

Links in html

The <A> (anchor) tag is used in html to introduce hyperlinks.

Example:

```
Here is the <A HREF="http://www.ucc.ie">UCC
website</A>.
```

As well as HREF (the hyper reference attribute), you may use the TARGET attribute, which he explained in the lab. This can be used to open a new tab (TARGET="_NEW", I think?) when the link is clicked.

Remember that the NAME attribute is obsolete in HTML5, and that you should instead use IDs in the same way as with the # CSS selector.

Kinds of link

If you're linking to a part of your own website, you can use a local link rather than a global link, i.e. a relative URL rather than a complete URL. By using relative ones, if you move domain then all the links in your website will still work.

There are 3 kinds of HREF:

- Complete URL: `http://www.abc.org/folder/file.html`
- Absolute path: `/folder/file.html`
- Relative path: `folder/file` or `../another_folder/file.html`

The difference between absolute and relative path is the leading slash. The leading slash refers to the root directory of the system. Absolute paths must always specify from the root, whereas relative paths specify from the current directory. He recommends we use relative paths whenever we can.

The "../" stands for parent directory (i.e. one level up). You can chain these to get more than one level up (e.g. "../../C").

Note: how do servers know where we are in order to understand relative links?

Unix Sidetrack

Shell

You can use a single dot (./) for the current directory. If you need to run a program, you need to specify the absolute file path, and you can do this by ./program rather than typing the entire link.

File System

In a Windows file system, drives are at the top level and there's a separate tree for each drive.

In Unix, however, a hard drive can be mounted anywhere on the tree, so there is only one tree.

Dimensions in CSS

Units

There are a number of units you can use:

- % – percentage of maximum possible value
- in – inch
- cm – centimeter
- mm – millimeter
- em – the width of the character m of the current font
- ex – the height of the character x of the current font
- pt – point (1 pt = 1/72 inch)
- px – pixels

Of these, some specify absolute sizes (e.g. inch, cm, px, etc.), and some specify relative sizes (only %, em, ex), which are relative to the screen they are viewed on.

Relative sizes are better because you don't necessarily know the screens that your pages will be viewed on.