

9.1

1. hypertext allows paths to be traced quickly to get information from networks faster.
2. hypertext consists of nodes and links that have text, while hypermedia can have images, videos, etc.
3. A Uniform Resource Locator is an address for a node

9.2

1. HTML=HyperText Markup Language
2. Tags open and close elements
3. `<html><head><title></title></head><body></body></html>`
4. A comment helps others read code. `<!--This is a comment-->`

9.3

1. `
` is used when you don't want word wrapping
2. Preformatted text allows for easy formatting exactly like you type it. (ex. java code)
3. `<h1>`This is a level 1 heading`</h1>
<h2>`This is a level 2 heading`</h2>`

9.4

1. If you don't close an italic tag, everything will become italic.
2. escape sequences allow for use of special characters and key characters(`<`,`>`,`&`, etc.)

9.5

1. unordered list: bullets (``,``). ordered list: numbers (``,``). definition list: definitions (`<dl>`,`<dt>`,`<dd>`).
2. `GrandparentsSteveJoettaparentsjimborobette`

9.6

1. link: ``
2. An absolute path name traces the path from the root folder. ex:
C:\programfiles\x86\reallifesimulator
3. A relative path name trace the path from the folder the html file is in. ex:
images/4ftlongpickle.jpg
4. `Google`

9.7

1. An inline image is displayed on the webpage, while an external image is a link to an image.
2. ``
3. ``
4. External images can be linked with words or a smaller image:
 - a. ``
 - b. `image`

9.8

1. To create a table, use `<table>`. Start rows with `<tr>` and data elements with `<td>`.
2. `<table><tr><td>1</td><td>2</td><td>3</td></tr>`
`<tr><td>4</td><td>5</td><td>6</td></tr>`
`<tr><td>7</td><td>8</td><td>9</td></tr></table>`

