

**Web technology**

**Startles**

**Kristof Michiels**

# In deze les komen aan bod...

- Inleiding tot web technology
- De werkinstrumenten
- Het uitwerken van een eenvoudige webpagina

# Inleiding tot web technology

# Het opleidingsonderdeel: aanpak

- Flipped classroom: studeren thuis op voorhand, oefenen op school
- Les + video staat klaar tegen zelfstudiemoment. Vervolgens Q&A. Daarna Labo
- Docenten: Kristof Michiels, Jeroen De Vos, Vincent Van Camp
- [ECTS-fiche](#)
- [Digitap](#)
- [Teams](#)
- [Webuntis](#)

# Web technology in perspectief

- "Ontwrichtende" technologie
- Ondertussen bijna 30 jaar oud met hele geschiedenis: boom, bust, wedergeboorte...
- We zijn de "klassieke website" ondertussen lang voorbij
- Core technologieën blijven dezelfde: HTML, CSS, JS
- Past zich aan aan de voortdurende technologische veranderingen (denk bvb AR, IOT, ...).
- Jullie zullen programmeren voor een "web" dat we ons vandaag nog niet kunnen voorstellen

# De allereerste website

## World Wide Web

The WorldWideWeb (W3) is a wide-area [hypermedia](#) information retrieval initiative aiming to give universal access to a large universe of documents.

Everything there is online about W3 is linked directly or indirectly to this document, including an [executive summary](#) of the project, [Mailing lists](#) , [Policy](#) , November's [W3 news](#) , [Frequently Asked Questions](#) .

### What's out there?

Pointers to the world's online information, [subjects](#) , [W3 servers](#), etc.

### Help

on the browser you are using

### Software Products

A list of W3 project components and their current state. (e.g. [Line Mode](#) ,[X11 Viola](#) ,[NeXTStep](#) ,[Servers](#) ,[Tools](#) ,[Mail robot](#) ,[Library](#) )

### Technical

Details of protocols, formats, program internals etc

### Bibliography

Paper documentation on W3 and references.

### People

A list of some people involved in the project.

### History

A summary of the history of the project.

### How can I help ?

If you would like to support the web..

### Getting code

Getting the code by [anonymous FTP](#) , etc.

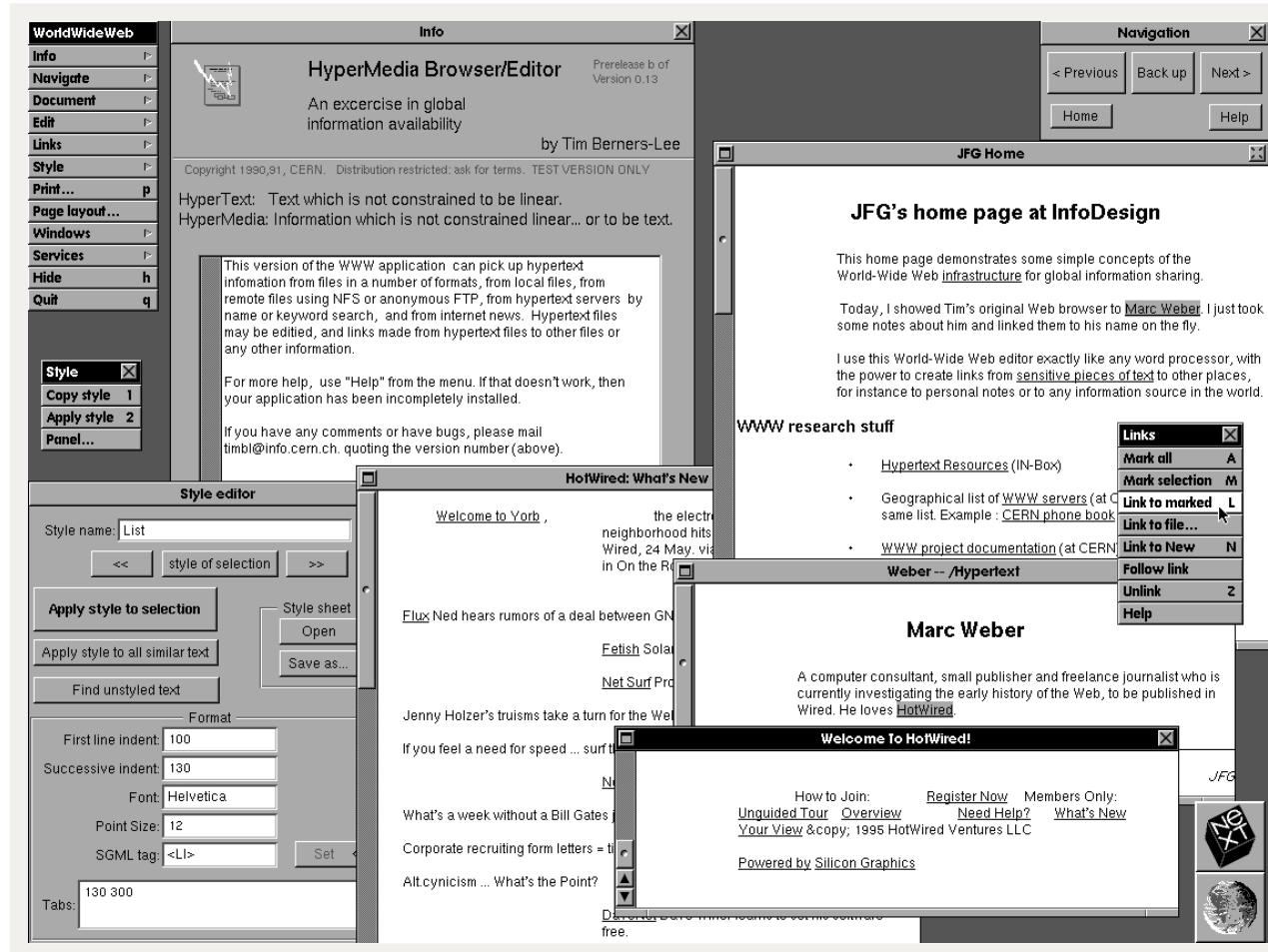
<http://bit.ly/over-de-eerste-website>

# Tim Berners-Lee



De "vader" van het web

# De eerste browser



Tim Berners-Lee's desktop

# 3 bouwstenen van het web: HTML, CSS en JavaScript



# Bouwsteen 1: HyperText Markup Language (HTML)

- De opmaaktaal voor het web
- Vandaag versie HTML versie 5
- Levende standaard: blijft voortdurend evolueren
- Beschrijft en structureert de informatie op een webpagina
- Eenvoudig om te leren en te schrijven
- Maar goed schrijven: is vaardigheid die komt met oefenen

# Bouwsteen 2: Cascading Style Sheets (CSS)

- De vormgeving van je HTML-elementen en pagina's
- Gaat over lettertypes, kleuren, achtergrondafbeeldingen, witruimte, layouts...
- Tot en met animaties!

# Bouwsteen 3: JavaScript (JS)

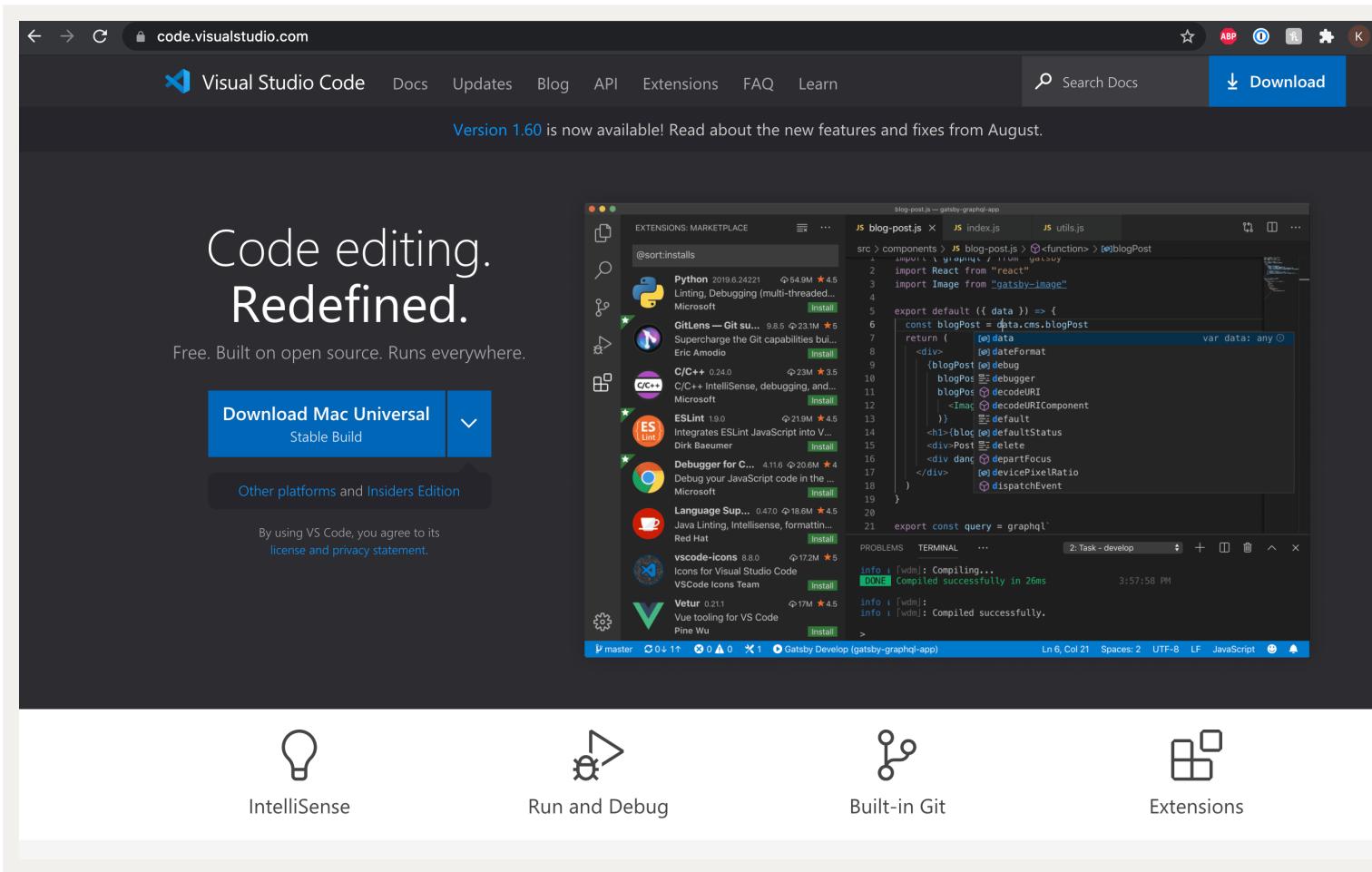
- Maakt webpagina's interactief
- JavaScript niet te verwarren met Java!
- Zeer veelzijdig: gaat vandaag veel breder dan het web

# Wat verwachten we van jou?

- We vertrekken van 0, maar gaan relatief snel
- Maar wel doorzettingsvermogen om te oefenen tot je het kent
- Je werkinstrumenten goed leren beheersen
- Je computer in goede staat houden, op tijd updaten
- Niet te snel opgeven
- Netjes en nauwkeurig werken (computers kunnen niet goed overweg met typfouten): concentratie!
- Aanwezig in de les / lessen bijhouden / oefeningen maken

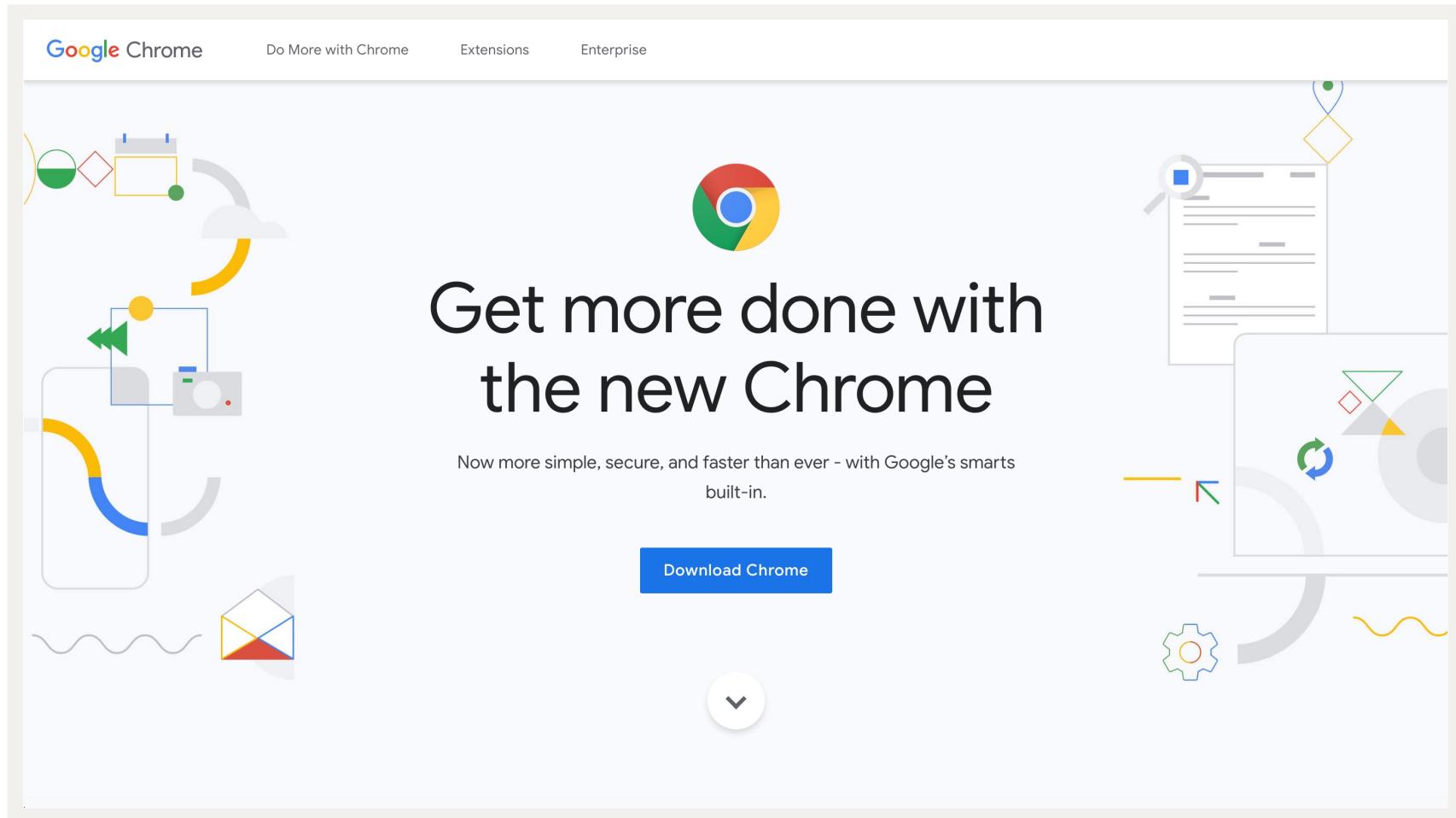
# Onze werkinstrumenten

# Visual Studio Code



<https://code.visualstudio.com/>

# Google Chrome



The image shows the official Google Chrome website homepage. At the top, the "Google Chrome" logo is on the left, followed by navigation links: "Do More with Chrome", "Extensions", and "Enterprise". The main visual features a large, stylized graphic on the left and right sides composed of various geometric shapes like circles, diamonds, and arrows in colors like green, yellow, and blue. In the center, the Google Chrome logo is displayed above the tagline "Get more done with the new Chrome". Below the tagline is a subtitle: "Now more simple, secure, and faster than ever - with Google's smarts built-in." A prominent blue "Download Chrome" button is centered below the subtitle. A small downward arrow icon is located at the bottom center of the page.

Google Chrome

Do More with Chrome

Extensions

Enterprise

Get more done with the new Chrome

Now more simple, secure, and faster than ever - with Google's smarts built-in.

Download Chrome

▼

# Voorbereiding eerste Labo

- Jij: installeert deze tools op voorhand
- Jij: vlot leren schakelen tussen beide programma's (ALT + TAB of CMD + TAB)
- Jij: goed overweg kunnen met Windows Explorer/Finder en bestanden kunnen openen in de browser
- Jij: een overzichtelijke folderstructuur aanmaken op je laptop voor dit vak en de oefeningen
- Jij: bestanden vlot kunnen zippen/unzippen!

# Uitwerken van een eerste webpagina

# Stapsgewijs een eerste pagina bouwen

- We beginnen met gewone tekst
- Daarna geven we het document de eerste structuur
- Vervolgens zullen we bepaalde tekstelementen identificeren
- Daarna voegen we een afbeelding toe
- Tenslotte lopen we een beetje vooruit en voegen we een snuifje CSS toe

# 1. Beginnen met niet-geopgemaakte tekst

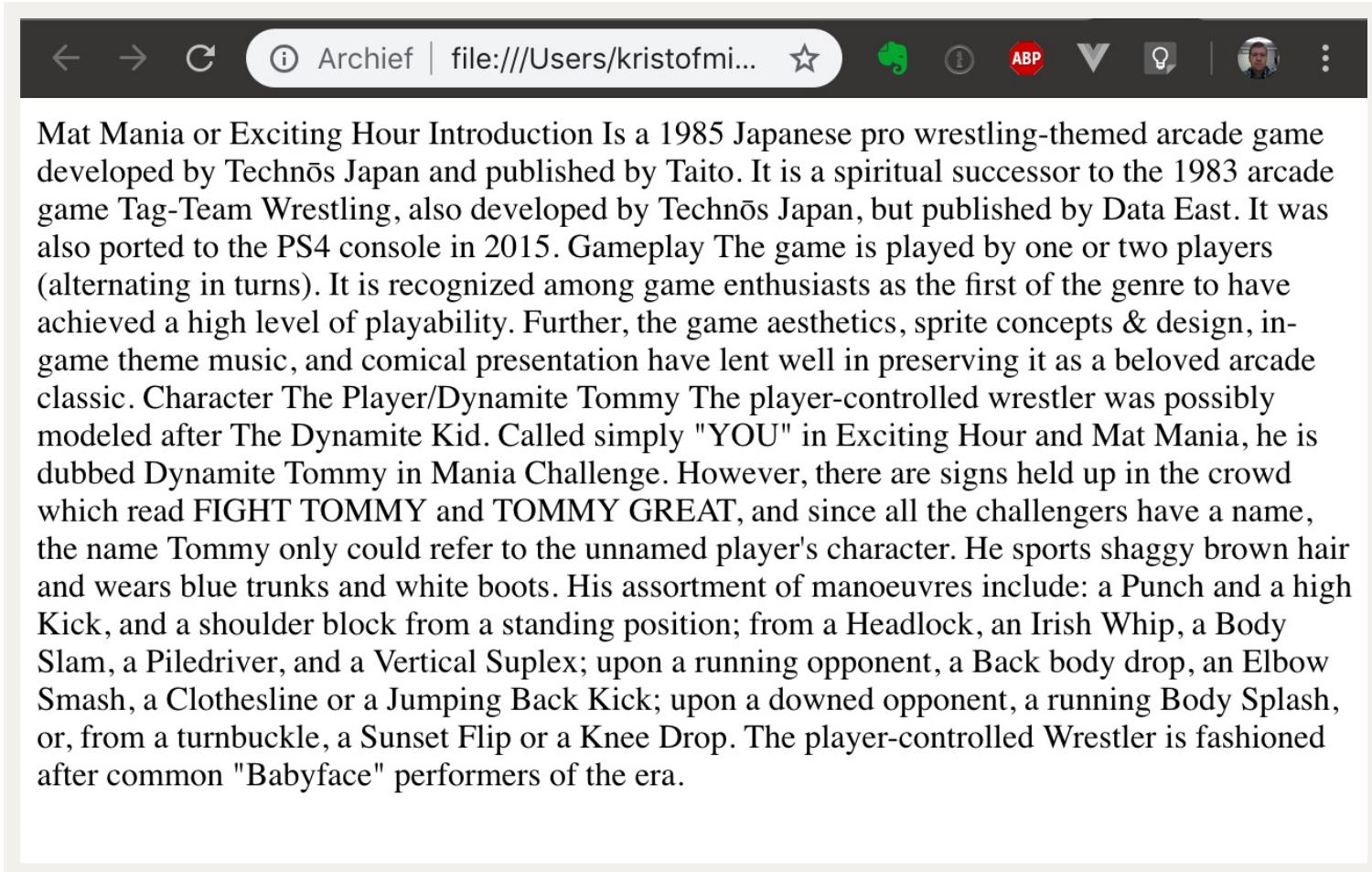
```
1  Mat Mania or Exciting Hour
2
3  Introduction
4
5  Is a 1985 Japanese pro wrestling-themed arcade game developed by Technōs Japan and published by Taito. It is a spiritual
6  successor to the 1983 arcade game Tag-Team Wrestling, also developed by Technōs Japan, but published by Data East. It was also
7  ported to the PS4 console in 2015.
8
9  The game is played by one or two players (alternating in turns). It is recognized among game enthusiasts as the first of the
10 genre to have achieved a high level of playability. Further, the game aesthetics, sprite concepts & design, in-game theme
11 and music, and comical presentation have lent well in preserving it as a beloved arcade classic.
12
13 Character
14
15 The Player/Dynamite Tommy
16
17 The player-controlled wrestler was possibly modeled after The Dynamite Kid. Called simply "YOU" in Exciting Hour and Mat Mania,
18 he is dubbed Dynamite Tommy in Mania Challenge. However, there are signs held up in the crowd which read FIGHT TOMMY and TOMMY
19 GREAT, and since all the challengers have a name, the name Tommy only could refer to the unnamed player's character. He sports
20 shaggy brown hair and wears blue trunks and white boots. His assortment of manoeuvres include: a Punch and a high Kick, and a
21 shoulder block from a standing position; from a Headlock, an Irish Whip, a Body Slam, a Piledriver, and a Vertical Suplex; upon
22 a running opponent, a Back body drop, an Elbow Smash, a Clothesline or a Jumping Back Kick; upon a downed opponent, a running
23 Body Splash, or, from a turnbuckle, a Sunset Flip or a Knee Drop. The player-controlled Wrestler is fashioned after common
24 "Babyface" performers of the era.
```

[Download de tekst](#)

# 1. Beginnen met niet-geopmaakte tekst

- We gaan dit bestand opslaan als index.html
- Dit is een goede gewoonte. Veel webservers gaan ervan uit dat je de startpagina index noemt
- De extensie .html geeft aan dat de browser deze pagina als een webpagina moet behandelen
- Daarna bekijken we het resultaat in de Chrome-browser. Wat valt op?
- Vallen op: Chrome toont de pagina maar negeert onze "returns", ook meer dan 1 spatie, en onze pagina mist alle structuur

# 1. Beginnen met niet-geopmaakte tekst



Mat Mania or Exciting Hour Introduction Is a 1985 Japanese pro wrestling-themed arcade game developed by Technōs Japan and published by Taito. It is a spiritual successor to the 1983 arcade game Tag-Team Wrestling, also developed by Technōs Japan, but published by Data East. It was also ported to the PS4 console in 2015. Gameplay The game is played by one or two players (alternating in turns). It is recognized among game enthusiasts as the first of the genre to have achieved a high level of playability. Further, the game aesthetics, sprite concepts & design, in-game theme music, and comical presentation have lent well in preserving it as a beloved arcade classic. Character The Player/Dynamite Tommy The player-controlled wrestler was possibly modeled after The Dynamite Kid. Called simply "YOU" in Exciting Hour and Mat Mania, he is dubbed Dynamite Tommy in Mania Challenge. However, there are signs held up in the crowd which read FIGHT TOMMY and TOMMY GREAT, and since all the challengers have a name, the name Tommy only could refer to the unnamed player's character. He sports shaggy brown hair and wears blue trunks and white boots. His assortment of manoeuvres include: a Punch and a high Kick, and a shoulder block from a standing position; from a Headlock, an Irish Whip, a Body Slam, a Piledriver, and a Vertical Suplex; upon a running opponent, a Back body drop, an Elbow Smash, a Clothesline or a Jumping Back Kick; upon a downed opponent, a running Body Splash, or, from a turnbuckle, a Sunset Flip or a Knee Drop. The player-controlled Wrestler is fashioned after common "Babyface" performers of the era.

# Algemene regels voor naamgeving van bestanden

- Gebruik nooit spaties in bestandsnamen. Houd het eenvoudig. Houd het kort. Gebruik enkel kleine letters.
- HTML-bestanden moeten steeds eindigen op .html of .htm
- CSS-bestanden eindigen op .css
- JavaScript-bestanden eindigen op .js
- Afbeeldingen: .gif, .png, .jpg (soms .jpeg), of .svg

## 2. Document de eerste structuur geven

- We zijn nu klaar om ons document "op te maken"
- Anatomie van een html-element: het element bevat informatie die wordt voorafgegaan en afgesloten door html-tags. Die tags noemen we de markup
- Je hebt openings-tags (`<tagnaam>`) en afsluit-tags (`</tagnaam>`). Niet moeilijk maar het moet wel juist
- De "/" noemen we slash
- Niet elk HTML-element heeft informatie in het midden. Niet elk element heeft een afsluit-tag

# Basistruktuur van elke html-pagina

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="utf-8">
    <title>Titel komt hier</title>
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
  </head>
  <body>
    <h1>Hallo wereld!</h1>
  </body>
</html>
```

Dit is de minimale startversie van elk HTML-bestand. Niet zelf in te typen: VSCode helpt ;-)

# Basistruktuur van elke html-pagina

- DOCTYPE identificeert de pagina als bestaande uit HTML5
- We stoppen alles in een root-element
- Binnen het root-element: een head en een body element
- Een meta-element: aangeven dat onze character encoding unicode versie UTF-8
- Een viewport meta-element: belangrijke instelling voor mobiele toestellen
- Verplicht ook: het title element
- In het body element komt alle html die wij gaan schrijven

## 2. Document de eerste structuur geven

```
1  <!DOCTYPE html>
2  <html>
3      <head>
4          <meta charset="utf-8">
5          <title>Exciting Hour</title>
6      </head>
7      <body>
8          Mat Mania or Exciting Hour
9
10         Introduction
11
12         Is a 1985 Japanese pro wrestling-themed arcade game developed by Technōs Japan and published by Taito. It is a
13         spiritual successor to the 1983 arcade game Tag-Team Wrestling, also developed by Technōs Japan, but published by Data
14         East. It was also ported to the PS4 console in 2015.
15
16         Gameplay
17
18         The game is played by one or two players (alternating in turns). It is recognized among game enthusiasts as the first
19         of the genre to have achieved a high level of playability. Further, the game aesthetics, sprite concepts & design,
20         in-game theme music, and comical presentation have lent well in preserving it as a beloved arcade classic.
21
22         Character
23
24         The Player/Dynamite Tommy
25
26         The player-controlled wrestler was possibly modeled after The Dynamite Kid. Called simply "YOU" in Exciting Hour and
27         Mat Mania, he is dubbed Dynamite Tommy in Mania Challenge. However, there are signs held up in the crowd which read
28         FIGHT TOMMY and TOMMY GREAT, and since all the challengers have a name, the name Tommy only could refer to the unnamed
29         player's character. He sports shaggy brown hair and wears blue trunks and white boots. His assortment of manoeuvres
30         include: a Punch and a high Kick, and a shoulder block from a standing position; from a Headlock, an Irish Whip, a Body
31         Slam, a Piledriver, and a Vertical Suplex; upon a running opponent, a Back body drop, an Elbow Smash, a Clothesline or
32         a Jumping Back Kick; upon a downed opponent, a running Body Splash, or, from a turnbuckle, a Sunset Flip or a Knee
33         Drop. The player-controlled Wrestler is fashioned after common "Babyface" performers of the era.
34
35     </body>
36 </html>
```

Geeft GEEN verschil in browser t.o.v. stap 1, behalve dat de browser de titel zal weergeven

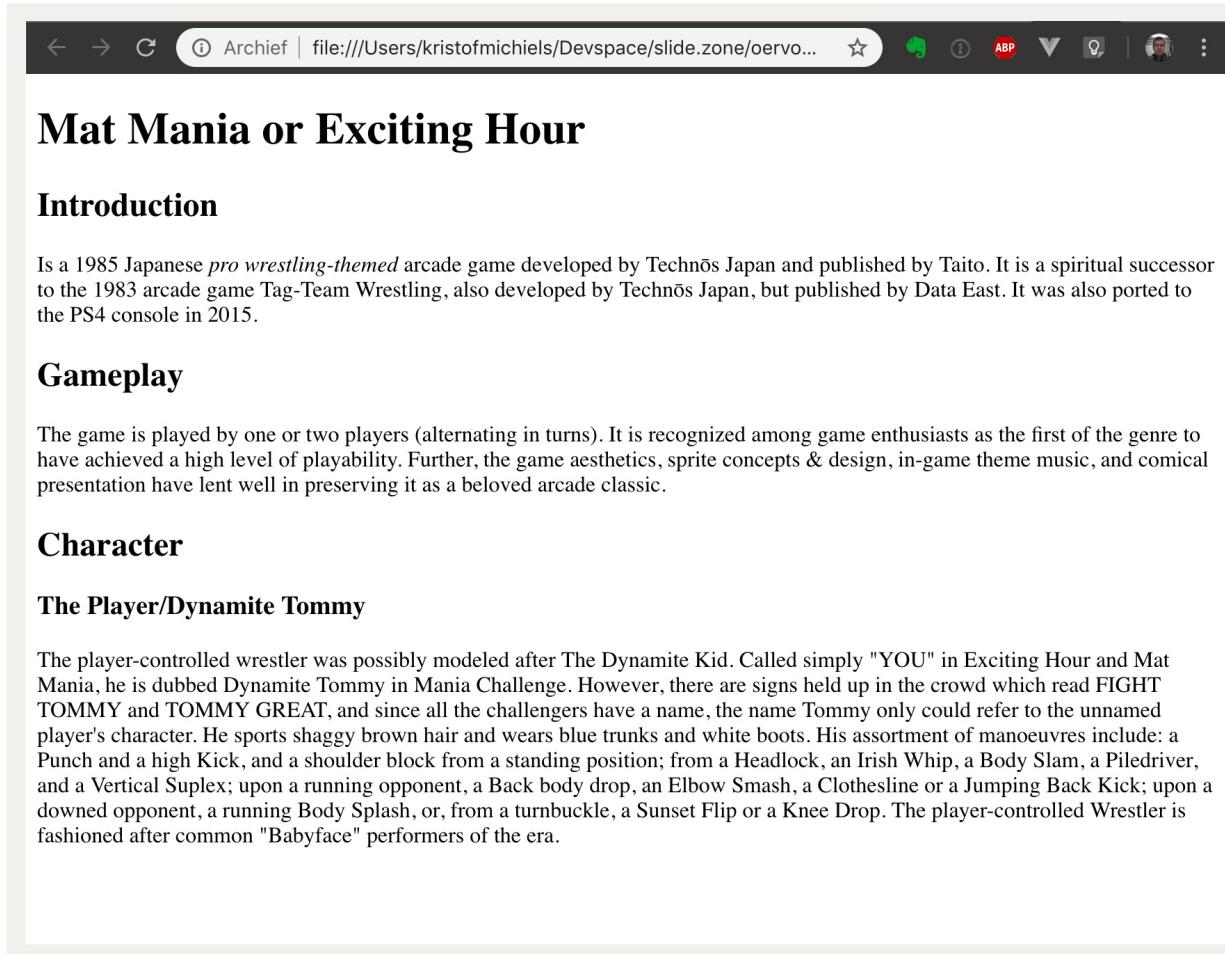
### 3. Tekstelementen identificeren

- We gaan nu enkele html-tags toevoegen => hoofdingen, paragrafen, benadrukte tekst,
- de opmaak in html heeft als doel om betekenis en structuur te geven aan onze tekst. Niet om een bepaalde vormgeving te creëren.
- Jouw job is om het meest passende element te gaan kiezen voor elk contentelement. Bvb een h1 voor de belangrijkste titel op de pagina
- De vormgeving, die komt later => met css

### 3. Tekstelementen identificeren

```
1  <!DOCTYPE html>
2  <html>
3      <head>
4          <meta charset="utf-8">
5          <title>Exciting Hour</title>
6      </head>
7      <body>
8          <h1>Mat Mania or Exciting Hour</h1>
9
10         <h2>Introduction</h2>
11
12         <p>Is a 1985 Japanese <em>pro wrestling-themed</em> arcade game developed by Technōs Japan and published by Taito. It
13         is a spiritual successor to the 1983 arcade game Tag-Team Wrestling, also developed by Technōs Japan, but published by
14         Data East. It was also ported to the PS4 console in 2015.</p>
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16         <h2>Gameplay</h2>
17
18         <p>The game is played by one or two players (alternating in turns). It is recognized among game enthusiasts as the
19         first of the genre to have achieved a high level of playability. Further, the game aesthetics, sprite concepts &
20         design, in-game theme music, and comical presentation have lent well in preserving it as a beloved arcade classic.</p>
21
22         <h2>Character</h2>
23
24         <h3>The Player/Dynamite Tommy</h3>
25
26         <p>The player-controlled wrestler was possibly modeled after The Dynamite Kid. Called simply "YOU" in Exciting Hour and
27         Mat Mania, he is dubbed Dynamite Tommy in Mania Challenge. However, there are signs held up in the crowd which read
28         FIGHT TOMMY and TOMMY GREAT, and since all the challengers have a name, the name Tommy only could refer to the unnamed
29         player's character. He sports shaggy brown hair and wears blue trunks and white boots. His assortment of manoeuvres
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31         Slam, a Piledriver, and a Vertical Suplex; upon a running opponent, a Back body drop, an Elbow Smash, a Clothesline or
32         a Jumping Back Kick; upon a downed opponent, a running Body Splash, or, from a turnbuckle, a Sunset Flip or a Knee
33         Drop. The player-controlled Wrestler is fashioned after common "Babyface" performers of the era.</p>
34     </body>
35 </html>
```

### 3. Tekstelementen identificeren



The screenshot shows a web browser window with the following details:

- Address bar: Archief | file:///Users/kristofmichiels/Devspace/slide.zone/oervo...
- Toolbar icons: back, forward, search, and others.
- Page title: Mat Mania or Exciting Hour
- Section: Introduction
- Text: Is a 1985 Japanese *pro wrestling-themed* arcade game developed by Technōs Japan and published by Taito. It is a spiritual successor to the 1983 arcade game Tag-Team Wrestling, also developed by Technōs Japan, but published by Data East. It was also ported to the PS4 console in 2015.
- Section: Gameplay
- Text: The game is played by one or two players (alternating in turns). It is recognized among game enthusiasts as the first of the genre to have achieved a high level of playability. Further, the game aesthetics, sprite concepts & design, in-game theme music, and comical presentation have lent well in preserving it as a beloved arcade classic.
- Section: Character
- Section: The Player/Dynamite Tommy
- Text: The player-controlled wrestler was possibly modeled after The Dynamite Kid. Called simply "YOU" in Exciting Hour and Mat Mania, he is dubbed Dynamite Tommy in Mania Challenge. However, there are signs held up in the crowd which read FIGHT TOMMY and TOMMY GREAT, and since all the challengers have a name, the name Tommy only could refer to the unnamed player's character. He sports shaggy brown hair and wears blue trunks and white boots. His assortment of manoeuvres include: a Punch and a high Kick, and a shoulder block from a standing position; from a Headlock, an Irish Whip, a Body Slam, a Piledriver, and a Vertical Suplex; upon a running opponent, a Back body drop, an Elbow Smash, a Clothesline or a Jumping Back Kick; upon a downed opponent, a running Body Splash, or, from a turnbuckle, a Sunset Flip or a Knee Drop. The player-controlled Wrestler is fashioned after common "Babyface" performers of the era.

Hiermee kan de browser al een stuk beter om!

# Enkele vaststellingen tussendoor

- Het ene HTML-element is het andere niet
- h1, h2, h3 en p beginnen en eindigen telkens op een nieuwe regel. Het zijn wat we noemen block-level elementen. Ze beschikken als het ware over "ellebogen"
- Het em-element heeft die kracht niet. We noemen dit een inline-element
- We zullen dit gedrag kunnen wijzigen via CSS
- Default stijlen: wij hebben nergens gezegd dat de titels in het vet moesten

## 4. Een afbeelding toevoegen

- We doen dit met een img-element
- Een img-element maakt gebruik van attributen
- Attributen zijn instructies die een element verduidelijken of veranderen
- Attributen komen enkel voor in de openingstag
- Er kunnen er meerdere zijn, de volgorde is niet belangrijk
- meeste attributen nemen een waarde aan, die is voorafgegaan door een =
- waardes zijn verpakt in dubbele aanhalingstekens. Deze moeten recht (") zijn.
- Sommige attributen zijn verplicht, andere niet

## 4. Een afbeelding toevoegen

```
<h1>
  <br>
  Mat Mania or Exciting Hour
</h1>
```

- Ik heb er ook een line break (br-element) tussen gesmokkeld
- Dit element zorgt ervoor dat wat volgt op een nieuwe lijn wordt begonnen

# 4. Een afbeelding toevoegen

```
1  <!DOCTYPE html>
2  <html>
3      <head>
4          <meta charset="utf-8">
5          <title>Exciting Hour</title>
6      </head>
7      <body>
8          <h1>
9              <br>
10             Mat Mania or Exciting Hour
11         </h1>
12
13         <h2>Introduction</h2>
14
15         <p>Is a 1985 Japanese <em>pro wrestling-themed</em> arcade game developed by Technōs Japan and published by Taito. It
16         is a spiritual successor to the 1983 arcade game Tag-Team Wrestling, also developed by Technōs Japan, but published by
17         Data East. It was also ported to the PS4 console in 2015.</p>
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20
21         <p>The game is played by one or two players (alternating in turns). It is recognized among game enthusiasts as the
22         first of the genre to have achieved a high level of playability. Further, the game aesthetics, sprite concepts &
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24
25         <h2>Character</h2>
26
27         <h3>The Player/Dynamite Tommy</h3>
28
29         <p>The player-controlled wrestler was possibly modeled after The Dynamite Kid. Called simply "YOU" in Exciting Hour and
30         Mat Mania, he is dubbed Dynamite Tommy in Mania Challenge. However, there are signs held up in the crowd which read
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36         Drop. The player-controlled Wrestler is fashioned after common "Babyface" performers of the era.</p>
37
38     </body>
39
40 </html>
```

# 4. Een afbeelding toevoegen



## Mat Mania or Exciting Hour

### Introduction

Is a 1985 Japanese *pro wrestling-themed* arcade game developed by Technōs Japan and published by Taito. It is a spiritual successor to the 1983 arcade game Tag-Team Wrestling, also developed by Technōs Japan, but published by Data East. It was also ported to the PS4 console in 2015.

### Gameplay

The game is played by one or two players (alternating in turns). It is recognized among game enthusiasts as the first of the genre to have achieved a high level of playability. Further, the game aesthetics, sprite concepts & design, in-game theme music, and comical presentation have lent well in preserving it as a beloved arcade classic.

### Character

#### The Player/Dynamite Tommy

The player-controlled wrestler was possibly modeled after The Dynamite Kid. Called simply "YOU" in Exciting Hour and Mat Mania, he is dubbed Dynamite Tommy in Mania Challenge. However, there are signs held up in the crowd which read FIGHT TOMMY and TOMMY GREAT, and since all the challengers have a name, the name Tommy only could refer to the unnamed player's character. He sports shaggy brown hair and wears blue trunks and white boots. His assortment of manoeuvres include: a Punch and a high Kick, and a shoulder block from a standing position; from a Headlock, an Irish Whip, a Body Slam, a Piledriver, and a Vertical Suplex; upon a running opponent, a Back body drop, an Elbow Smash, a Clothesline or a Jumping Back Kick; upon a downed opponent, a running Body Splash, or, from a turnbuckle, a Sunset Flip or a Knee Drop. The player-controlled Wrestler is fashioned after common "Babyface" performers of the era.

# 5. de look aanpassen met een stylesheet

```
1  <!DOCTYPE html>
2  <html>
3      <head>
4          <meta charset="utf-8">
5          <title>Exciting Hour</title>
6          <style>
7              body {
8                  background-color: #00c2f4;
9                  margin: 0 10%;
10                 font-family: helvetica;}
11             h1 {
12                 text-align: center;
13                 font-weight: normal;
14                 text-transform: uppercase;
15                 border-bottom: 2px solid #0500ae;
16                 color: #0500ae;
17                 margin: 30px 0;
18                 line-height: 60px;
19                 padding-bottom: 15px;}
20             h2 {
21                 color: #bd0000;
22                 font-size: 1.2em;}
23             h3 {
24                 color: #ff0000;
25                 font-size: 1em;}
26         </style>
27     </head>
28     <body>
29         <h1>
30             <br>
31             Mat Mania or Exciting Hour
32         </h1>
33
34         <h2>Introduction</h2>
35
36         <p>Is a 1985 Japanese <em>pro wrestling-themed</em> arcade game developed by Technōs Japan and published by Taito. It
37         • is a spiritual successor to the 1983 arcade game Tag-Team Wrestling, also developed by Technōs Japan, but published by
38         • Data East. It was also ported to the PS4 console in 2015.</p>
```

# 5. de look aanpassen met een stylesheet



**MAT MANIA OR EXCITING HOUR**

---

**Introduction**

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**Gameplay**

The game is played by one or two players (alternating in turns). It is recognized among game enthusiasts as the first of the genre to have achieved a high level of playability. Further, the game aesthetics, sprite concepts & design, in-game theme music, and comical presentation have lent well in preserving it as a beloved arcade classic.

**Character**

**The Player/Dynamite Tommy**

The player-controlled wrestler was possibly modeled after The Dynamite Kid. Called simply "YOU" in Exciting Hour and Mat Mania, he is dubbed Dynamite Tommy in Mania Challenge. However, there are signs held up in the crowd which read FIGHT TOMMY and TOMMY GREAT, and since all the challengers have a name, the name Tommy only could refer to the unnamed player's character. He sports shaggy brown hair and wears blue trunks and white boots. His assortment of manoeuvres include: a Punch and a high Kick, and a shoulder block from a standing position; from a Headlock, an Irish Whip, a Body Slam, a Piledriver, and a Vertical Suplex; upon a running opponent, a Back body drop, an Elbow Smash, a Clothesline or a Jumping Back Kick; upon a downed opponent, a running Body Splash, or, from a turnbuckle, a Sunset Flip or a Knee Drop. The player-controlled Wrestler is fashioned after common "Babyface" performers of the era.

[Download deze versie](#)

# Round-up

- We hebben onze eerste webpagina gemaakt, inclusief stylesheet
- We hebben de basisstructuur gezien van een HTML document
- We hebben het correct gebruik van markup gezien
- We hebben al geleerd over elementen, attributen, lege elementen, block en inline elementen
- In het labo gaan we hierop verder!

# HTML schrijven

- Geen exacte wetenschap
- HTML5 geeft je een set van elementen
- Er zijn vaak meerdere manieren om een document te beschrijven
- Een semantisch correct opgemaakt document kan op zich heel mooi zijn ;-)

# In de oefeningensessies deze week:

- Onze tools leren gebruiken
- De algemene html leren gebruiken
- Leren foutenvrije html schrijven
- Teksten van de juiste elementen voorzien