





HINL CHEAT SHEET







Basic HTML Structure

```
<html>
<html>
<head>
<title>website title</title>
</head>
<body>
content of website ...
</body>
</html>
```



Common Tags for Blogs

<h?> heading </h?>

paragraph

 bold

<i> italic </i>

 link name

<div> ... </div>

Heading (h1 for largest to h6 for smallest)

Paragraph of Text

Make text between tags bold

Make text between tags italic

Create a link to another page or website

Divide up page content into sections, and applying styles



Common Tags for Blogs

Show an image

Unordered, bullet-point list

Line Break (force a new line)

red

Use CSS style to change text colour



Text Formatting

<h?> ... </h?>

 ...

 bold

<i> ... </i>

<u>...</u>

<strike> ... </strike>

^{...}

_{...}

Heading (?= 1 for largest to 6 for smallest, eg h1)

Bold Text

Make text between tags bold

Italic Text

Underline Text

Strikeout

Superscript - Smaller text placed below normal text

Subscript - Smaller text placed below normal text



Text Formatting

<small> ... </small>

Small - Fineprint size text

<tt>... </tt>

Typewriter Text

 bold

Make text between tags bold

...

Pre-formatted Text

/blockquote>

Text Block Quote

 ...

Strong - Shown as Bold in most

browsers

 ...

Emphasis - Shown as Italics in most

browsers

 ...

Font tag obsolete, use CSS. (*)



Forms & Input

<form> Defines an HTML form for user input

<input> Defines an input control

<textarea> Defines a multiple input control (text areas)

<button> Defines a clickable button

<select> Defines a drop-down list

<optgroup>
Defines a group of related options in a

drop-down list

<option>
Defines an option in a drop -down list

<label Defines a label for an <input> element

<fieldset> Groups related element in a form

<legend> Defines a caption for a <fieldset> element



Images

 Defines an Image

<map> Defines a client-side image map

<area> Defines an area inside an image map

<anvas> Used to draw graphics, on the fly, via

scripting

Defines a caption for a <figure>

<figcaption> element

<picture> Specifies self-contained content

<svg> Defines a container for SVG graphics