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| --- | --- | --- | --- |
|  |  | **Media** |  |

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| --- |
| **Your Tasks** |
| * Define key vocabulary * Write code to implement an image on an HTML page * Write code to implement a video on an HTML page * Receive credit for this lab guide |

* **Define key vocabulary**

attribute

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| --- |
|  |

src attribute

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| --- |
|  |

alt attribute

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| --- |
|  |

self-closing tag

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| --- |
|  |

url

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| --- |
|  |

* **Write code to implement an image on an HTML page**

All of the elements you’ve learned about so far (headings, paragraphs, lists, and spans) share one thing in common: they’re composed entirely of text! What if you want to add content to your web page that isn’t composed of text, like images?

The <img> tag allows you to add an image to a web page. Most elements require both opening and closing tags, but the <img> tag is a self-closing tag. Note that the end of the <img> tag has a forward slash /. Self-closing tags may include or omit the final slash — both will render properly.



The <img> tag has a required *attribute* called src. The src attribute must be set to the image’s *source*, or the location of the image. In this case, the value of src must be the *uniform resource locator* (URL) of the image. A URL is the web address or local address where a file is stored.

An additional attribute, called alt, provides backup text in case your image doesn't download properly or for visually impaired users.

A complete description of the <img> tag is provided below,

|  |  |
| --- | --- |
| **Media** | https://cdo-curriculum.s3.amazonaws.com/media/uploads/img_tag.png |
| Index.html  dog.jpg |
| 1. Creates an image tag using the abbreviation **img**. This is considered a self-closing tag, since it doesn't need to wrap text as many other tags do. The /right before the ending > is optional, but helps remind us that this tag doesn't need a closing tag. 2. The **src** attribute is short for **source**. This tells the tag which image to load. In this case, the page will look for an image with the filename dog.jpg in the same directory as the page. Image file names include extensions that tell the computer which type of image they are working with. Common extensions are *.jpg, .jpeg, .gif, .png.* Make sure to put quotation marks around your image filename. 3. The **alt**attribute is short for **alternative text**. While you won't see this text on your web page, it provides a backup in case your image doesn't download properly or for visually impaired users. In this example, if your browser failed to load the image you would see https://cdo-curriculum.s3.amazonaws.com/media/uploads/broken_image.png | |

Now consider an example where the image we are trying to reference is stored in a directory that is different than *Index.html*. In the file structure below, we have created a directory called *Images* inside the *Media* folder and placed the *Frog.jpg* image inside of it. The following code could be used to reference the *Frog.jpg* image from the *Index.html* page.

|  |  |
| --- | --- |
| **Media** | <img src = “Images/Frog.jpg” alt = “frog picture” /> |
| Index.html   |  | | --- | | **Images** | | Frog.jpg | |

Now consider the situation below. *Media* and *Images* are both separate directories in the *MyWebsite* directory. Inside the *Media* directory we have an *Index.html* page and inside the *Images* directory we have our image *Frog.jpg* we want to reference. To do this, we must first “backout” of the *Media* directory, then enter the Images directory. The “. .” syntax is used to backout of a directory.

|  |  |  |
| --- | --- | --- |
| **MyWebsite** | | <img src = “../Images/Frog.jpg” alt = “frog picture” /> |
| **Media** | **Images** |
| Index.html | Frog.jpg |

|  |  |
| --- | --- |
| Write code that could be used to display the Wolf.jpg image on the Index.html page. Be sure to also include the *alt* attribute to indicate the alternative text. | |
| **File Structure** | **Code** |
| |  | | --- | | **MyWebsite** | | Index.html  Wolf.jpg | |  |
| |  | | --- | | **MyWebsite** | | Index.html   |  | | --- | | **Media** | | |  |  | | --- | --- | | **Images** | **Videos** | | Wolf.jpg | Dog.mp4 | | | |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  | | --- | | **MyWebsite** | | |  |  | | --- | --- | | **AboutMe** | **Media** | | Index.html | |  | | --- | | **Images** | | Wolf.jpg | | | |  |

* **Write code to implement a *video* on an HTML page**

The *video* tag allows you to add videos to your webpage. The video tag includes several attributes which allow you to customize how your video displays. These are described below.

|  |  |
| --- | --- |
| **Media** | **2**  **1**  **3**    **4**  **6**  **5** |
| Index.html  movie.mp4 |
| 1. The video tag is needed to tell the browser to load a video. Notice the video tag also requires a closing tag. 2. width and height are attributes define the size of the video. 3. Controls attribute adds controls like, play, stop, pause. If the word *controls* is replaced with *autoplay*, the video will play automatically when the page loads. 4. The <source> element allows you to specify alternative video files which the browser may choose from. The browser will use the first recognized format. 5. The src attribute indicates the location and name of the video file to be played. 6. The type attribute is the type of video format. | |

|  |  |
| --- | --- |
| Write code that could be used to display the video on the Index.html page. For each video, indicate the controls attribute. | |
| **File Structure** | **Code** |
| |  | | --- | | **MyWebsite** | | Index.html   |  | | --- | | **Media** | | |  |  | | --- | --- | | **Images** | **Videos** | | Cat.png | Dog.mp4 | | | |  |
| |  | | --- | | **MyWebsite** | | |  |  | | --- | --- | | **AboutMe** | **Media** | | Index.html | |  | | --- | | **Images** | | Dog.mp4 | | | |  |

* **Receive Credit for this lab guide**

Submit this portion of the lab to Pluska to receive credit for the lab guide.