Practice No.1

Course:

Creating Web Pages with HTML5 and CSS3

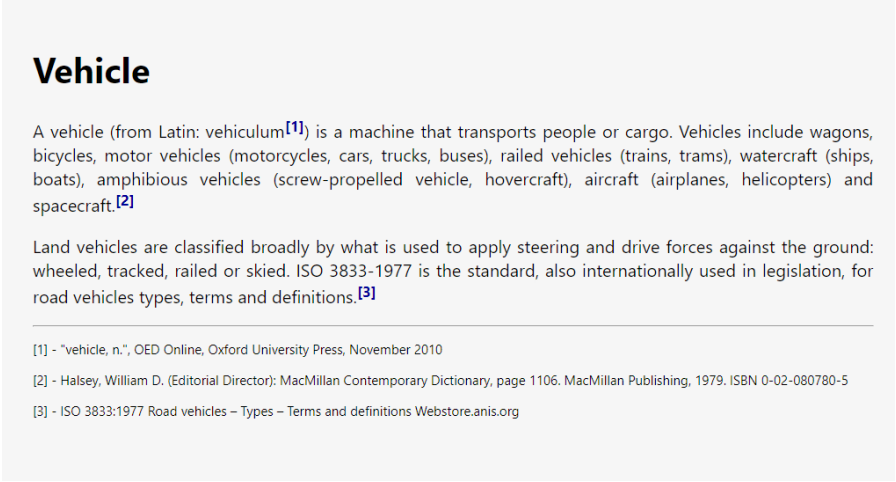
Module 1. Introduction to Web Technologies. HTML Structure. Text Formatting with HTML

Task 1

Create an HTML page "Vehicle."

The text is attached to the PDF file of this Practice.*

Example of the final result:



Vehicle

A vehicle (from Latin: vehiculum[1]) is a machine that transports people or cargo. Vehicles include wagons, bicycles, motor vehicles (motorcycles, cars, trucks, buses), railed vehicles (trains, trams), watercraft (ships, boats), amphibious vehicles (screw-propelled vehicle, hovercraft), aircraft (airplanes, helicopters) and spacecraft.[2]

Land vehicles are classified broadly by what is used to apply steering and drive forces against the ground: wheeled, tracked, railed or skied. ISO 3833-1977 is the standard, also internationally used in legislation, for road vehicles types, terms and definitions.[3]

[1] - "vehicle, n.", OED Online, Oxford University Press, November 2010

[2] - Halsey, William D. (Editorial Director): MacMillan Contemporary Dictionary, page 1106. MacMillan Publishing, 1979. ISBN 0-02-080780-5

[3] - ISO 3833:1977 Road vehicles – Types – Terms and definitions Webstore.anis.org

Figure 1

Task 2

Create an HTML page "Lorem Ipsum."

The text is attached to the PDF file of this Practice.*

Example of the final result:

Figure 2

Task 3

Create an HTML page "Mathematical Formulas."

To complete this task, use physical style tags (`h1-h6`, `p`, `span`, `pre`, etc.) and special characters to display Pi, the multiplication symbol, the symbol of intersection of sets, and so on.

The text is attached to the PDF file of this Practice.*

Example of the final result:

see Figure 3 on page 3.

Mathematical formulas

Linear Equations

A linear equation is any equation that can be written in the form

$$ax + b = 0$$

where ***a*** and ***b*** are real numbers and ***x*** is a variable. This form is sometimes called the standard form of a linear equation. Note that most linear equations will not start off in this form. Also, the variable may or may not be an ***x*** so don't get too locked into always seeing an ***x*** there.

Quadratic Equation

The standard form of a quadratic equation looks like this:

$$ax^2 + bx + c = 0$$

where ***a***, ***b***, ***c*** are known values and ***x*** is the variable or unknown (we don't know it yet). Also, ***a*** can't be 0.

The area of a circle (A)

π (Pi) times the radius (***r***) squared:

$$A = \pi \times r^2$$

or, when you know the diameter (***D***):

$$A = (\pi / 4) \times D^2$$

or, when you know the circumference (***C***):

$$A = C^2 / 4 \times \pi$$

Intersection

The intersection of two sets ***A*** and ***B***, denoted by A ∩ B, is the set of all objects that are members of both the sets A and B. In symbols,

$$A \cap B = \{ x : x \in A \text{ and } x \in B \}$$

That is, ***x*** is an element of the intersection A ∩ B if and only if ***x*** is both an element of ***A*** and an element of ***B***.

Figure 3

To access materials, open this Practice in Adobe Acrobat Reader.