HTML: hyper text markup language

Invented by Tim Burners-Lee in order to create a standard, universal language for computers

As a reminder…

Content

* Text
* Image
* Video
* Audio

Tag examples:

<html>

<head>

<title>

<body>

<h1>

Placing tags within tags is called nesting

For example…

<body>

<p> whatever you want to write </p>

<p> blah blah blah </p>

</body>

HTML Attributes: allow designers to modify the way HTML works

Example 1:

<h2 align=”center”> Attributes </h2> 🡨You don’t have to close the attribute, it automatically

closes with the original tag

align=”center” is the attribute placed within the <h2> tag

* it changes position of the heading on the page from the left side to the center

Example 2:

<body bgcolor=”teal”>

bgcolor=”teal” is the attribute placed within the <body> tag

* it changes the background color to teal

\*\*\* Go to W3 schools to look up more about attributes and what different ones are out there. Tags and attributes have specific pairings and cannot be mixed with one another. For example: <p bgcolor=”teal”>

However, there are some attributes that can attach to any tag, and these are called global attributes. Didn’t go into much detail about this, but he listed these: class, id, style, title (not title tag)

LINKS: if you do code academy, you’ll know this

<a href=”www.whateverwebsiteyouwant.com”> </a>

Root Folder: didn’t go into much detail about this

Url = uniform resource locator

Went over “block elements” and “in line elements”

Pictures

.psd (Photoshop) documents are proprietary, meaning that you have to pay to use/work with them. In order to avoid an Internet monopoly, the creators of the Internet (in the 80s) decided to have these as picture compatible image sources instead:

**\*\*\*Ask Prof to update you about this part because it’s really important\*\*\***

RASTER FORMATS | use pixels

1. Joint Picture Expert Group (jpeg)
   1. Photorealistic work (millions of colors within one image)
2. Graphic Image Format (gif)
   1. Images with less than 256 colors
   2. Animated gifs
   3. Created because video didn’t exist on the internet yet in the 80’s
   4. Transparency
3. Portable Network Graphic (png)
   1. Photorealistic images
   2. Transparency
   3. Larger files

Why would this be important?

Smaller web files = shorter loading time

Therefore…

Larger web files = longer loading time

Most people aren’t patient enough for the latter and will leave your website if it isn’t fast

VECTOR FORMAT

1. scalable vector graphic (svg)

Vector files are smaller than raster files

When saving an image in Ai for the internet, do not save in “save for web”

NEW TAGS

<img> the image tag

<img src=”picturelinkofyourchoice” />

<br> break tag

makes things go to the next line, whereas <p> makes a new paragraph

so instead of this

blah blah blah

blah blah blah

it looks like this

blah blah blah

blah blah blah

AUDIO USES MP3

<audio controls=”controls>

<source src=”soundfile.mp3>

this code enables you to make a music player in HTML

\*new code made a few years ago

VIDEO USES MP4

<video controls=”controls”>

<source src=”videofile.mp4”>

this code enables you to make a video player in HTML

\*new code made a few years ago

As a reminder, here are the codes/tags we’ve learned so far:

<!DOCTYPE html> always at the beginning – lets computer know language

<html> language

<head> heading

<title> title in computer tab

<body> the body of the website

<p> paragraph

<h1> through <h6> heading sizes – 1 is biggest, 6 is smallest

<h1 align=”center”> aligns the heading wherever you want – in this case the center

<a href=”www.google.com”> Google </a> to make links

<img src=”picturelinkofyourchoice” /> to add images

<audio controls=”controls”>

<source src=”audiofile.mp3> for audio files/music player

<video congrols=”controls”>

<source src=”videofile.mp4> for video files/video player

**The main takeaways from this lecture: attributes and nesting**

**HOMEWORK**

Code academy: unit 2

Website 1 + 2

Blog Post