Full HTML Book, learn HTML fully!

Why learn HTML?
Every website uses HTML, HTML is a easy programming language and is in-demand and useful.
Why this book?
The author has learned HTML multiple times and is willing to share their knowledge.
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Who is this for?

All levels, this is good for beginners

Tips:

-Review code often to remember and know how to use it

-If you don’t understand something, search it up or try to figure it out

Introduction to HTML

Let’s look at an example:

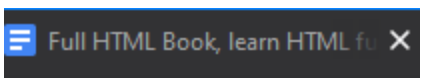
```
<!DOCTYPE html>
<html>
<head>
<title>Title</title>
</head>
<body>

<h1>Heading1</h1>
<p>Paragraph</p>

</body>
</html>
```

<!DOCTYPE html>-This let’s you use the latest version of HTML

<html>-Let’s the html be used

<head>-Where all the data is stored (you don’t need to know right now)

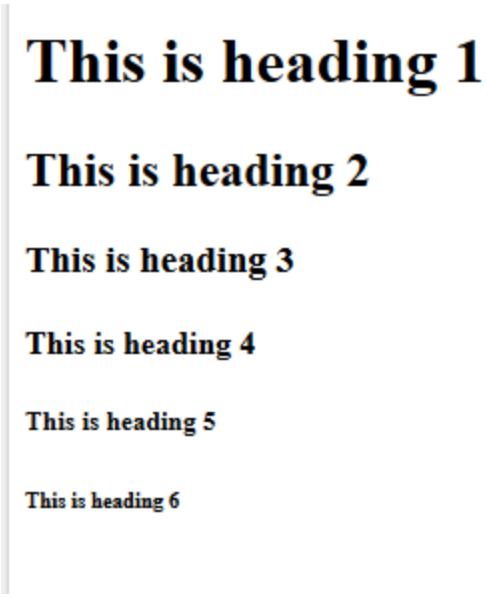
<title>-It edits the tab name, for example, a website has a title in the tab



<body>-Where all the visible things are (like the headings or paragraphs)
<h1>-Stands for heading1, it's the heading that is the biggest one
-A paragraph
These "things" are called elements
The elements all end with </> for example
</> ends the element\

Using text

We saw what <h1> is but there are actually multiple headings
There is 6 headings:
<h1>This is heading 1</h1>
<h2>This is heading 2</h2>
<h3>This is heading 3</h3>
<h4>This is heading 4</h4>
<h5>This is heading 5</h5>
<h6>This is heading 6</h6>



Let's look at this example:
Hello World
Hello World
What if we wanted to make a space?

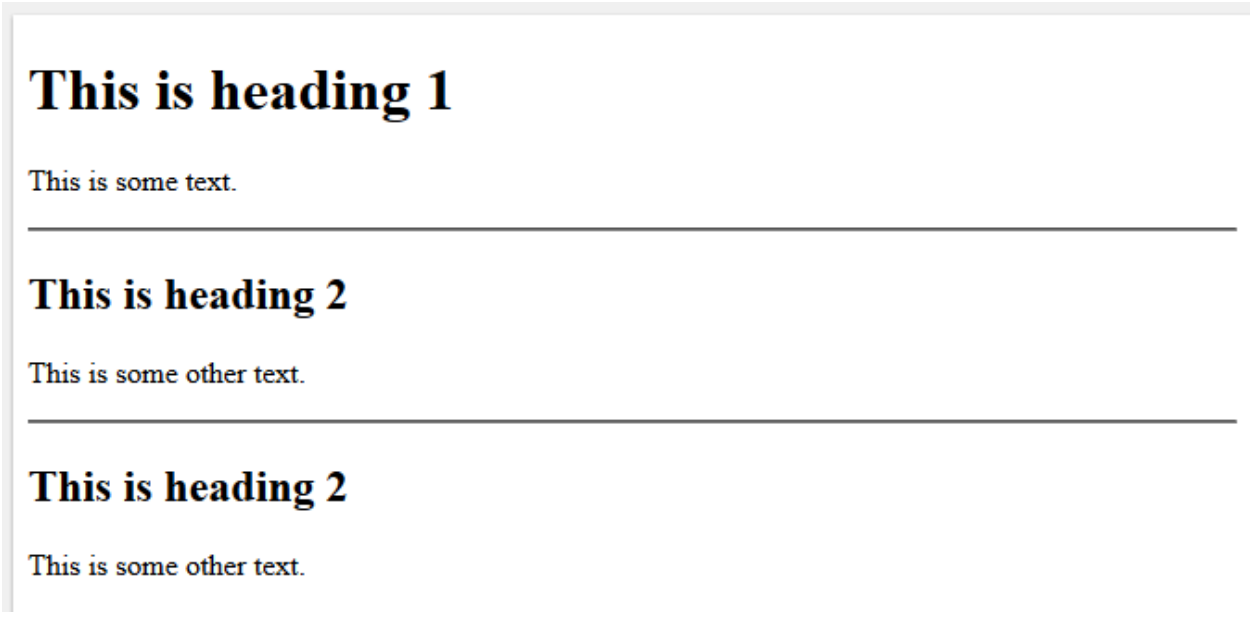
Hello
World
Then we can use
Hello
 World
Hello
World

 is just a link break

<hr> makes a line between content
<h1>This is heading 1</h1>
This is some text.
<hr>

<h2>This is heading 2</h2>
This is some other text.
<hr>

<h2>This is heading 2</h2>
This is some other text.
Note: We are not including <body> in these examples, when you actually do HTML code you do include <body> and <html> etc



<pre>-to preserve text

<pre>
  My Bonnie lies over the ocean.

  My Bonnie lies over the sea.

  My Bonnie lies over the ocean.

  Oh, bring back my Bonnie to me.
</pre>

```
My Bonnie lies over the ocean.

My Bonnie lies over the sea.

My Bonnie lies over the ocean.

Oh, bring back my Bonnie to me.
```

- - Bold text

  Bold text

  Bold text

- - Important text

  Strong text

  Strong text

- - Italic text

  Italic text

  Italic text

- - Emphasized text

  Emphasized text

  Emphasized text
- <mark> - Marked text

  <mark>Marked text</mark>

  Marked text
- <small> - Smaller text

  <small>Small text</small>

  Small text
- <del> - Deleted text

  ~~Deleted text~~

  ~~Deleted text~~
- <ins> - Inserted text

  <ins>Inserted text</ins>

  Inserted text
- <sub> - Subscript text

  _{Subscript text}

  Subscript text
- <sup> - Superscript text

  ^{Superscript text}

Superscript text

Note: Don’t worry if you don’t remember some code, developers can forget syntax sometimes. When you need to use the code, you will remember it (sometimes)

Comments

Comments are very useful when reading code, let’s see how comments can be useful: (the code is complex but it shows how comments help)

```
<!DOCTYPE html>

<html>

<body>

<!-- SVG code -->

<svg width="100" height="100">

<!-- Make a circle -->

  <circle cx="50" cy="50" r="40" stroke="green" stroke-width="4" fill="yellow" />

</svg>

<!-- End SVG -->



</body>

</html>
```

HTML Links

<!-- a is the link, href is the url -->

Go to google.com

Target attribute

An attribute gives extra info about an element.

These are the different types of attributes

_self - Default. Opens the document in the same window/tab as it was clicked

_blank - Opens the document in a new window or tab

_parent - Opens the document in the parent frame

_top - Opens the document in the full body of the window

You use them like this:

Using the target attribute

Opens the website in a new tab

Send email

<!-- Opens your mail app -->

// Link to the element with id “chapter”

<h1 href=”#chapter”>My link</h1>

<!-- id is like an identity, it gives elements an identity, you will see more about this but you can use id like this: -->

Hello

<!-- When link clicked, it will go to the place where hello is on the screen -->

Note: If anything is confusing, don’t give up! Ask someone who knows HTML or search the command up.

For example, if I don’t understand <h1>, I can ask a friend or search up “h1 html” and I will see some results, I recommended using w3schools.com to understand elements

HTML Images

<img src="mypng.png" alt="A png">

<!-- src specifies a location, like mypng.png

if your browser doesn’t load a image, “A png” will show up instead, that’s what alt does -->

<!-- No </> needed!

<img src="https://www.w3schools.com/images/w3schools_green.jpg" alt="W3Schools.com">

<!-- You can use another websites image →

Note: HTML allows gifs, meaning that you can put gifs in img

The following is optional: (It can be confusing and is not always needed, but can be useful)

This is a good example I found on the internet from w3schools:

```
<img src="workplace.jpg" alt="Workplace" usemap="#workmap">


<map name="workmap">

  <area shape="rect" coords="34,44,270,350" alt="Computer" href="computer.htm">

  <area shape="rect" coords="290,172,333,250" alt="Phone" href="phone.htm">

  <area shape="circle" coords="337,300,44" alt="Coffee" href="coffee.htm">

</map>
```

First, what does this do?

The computer, phone and coffee are clickable and redirect you to a link

(https://www.w3schools.com/html/html_images_imagemap.asp)

How does this happen?

Let's see the code again:

1. <img src="workplace.jpg" alt="Workplace" usemap="#workmap">

2. <map name="workmap">
3. <area shape="rect" coords="34,44,270,350" alt="Computer" href="computer.htm">
4. <area shape="rect" coords="290,172,333,250" alt="Phone" href="phone.htm">
5. <area shape="circle" coords="337,300,44" alt="Coffee" href="coffee.htm">

6. </map>

At line 1, there is a normal <img> but the only difference is it has usemap, it might look confusing but #workmap is the “name” of the image, you will see why this line matters

At line 2, the map is declared, the name attribute is used to make a connection between line 1 and 2, if line 1 wasn’t there, the map wouldn’t work, the <img> is the actual image and the <map> is where all the interactions happen, <map> is using <img>

At line 3, <area> is declared, area is just the area and shape is the shape of the interaction area, it’s like a invisible button, coords attribute refers to the “coordinates” of where the area is, coords="34,44,270,350" means that there is a pair of 34 pixels and 44 pixels and a pair of 270 pixels and 350 pixels, the 1st pair is: 34 pixels from the left side of the image and 44 pixels from the top side of the image.

The second pair is: 270 pixels from the left, 350 pixels from the top.

The area it covers:

You probably need the code again:

1. <img src="workplace.jpg" alt="Workplace" usemap="#workmap">

2. <map name="workmap">
3. <area shape="rect" coords="34,44,270,350" alt="Computer" href="computer.htm">
4. <area shape="rect" coords="290,172,333,250" alt="Phone" href="phone.htm">
5. <area shape="circle" coords="337,300,44" alt="Coffee" href="coffee.htm">
6. </map>

At line 3, alt is what you see if the browser can't load the image and href is going to a link

Now that you know line 3, the other lines will be a bit fast

At line 4, the area is a rectangle shape and the coordinates are 290,172,333,250, the alt is Phone and the image is a phone
At line 5, the area is a circle, the coordinates are 337,300,44, the alt is “Coffee” and the link is to a coffee link.
Note: When I was writing the line 5 part, I asked myself “Why are there 3 coordinates?” and the answer is: Circles are a different shape, first the coordinates are specified: 337,300 then the radius is specified which is 44, if you are a younger kid, radius is used in math and is something for circles, you don’t really need to know about it unless you are gonna use a circle area.

```
<picture>
  <source media="(min-width: 650px)" srcset="img_food.jpg">
  <source media="(min-width: 465px)" srcset="img_car.jpg">
  <img src="img_girl.jpg">
</picture>
```

What is this?
It changes a image depending on the zoom (or you can do something different)
<picture> is the starting the element
The media attribute specifies when the source element should be used, if min width is 650 pixel, it will display img_food.jpg
The srcset specifies the file used as the image
If none fit, img_girl.jpg will be displayed
Normal image:

When you zoom in:

When you zoom in more:

HTML Tables

Look at the following code:

```
<!-- Starting the element -->
<table>
<!-- <tr> is table row and is a row in the table -->
  <tr>
<!-- <th> is table heading and is a heading in the table row -->
        <th>Firstname</th>
        <th>Lastname</th>
        <th>Age</th>
  </tr>
  <tr>
<!-- <td> is normal text, table heading is bold -->
    <td>Jill</td>
        <td>Smith</td>
        <td>50</td>
  </tr>
```

```
  <tr>
        <td>Eve</td>
        <td>Jackson</td>
        <td>94</td>
  </tr>
</table>
```

The result:

Firstname	Lastname	Age
Jill	Smith	50
Eve	Jackson	94
John	Doe	80