

# *Introduction to Web Engineering*

## **SENG2050/6050**

Lecture 1b  
An overview of WWW, HTML, etc.

# Lecture 1b: An Overview

- How Internet works
- How the World Wide Web (WWW) works
- HTML

# Review...

## Web Engineering

- Tools and methodologies to design and implement complex web sites
- Technologies to support the on-line input and update of content and various categories of designers, developers and users
- Technologies and architectures to support access from various forms of devices
- Technologies to support context-aware access to information

# The Internet

- A network of networks
- Adjacent networks are linked by gateways/routers
- The Internet “network” is a packet switching network
- As the network communicates, it needs rules for communicating: **Protocols**
  - ✓ The **Internet Protocol (IP)** is a data-oriented protocol used for communicating data across. IP divides data into packets and controls their delivery.
  - ✓ The **Transfer Control Protocol (TCP)** ensures that “lost” packets are resent.

# The Internet

## ... Protocols

- ✓ The Internet Control Message Protocol (ICMP) is used between routers to communicate information about network load, dead connections, etc. – this is used by IP to determine the best route for each packet.
- ✓ User Datagram Protocol (UDP) is not as reliable as TCP but it is faster.
- Messages can then jump from network to network until they reach their destinations

# Transaction Control Protocol (TCP)

- Breaks each message up into manageable pieces before sending – called packets.
- Reassembles the packets into the original message at the receiving end.
- Ensures that all packets are delivered – if a packet goes missing, TCP makes sure it is resent.
- Gives the illusion that there is a continuous connection between the sending and receiving computers.

# Internet Protocol (IP)

- IP is responsible for determining how each packet is delivered to the receiving computer – includes how the address of the receiving computer is given.
- Each packet can take a different route across the Internet.
- IP may split a packet into smaller packets to cross a particular network.
- Does not maintain connections nor guarantee delivery – that's why we need TCP.

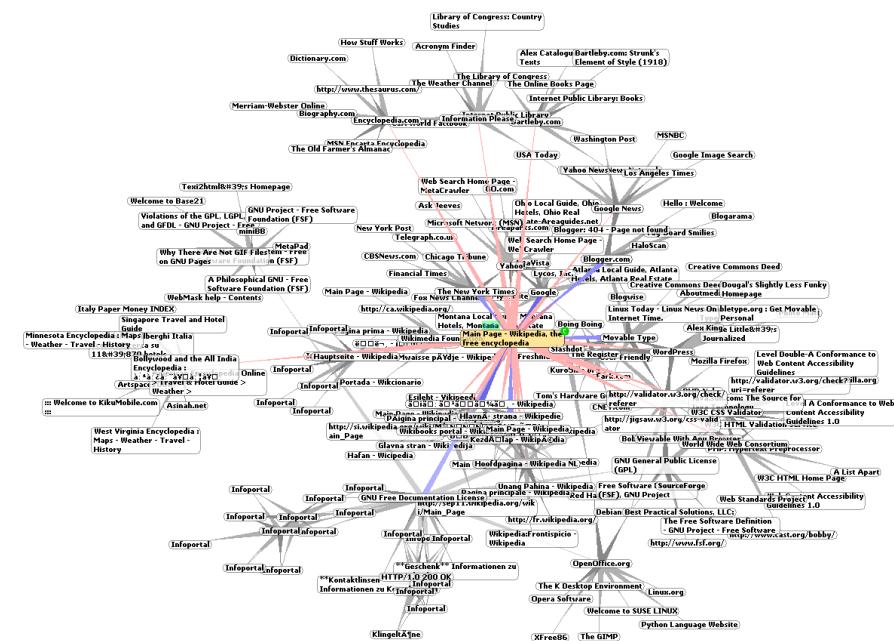
# The IP Address

- Each device connected to the Internet has an IP number
  - ✓ Part of the IP standard
  - ✓ Usually written as four 8-bit decimals
  - ✓ Addresses can be permanent (like a fixed Web server) or temporary (like the address given by an ISP)
- IP numbers ⇔ IP names
  - ✓ 17.112.152.32 ⇔ www.apple.com
  - ✓ .com = Top-level domain (TLD)
  - ✓ apple.com = Second-level domain (SLD)

# The World Wide Web

# ➤ WWW ≠ Internet

It is a system of interlinked, hypertext documents accessed via internet.



# The World Wide Web

## 1. A scheme for locating the documents

URI: Universal/Uniform Resource Identifier

URL: Universal/Uniform Resource Locator

- <http://www.globis.ethz.ch>
- <ftp://ftp.inf.ethz.ch>

URN: Universal/Uniform Resource Name

## 2. A protocol for accessing documents (HTTP)

HTTP: Hypertext Transfer Protocol

## 3. A “hypertext” language linking together documents (HTML)

HTML: Hypertext Mark-Up Language

# The World Wide Web

Getting documents from the remote computer to your computer requires specialized software:

## ➤ **WWW Server**

- ✓ Runs on the remote computer
- ✓ Listens for requests for documents
- ✓ Responds with requested document (if valid request)

## ➤ **WWW Browser**

- ✓ Displays documents sent by Server
- ✓ Lets user request new documents, either directly as a URI, or by selecting a link in the current document

# Web Terms I

## ➤ **User**

Human user of the World Wide Web

## ➤ **Client**

Software sends HTTP-requests to a Web server

## ➤ **Browser**

Client that can visualize HTML + ...

## ➤ **Server**

Software that waits for HTTP-requests and answers with HTTP-replies

## ➤ **Site**

A collection of web pages (usually belonging to one organization)

# Web Terms II

## ➤ **Page**

A single HTML page.

- It may contain other document types (e.g. images, sounds, ...)

## ➤ **Homepage**

Entry page to interconnected pages that have a common content.

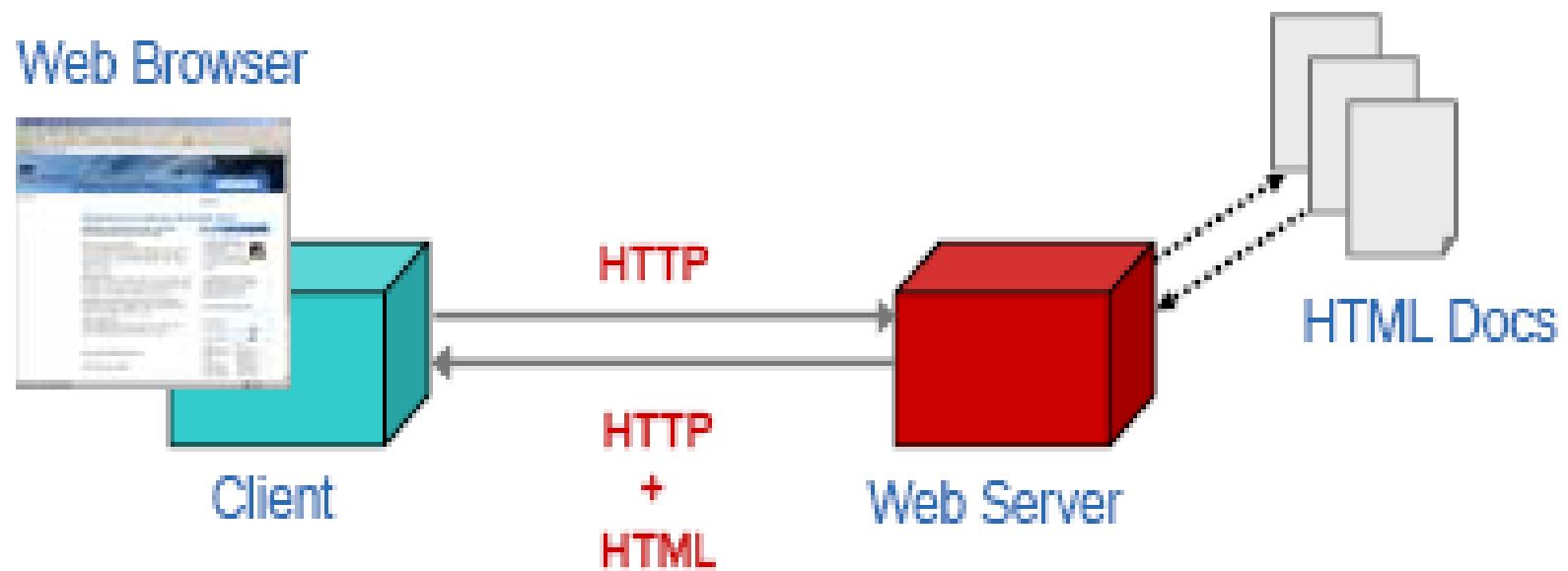
- Homepage of a company or organization
- Homepage on a specific topic
- Personal homepage

## ➤ **Portal**

Specific entry page to the web.

- Portal of a provider (e.g. Dodo, AOL, ...)
- Portal of content/new provider (e.g. ninenews.com, cnn.com, ...)
- Portal of search engines/catalogs (e.g. yahoo, lycos, ...)

# Graphic Structure



# HTTP

- Works on top of TCP/IP
- HTTP operates by the exchange of lines of printable ASCII text
- Requesting a document
  - ✓ Type of request: GET, POST, HEAD, PUT, DELETE, TRACE, OPTIONS
  - ✓ Headers – look like MIME (email) headers
  - ✓ Data
- Responding to a request
  - ✓ Status: 200 = OK, 403 = forbidden, 404 = not found
  - ✓ Headers
  - ✓ Data

# HTTP

## ➤ HTTP/1.0

- ✓ One object transferred by connection
- ✓ Even if several documents are to be downloaded from the same server
- ✓ Even if the same document was recently downloaded

Inefficient

## ➤ HTTP/1.1

- ✓ Persistent connections
- ✓ Proxies
- ✓ Caching

Much better!!!

# *HTTP/1.1*

## **Persistent connections**

- ✓ After a document is downloaded from a Web server, the TCP connection remains open
- ✓ Documents from the same server (e.g., inline images for a Web page) can be downloaded using the same connection
- ✓ Much more efficient, as breaking and then re-establishing a TCP connection requires a significant amount of work
- ✓ The connection is broken only when the client (explicit disconnect) or server (timeout) decides so
- ✓ Can leave the server vulnerable to denial-of-service attack if the timeout is too long ☹

# *HTTP/1.1*

## Proxies

- ✓ A proxy is a computer that handles Internet requests on behalf of computers within an intranet
- ✓ Proxies can restrict access to the Internet, blocking spam, pornography, file sharing protocols, ...
- ✓ Proxies can be used with HTTP/1.0, but it requires special configuration of the intranet
- ✓ HTTP/1.1 has built-in support for proxies

# *HTTP/1.1*

## Caching

- ✓ A cache is a place to store things “closer” to where they will be needed next
- ✓ In computers, caching trades faster access against extra cost for storage
- ✓ Usually stores the most-recently used
- ✓ A CPU cache stores words from main memory in special fast memory, close to the CPU
- ✓ A disk cache stores pages from disk in main memory
- ✓ A network cache stores documents on local disk

# *HTTP/1.1*

## Caching...

- ✓ User Cache stores recently accessed documents on the user's computer
  - Probably you have a University website stored in your cache
- ✓ Proxy Cache stores documents for an entire intranet
- ✓ Server Cache stores recently used documents within a distributed service
  - The Google search engine is actually thousands of computers that share the task of answer queries – each of these computers probably has a locally cached copy of the Google Home page and other common pages

# Hypertext Markup Language

- HTML is the originally proposed language for creating Web pages
- A HTML file is (in general) plain ASCII text, containing some information and some **markup tags**. A markup tag is enclosed between the < and > "special" characters.
- There have been several versions of HTML
  - ✓ HTML 2.0/ 3.2/ 4.01
  - ✓ HTML 1.0/ 1.1
    - Most of the features of HTML 4.01, but a much stricter (cleaner) syntax
    - Compatible with XML

# HTML

HTML defines rules for placing “tags” within the text to describe the structure of a hypertext document

- ✓ These tags are not displayed by the browser
- ✓ Some tags describe the semantics of the document
- ✓ Some tags advise a browser on visual presentation
- ✓ Some tags tell the browser to include (inline) other documents – image/video/sound
- ✓ Some tags establish a link (externally) to other documents

# HTML

- Simple and Easy to Publish on Web
- Structure, Content or Presentation
  - Wide use of table elements for formatting layout
  - Address elements
- Problems of
  - link maintenance
  - document interpretation
  - Does not contain meaning
- Flexible
  - unknown tags ignored by browsers... easy to extend with customized tags

# *HTML*

## A simple example

```
<html>
  <head>
    <title>A simple HTML file</title>
  </head>
  <body>
    <h1>An Announcement</h1>
    <p>Listen up, I have something to say!</p>
  </body>
</html>
```

# *HTML Syntax*

➤ Some tags have content

- ✓ E.g. <h1>Learning HTML</h1>
- ✓ The tag <h1> means “the most important heading in the document”
- ✓ So, the content Learning HTML is the most important heading in the document

➤ Some tags do not

- ✓ E.g. <hr>
- ✓ The tag <hr> means “insert a horizontal rule into the document at this point”

# *HTML Syntax*

Some tags have required attributes

- E.g. ``
- The tag `<img/>` means “insert an image into the document at this point”
- The image URI is specified by the `src` attribute
- The `alt` attribute contains alternative text to be displayed by browsers that cannot display the image

# *HTML Syntax*

Some tags have optional attributes

- E.g. ``
- The `id` attribute allows a browser to jump directly to a tag within a document by giving its id
  - ✓ Among other things

# *HTML Syntax*

In a well-formed HTML document...

- Tag and attribute names are in all lowercase letters
- Every opening *<tag>* must have a matching closing *</tag>*, or be in the *<tag />* form
- Leave a space before the / in *<tag />* – it provides compatibility with older browsers
- Attribute values must be enclosed in quotes "..."

# *HTML Syntax*

It is a good idea to include a **DOCTYPE** at the start of any HTML document

```
<!DOCTYPE html>
```

This tells the browsers what type of HTML document it is dealing with.

In this case HTML 5

# *HTML Syntax*

You should comment HTML like any program

```
<!-- comment text, possibly spanning many lines -->
```

Good commenting helps understanding, maintenance and improvement of the system

# *HTML Structure*

- The root tag is the <html> tag
- Inside the <html> tag there is a <head> and a <body> section.
- <head> contains information about the document
  - this is not usually displayed by the browser
- <body> contains the displayed content of the document

# *HTML Head*

The <head> tag contains information about the document

- <title> – the title of the document
  - ✓ Sometimes displays at the top of the browser (not in the content area), or sometimes not at all
  - ✓ Displayed by search engines when linking to the document
- There are many other tags that can go in the <head> section – they will be explained as they are needed

# *HTML Body*

HTML body tags can be loosely divided into two groups

1. Tags that start and end a new “block” of text

- ✓ Includes headings, paragraphs, lists, tables, ...

2. Tags that do not

- ✓ Includes definitions, abbreviations, quotes, emphases, hyperlinks, inline images, ...

➤ HTML has rules on which tags can be nested inside which other tags

- ✓ An HTML document which is well-formed and obeys these rules is said to be **valid**

# *HTML Block Tags*

- <h1>...</h1> – the most important heading in the document (there will usually be only one of these; not necessarily the same as <title>)
- <h2> – headings slightly less important than <h1>
- <h3>, <h4>, <h5>, <h6>
  - ✓ Think of a Web page as a chapter in a book
  - ✓ The chapter heading is the most important, <h1>
  - ✓ Sections are the next most important, <h2>
  - ✓ Then subsections, <h3>, sub-subsections, <h4>, and so on

# *HTML Block Tags*

- <p>...</p> – a paragraph of text
- <blockquote>...</blockquote> – a block of text quoted from someone/somewhere else
- <address>...</address> – a paragraph of text that is an (postal) address
- <pre>...</pre> – a block of preformatted text – whitespace is passed through unchanged!
- <hr /> – draw a horizontal rule between blocks

# *HTML Block Tags*

- <div>...</div> – a generic division of the document – used to group and apply formatting
- Nesting
  - ✓ <blockquote> must contain other block tags
  - ✓ <div> can contain other block tags
  - ✓ the others cannot contain other block tags

# *HTML List Tags*

- <ol>...</ol> – an ordered list of items
- <ul>...</ul> – an unordered list of items
  - ✓ <li>...</li> – an item within a list
- <dl>...</dl> – a definition list
  - ✓ <dt>...</dt> – a term to be defined
  - ✓ <dd>...</dd> – the definition of a term
- List tags should only contain the appropriate item tags as immediate children
  - ✓ <dt> can only contain inline tags
  - ✓ <li> and <dd> are not so limited – nested lists!

# *HTML Inline Tags*

- <em>...</em> – the enclosed text should be emphasized
- <strong>...</strong> – the enclosed text should be strongly emphasized
  - ✓ Using multiples of <em> and <strong> does not make it very strongly emphasized!
- <dfn>...</dfn> – the enclosed text is a definition
- <code>...</code> – the enclosed text is a piece of program code
- <samp>...</samp> – the enclosed text is a sample of (program) output
- <kbd>...</kbd> – the enclosed text represents input that would be typed on a keyboard

# *HTML Inline Tags*

- <cite>...</cite> – the enclosed text is a citation
- <q>...</q> – the enclosed text is a short quotation from another source
- <var>...</var> – the enclosed text is a variable
- <sup>...</sup> – the enclosed text is a mathematical superscript
- <sub>...</sub> – the enclosed text is a mathematical subscript

# *HTML Inline Tags*

- <abbr>...</abbr> – the enclosed text as an abbreviation
  - ✓ <abbr title="Limited">Ltd.</abbr>
- <acronym>...</acronym> – the enclosed text as an acronym
  - ✓ <acronym title="World Wide Web">WWW</acronym>
- <br /> – the end of a “logical” line of text (such as in a postal address)
- You should not use inline tags as immediate children of <body>
- Inline tags can only contain other inline tags

# *HTML & Visual Formatting*

All tags except `<div>`, `<abbr>` and `<acronym>` imply suggestions to the browser about how to draw their content

- Headings change the font size and weight
  - `<blockquote>` indents the margins
- THESE ARE ONLY SUGGESTIONS!**
- A browser can ignore them
  - It may not even support them – e.g., a mobile phone

# *HTML & Visual Formatting*

- Before using a tag, think about whether it is really what you mean in the given context
- **Never use a tag just because it gives you the desired visual formatting!!**
- It won't always work
- There are much better ways to do it

# *HTML & Visual Formatting*

There are old tags which are only for adding visual formatting to documents (without adding implicit semantic meaning)

- `<i>...</i>` – draw in an italic font-style, if possible
- `<b>...</b>` – ... bold font-weight
- `<tt>...</tt>` – ... typewriter-text font
- `<big>...</big>` – ... one font size bigger
- `<small>...</small>` – ... one font size smaller

# *HTML & Visual Formatting*

- There is a single tag that gives full control over the (inline) visual formatting of text in HTML
  - ✓ It is called `<font>`
  - ✓ **DO NOT USE THIS**
  - ✓ There is also `<blink>`, which was so annoying that some browsers had an option to disable it

**If you use these in your assignments, then you will lose marks**

# *HTML Hyperlinks*

```
<a href="uri">content</a>
```

- A hypertext “anchor”
- An inline tag
- Creates a hyperlink from the *content* to the document identified by *uri*
- When the link is activated in the browser, the linked document is requested and (if all going well) displayed in the browser

# *HTML Hyperlinks*

- URI = Uniform Resource Identifier
- URL = Uniform Resource Location, a type of URI
  - ✓ A “physical” location
  - ✓ *protocol: //host:port/path/name ?params#target*
- Protocol = http, ftp, file, mailto, ...
- Host = name or IP address of the server
- Port = number identifying where the Web server is listening for requests

# *HTML Hyperlinks*

- Path = where the document is on the server
- Name = the name of the document
- Params = parameters to be passed to the server
  - ✓ Used to dynamically generate documents
- Target = location within the document
  - ✓ The browser should move to display the tag with the given `id` attribute

# *HTML Hyperlinks*

You can add an identity to any tag within the body of a HTML document, so that a hyperlink can jump directly to it

```
<h2 id="company">About the Company</h2>
<p>
    By hyperlinking to about.html#company
    you can jump directly to the above
    heading
</p>
```

The default “target” is the top of the page

# *HTML Images*

```

```

- Loads the image file from *uri* and insert it into the document at this point
- If the image cannot be loaded or displayed, then display the alternative *text* instead
- <img /> is an inline tag with no content
- Most modern browsers support GIF, PNG and JPEG images – do not use platform-specific image formats, like BMP, PCX and XBM

# HTML Tables

```
<table>
  <tr>
    <td>Top-left</td>
    <td>Top-right</td>
  </tr>
  <tr>
    <td>Bottom-left</td>
    <td>Bottom-right</td>
  </tr>
</table>
```

[Example](#)

# *HTML Tables*

- <table> – a block-level tag for arranging content into a table (rows and columns)
- A table can contain an optional <caption>
- Each row of a table is grouped inside <tr>
- Each “data cell” of a row is contained inside <td>
  - ✓ Unless it is a “heading” for a row or column, which is inside <th>

# *HTML Tables*

The rows of a table can be grouped

- ✓ <thead> – header rows; copied at the top of a table if it spans multiple pages
- ✓ <tfoot> – footer rows; copied at the bottom of a table if it spans multiple pages
- ✓ <tbody> – body rows; the default

# HTML Tables

➤ Given cells can “span” multiple rows or columns

- ✓ `colspan` = number of columns spanned

- ✓ `rowspan` = number of rows spanned

➤ Cells can contain any body tags

- ✓ Even nested tables

# *HTML Tables*

- Individual cells can be made to span several columns
  - ✓ <td colspan="3">a cell across 3 columns</td>
- ... or several rows
  - ✓ <td rowspan="2">a cell 2 rows tall</td>
  - ✓ The corresponding column in the next row should be omitted
- ... or both
  - ✓ <td colspan="5" rowspan="3">a 5x3 cell</td>

# *HTML Tables*

- <colgroup> is placed at the start of <table> (after <caption>) to indicate that a number of columns belong to a “semantic group”

```
<table>
  <colgroup span="1" />
  <colgroup span="3" />
  <tr>
    <th>Dow</th>
    <td>2,824.15</td>
    <td>2,691.35</td>
    <td>2,695.10</td>
  </tr>
  <tr>
    <th>NAQDAQ</th>
    <td>1,925.14</td>
    <td>1,786.94</td>
    <td>1,810.45</td>
  </tr>
  ...

```

The table contains 4 columns, grouped as 1 then 3

# *HTML Tables*

- Tables are often used to control the layout of HTML document
  - ✓ Dividing the page up into a grid of cells
  - ✓ Each cell (<td>) can contain arbitrarily complex tags (even nested tables)
- This is not a good idea
  - ✓ Can fail if the browser window is resized
  - ✓ Difficult to allow for multiple screen sizes
  - ✓ Destroys the semantic meaning of the “table”

# HTML Forms

➤ Allow web pages with simple interaction:

1. User enters data into form.
2. Browser “submits” form to server.
3. Server processes data and responds.

✓ Respond = update internal records, dynamically generate web page, ...

# *HTML Forms*

`<form action="uri">` – A way of adding *simple* interaction to Web pages

- ✓ With `<form>`, special tags create “inputs” where the user can enter information
- ✓ When the form is “submitted”, this information is sent to the Web server
- ✓ The server responds with the new document, this could just be another static document, but most likely it is dynamically generated using the information entered by the user

A lot of this course is about how to implement this dynamic behavior on the server

# *HTML Forms*

```
<input type="text"  
       name="name"  
       value="text"  
       size="num"  
       maxlength="num"  
       readonly="readonly" />
```

- ✓ Allows the user to enter a single line of text
- ✓ value = the default input value
- ✓ size = the visible length of the input (in characters)
- ✓ maxlength = the maximum number of characters that can be entered
- ✓ readonly = the user cannot change the input value

# *HTML Forms*

```
<input type="text" placeholder="text"/>
```

- Placeholder gives the textbox default text that disappears on focus.
- Useful to guide the user on the expected input
- i.e.
  - placeholder="John Doe..."
  - placeholder="123 SomeStreet st"
  - etc.

# *HTML Forms*

```
<input type ="password"  
      name="name"  
      value="text"  
      size="num"  
      maxlength="num"  
      readonly="readonly" />
```

- Behaves the same as `type="text"`, except that the value is not displayed by the browser (usually hidden under asterisks)

```
<input type="hidden" name="name"  
      value="text" />
```

- This input is not displayed by the browser

# *HTML Forms*

```
<input type="checkbox" name="name"  
      value="text" checked="checked" />
```

- A checkbox; is either “on” or “off”
- checked="checked" if it is initially “on”

```
<input type="radio" name="name"  
      value="text" checked="checked" />
```

- Like a checkbox, but if multiple radios have the same *name*, then only one can be “on” at any time

# *HTML Forms*

```
<input type="file" name="name" accept="type-list"  
      />
```

- The user should enter (or browse for) a local file
- When the form is submitted, this file is uploaded to the server
- *type-list* is a comma-separate list of MIME types that the server will accept for upload – e.g., text/plain, text/html, application/msword

# *HTML Forms*

```
<input type="submit" value="label" />
```

- A button which, when clicked, submits the form

```
<input type="reset" value="label" />
```

- A button which, when clicked, resets the form's inputs to their default values

```
<input type="button" value="label" />
```

- A button which does nothing! (you'll find out why we need this later)

# *HTML Forms*

```
<button type="type">content</button>
```

- Creates a button from almost any HTML markup
- *type* = submit | reset | button

```
<textarea name="name" cols="num"  
rows="num" readonly="readonly">  
    value</textarea>
```

- A large (*cols* × *rows*) text input
- The initial *value* is the content of the tag

# *HTML Forms*

```
<select name="name" size="num"  
        multiple="multiple">
```

- Contains a selection list
- *size* = the number of items shown in the menu (*size* = 1 creates a drop-down list, while *size* > 1 creates a scroll list)
- *multiple="multiple"* lets the user select multiple items – otherwise, only one item can be selected

```
<option value="value">label</option>
```

- One item within a *<select>*
- *label* is displayed in the list

```
<optgroup label="label">...</optgroup>
```

- Groups *<option>* tags into a submenu

# *HTML Forms*

- When a form is “submitted”, the user’s inputs are sent to the server
- How this happens depends on the attributes of the `<form>` tag
  - ✓ `action="uri"` – the server “document” that will process the form data
  - ✓ `method="get | post"` – how the information will be sent (a HTTP GET or POST request)
  - ✓ `enctype="type"` – how is the information encoded

# *HTML Forms*

➤ `method="get"`

- ✓ The form data is appended to the HTTP request's URI –  
*http://server/page?name=value&name=value&...*
- ✓ Do not use this when submitting a password, as it will appear in **plain-text** in the location bar of your browser!

➤ `method="post"`

- ✓ *name=value&name=value&...* sent as the body of a HTTP POST request

# *HTML Forms*

- `enctype="application/x-www-form-urlencoded"`
  - ✓ Uses the *name=value&name=value&...* encoding
- `enctype="multipart/form-data"`
  - ✓ Places each *name-value* pair in its own section of the HTTP request body
  - ✓ Only works with `method="post"`
  - ✓ You **must** use this encoding if uploading a file

# *HTML Editors & Validators*

- A word on using WYSIWYG HTML editors (such as Frontpage, Pagemill, “SaveAs HTML” from Word, etc.)

## **DO NOT**

- ✓ They rarely produce well-formed HTML
- ✓ They often include non-standard tags
- ✓ You will not learn how HTML works, which will hurt you when you try to add JSP code to them

# *HTML Editors & Validators*

➤ The bad news:

- ✓ If you use a WYSIWYG HTML editor for your assignments, then you will get zero marks for the HTML!

➤ The good news:

- ✓ You can and **SHOULD** use HTML validation services, such as...
- ✓ <http://validator.w3.org/>
- ✓ <http://www.htmlhelp.com/tools/validator/>

# *HTML Resources*

- The Web is full of HTML tutorials, “how-to’s” and FAQs
  - ✓ A lot of these are based around old HTML standards
  - ✓ Many will show you a quick way to achieve a particular end ... but use techniques that will not adapt to different situations
- You can find some good HTML tutorials at:
  - ✓ <http://www.w3schools.com/HTML/default.asp>
  - ✓ <http://www.html-5-tutorial.com/>
  - ✓ <http://www.tutorialspoint.com/html5/>

**THE END**

**QUESTIONS??**

**THANKS!!**