

# Introduction

Hypertext Markup Language (HTML) is the standard markup language for documents designed to be displayed in a web browser. Web browsers receive HTML documents from a web server or from local storage (in your case) and render the documents into multimedia web pages.

With **HTML** you can describe the **structure of a web page** and create your own!



# What are the main objectives in this pill?

- Learn the basics of programming in HTML
- Understand what is a markup language
- Learn how to create a simple web page

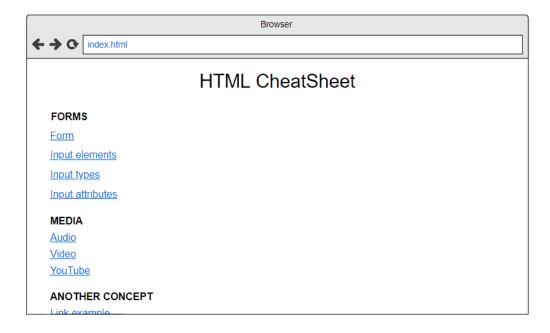
## 1. Create HTML Cheat Sheet

The objective of this pill is to learn the basic foundations of HTML practically.

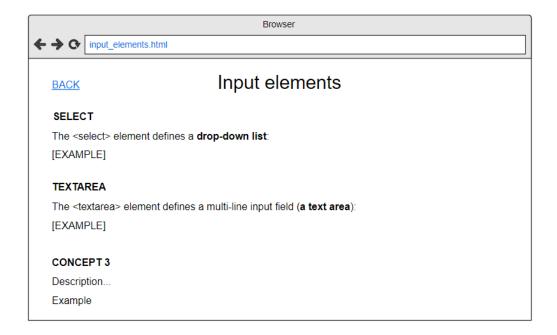
To carry out development of the pill you will have to create a **HTML Cheat Sheet** which will be structured as follows:

### Main page wireframe example:

This is the homepage, this page contains all the references to all HTML examples:



This is a specific page, in this case it's about "input elements", it will contain all the examples about this concept:



# 1.2.1. Concepts

The concepts that you must implement in your **HTML Cheat Sheet** are the following:

#### 1. HTML Introduction:

Write an introduction of the history of HTML.

### 2. Define each of the following points as described in the wireframes:

## Headings

Show an example of each of them

#### Links

- One link will open the URL in the same browser tab and the other will be opened in a new browser tab
- One link will refer to an existing ID of the HTML page

#### Images

o With alt attribute

- With a fixed height and width
- o Image as a link

#### Text

- Strong
- Strikethrough
- Italics
- Subscript
- Superscript

#### Containers

- o Blockquote
- o Div
- o Area
- Section
- o Aside
- o Paragraphs
- o Article
  - With a **header** element
- Nav
- o Footer
- o Template

#### Button

#### Lists

- Ordered
- Unordered

## Graphics

- Canvas
- o SVG
- BR
- HR
- Table
  - o TH, TR, TD

#### Media

- o Audio
- Video
- Youtube iframe

#### Forms

### Form elements

- input
- select
- textarea
- button
- fieldset
- datalist
- output

## Input types

- button
- checkbox
- color
- date
- month
- email
- file
- hidden
- image
- number
- password
- radio
- range
- reset
- search
- submit
- tel
- text
- time
- url
- week

### Input attributes

- value
- readonly
- disabled

- size
- maxlength
- min and max
- multiple
- pattern
- placeholder
- required
- step
- autofocus
- height and width
- list
- form

# 2. Requirements

- You must create a main HTML file to show all the links of the HTML examples
- You must create one HTML file for each concept (If you are working you can only create Forms and choose another concept.)
  - o Examples:
    - form.html (contain form example)
    - media.html (contain audio, video, YouTube examples)
- For code snippets you must use the code, samp or the pre tags to insert code snippets in the document.
  - IMPORTANT: You will have to render the < or the > using the HTML
    entities &lt; and the &gt; instead of using the < or the > symbols.

Code Example	<pre><code>&lt;p&gt;Hello World &lt;/p&gt;</code></pre>
HTML Result	Hello World

- You must implement a "back" link within the specific pages that have the examples about the concepts to go to the main page.
- Both code and the comments must be written in English
- You must store all the files that are not HTML in the "assets" folder

- You can only use basic CSS styles to center titles or add padding to elements to develop this pill. You cannot use CSS for the structure of the documents.
- It is important that all your code uses a correct indentation
- Validate your html code with the W3C HTML Validator

## 3. Deliverables

To evaluate the project you will need the following deliveries:

• Compressed folder (.zip) with the code inside

## 4. References

- Tag code: <a href="https://francescricart.com/etiquetas-xmp-pre-code-html/">https://francescricart.com/etiquetas-xmp-pre-code-html/</a>
- HTML <input> form Attribute:
  https://www.w3schools.com/tags/att\_input\_form.asp