# Introduction to the Web

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## What to expect from this course

- Being able to create a basic website or application, using current technologies
- Knowing what to focus on to create a great user experience
- Knowing what else to explore, and how

# Requirements

Access to a computer and the internet

An IDE for Javascript. I recommend Visual Studio Code.

That's it!

#### In this lesson:

- Basic concepts: The internet, the web, and how that all works (roughly)
- Intro to web technologies: HTML, CSS, Javascript
- Frontend and backend; intro to APIs

#### What is the web?

- The web is not the Internet
  - But, it is a lot of things...
- If you're using your browser, you're in the web
- Today, the line between "app" and "website" is blurry

## The Internet, conceptually

- Just a bunch of computers connected to each other, really.
- They talk the same languages: we call them **protocols**
- Also: they're always connected: the Internet has resiliency

## A bit of history (I promise this makes sense)

- It all started with the military... and for good reason
- Bay Area was there almost from the start
  - Almost. UCLA was first!
- TCP/IP made it all better

## Here comes the Web!

- Sir Tim Berners-Lee wanted hyperlinked documents
- ...and created the first website
- And the rest is history.



Photo from Wikipedia. CC BY-SA 4.0

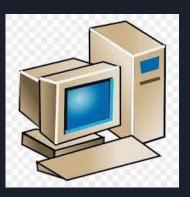
## But what is the Web, then?

- What Berners-Lee created was:
  - A language: HTML
  - A **protocol**: HTTP
  - A **client program**: the first browser
  - A **server program**: the first web server

# The client/server model

- Server: has data; can operate on it
- Client: wants data, asks the server for it

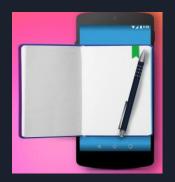




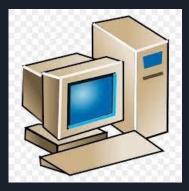
www.wikipedia.org

# The client/server model

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GET /index.html

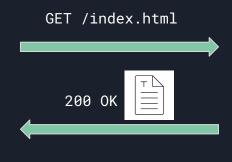


www.wikipedia.org

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- Server: has data; can operate on it
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www.wikipedia.org

## The HTTP protocol

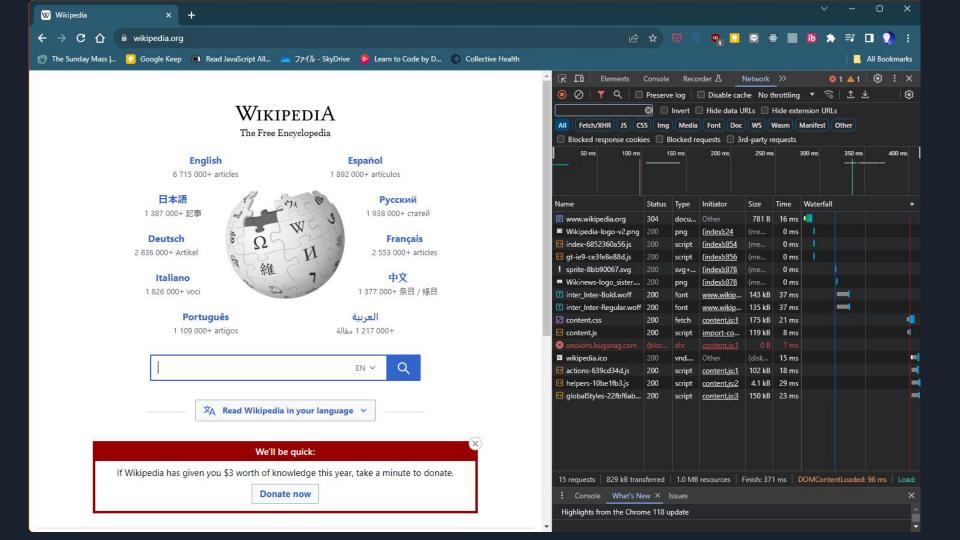
- Allows servers and clients to send, receive, and otherwise work with HTML and other files
- GET /index.html is an HTTP "request"; 200 OK is a "response"



# Snoop your browser's HTTP calls!

You will need Google Chrome for this.

- Open a new, blank window or tab.
- Click on the three dots at the top right of the window to open the menu.
- Select "More tools"; in the submenu select "Developer Tools". A panel will open at the bottom of your window.
- In that panel, look for the "Network" tab and click on it. You may need to make the panel bigger to find it.
- Now, with the Network panel open, go to <u>www.wikipedia.org</u>. Observe how the Network tab of the Developer Tools fills with rows of data.



## The languages of the web

- **HTML** (HyperText Markup Language) defines the **content:** that is, what is on the page.
- **CSS** (Cascading Style Sheets) defines the **look and feel:** how the content should be rendered.
- JavaScript provides interactivity: that is, any functionality beyond "writing on a page".

#### HTML

The main unit is the **element**, represented by **tags**.

Tags can open and close, and contain other tags.

Tags can have attributes to specify details.

Tags (elements) give **meaning** and **structure** to the page.



# Create your first page

- Copy the example text in Notepad (Windows), TextEdit (Mac), or any other simple text editor.
- Save the file in plain text mode as "index.html" on your desktop.
  - If using TextEdit, select "Web Page (.html)" as the file format.
- Double-click on the file. It should open in your default browser.

You just created a web page!



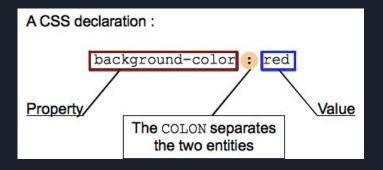
# Keep exploring HTML:

Explore other common tags here: <a href="https://learnxinyminutes.com/docs/html/">https://learnxinyminutes.com/docs/html/</a> and continue adding content to your page. Try any (or all) of the following:

- Write a self-introduction in a few paragraphs (use ).
- Write a list of hobbies (use or ; use ).
- Add an image downloaded from the web (use <img>).
- Try marking some text with <strong> or <em> and see what happens.
- Use headers (<h1>, <h2>...).

#### CSS

CSS stands for "Cascading Style Sheets". It uses declarations to tell the browser what each HTML element should look like.



#### **CSS**

Each declaration contains a **property** and a **value**.

Declarations go inside **blocks** - curly braces {} . Before each block, we specify **selectors**, which refer to HTML elements.

```
header, p.intro

| background-color : red;
| border-radius : 3px;
| }

Group of selectors Declaration block
```

#### **CSS**

In an HTML page, use the link > tag inside <head > to link it to a CSS file:

```
<link rel="stylesheet" href="style.css" />
```



# Add CSS to your page

Create a new file called "style.css" in the same folder as your HTML file and add the following:

```
h1 {
    color: blue;
```

- Link the CSS file to the HTML file, using <link>. Make sure you have a <h1> tag in your HTML, such as:

```
<h1>
    This should be blue
</h1>
```

Save both files, then reload your webpage in your browser. Your header should show up in blue letters.

# Javascript on the web

- A full fledged programming language
- Used to be much smaller
- Runs in your browser, but also everywhere else



# Add Javascript to your page

• Add a <script > tag to the <head > of your page, as follows:

```
<!-- import the webpage's javascript file --> 
<script src="script.js" defer></script>
```

- Create a new file called "script.js" in the same folder as the other two files.
- Add the following to your Javascript file:

```
console.log("Hello, world!");
```

- Reload the HTML page in your browser.
- Open the Developer Tools panel in your browser, then click on the "Console" tab. You should see the message "Hello, world!" there.

#### Front end and Back end

- Frontend: what happens in the **client** program (the browser)
  - What we just talked about
- Backend: what happens in **server** programs
  - Not just a web server. Many programs (services) collaborate for big applications
  - Can be written in many languages

### Web APIs

**API:** how two programs communicate; or: how a programming interface is structured

#### Web APIs

- **Front-end (Client-side) Web APIs:** The standard libraries available within the browser for Javascript to manipulate a page, and the browser itself.
- Back-end (Server-side) Web APIs: The protocols for communication between a
  Javascript program running in a browser and a back-end program, running on a
  server.

#### Common Server-side APIs

- **REST** uses HTML over HTTP; vanilla web. The most robust and popular. Standard
- **SOAP** uses XML. Useful for very big, secure applications. Also standard
- **GraphQL** a query language on top of HTTP; fast, but not standard-based
- gRPC call functions remotely; binary data. Open source. Oh so complex