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

special words used inside the opening tag to control the element's behaviour.

src attribute

specifies the URL of the image to use as a submit button.

alt attribute

provides alternative information for an image if a user for some reason cannot view it

self-closing tag

an element of HTML code that has evolved in the language.

url

the address of a web page.

☐ **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.
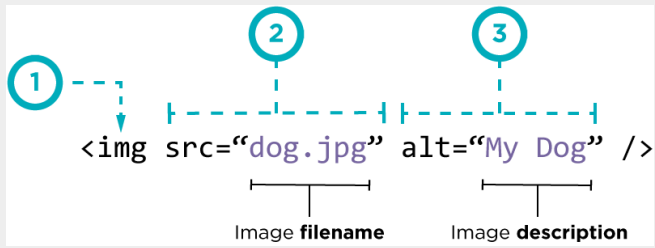
```
<img src="image-location.jpg" />
```

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	

1. Creates an image tag using the abbreviation `img`. This is considered a self-closing tag, since it doesn't need to wrap text as many other tags do. The /right before the ending > is optional, but helps remind us that this tag doesn't need a closing tag.

2. The `src` 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 dog.jpg 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 *.jpg, .jpeg, .gif, .png.* Make sure to put quotation marks around your image filename.

3. The `alt` 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 🖼 My Dog

☐ **Write code to implement an image on an HTML page**

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.

Media	
Index.html	
Images	`<img src = "Images/Frog.jpg" alt = "frog picture" />`
Frog.jpg	

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.

MyWebsite		
Media	**Images**	`<img src = "../Images/Frog.jpg" alt = "frog picture" />`
Index.html	Frog.jpg	

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
MyWebsite Index.html Wolf.jpg	`<img src="Wolf.jpg" alt="Wolf"/>`
MyWebsite Index.html **Media** **Images** — Wolf.jpg **Videos** — Dog.mp4	`<img src="Media/Images/Wolf.jpg" alt="Wolf"/>`

MyWebsite	
AboutMe	**Media**
Index.html	**Images**
	Wolf.jpg

`<img src="../Media/Images/Wolf.jpg" alt="Wolf"/>`

☐ 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	``` <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

MyWebsite
 	
Index.html
 	
Media
 	
Images / **Videos**
 	
Cat.png / Dog.mp4
	`<video width = "100" height ="100" controls>`
	`<source src="Media/Videos/Dog.mp4" type="video/mp4">`
	`</video>`

MyWebsite
 	
AboutMe / **Media**
 	
Index.html / **Images**
 	
Dog.mp4
	`<video width = "100" height ="100" controls>`
	`<source src="../Media/Videos/Dog.mp4" type="video/mp4">`
	`</video>`

☐ **Receive Credit for this lab guide**

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