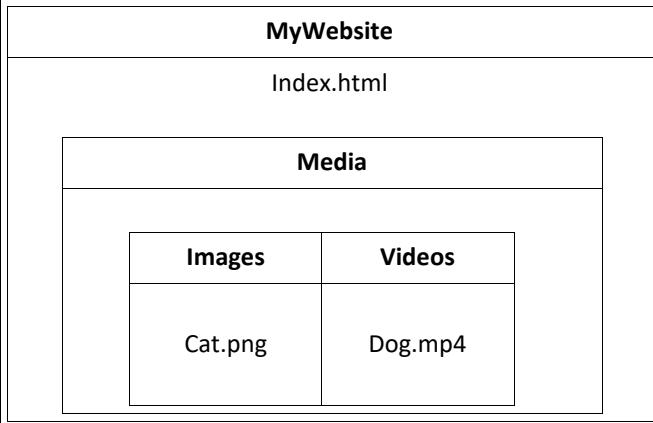
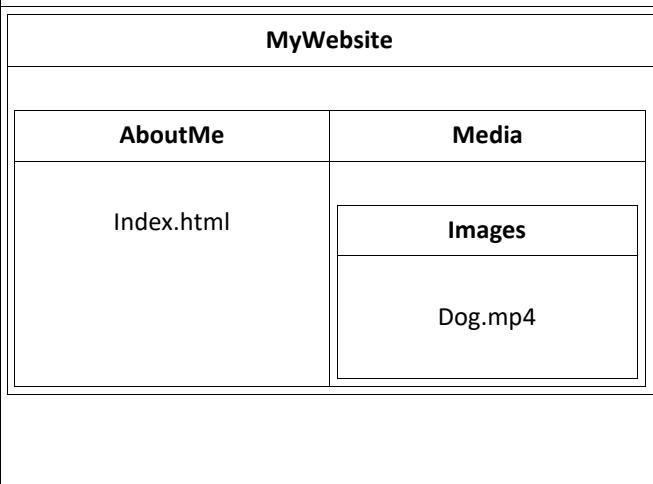
![A screenshot of an HTML file named 'Index.html' containing video code. The code is: <video width=](movie.ogg)

```

<video width="320" height="240" controls>
  <source src="movie.mp4" type="video/mp4">
  <source src="movie.ogg" type="video/ogg">
  Your browser does not support the video tag.
</video>
  
```

1. The *video* tag is needed to tell the browser to load a video. Notice the *video* tag also requires a closing tag.
2. *width* and *height* are attributes define the size of the video.
3. *Controls* attribute adds controls like, play, stop, pause. If the word *controls* is replaced with *autoplay*, the video will play automatically when the page loads.
4. The *<source>* element allows you to specify alternative video files which the browser may choose from. The browser will use the first recognized format.
5. The *src* attribute indicates the location and name of the video file to be played.
6. The *type* attribute is the type of video format.

Write code that could be used to display the video on the Index.html page. For each video, indicate the controls attribute.

File Structure	Code
 <pre>MyWebsite   └── Index.html       └── Media           ├── Images           │   └── Cat.png           └── Videos               └── Dog.mp4</pre>	<pre>&lt;video width = "500" height = "200" controls&gt;   &lt;source src = "Media/Videos/Dog.mp4" type =   "video/mp4"&gt; &lt;/video&gt;</pre>
 <pre>MyWebsite   └── AboutMe   └── Index.html       └── Media           └── Images               └── Dog.mp4</pre>	<pre>&lt;video width = "500" height = "200" controls&gt;   &lt;source src = "../Media/Videos/Dog.mp4" type =   "video/mp4"&gt; &lt;/video&gt;</pre>

**Receive Credit for this lab guide**

Submit this portion of the lab to Pluska to receive credit for the lab guide.