Práctica 2 – CREACIÓN WEB

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Ejercicio 1.- Crea una página web con las siguientes características:

- a. Debe tener un color de fondo. Por encima añadir un título principal, que contenga tu nombre y apellidos, en un color que contraste con el color de fondo. (2 PUNTOS)
- b. Añadir un párrafo con la siguiente fórmula: a0x2+b1x+c2=0. (1 PUNTO)
- c. Buscar texto de una noticia cualquiera e insertarlo a continuación. Debe ser lo suficientemente largo como para ocupar más de una página (pantalla). Justificado. (1 PUNTO)
- d. Añadir un enlace que ponga "Ver fuente", que dirija a la página de la noticia abriéndola en una nueva ventana. (1,5 PUNTOS)
- e. Añadir otro enlace llamado "Volver a la fórmula", que salte a la zona de la página donde se encuentra la fórmula introducida anteriormente. (1,5 PUNTOS)
- f. Añadir un tercer enlace que permita enviar un correo electrónico a ejercicio@example.com, con asunto "HTML" y con copia a profesor@example.com. (1 PUNTO)

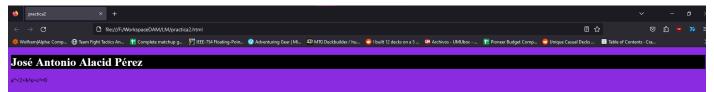
IMPORTANTE: En el documento PDF a entregar debe aparecer una breve explicación del proceso seguido para la creación de la página (elementos HTML utilizados, atributos necesarios...), así como una captura de la apariencia de la web. Además, hay que incluir el fichero HTML resultante. Para ello debéis comprimir el PDF y el .html y adjuntarlo a la tarea.

NOTA: Se tendrán en cuenta los formatos de presentación: páginas numeradas, formato de cita de la figura o tabla (citar cada captura de pantalla), faltas de ortografía, redacción, cohesión en el uso del mismo formato de letra (responder en Arial 12), y justificación (hasta dos puntos). Subir con el nombre P2_LM_DAM_NOMBRE_APELLIDO en **PDF** y el mismo nombre al .zip.

RESPONDER A PARTIR DE AQUÍ

- 1a.- Usando la marca <style> modifico el color del fondo con background-color y para que contraste modifico el color del texto con color.
- 1b.- Usando la marca añado un párrafo y escribo la fórmula usando entidades.
- 1c.- Inserto el texto y con el atributo style modifico el tamaño del texto con font-size para que el texto ocupe más de una página, también justifico el texto con text-align.
- 1d.- Con la marca <a> enlazo la fuente del texto con la frase "Ver fuente".

- 1e.- Con el atributo id le asigno el id section1 a la fórmula y con la marca <a> lo enlazo con el texto "Volver a la fórmula" mediante el atributo href con #section1.
- 1f.- Usando la marca <a> con el atributo href usando mailto con la dirección de correo añadimos un enlace que puede enviar un correo a esa dirección con cc podemos enviar una copia a otro correo y con subject le podemos añadir un asunto al correo.



Mortal Kombat 1, one of the year's most highly anticipated games, released this week, and sadly the Switch version's graphics are quite a letdown. It would be absurd to expect a similar quality to the Xbox and PlayStation counterparts, of course, but I'm afraid the downgrade is too much in this instance to recommend the purchase, especially with its \$70 price tag. Mortal Kombat 1 touts itself as a reimagining of the franchise's timeline, yet it's hardly a back to basics approach on the PS5 and current Xboxes. While starting a new chapter of story, the gameplay is a continued evolution of the Mortal Kombat style that's been adding depth and nuances for decades at this point. If the complicated fighting style overwhelms you, then it actually makes it a little easier to recommend the Switch version, as most of that stuff isn't in there. But you can High Punch the shit out of your opponent. The blood looks really good, too! Mortal Kombat 1 on the Switch is decent, let's be clear. It's got some of the game's most iconic characters, as well as some truly vivid locations. A lot has been made, unfairly in my opinion, about the game's clearly inferior graphics on the Nintendo hardware. And while that is true, a lot of people are choosing to focus on the negatives and not the positives, like that fun minigame where you see how many wooden boards you can karate chop your way through. Gamers, critics, and fanbases are all just very cynical, I'm afraid. Mortal Kombat 1 on the Nintendo Switch was probably never going to be given a very fair shake. It's got some redeeming qualities! Ultimately, however, the disappointing graphics do make this a hard game to recommend. You can tell MK1 on the Switch was made with effort and love, but it's just underwhelming on a technical level. There's no ray tracing or anything like that. They do have this cool thing where you can knock your enemy down to the bottom of a pit with just an uppercut, but that hardly makes up for the outdated graphical style on display here. Maybe one day there will be a Mortal Kombat 2 that could be a huge step forward for the series. Until that day, this unimpressive version of Mortal Kombat will have to do. Oh, unless you have any other console! Mortal Kombat 1, one of the year's most highly anticipated games, released this week, and sadly the Switch version's graphics are quite a letdown. It would be absurd to expect a similar quality to the Xbox and PlayStation counterparts, of course, but I'm afraid the downgrade is too much in this instance to recommend the purchase, especially with its \$70 price tag. Mortal Kombat 1 touts itself as a reimagining of the franchise's timeline, yet it's hardly a back to basics approach on the PS5 and current Xboxes. While starting a new chapter of story, the gameplay is a continued evolution of the Mortal Kombat style that's been adding depth and nuances for decades at this point. If the complicated fighting style overwhelms you, then it actually makes it a little easier to recommend the Switch version, as most of that

file:///F:/WorkspaceDAM/LM/practica2.html ... 🚯 Team Fight Tettics An... 👚 Complete matchup g... 🦵 IEEE-754 Floating-Poin... 🚯 Adventuring Gear | M.... 🕮 M10 Deckbuilder / hu... 😻 Ibuilt 12 decks on a 5 Archivos - UMUbox - ... 👚 Pioneer Budget Comp... 🕏 Unique where you see how many wooden boards you can karate chop your way through. Gamers, critics, and fanbases are all just very cynical, I'm afraid. Mortal Kombat 1 on the Nintendo Switch was probably never going to be given a very fair shake. It's got some redeeming qualities! Ultimately, however, the disappointing graphics do make this a hard game to recommend. You can tell MK1 on the Switch was made with effort and love, but it's just underwhelming on a technical level. There's no ray tracing or anything like that. They do have this cool thing where you can knock your enemy down to the bottom of a pit with just an uppercut, but that hardly makes up for the outdated graphical style on display here. Maybe one day there will be a Mortal Kombat 2 that could be a huge step forward for the series. Until that day, this unimpressive version of Mortal Kombat will have to do. Oh, unless you have any other console! Mortal Kombat 1, one of the year's most highly anticipated games, released this week, and sadly the Switch version's graphics are quite a letdown. It would be absurd to expect a similar quality to the Xbox and PlayStation counterparts, of course, but I'm afraid the downgrade is too much in this instance to recommend the purchase, especially with its \$70 price tag. Mortal Kombat 1 touts itself as a reimagining of the franchise's timeline, yet it's hardly a back to basics approach on the PS5 and current Xboxes. While starting a new chapter of story, the gameplay is a continued evolution of the Mortal Kombat style that's been adding depth and nuances for decades at this point. If the complicated fighting style overwhelms you, then it actually makes it a little easier to recommend the Switch version, as most of that stuff isn't in there. But you can High Punch the shit out of your opponent. The blood looks really good, too! Mortal Kombat 1 on the Switch is decent, let's be clear. It's got some of the game's most iconic characters, as well as some truly vivid locations. A lot has been made, unfairly in my opinion, about the game's clearly inferior graphics on the Nintendo hardware. And while that is true, a lot of people are choosing to focus on the negatives and not the positives, like that fun minigame where you see how many wooden boards you can karate chop your way through. Gamers, critics, and fanbases are all just very cynical, I'm afraid. Mortal Kombat 1 on the Nintendo Switch was probably never going to be given a very fair shake. It's got some redeeming qualities! Ultimately, however, the disappointing graphics do make this a hard game to recommend. You can tell MK1 on the Switch was made with effort and love, but it's just underwhelming on a technical level. There's no ray tracing or anything like that. They do have this cool thing where you can knock your enemy down to the bottom of a pit with just an uppercut, but that hardly makes up for the outdated graphical style on display here. Maybe one day there will be a Mortal Kombat 2 that could be a huge step forward for the series. Until that day, this unimpressive version of Mortal Kombat will have to do. Oh, unless you have any other console!