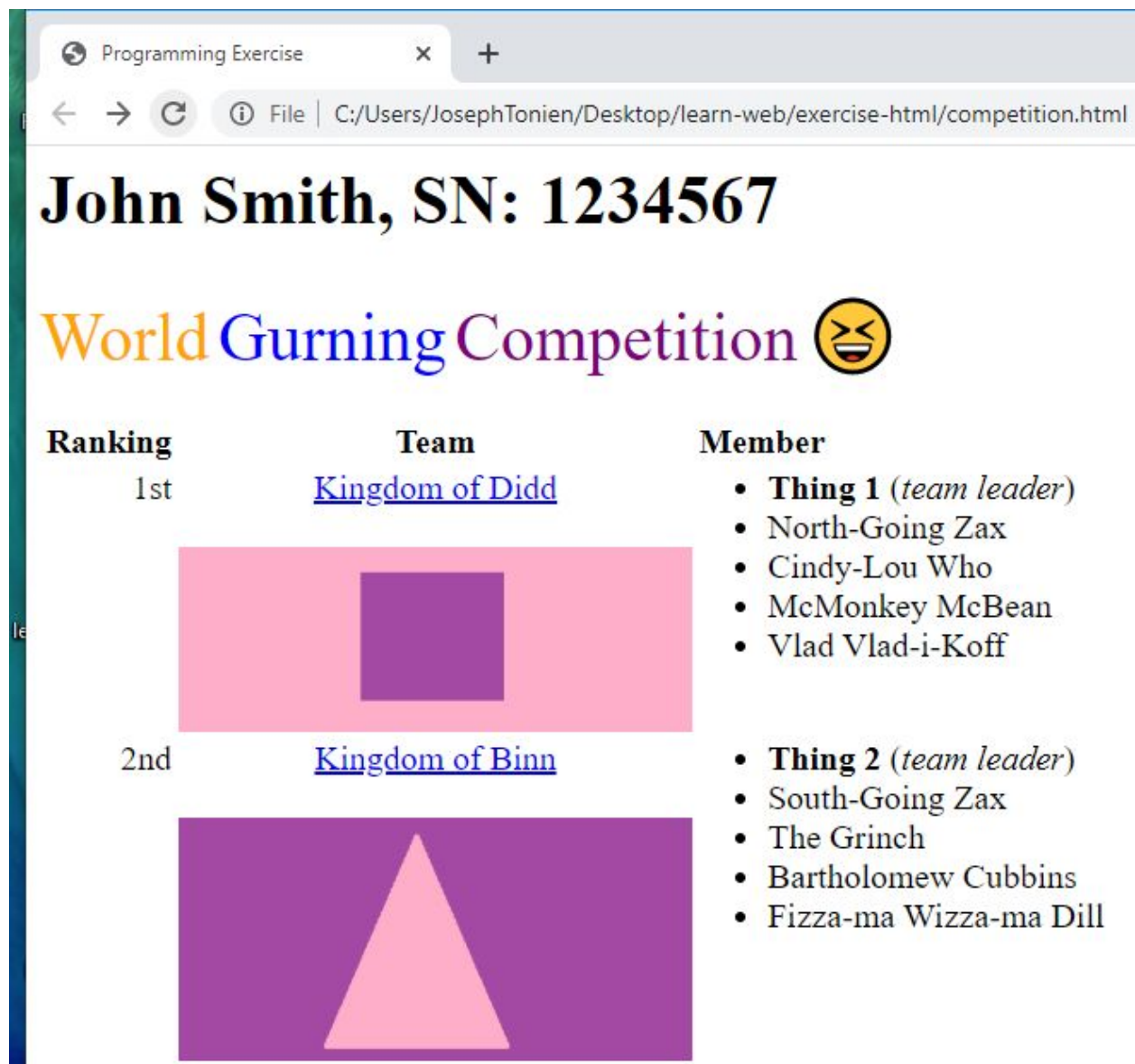


## Introduction to Web Technology

### Lab Programming Exercise (Week 2)

*(this is not an assignment)*

In this exercise, you will follow the steps below to develop a web page. The web page is to display a fictional “World Gurning Competition”. When you complete this exercise, the webpage will look like the following:



## Step 1. Create a web page to display Hello World

Use a text editor to create a HTML file. You should save the file as `competition.html`. Please make sure that the file extension is `html`.

In the `head` element, use the `title` tag to set the title as `Programming Exercise`.

In the `body` element, use the `h1` tag to create a heading with your name and student number, and also display a `Hello World` text.

When you complete this step, open the web page you created using a web browser. Your web page should look like the following:



## Step 2. Add a table

Use the `table` tag to create a table. In the `table` tag, specify the attribute `border` so that the table has a visible border. The table should have 3 rows as follows:

# John Smith, SN: 1234567

Hello World!

Ranking	Team	Member
1st	Kingdom of Didd	TODO: put members here
2nd	Kingdom of Binn	TODO: put members here



### Step 3. Add unordered lists

Use the `ul` tag to create unordered lists that contain the team members. It should look like the following:

Ranking	Team	Member
1st	Kingdom of Didd	<ul style="list-style-type: none"><li>• Thing 1</li><li>• North-Going Zax</li><li>• Cindy-Lou Who</li><li>• McMonkey McBean</li><li>• Vlad Vlad-i-Koff</li></ul>
2nd	Kingdom of Binn	<ul style="list-style-type: none"><li>• Thing 2</li><li>• South-Going Zax</li><li>• The Grinch</li><li>• Bartholomew Cubbins</li><li>• Fizza-ma Wizza-ma Dill</li></ul>

### Step 4. Add images

Use the `img` tag to add images. In the `img` tag, specify the attribute `width` to make the width of images become 300 pixels. You can use any image files for this task (you can either use your imagination to design flag images, or you can use pictures of your pets). When you complete this step, it should look like the following:


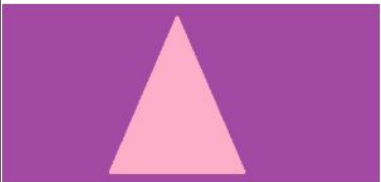
Ranking	Team	Member
1st	Kingdom of Didd 	<ul style="list-style-type: none"><li>• Thing 1</li><li>• North-Going Zax</li><li>• Cindy-Lou Who</li><li>• McMonkey McBean</li><li>• Vlad Vlad-i-Koff</li></ul>
2nd	Kingdom of Binn 	<ul style="list-style-type: none"><li>• Thing 2</li><li>• South-Going Zax</li><li>• The Grinch</li><li>• Bartholomew Cubbins</li><li>• Fizza-ma Wizza-ma Dill</li></ul>

### Step 5. Add links

Create 2 links to two fictional web pages.

The 1st link address is <http://didd.gov> and the 2nd link address is <http://binn.gov>

Set the attribute `target` to appropriate value so that the link should open up the linked web page in a new tab/window. When you complete this step, it should look like the following:



Ranking	Team	Member
1st	<a href="http://didd.gov">Kingdom of Didd</a> 	<ul style="list-style-type: none"><li>• Thing 1</li><li>• North-Going Zax</li><li>• Cindy-Lou Who</li><li>• McMonkey McBean</li><li>• Vlad Vlad-i-Koff</li></ul>
2nd	<a href="http://binn.gov">Kingdom of Binn</a> 	<ul style="list-style-type: none"><li>• Thing 2</li><li>• South-Going Zax</li><li>• The Grinch</li><li>• Bartholomew Cubbins</li><li>• Fizza-ma Wizza-ma Dill</li></ul>

### Step 6. Set text bold and italic.

Make changes to the web page as shown in the picture below.

The texts Thing 1 and Thing 2 become bold.

The texts team leader become italic.



Ranking	Team	Member
1st	<a href="http://didd.gov">Kingdom of Didd</a> 	<ul style="list-style-type: none"><li>• <b>Thing 1</b> (<i>team leader</i>)</li><li>• North-Going Zax</li><li>• Cindy-Lou Who</li><li>• McMonkey McBean</li><li>• Vlad Vlad-i-Koff</li></ul>
2nd	<a href="http://binn.gov">Kingdom of Binn</a> 	<ul style="list-style-type: none"><li>• <b>Thing 2</b> (<i>team leader</i>)</li><li>• South-Going Zax</li><li>• The Grinch</li><li>• Bartholomew Cubbins</li><li>• Fizza-ma Wizza-ma Dill</li></ul>

### Step 7. Make text colorful

Change the text Hello World to World Gurning Competition.

Use the font tag to make text colorful. In the font tag, specify appropriate values for the attributes size and color. When you complete this step, it should look like the following:

World Gurning Competition

Ranking	Team	Member
1st	<a href="#">Kingdom of Didd</a> 	<ul style="list-style-type: none"><li>• <b>Thing 1</b> (<i>team leader</i>)</li><li>• North-Going Zax</li><li>• Cindy-Lou Who</li><li>• McMonkey McBean</li><li>• Vlad Vlad-i-Koff</li></ul>
2nd	<a href="#">Kingdom of Binn</a> 	<ul style="list-style-type: none"><li>• <b>Thing 2</b> (<i>team leader</i>)</li><li>• South-Going Zax</li><li>• The Grinch</li><li>• Bartholomew Cubbins</li><li>• Fizza-ma Wizza-ma Dill</li></ul>

### Step 8. Add a smiley face using character entities.

Use a character entity to add a smiley face. To find the code for a smiley face, do a Google search on HTML character entity smiley face.

When you complete this step, it should look like the following:

World Gurning Competition 😊

### Step 9. Styling the table.

Use appropriate attributes to make the 1st column of the table aligned to the right, the 2nd column the center, and the 3rd column to the left. Make all the vertical alignment to the top.

Change the table border to become invisible.

When you complete this step, it should look like the following:

World Gurning Competition 😄		
Ranking	Team	Member
1st	<a href="#">Kingdom of Didd</a>	<ul style="list-style-type: none"><li>• <b>Thing 1</b> (<i>team leader</i>)</li><li>• North-Going Zax</li><li>• Cindy-Lou Who</li><li>• McMonkey McBean</li><li>• Vlad Vlad-i-Koff</li></ul>
2nd	<a href="#">Kingdom of Binn</a>	<ul style="list-style-type: none"><li>• <b>Thing 2</b> (<i>team leader</i>)</li><li>• South-Going Zax</li><li>• The Grinch</li><li>• Bartholomew Cubbins</li><li>• Fizza-ma Wizza-ma Dill</li></ul>

### Step 10. Add more teams.

Use your imagination to add some more teams to the competition!

**END OF THE PROGRAMMING EXERCISE**