Back-End Developer

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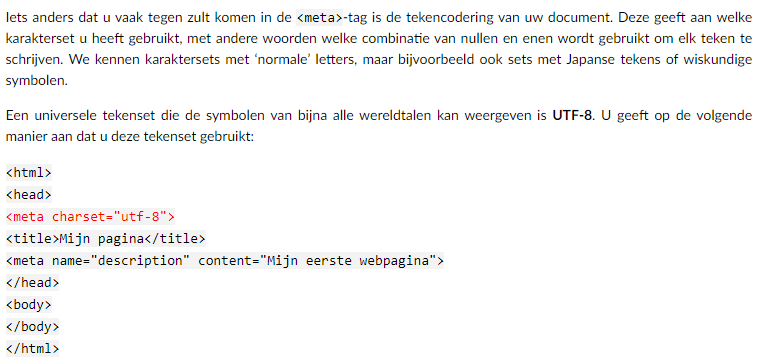
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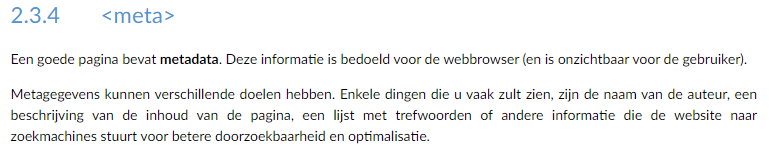
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# **LES 2 – Structuur aanbrengen**





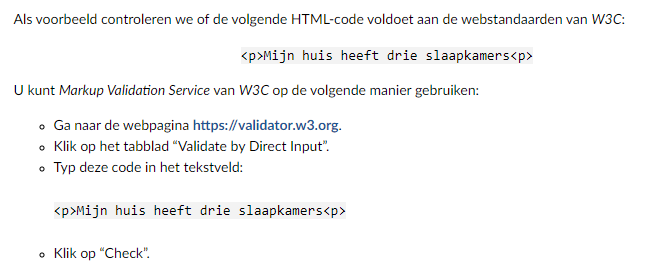
**The Unicode Character Sets**

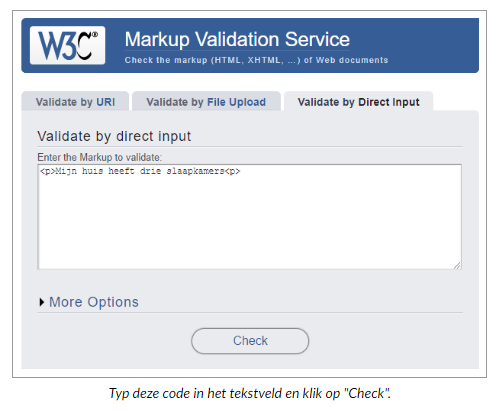
Unicode can be implemented by different character sets. The most commonly used encodings are UTF-8 and UTF-16:

|  |  |
| --- | --- |
| **Character-set** | **Description** |
| UTF-8 | A character in UTF8 can be from 1 to 4 bytes long. UTF-8 can represent any character  in the Unicode standard. UTF-8 is backwards compatible with ASCII.  UTF-8 is the preferred encoding for e-mail and web pages |
| UTF-16 | 16-bit Unicode Transformation Format is variable-length character encoding for Unicode,  capable of encoding the entire Unicode repertoire. UTF-16 is used in major operating  systems and environments, like Microsoft Windows, Java and .NET. |

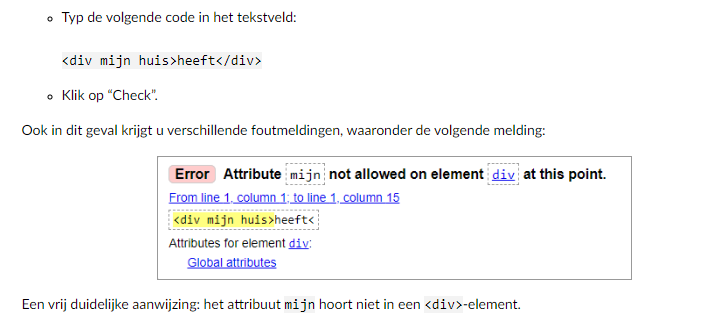
Commentaartag: <! -- tekst -- >

Code Checken:



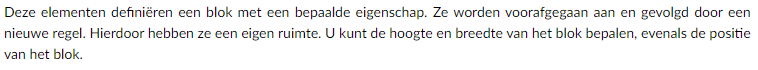


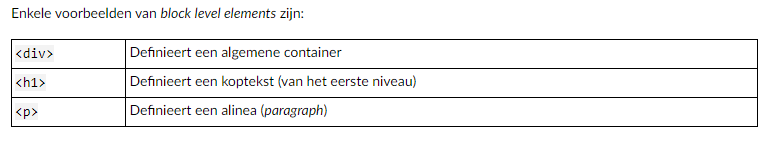




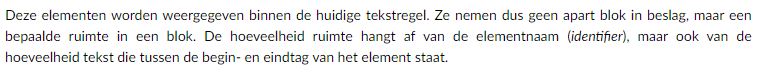
# **LES 3 – Teksten structuren en lijst maken**

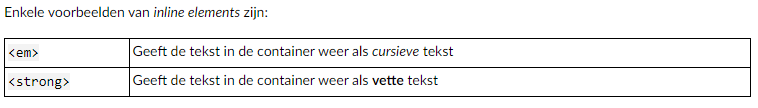
Block Level Elementen

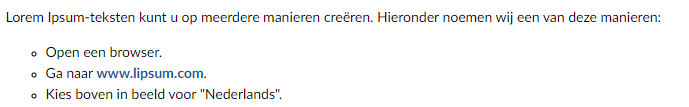


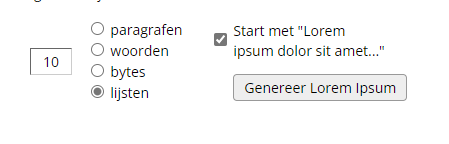


Inline Elementen





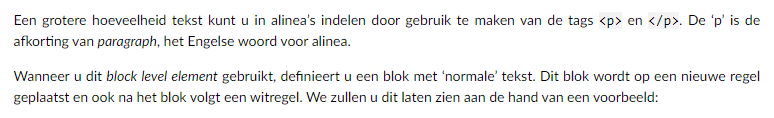


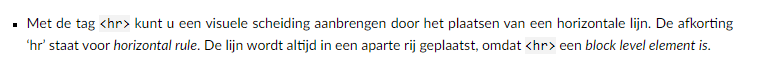
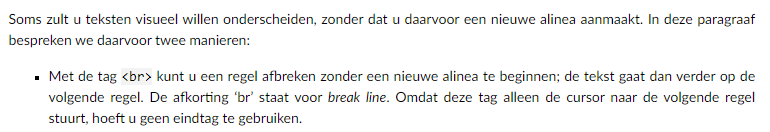


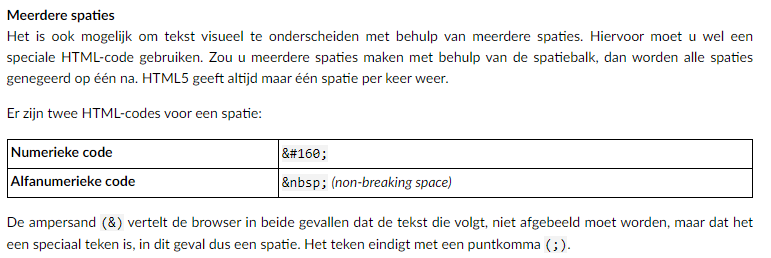
Koppen

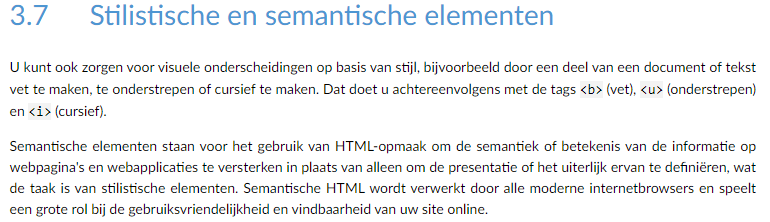


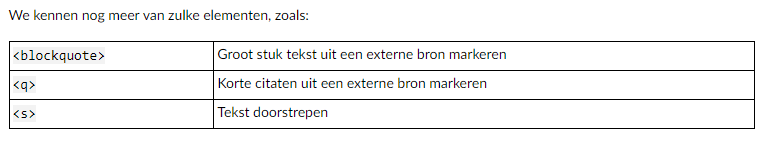
Alinea’s

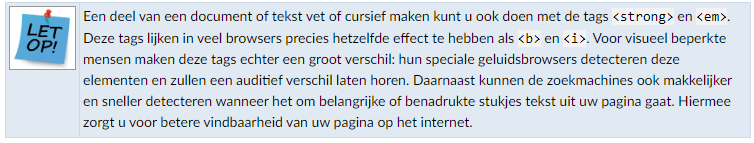




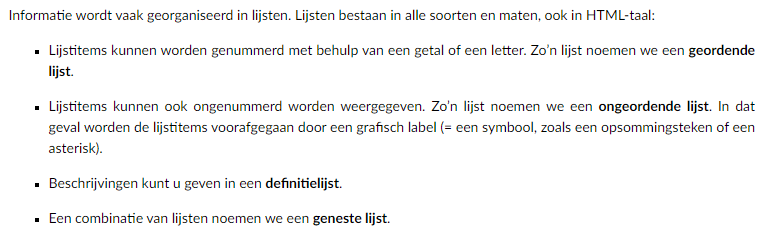


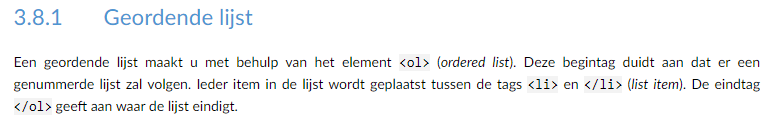




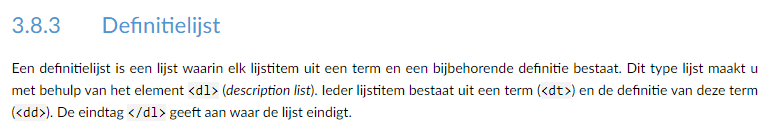


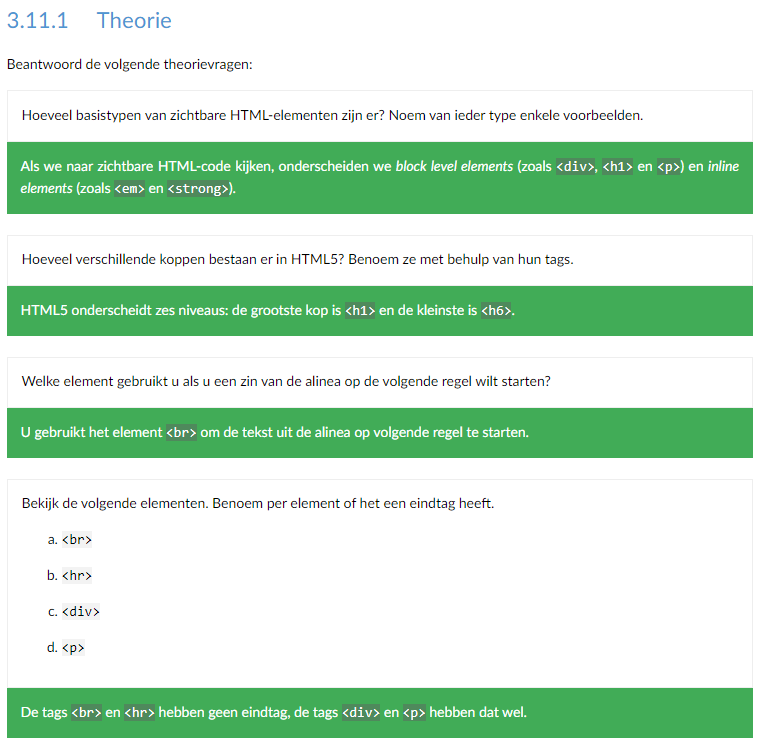
Lijsten

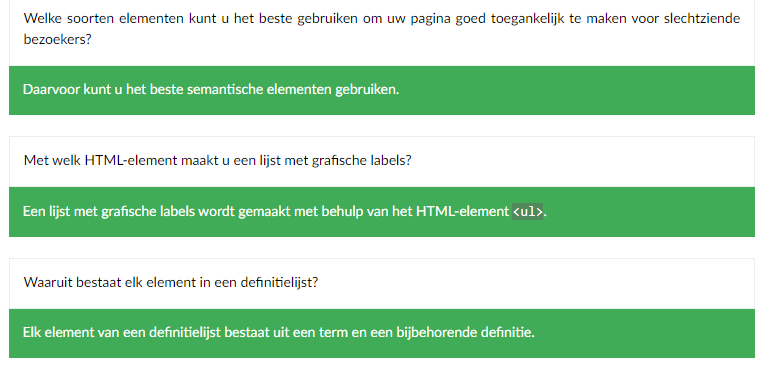






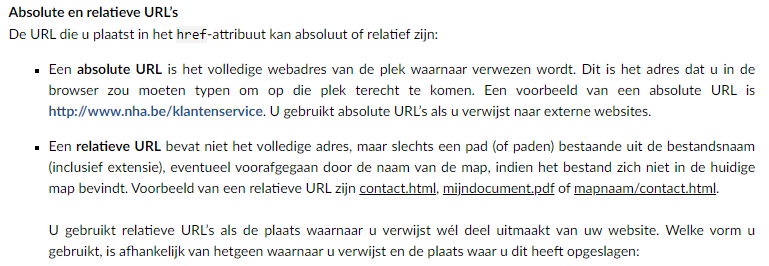


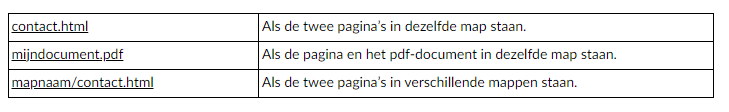




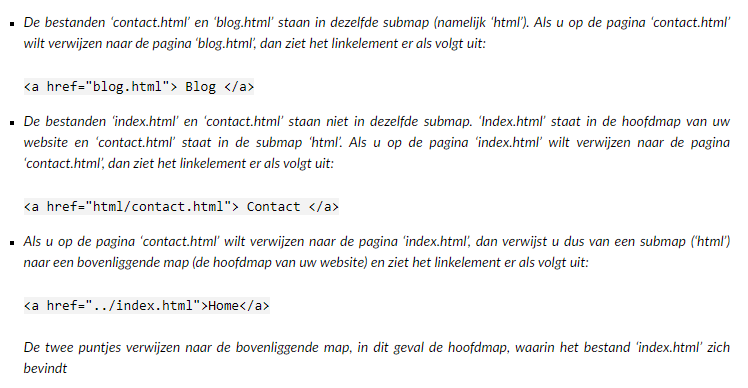
# **LES 4 – Linkelementen**





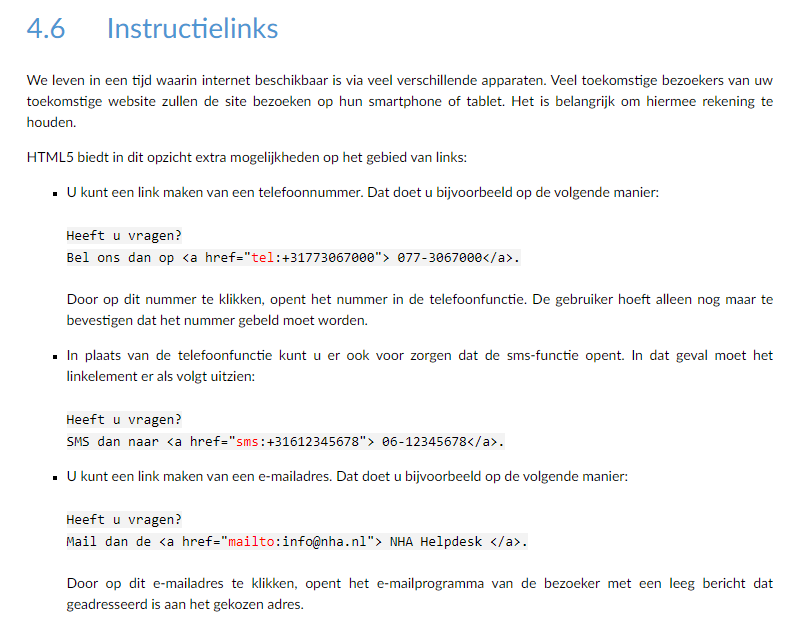


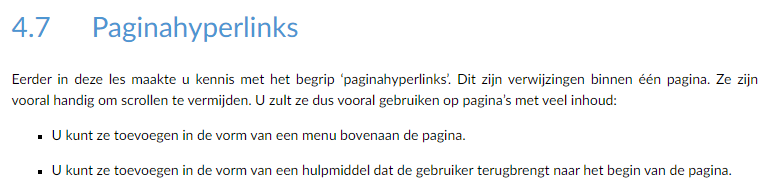


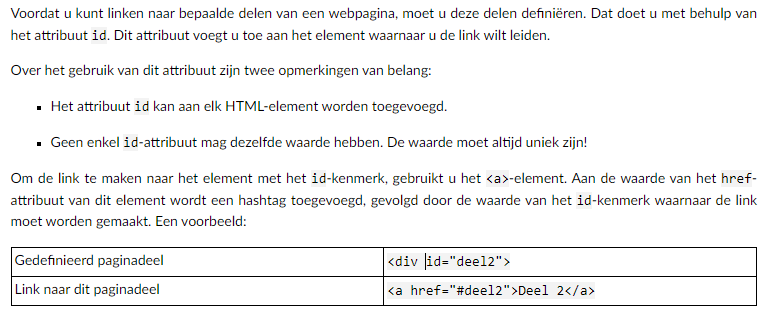




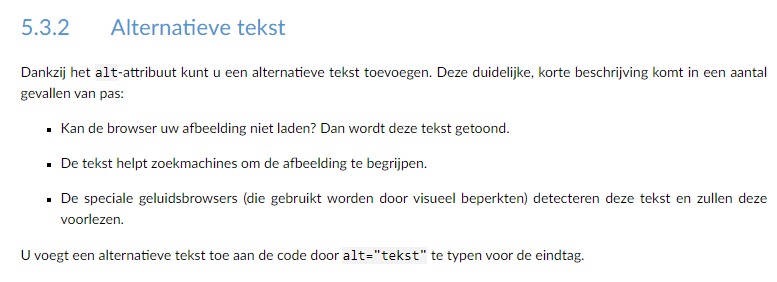




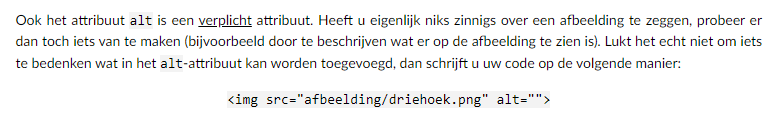


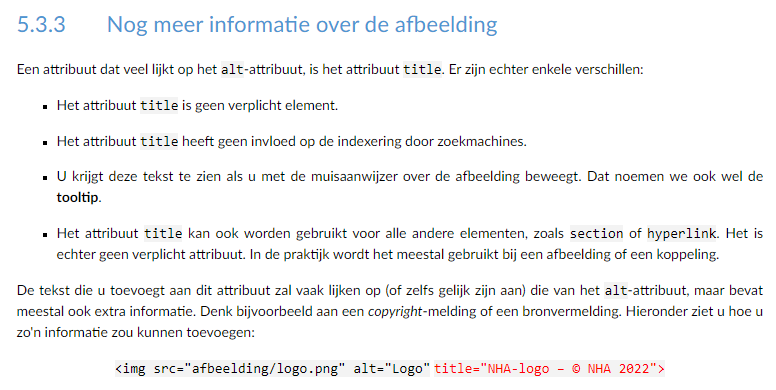


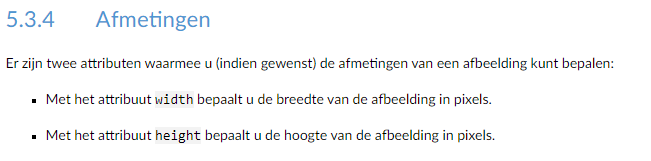
# **LES 5 – Afbeeldingen**



<img src="afbeelding/hond.png"alt="Afbeelding van een zwarte hond">

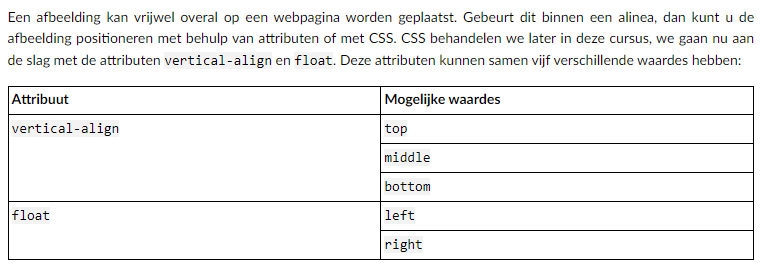


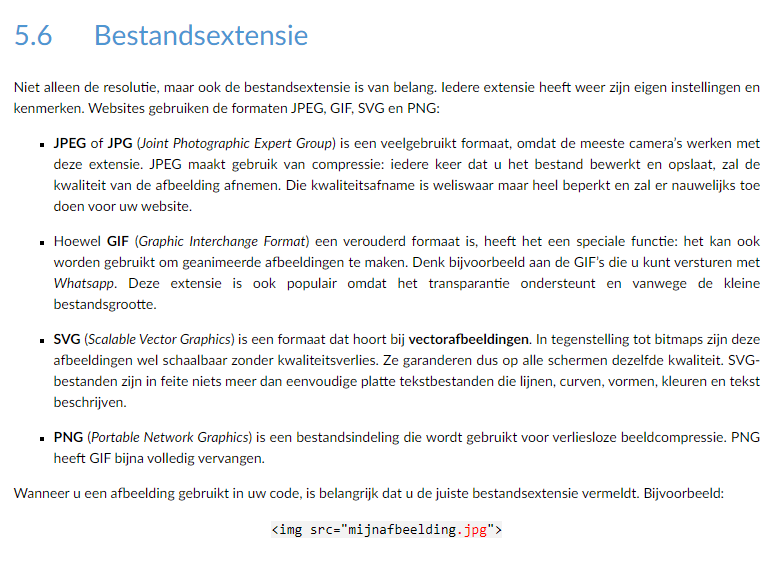


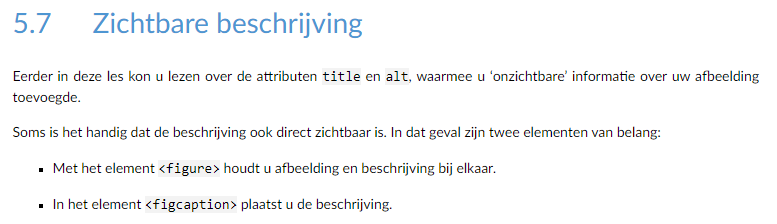


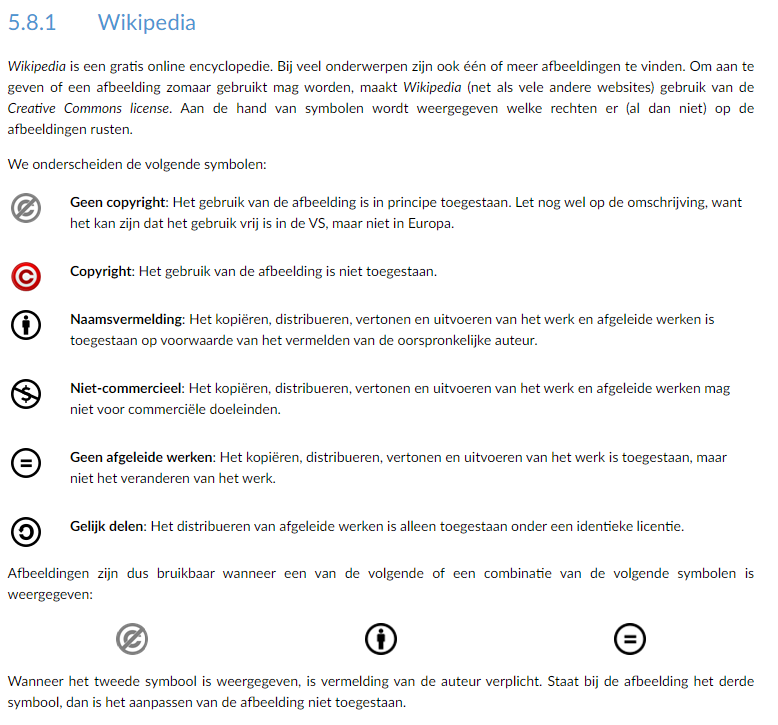


Meer weten over placeholders: <https://placehold.jp/en.html>









Plaatje als Hyperlink gebruiken:

<figure>

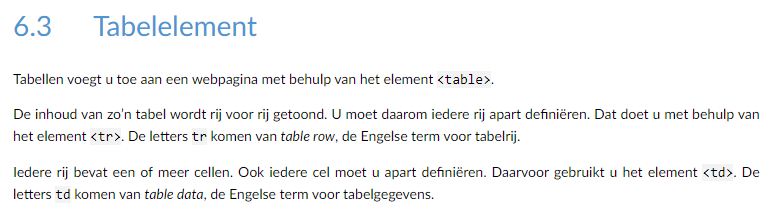
    <a href="https://www.bing.com/travel/place-information?q=Oslo&SID=962ca6d0-04b2-b258-d6d5-ec31f6cc1d83&form=DESTML&entrypoint=DESTML" target="\_new">

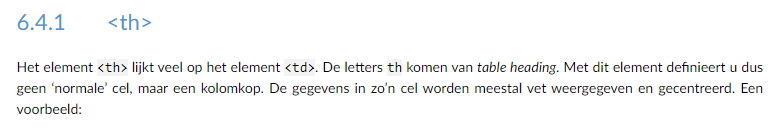
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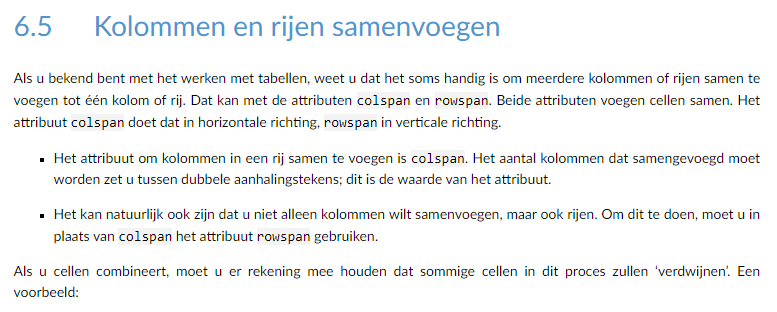
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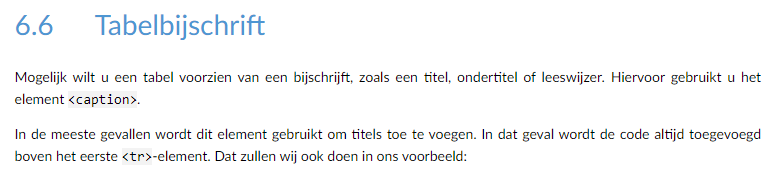
# **LES 6 – Tabellen**

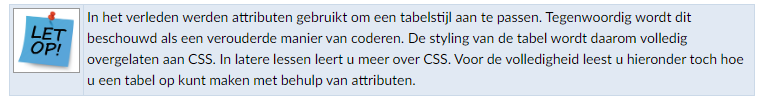


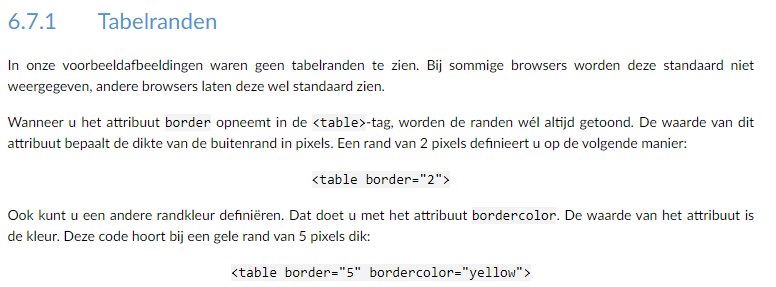


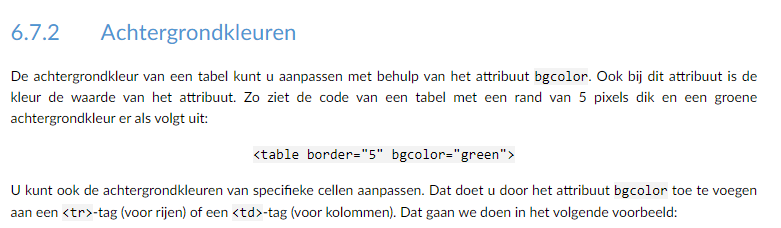


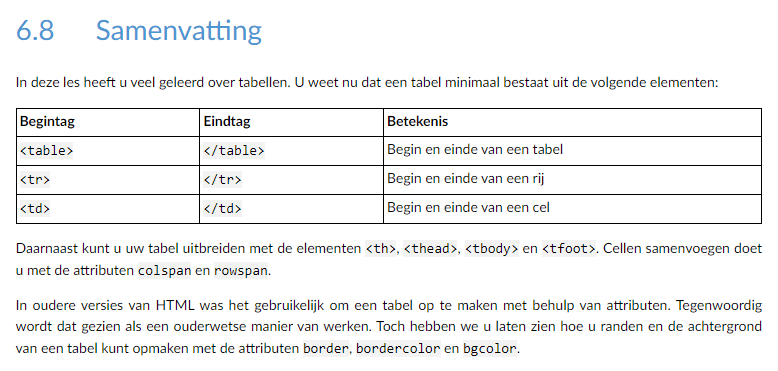




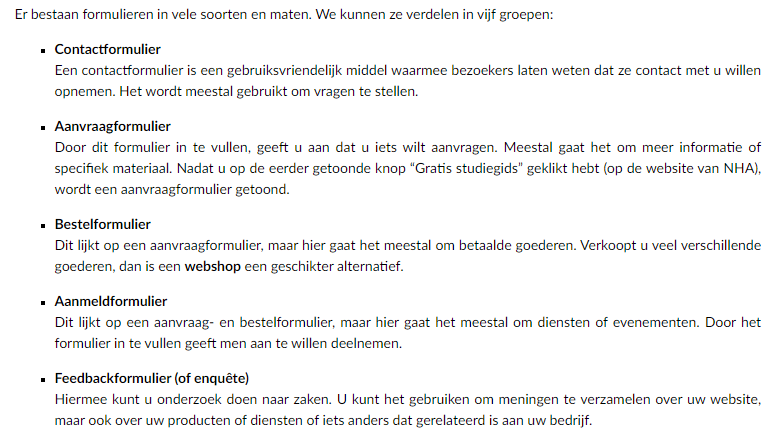


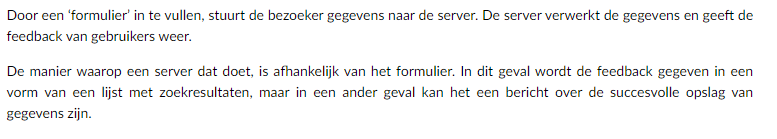


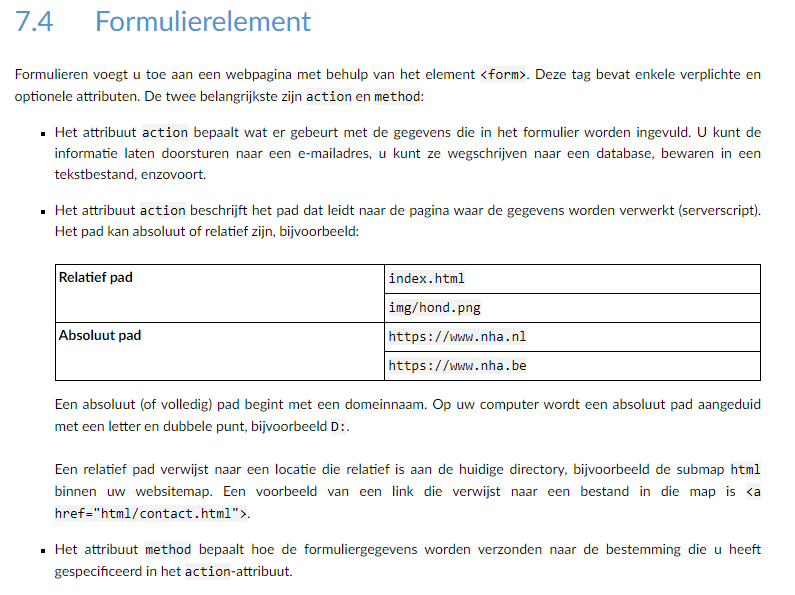


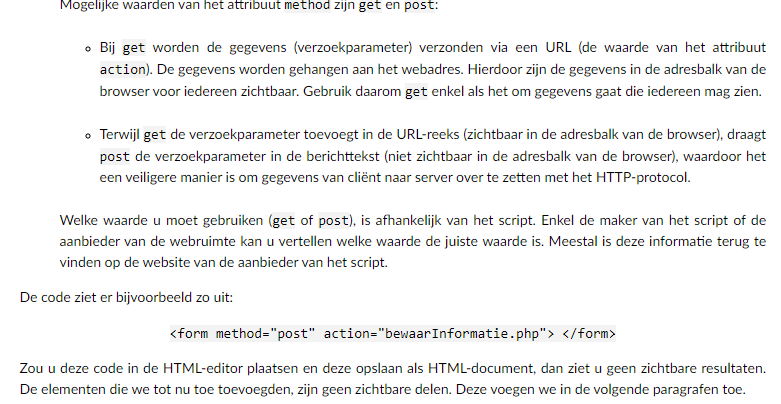


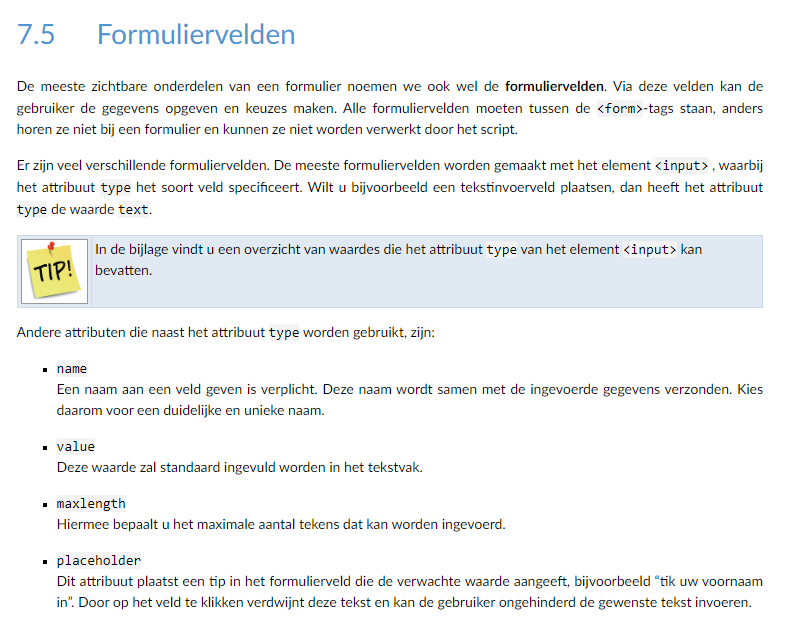
# **LES 7 – Formulieren**

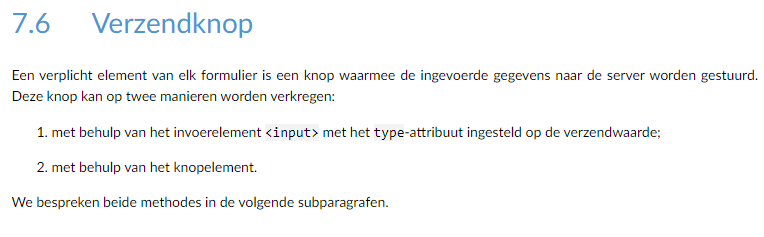


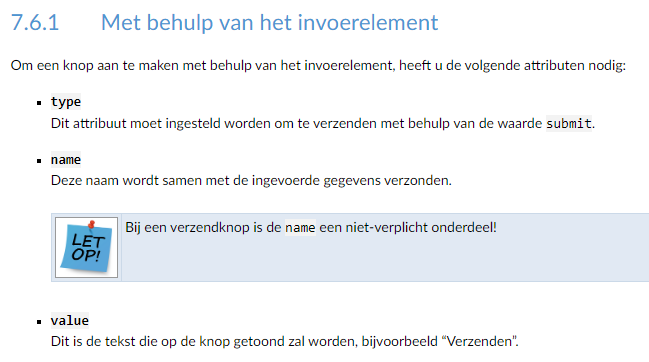


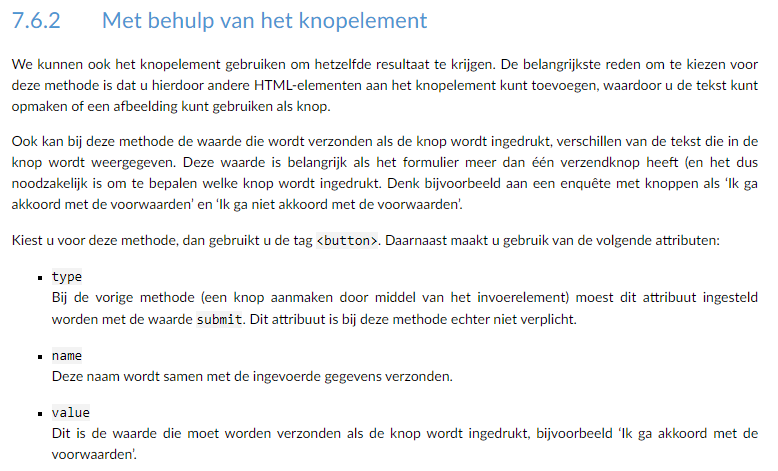


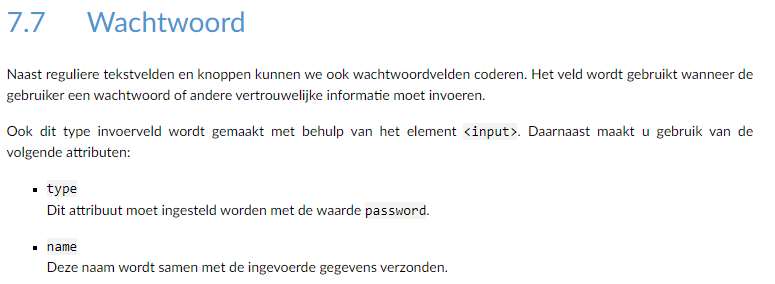


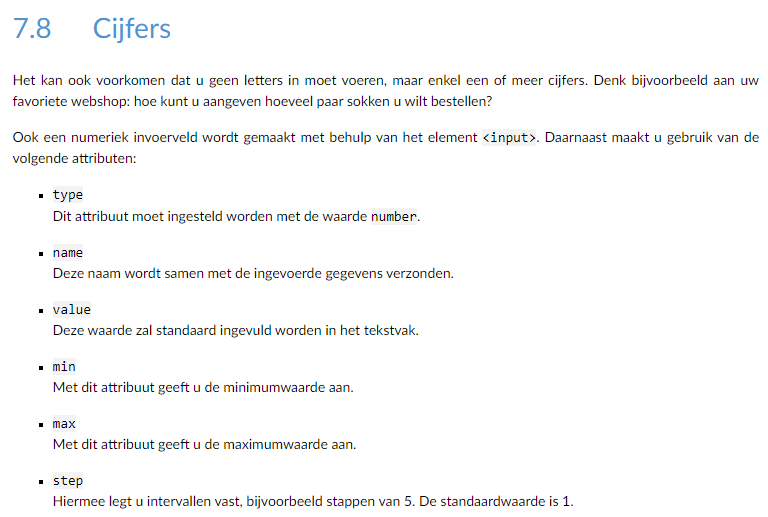




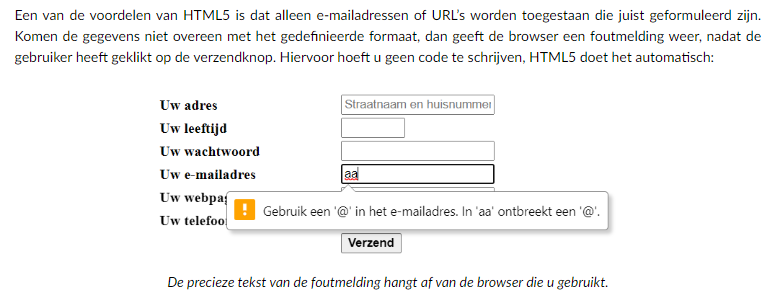


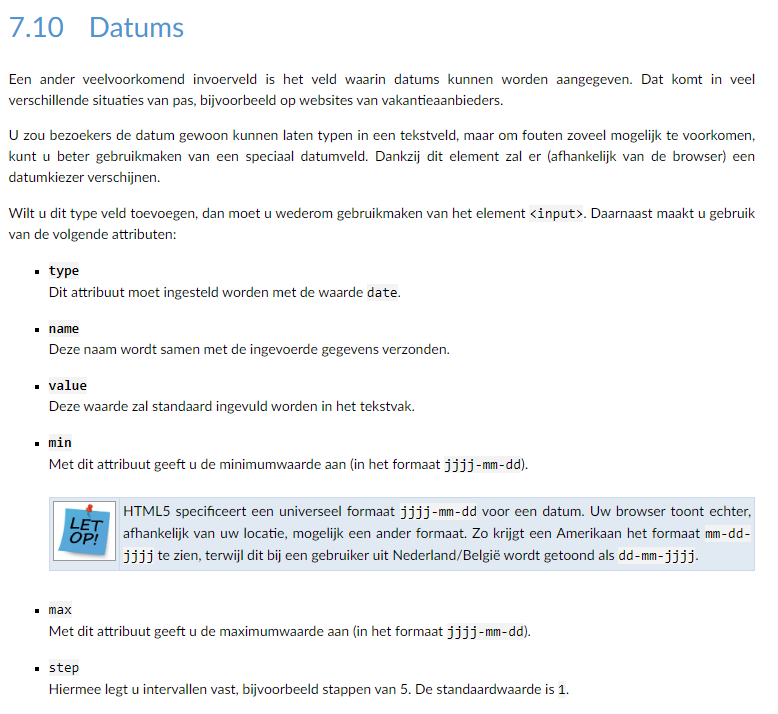




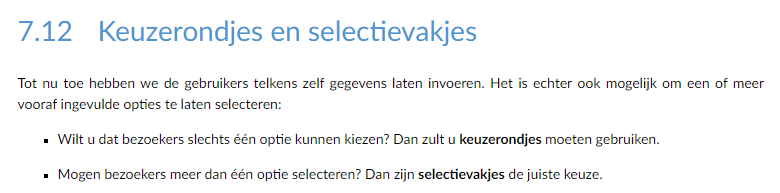


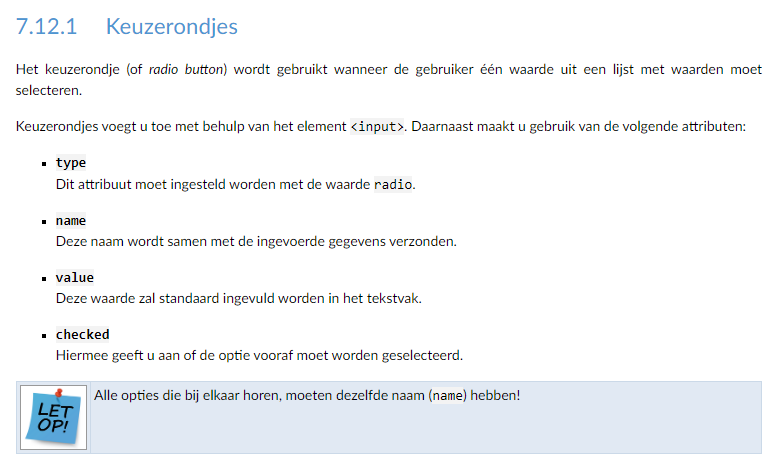


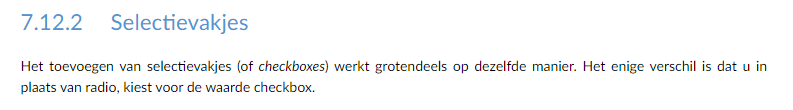


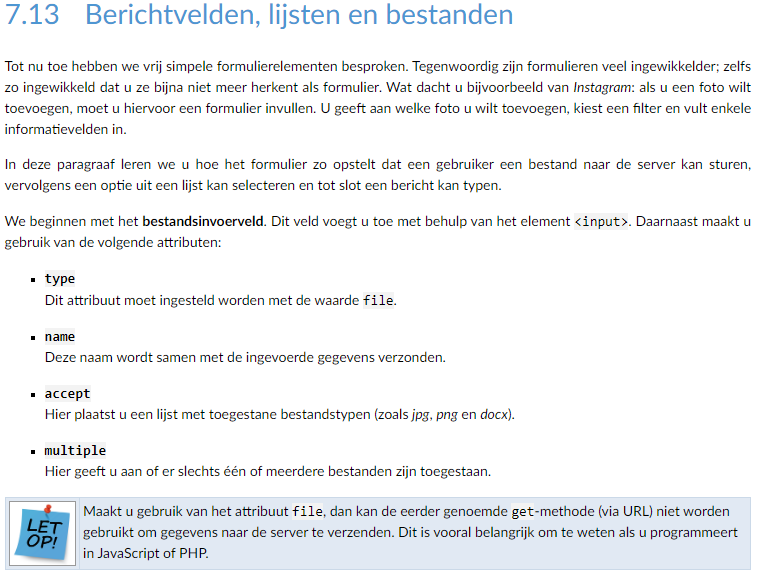


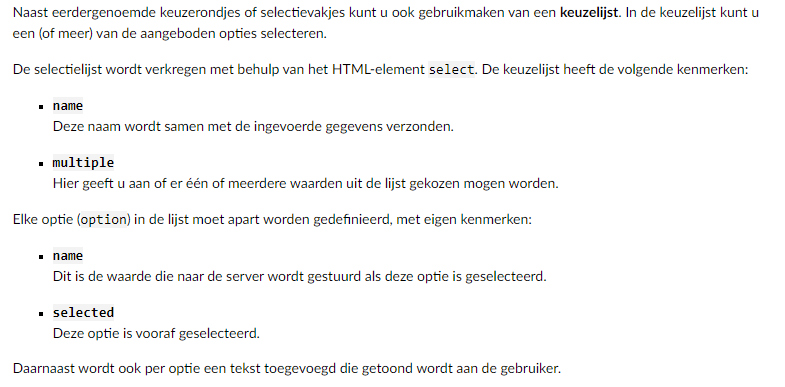


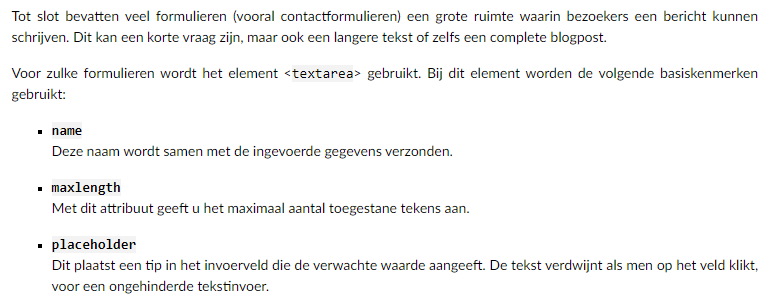


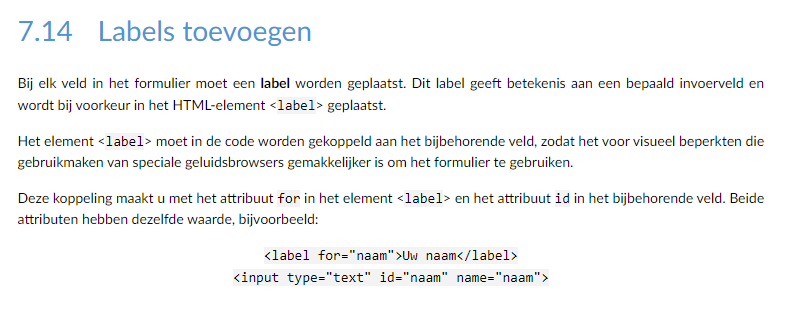






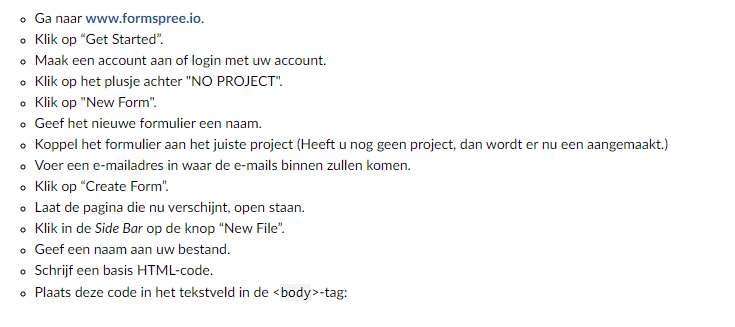


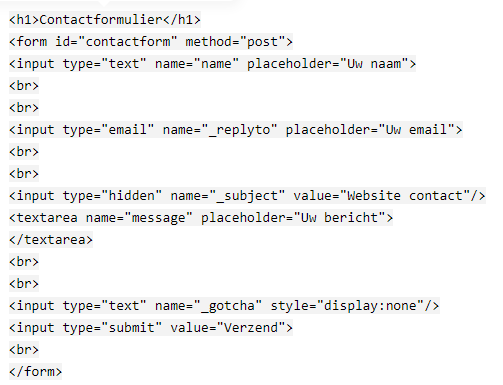






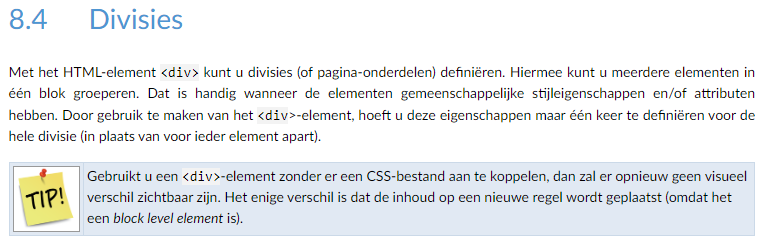




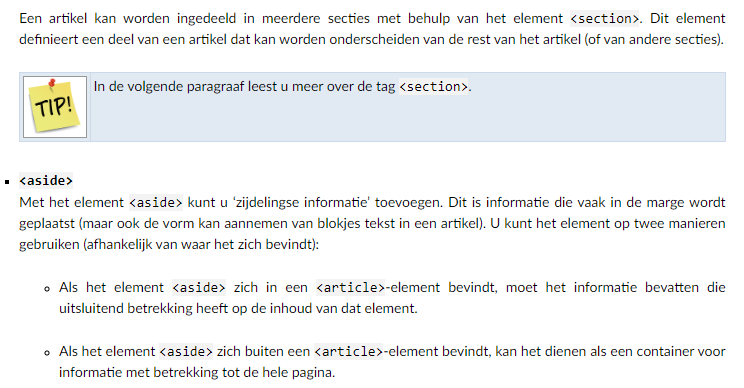


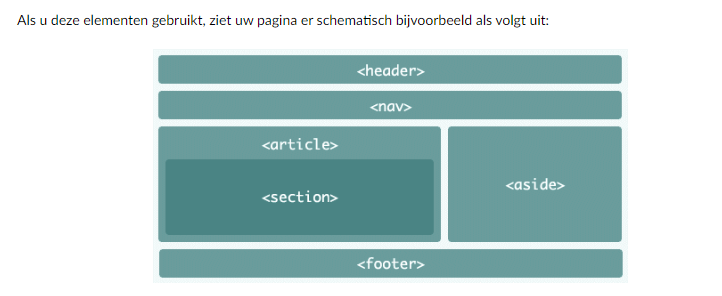
# **Les 8 – Klassen en ID’s**

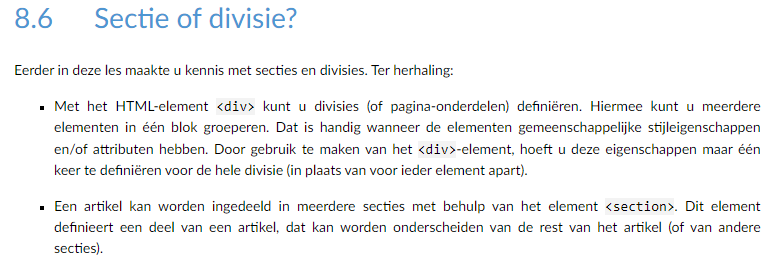


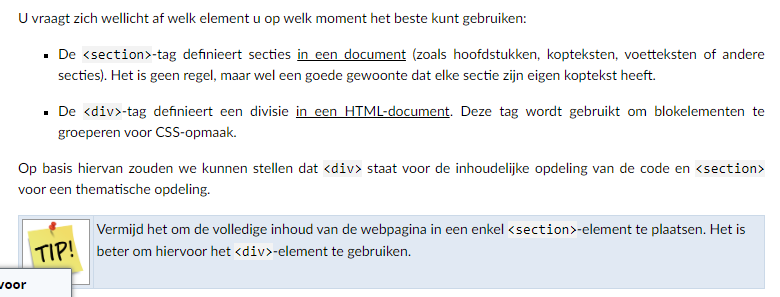


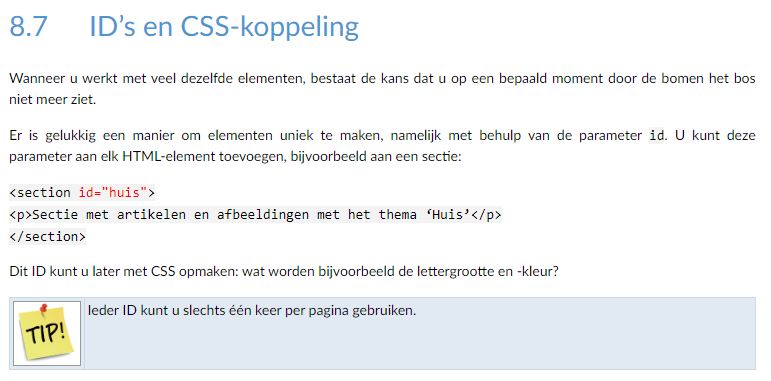


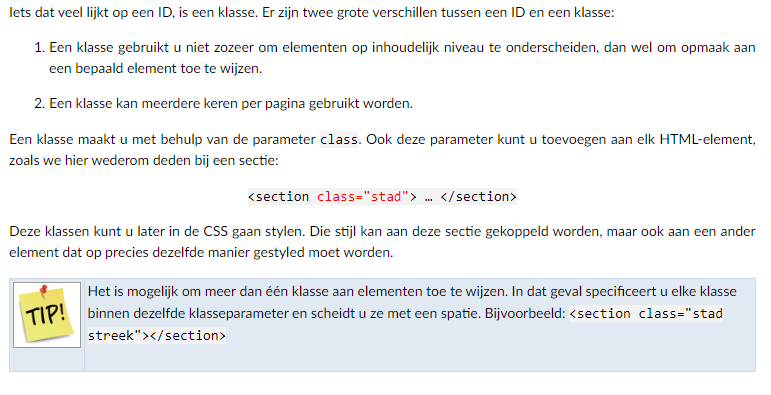




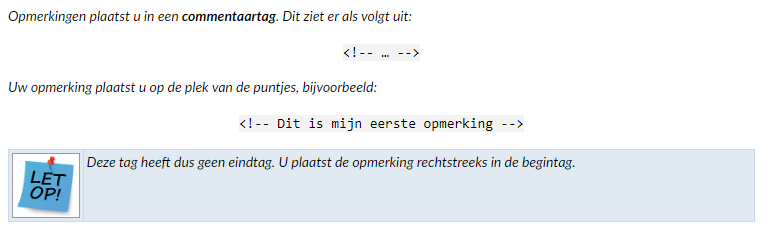


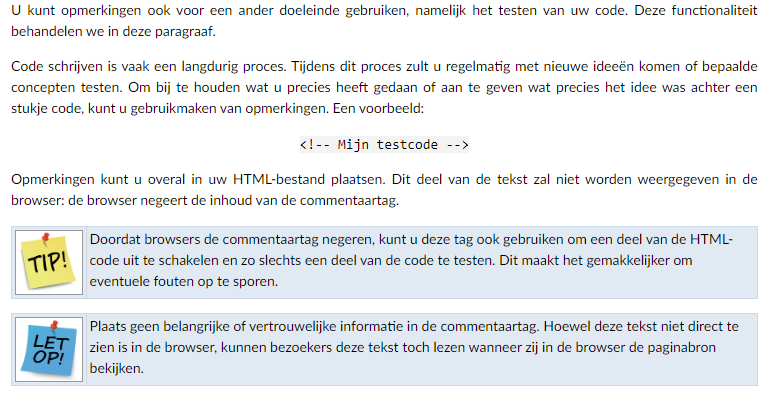








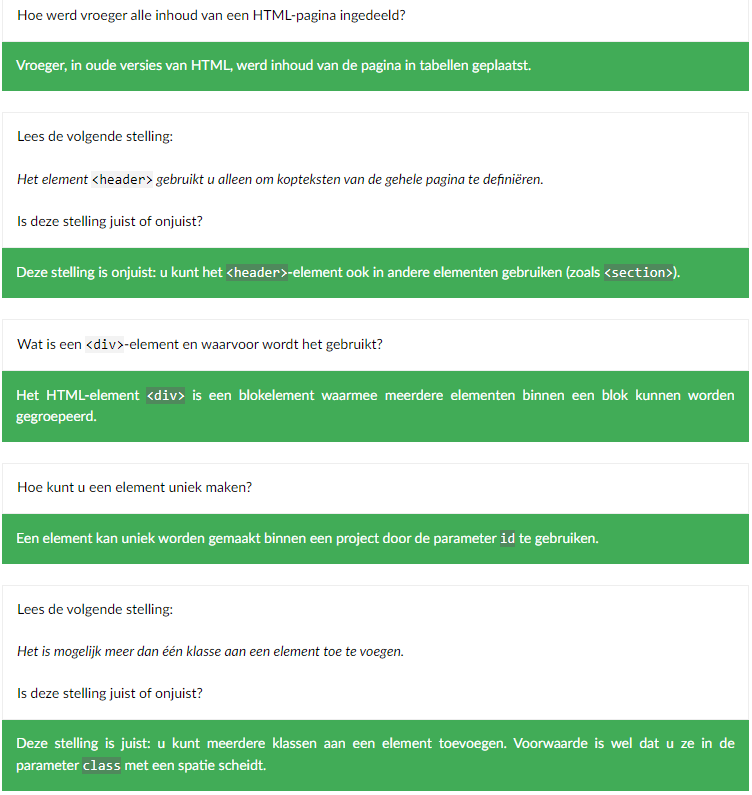


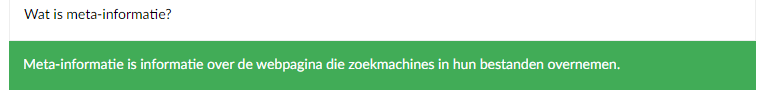




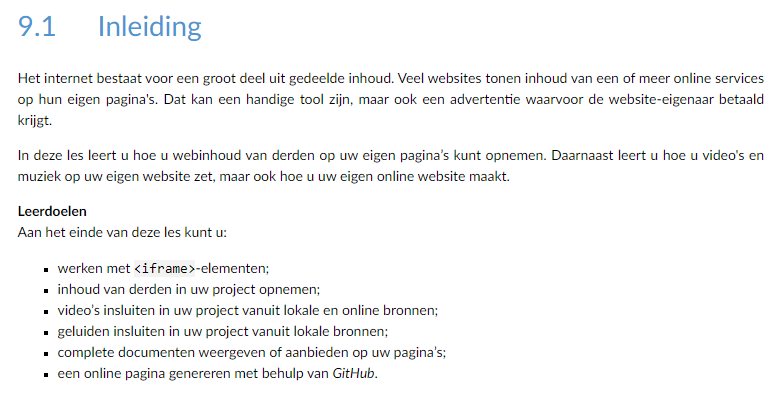




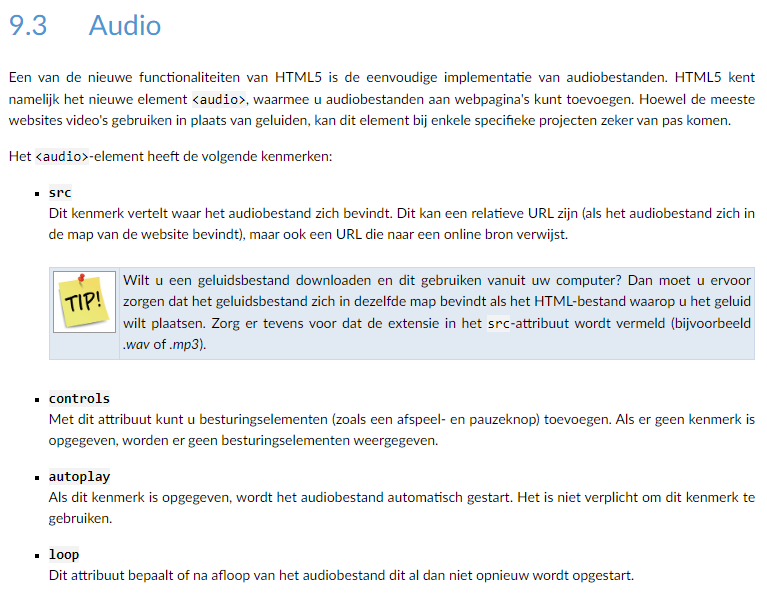


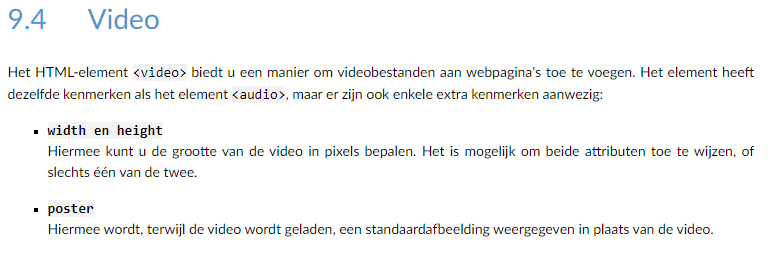


# **Les 9 – Media toevoegen**

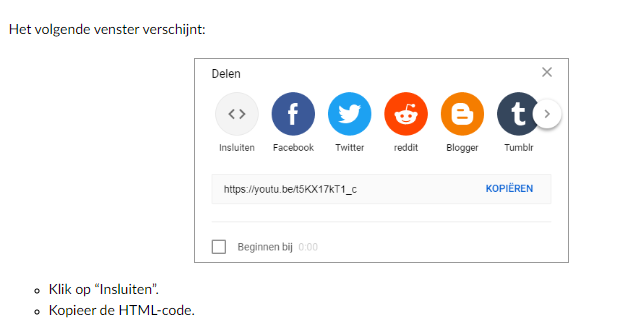




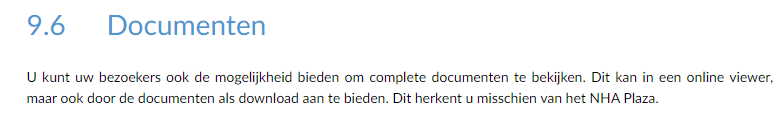


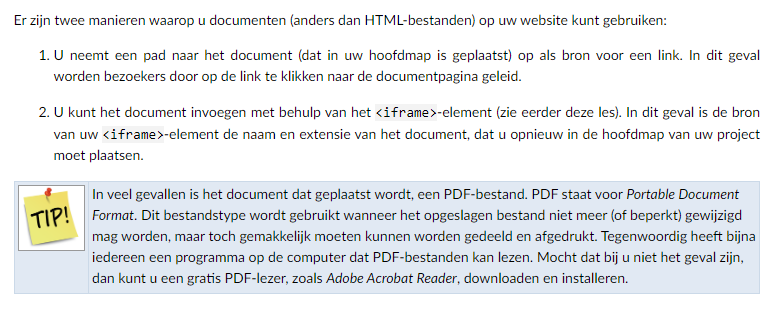


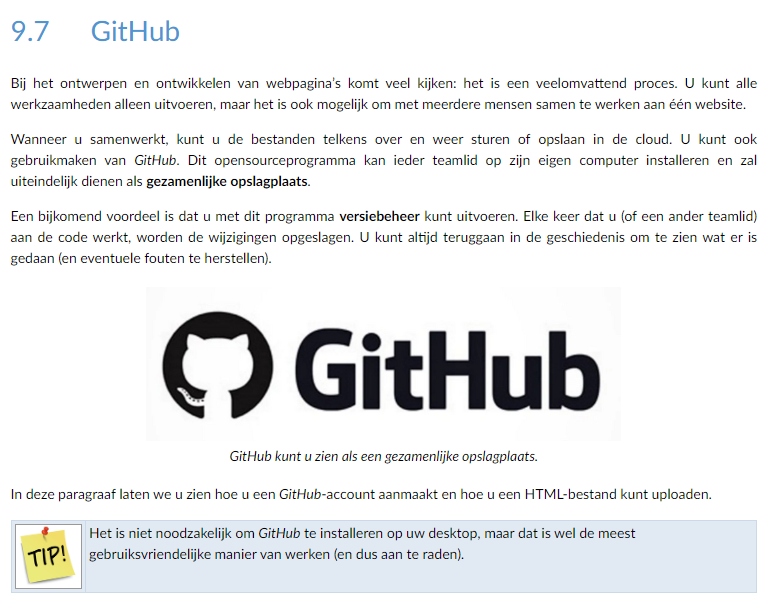












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