Web Programming EECS 348 Lab 4 — 2/20/2025

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Connecting to the lab computers with SSH

- Linux or macOS use the terminal and ssh, Windows users can use PuTTY (https://putty.org/)
- Connect using your KU id as your username and the cycle server, e.g., ssh a123z789@cycle1.eecs.ku.edu
 - ► Can replace cycle1 with cycle2, cycle3 or cycle4
- You will be prompted for a password, which is the same password you log into Canvas with. With SSH, your input won't be echoed but that doesn't mean the server is frozen; it's just hiding your password for privacy
- For your files to be displayed on your EECS people page, they
 must be in the public_html directory. By default the server looks
 for an HTML file named index.html to display



Using GitHub for this lab

- Assignment submission requires a GitHub repo with your website's source as well as a link to your EECS people site
- Can either create a git repo on the lab computer and work on the lab computer, or create a git repo on your local machine and clone it on the lab computer
- For the latter option, move your original public_html folder using mv public_html public_html2
- Then clone using git clone <repo URL> public_html to clone the repo from GitHub to public_html, where your files must be to be displayed on your people page
- This makes updating your page as you work far easier because you can develop locally, SSH, and run git pull in public_html



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HTML (HyperText Markup Language)

- Plain-text file format for conveying both the content and structure of a web page
- Content (what is to be displayed) is stored in elements
- Structure is conveyed by nesting elements within a tree
- Designed to be easy to modify and generate programmatically

KUZ

HTML syntax

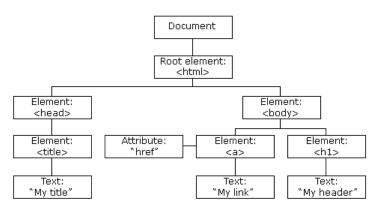
An **element** is the basic unit of an HTML document. An element begins and ends with **tags** defining the type of the element, followed by optional key-value **attributes**, and then the **content** of that element.

Content can be empty, text, data, or other HTML elements.



DOM (Document Object Model)

The document object model specifies an API for accessing specific elements in an HTML document with code. It represents the document as a tree, with elements acting as **nodes**.





https://developer.mozilla.org/en-US/docs/Glossary/DOM

Various HTML element tags

- <html> The root element of the document.
- <head> Children of this element define metadata about the document
 - <meta>
 - <title> Specify the title of the web page in the user's browser
- <body>
 - <h1>, <h2>, <h3>, etc. specify different size of text headers
 - Specifies a paragraph
 - <a> Contains a link inside an href attribute, and the displayed link text in the element's content
 - Contains a link or data for an image
 - , Unordered (bulleted) and ordered (numbered) lists, which contain elements tagged with for list item



HTML example

```
<!doctype html>
<html lang="en-US">
<head>
<link href="style.css" rel="stylesheet"</pre>
      type="text/css">
<title>My Website</title>
</head>
<body>
<h1>Hello, world!</h1>
Here are some useful sites:
ul>
 <a href="www.google.com">Google</a>
 <a href="www.github.com">GitHub</a>
</body>
```

</html>

CSS (Cascading Style Sheets)

An HTML document contains what is to be displayed and logical relations between elements with the DOM, but it doesn't specify **how** to display the document.

Attributes can control style of particular elements, but this leads to more clutter in the document. CSS organizes all style information about HTML elements by writing rules for how to style content inside each tag.

CSS can be embedded into an HTML document with k href="style.css" rel="stylesheet" type="text/css">

https://developer.mozilla.org/en-US/docs/Glossary/CSS



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Writing CSS

A CSS file is a list of **rules** that define how sections of the webpage should be styled. Each rule is made up of a **selector** followed by property: value; declarations inside curly brackets.

E.g., the following applies the color red and font size 18 to all paragraphs on the page:

```
p {
  color: red;
  font-size: 18px;
}
```

Tags are the most common selector, but there are many others that may be used. See:

https://developer.mozilla.org/en-US/docs/Learn_web_development/Core/Styling_basics/Basic_selectors



JavaScript

- Scripting language for making webpages more dynamic
- Uses the DOM to access elements in the document
- Embedded into HTML documents using the <script> tag
 - Keep scripts in a separate file and embed them with <script type="text/javascript" src="scr.js"></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></script></s
- Event-driven programming style where functions are ran based on user interactions

JavaScript example

In this example, the document is queried for the first tag, and the function modify changes its style and content.

```
function modify() {
  const p = document.querySelector("p");
 p.textContent = "foo";
 p.style.color = "rgb(39,236,170)";
<body>
 Some text to be modified
  <button onclick="modify()">Modify</button>
</body>
```



JavaScript example 2

In this example, the document is queried for the first tag with the id attribute modify. This is more precise in the event a new paragraph is added before the one to be modified.

```
function modify() {
  const p = document.getElementById("modify");
 p.textContent = "foo";
 p.style.color = "rgb(39,236,170)";
<body>
 Some text to be modified
 <button onclick="modify()">Modify</button>
</body>
```

PHP

- Language for generating HTML programmatically
- Ran by the server when the user requests a page
- Written in .php files that can use a mixture of HTML, and PHP code delimited by the pseudotag <?php ... ?>

```
<head>
 <title>PHP Test</title>
</head>
<body>
 <?php
   for ($i = 1; $i <= 3; $i++) {
      echo 'Hello World';
 ?>
</body>
```



Lost? See...

- Web page not updating? Use Ctrl+Shift+R (or \mathbb{H}+Shift+R on macOS) to perform a hard refresh of the page
- https://developer.mozilla.org/en-US/docs/Web/HTML
- https://developer.mozilla.org/en-US/docs/Learn_web_development/Core/Styling_basics/Getting_started
- https://developer.mozilla.org/en-US/docs/Web/JavaScript
- https://php.net/manual/en/tutorial.php



