### **HTML**

```
starting a .html file:
<!DOCTYPE HTML>
<head></head>
<body></body>
</html>
```

## tags:

- 1. tag ()
- displays content of a paragraph WITHOUT extra white space
- add <br/>br> tag for line breaks
- add to preserve the white space
- whenever a new is started, the browser breaks the current line and inserts a blank line.
- 2. heading tags <h1>, <h2>, <h3>, <h4>, <h5>, <h6>
- headings use boldface font
- always break current line, so their content appears on a new line
- <h1> highest level (biggest)
- <h6> lowest level (smallest)
- <h1>, <h2>, <h3> use font size generally larger than default size
- <h4> uses default size
- <h5> and <h6> use font size generally smaller than default size
- 3. <blockquote>, has start tag AND end tag
- made when we need a block of text to be set off from the normal flow of text, aka made to look different from surrounding text
- usually indented (p-inds)
- also makes it easier to manipulate the section using css
- usually a quote
- 4. font styles and sizes tags, start tags AND end tags
- can be done through html, but easier with css
- tags such as <i> for italics, <b> for bold, <em> and <strong> for emphasis
- <code> tag specifies monospace font
- subscript <sub> and superscript <sup>
- these tags are NOT affected by <blockquote>, UNLESS there is a conflict

- 5. img tags. only start tag
- inline tag
- in its simplest form, includes 2 attr: src (where image is located) and alt (text in case img cannot be displayed)
- but we can also include width and height attrs.

ex: <img src = "images/img.jpeg" alt = "An image">

- 6. link tags, start and end tags
- inline tag
- links are a specified attr of the anchor tag <a>
- in its simplest form, includes 1 attr: href

ex: <a href = "https://google.ca/"> clickable area </a>

obs: whatever comes in between the start tag and the end tag is the clickable area (it can be a a text, or a word or an image) > to click on an image:

<a href = "https://google.ca/"> <img src = "images/img.png"> </a>

- we can also use links to change the position of the page (make a specific element be the first one in the page)

ex: <h2 id = "avionics"></h2>

<a href = "#avionics">text</a>, when the word "text" is clicked, the document will display h2 with id "avionics" at the top of the page

- 7. lists, ordered, unordered and definition lists (terms and definitions, like glossaries)
- unordered lists: tags, bullet points
- ordered lists: tags, arabic numerals sequential values
- each item in a list is specified with a

obs: if we want to have nested lists, we CANNOT simply add another or tag inside another list tag, we need to make it a list item, aka put it inside a element

- 8. tables, tags
- border attr: when any nonzero value is specified for the border, the rules are automatically assigned a value of 1px
- table may have a name, specified with <caption></caption> tags
- each row in a table is specified with the tags
- each row may have a heading, specified with the tags
- each column in a table is specified with the tags
- -align attr: center, right and left
- for manipulating multiple levels (menu lists), use rowspan and colspan attrs
- colspan: make cell as wide as the specified number of rows below it in the table Ex:

# List

Fruit Juice	Orange	Mango	Guava
Milkshakes	UHHHHH	Strawberry	Vanilla Caramel

## -rowspan: same thing as colspan but for rows

# List

Fruit Juice	Orange	Mango	Guava
Milkshakes	UHHHHH	Strawberry	Vanilla Caramal
Milkshakes	UHHHHH		Vanina Caramei

## 9. forms, <form></form> tags

- required attr: action, specifies url to be called when button is clicked
- get method: attaches query string to the url, limited length
- post method: query string passed through a different method (it doesn't show on the url = more secure)

### 10. form controls

- <input></input>, attr. type: text, passwords, checkboxes, radio, reset (controls back to initial state), submit (sends info over to server)
- <label></label>: it's just a label
- <select></select>: specifies a menu, if multiple choices, too long to display with input
- <option></option>: specifies each item in drop down menu form similar relationship to select as has to and
- <textarea></textarea> multiline text area duh, include rows and cols attrs to specify the area Ex:

#### forms:

- most common way for a user to communicate info from a web browser to the server

### tables:

border: lines around the whole table

rules: lines that separate the cells from each other

#### images:

- most browsers can support images represented in gif, jpeg and png formats
- gif -> 8 bits, supports transparency but only 256 colours compared to the 16 million for jpegs
- jpeg -> 24 bits, better compression algorithm (smaller) but loses colour accuracy
- png came later and groups the best characteristics of both formats ^ BUT bigger (require more space)

#### links:

- pointer to some particular place in some web resource
- logically links different resources and pages

## character entities:

- special characters that are sometimes needed but cannot be typed (<, >, &)
- & -> &
- < is &lt;</pre>
- > is >
- fractions can be represented using &fract(numeratordenominator)

1/4 -> &fract14;

- degree symbol -> °
- copyright symbol -> ©

CSS

types of style sheets: inline (by using style attr per element), internal (body <style>), external (separate css sheets using classes and ids and elements)

```
Inline, using style property tag:
<article style = "border: solid red 1px;">

Internal, using <style></style> tags
<style>
    p.quote {
        font-family: "Times New Roman", Times, serif; text-align: center; font-style: italic;
    }
</style>
```

## External, using css file

- same way as internal except no need to define a <style> tag since it's not html
- need to link the css file to the html using <link> tag, START TAG ONLY
- link rel = "stylesheet" type = "text/css" href = "https://www.whatever.com/cssfile.css">

```
<link type = "image/x-icon" rel = "icon" href = "images/icon.png">
<link type = "text/css" rel = "stylesheet" href = "css/core.css">
<link type = "text/css" rel = "stylesheet" href = "css/about.css">
```

### Simple selector forms:

- if html element, the css would apply to all elements that match the specified one, ex: p {} whatever is inside the curly braces apply to all elements in the document

### Generic & Class selectors:

- allows us to target groups of elements, less repetition
- if html element grouped by class, the css would apply to all elements that belong to the same class (the elements don't necessarily need be the same),

```
<h1 class = "courses"></h1>,
```

ex: .courses{} applies to ALL html elements belong to class courses - generic p.courses{} applies to all elements belonging to class courses - class-based

# Id selectors:

- allows us to target specific elements
- applies to one specific element (since id cannot be duplicated),

```
<h1 id = "title"></h1>
```

ex: #title{}, css inside curly braces applied only to that specific element

### Universal selectors:

- applies to ALL elements in a document
- useless piece of shit
- \* {} css in the curly braces applies to EVERYONE

### Pseudo classes:

- styles that apply when something happens rather than because an element is there ex: hover (applies when mouse hovers over the element) and focus (when mouse hovers and left clicks),

input: hover{}, css inside curly braces is applied when mouse hovers over an <input> element Input: focus{}, same as ^ but focus

Input [type = submit] {} = styling buttons, when type is "submit"

### Font Families:

- used to specify a list of font names
- browser uses the first font in the list that it supports
- use a generic name as last in the list so that if none are supported by the browser, the generic one will still run, ex: sans serif or serif or cursive.

Font-family: "Times New Roman", Times, sans-serif

### Font Sizes

- can range from xx-small to xx-large or be specified in pt

font-size: xx-small; font-size: 12pt;

## Font Styles

- italics, bold, oblique or normal, bolder, lighter

font-style: bold; font-style: italic;

## Font shorthands

- possible to state multiple font properties in one line

font: bold 14 pt "Times New Roman" Palatino

### Text decoration

- special features of text: line-through, underline, overline text-decoration: underline;

### Colours:

- 17 named ones, rest use hex or rgb

## Colour Properties:

- background colour of html element (refer to automatic box model)

background-color: red;

background-color: #00FFFF;

Text Alignment: indent, align text-indent: 2px; text-align: center;

Borders:

border-style: dashed; (or dotted;)

Margins and Padding: margin: 5px 5px 5px 4px;

Or

margin-top: 5px; margin-left: 10px; Same thing for padding

## **JAVASCRIPT**

## General information:

- developed by Netscape in 1995
- capabilities in both client and server side
- to add a script link to an html doc, do
- <script type = "text/javascript" src = "game.js"></script>, usually defined in <head>
- pay attention to load time (where methods are called in the html file as well as script being executed)

Javascript objects are dynamic, meaning they can change at run time

## Primitive data types:

- number, string, boolean, undefined and null.
- wrapper classes for these are also a thing
- exponents with lowercase or uppercase e, 3e4

### Variables

- JS is dynamically types so a variable can have its type change at any point. Used for anything.