

Hi All,

Recently in CS4012 we have come across the Hyper Text Markup Language (HTML), the language for creating web pages. One of the assignments in this module will be to create a web page with specific features. More details on this will follow after the mid-term next Monday (Week 7). In the meantime you should use the following tutorial to get up to speed. This you should do outside of class time, although I will allow some lab time to be used for this purpose. It's now time to start creating your own web pages, no matter how simple. Here is a useful tutorial to get you started:

[http://www.pagetutor.com/html\\_tutor/index.html](http://www.pagetutor.com/html_tutor/index.html)

[www.pagetutor.com](http://www.pagetutor.com) also has some more advanced tutorials which you can follow.

We also came across the Linux operating system recently. Some of you already have experience of Linux, others do not. Now is also the time to become more familiar with Linux. First read about some advantages and disadvantages of Linux over Windows:

<http://www.foogazi.com/2006/12/19/5-advantages-of-using-linux-over-windows/>

You can find out about useful commands in Linux at the website below. You should try to follow the first six tutorials and also tutorials 7 and 8 if you want to find out more. Given that most of you will follow careers in a technical domain, it is important that you become familiar with Linux as soon as possible. Here's the tutorial:

<http://www.ee.surrey.ac.uk/Teaching/Unix/>

And here's one with lots more information:

<http://lowfatlinux.com/>

I would suggest that once you have created a very simple web page (Hello World) in Windows (using Notepad or a similar text editor) you should switch over to Linux and use a text editor (e.g. emacs) to create your web pages. This will help you to become more familiar with Linux.

There is a lot to learn here, so please get started straight away. If you have any problems drop me a mail, or ask me after lectures or at tutorials or labs.

Thanks,  
Michael.