LIB2024_010

Innovation Report

Tristan Chan

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When using GitHub, HTMLs, CSSs, and JavaScript for Library services, there are a lot of things to follow, like knowing what to download and install for setting up GitHub. Here, I am going to mention the uses for those four things (mostly for some of them, and little bit for others). For GitHub, we had to type in part of our Algonquin email with GitHub.io in it. There was also sublime text that we had to write in too for our html and CSS assignments, and then save it and press commit to main followed by push origin to keep it saved on the last thing we typed on (well, first to save as in our documents, and then of course saving it and pressing those buttons). For HTML, there are tags, like <p> for paragraph, <h> for heading, <br> for break etc. Mostly it was kind of fun but hard at the same time, oh yeah and linking images too with their names as a jpeg (titled image.jpg or whatever the image was called followed by the jpg). There were open and closing tags too like title or style and the closing part would be the same but with a / sign in it.

CSS involved creating sublime tags with color names in it especially for the background. They also had creating page layouts and adding logos too. JavaScript contains adding shape names and numbers and making them a bit more effective too. It's complicated for those two while the HTML is kind of ok, also the validation code for CSS and of course HTML are kind of tricky since we do not know what to correct when

there are a lot of errors and everything on the sublime seems to be all right. It's sort of

fun when creating tables for CSS, but to be honest, it's very difficult. Other people who

seem to work hard on this section in the internet course will recommend it, but I'm one

who may not because of being frustrated with CSS.