

While we're waiting, go through this checklist:

1. Do you have the downloaded software?  
Visual Studio Code, Google Chrome

2. Install the HTML Boilerplate plugin for  
Visual Studio Code.

See Canvas:  
Modules > [Code] Week 1 > HTML 5  
Boilerplate

**Happy  
September!**

## DISCUSSION

# Course Recap & Track Overview

## LECTURE

Why am I learning how to code?  
How does code impact design?

## GROUP ACTIVITY

What does it mean to “think like a coder?”

## BREAK

Reset

## DEMO

What is HTML and how do I use it?

## CLOSING

Recap, Q&A, Homework

# Course Recap & Track Overview

DISCUSSION

This class is all about designing  
for and within a digital context.

This class has two tracks.

**Product Design**  
**(Tuesdays)**

**Code**  
**(Fridays)**

This class has two tracks.

**Product Design**  
**(Tuesdays)**

**Code**  
**(Fridays)**

In this class, I will teach you how to use code as a method to design, and to apply design principles to coding.

# Track Structure (Code)

## HOMEWORK

Submit a website  
(Weekly)

Coding “in-class” or “take-home” exercises  
(Nothing creative, but very helpful!)

Coding design homework  
(1-week span)

## PROJECTS

Larger coding projects  
(4-week span)

## Before Class (Code)

- Complete homework and assignments

## In Class (Code)

- In-class demos & workshops
- Class discussions
- Group critiques on major assignments
- Small-group discussions/critiques
- Individual meetings

## Tools

- Visual Studio Code
- Google Chrome
- A Github account

## Crits

Like most other design classes, we will hold design crits. This will most often be for your multi-week coding projects.

Most importantly:

**Just have fun.**

Any questions?

# Why am I learning how to code?

“A product designer may do minimal front-end coding, conduct user research, design interfaces, or create visual assets.

From start to finish, a product designer helps identify the initial problem, sets benchmarks to address it, and then designs, tests, and iterates on different solutions....”

# The range of using code as a designer:

Designer

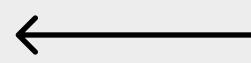


Developer



# The range of using code as a designer:

Designer



Well-informed  
product designer

Developer



**Flask & Field | Dev Notes**

**F&F Shopify Designs / Flask & Field | Dev Notes**

**Design Prototype**

**Page** E5E5E5 100%

**Local variables**

**Text styles**

**H1** 96/110  
**H2** 64/110  
**H3** 48/110  
**H4** 32/110  
**H5** 22/110  
**Ag Subheading** 20/110  
**T Body 1** 16/140  
**Ag Body 2** 14/150  
**Ag Detail** 14/110  
**Ag Button Text** 12/110  

**Color styles**

**Dark Blue**  
**Background Colors**

**Export**

**Pages**

- R5 - SIBLING DEV EDITS
- R3 - Full Website Final Revisi...
- Events exploration
- Site Map
- Group 149
- product\_placeholder\_img
- # PDP - Missing Photo
- Screen Shot 2022-10-11 at 8.09 1
- Screen Shot 2022-10-11 at 8.04 1
- Screen Shot 2022-10-11 at 7.59 1
- # flask-and-field-cheers-wave-2 1
- # Frame 25799
- Star 5
- Star 4
- Star 3
- T in elina's github branch
- Star 6
- Arrow 7
- T moonclerk :before
- Arrow 6
- T .label
- Arrow 5
- Arrow 4
- pantry
- mixers
- garnish
- Rectangle 106
- Arrow 3
- Arrow 2
- sticky note template
- Group 184

**Layers** Assets ↵ R5 - ... ^

**Home** FLASK & FIELD

PARALLAX IMAGE SCROLL: MAX HEIGHT GROWS UPWARD IN HEIGHT

HOVER, DROP SHADOW

BASIC ANIMATION: IMAGE ROTATED INFINITELY  
NICE TO HAVE: IMAGE SPIN WITH SCROLL

NICE TO HAVE OUT OF SCOPE: more moving supports different scroll-dependent speed

NICE TO HAVE ALT: allows for alt text horizontally

DEFAUTL: static size

PARALLAX IMAGE SCROLL

PARALLAX DETAILS: HOMEPAGE INTERACTION: Hovering over The Club will have border radius on sticky badge

NICE TO HAVE: "marquee" NICE TO HAVE ALT: this may not get there

DEFAUTL: static size

DEFAULT: static image

OUT OF SCOPE: this needs to be communicated or figma needs to help from figma team or we can't convert this to vector image

**Home - Hover** FLASK & FIELD

FLASK & FIELD

SILENT BOUNCE OR SMOOTH SMOOTH WINDOW BLINDS - MESSAGE

**Mobile ~ 1** FLASK & FIELD

FLASK & FIELD

**Menu** FLASK & FIELD

Shop The Club Events About Location Account

**Menu** FLASK & FIELD

Shop The Club Events About Location Account

NICE TO HAVE: static to have scroll-dependent speed

NICE TO HAVE ALT: infinite CSS spin or any movement of scroll at all

DEFAULT static

**sticky note te...**

CREATE ABILITY TO ADD CUSTOM BLOCKS TO THE DESIGNER

THREE CASES:

1. NO CUSTOM LINES: IS DELETED
2. ONE LIM:
3. TWO CUSTOM LIND: IS DELETED

DETAILED: based on the number of lines, the width of the line, the height of the line, the width of the page

OR: MAYBE HEIGHT: based on the width of the page

OR: LINE FIELDS:

- IMAGE: static
- LINE: static
- LINE: TEE: wicker
- LINE: TEE: solid

**Shop** FLASK & FIELD

Shop The Club Events About Location Account

**Page** E5E5E5 100%

**Local variables**

**Text styles**

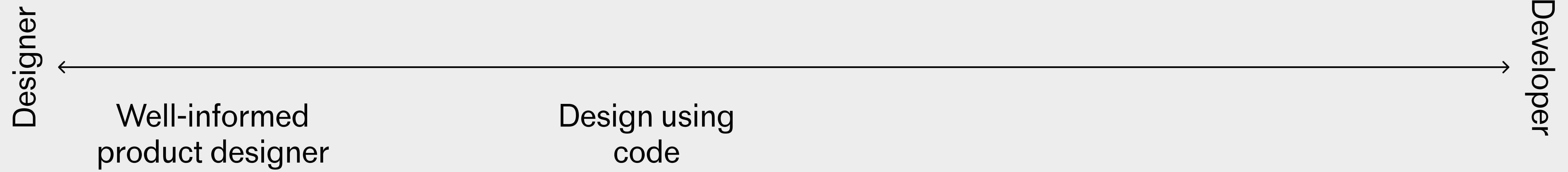
**H1** 96/110  
**H2** 64/110  
**H3** 48/110  
**H4** 32/110  
**H5** 22/110  
**Ag Subheading** 20/110  
**T Body 1** 16/140  
**Ag Body 2** 14/150  
**Ag Detail** 14/110  
**Ag Button Text** 12/110  

**Color styles**

**Dark Blue**  
**Background Colors**

**Export**

# The range of using code as a designer:

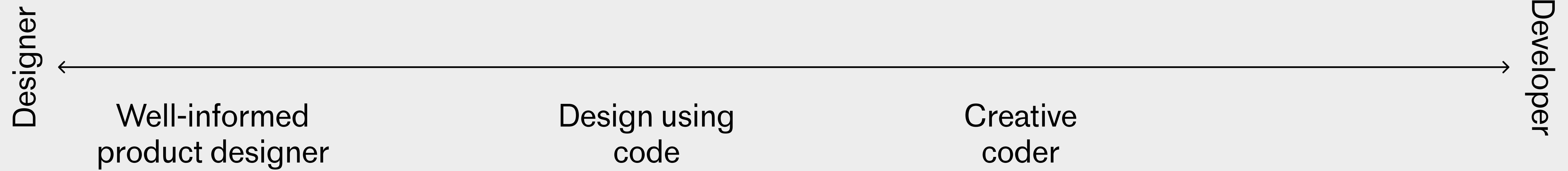


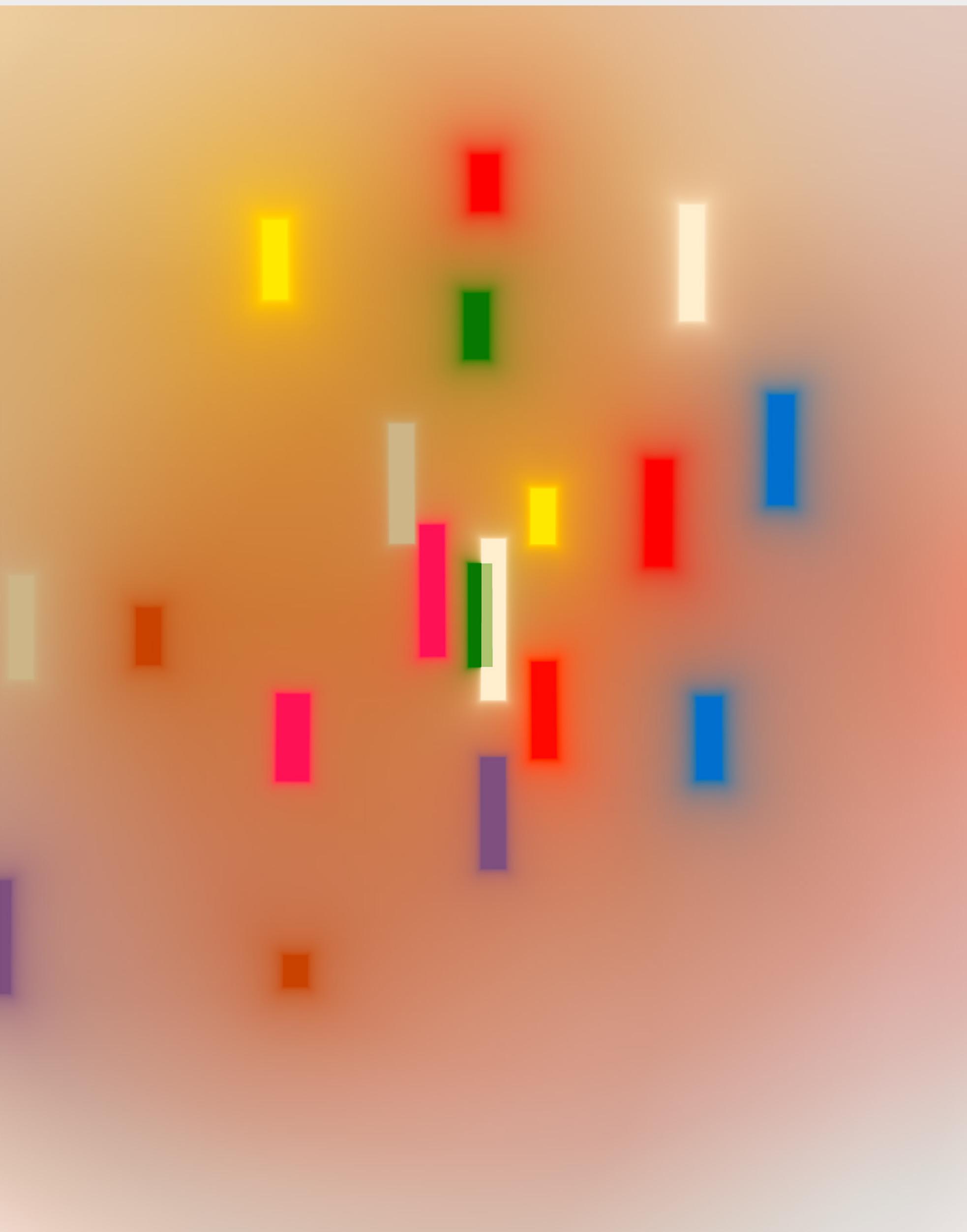
“What’s more, they also developed the Symphosizer, an interactive tool that adds a visual layer to your classical mix on Spotify. Just turn the music up loud, and the Symphosizer will respond to the dynamic qualities of the music as type swells and grows on the screen.”

SF Symphony (Collins)

The image shows a dark-themed application window titled "SF SYMPHONY". The main title "SF SYMPHONY" is displayed in large, white, serif capital letters. Below it, the word "SYMPHOSIZER" is written in a smaller, white, sans-serif font. In the center, there is a large, bold, white text that reads "TURN ON YOUR MIC. TYPE SOMETHING. MAKE SOME NOISE." A "PLAY" button is located below this text. At the bottom, there is a toolbar with various icons and labels: "SHOW/HIDE TOOLS" (with a plus sign icon), "PLAY WITH CURSOR", "BACKGROUND COLOR", "ALIGN TEXT BOTTOM", "TEXT COLOR", "SHUFFLE COLORS", "PLAY WITH SOUND & ADJUST SENSITIVITY" (with a microphone and cursor icon), "ALIGN TEXT TOP", and "SHOW INFO" (with an info icon). The overall design is minimalist and modern.

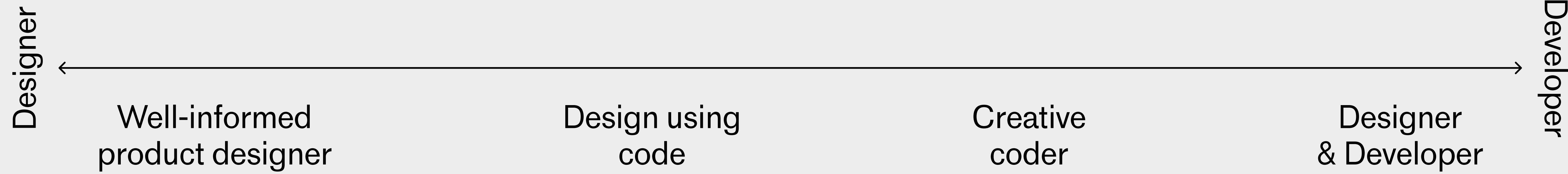
# The range of using code as a designer:





Zach Lieberman

# The range of using code as a designer:



A large, light gray placeholder image featuring a faint, dark gray silhouette of a person's head and shoulders. Overlaid on this silhouette is the text "Photo Unavailable" in a bold, white, sans-serif font.

Photo  
Unavailable

# How does code impact design?

# 5 Ways

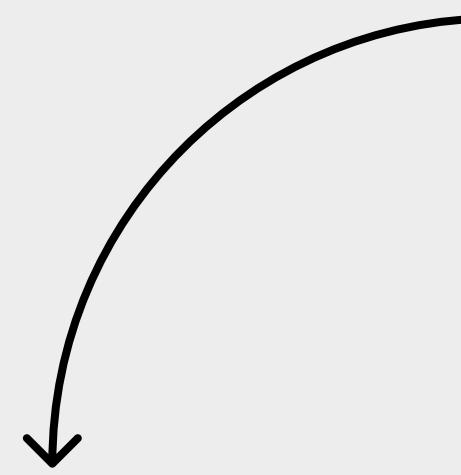
## As speculated by Talia Cotton

# 1. Code can make design **interactive**

**Interactive:**  
allowing a two-way flow of information  
between a computer and a computer-user;  
responding to a user's input.

Interactive:

allowing a **two-way** flow of information  
between a computer and a computer-user;  
responding to a user's input.

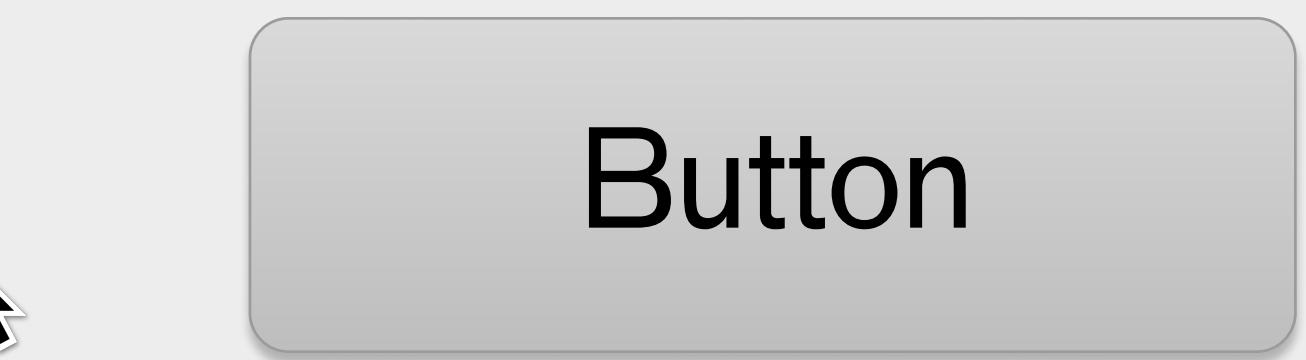


There's an input  
and an output

# 1. Hover



# 1. Hover



1. Hover
2. Click



1. Hover
2. Click



**1. Hover**

**2. Click**

**3. Mouse position**



- 1. Hover**
- 2. Click**
- 3. Mouse position**



**1. Hover**

**2. Click**

**3. Mouse position**



**1. Hover**

**2. Click**

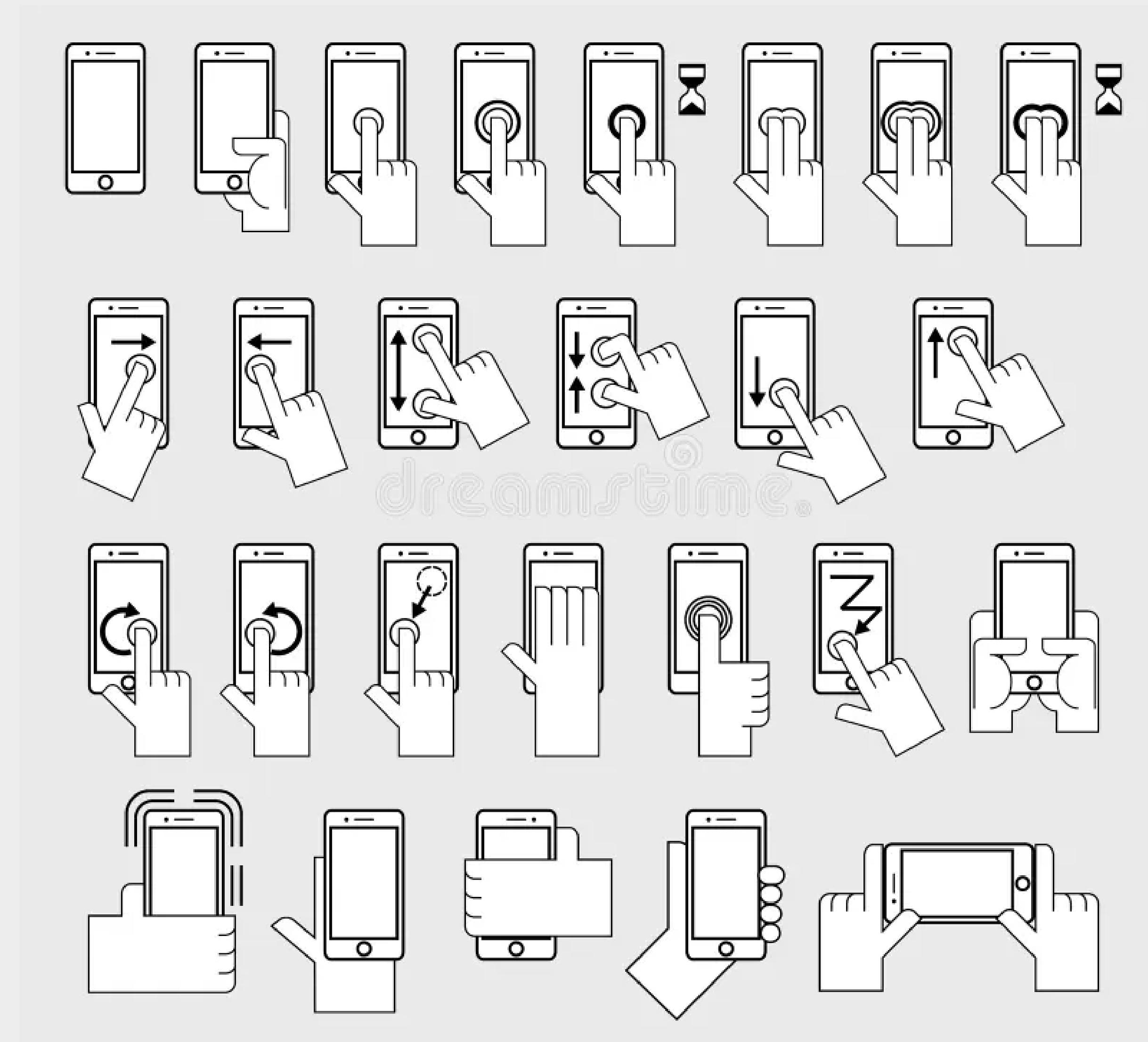
**3. Mouse position**



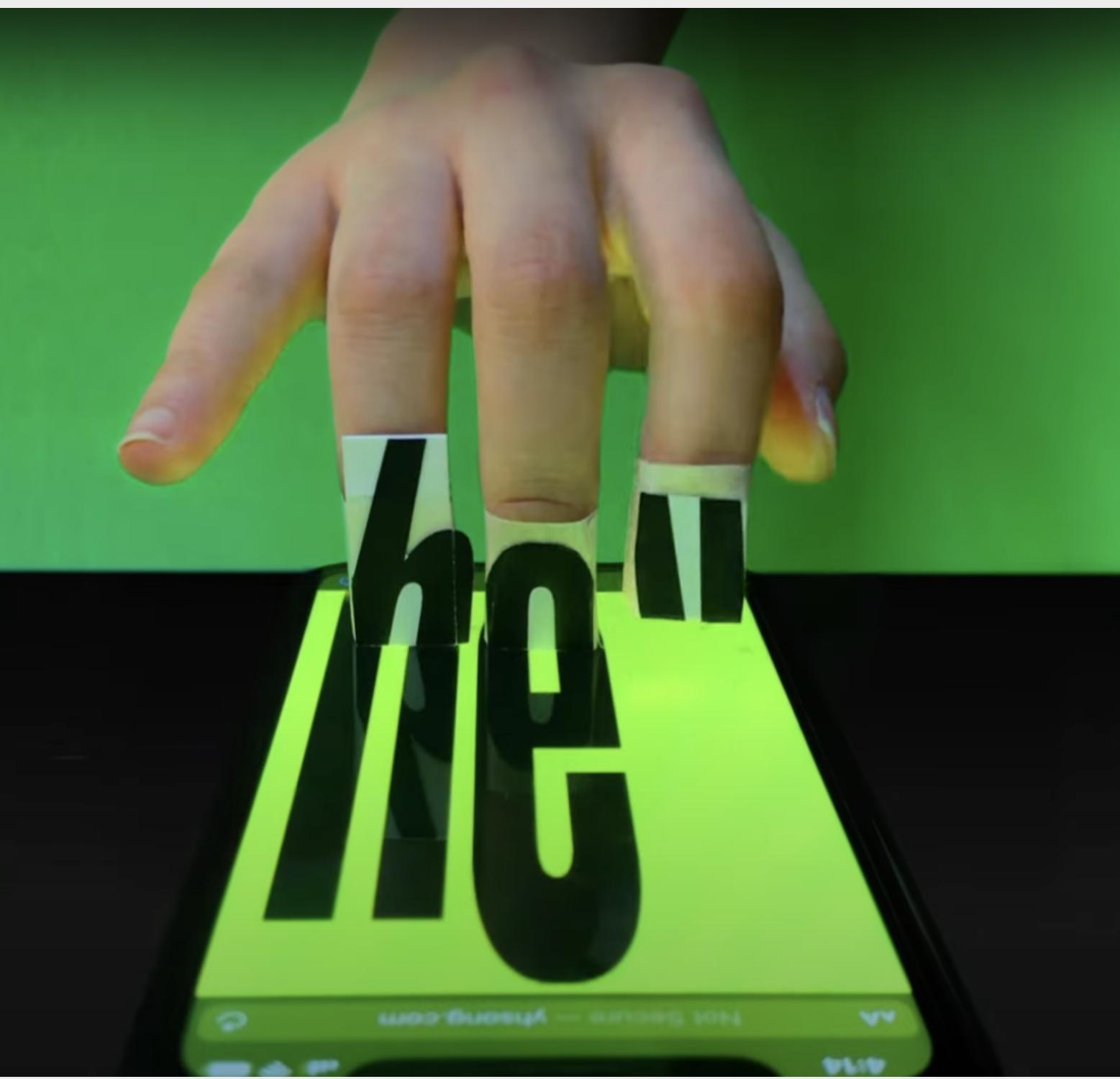
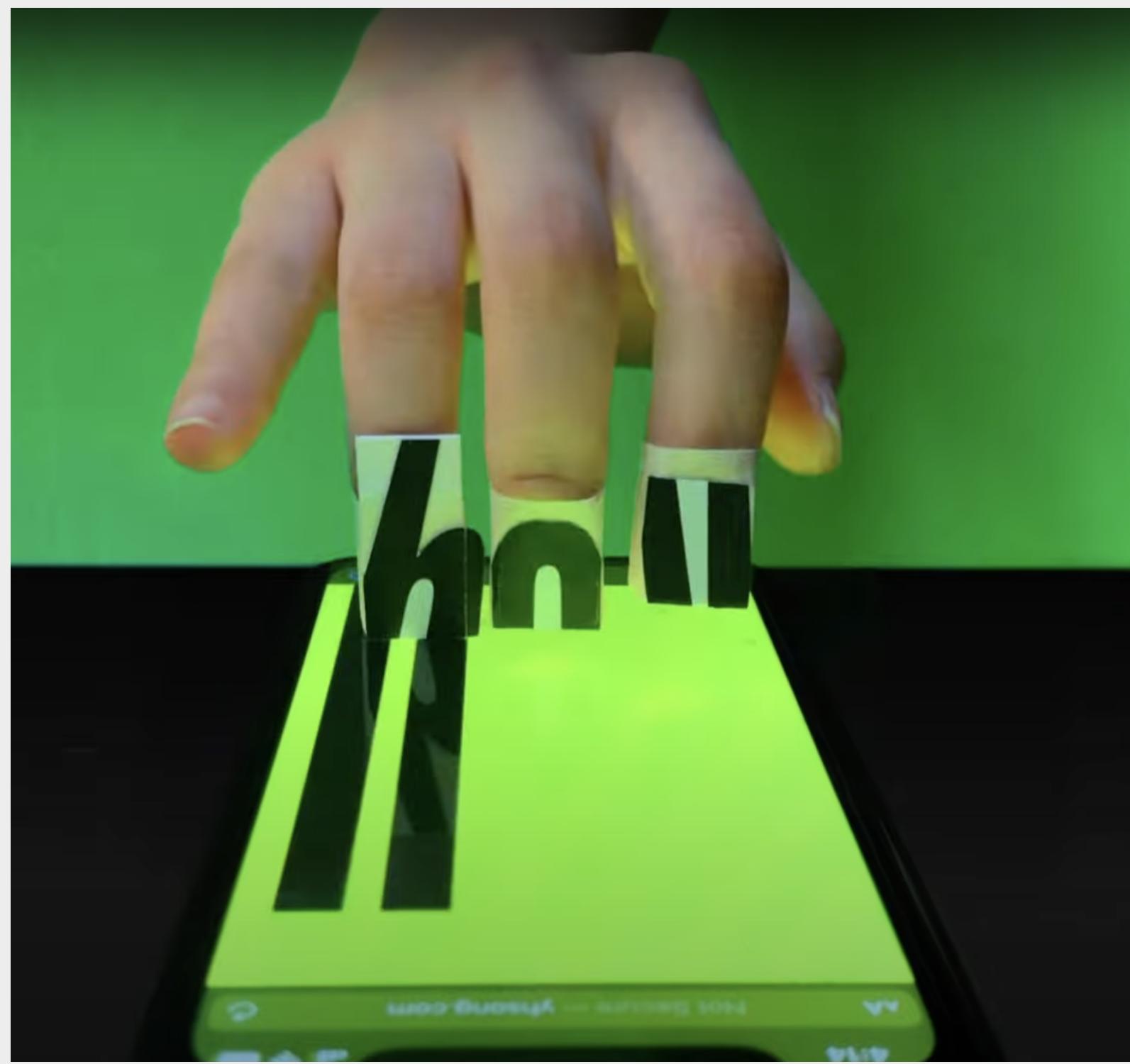
1. Hover
2. Click
3. Mouse position
4. Type



1. Hover
2. Click
3. Mouse position
4. Type
5. Drag
6. Scroll
7. Double tap
8. Gestures
9. ...



# EMAIL FOLLOW



hey (Yehwan Song)

**INPUT**

Animation

**OUTPUT**

Horizontal Vertical

Rows

Row Offset

Columns

Column Offset

Ease

**COLOR**

Invert Background

Black and White

Reset



**CONTENT**

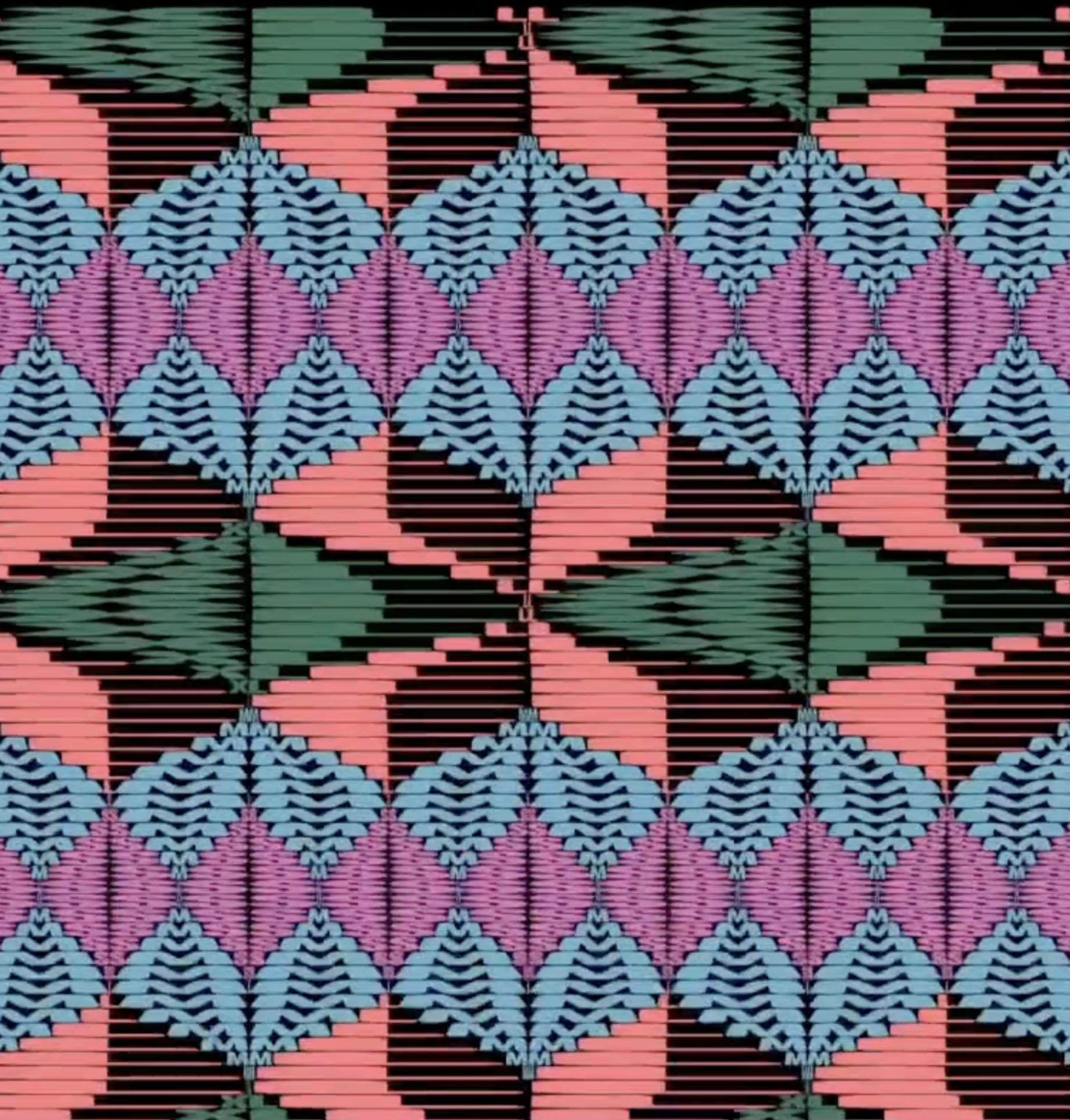
Reset

S

M

L

XL



1080 1080 (1x1)

II 0f [373f] 800f

Speed

Record f start: 0 f duration: 90 Export .jpg



smXL (Dia Studio, 2023)

## 2. Code can make design generative

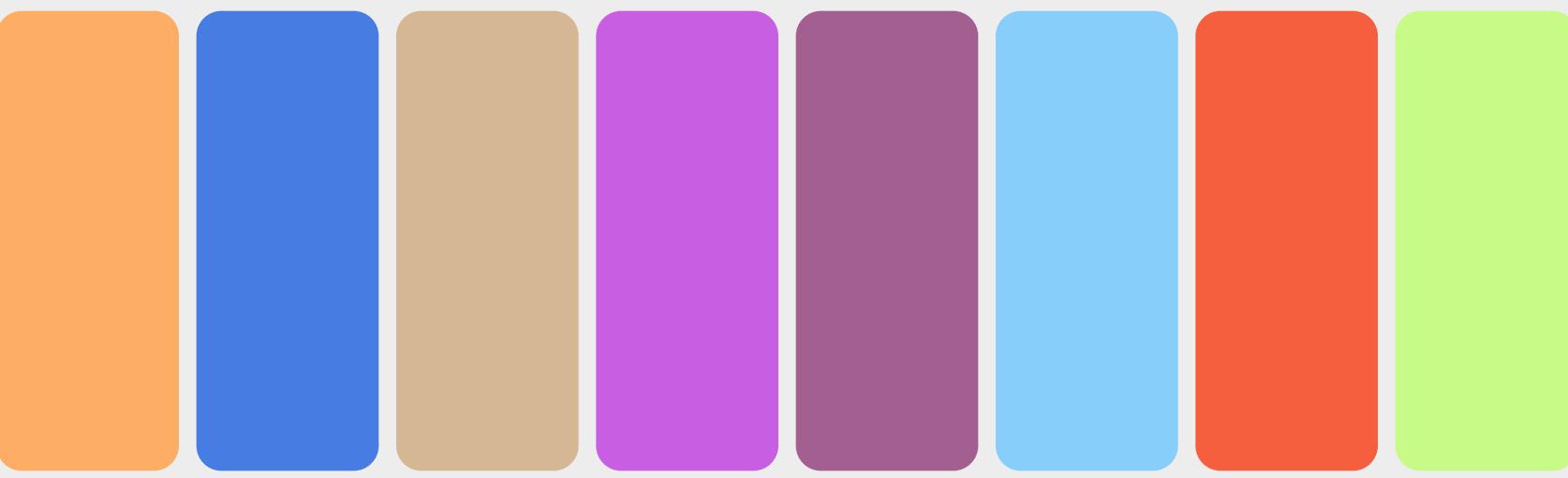
**Generative:**  
having the power or function of generating,  
originating, producing, or reproducing.

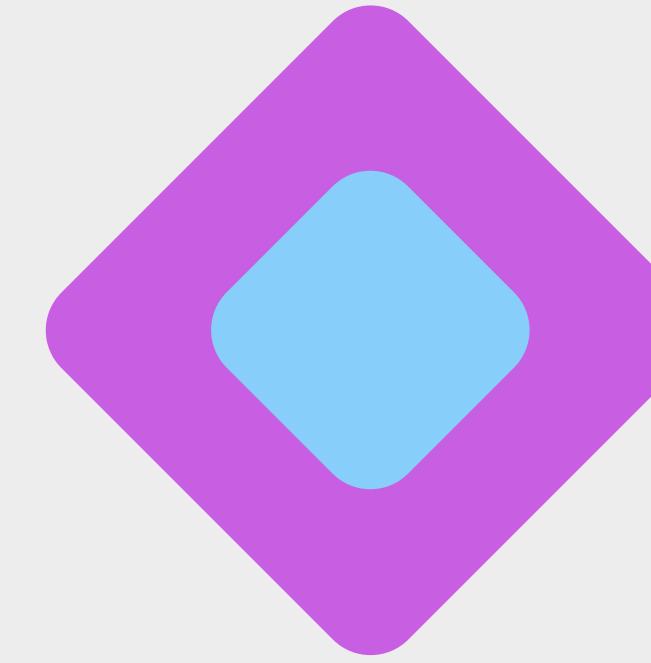
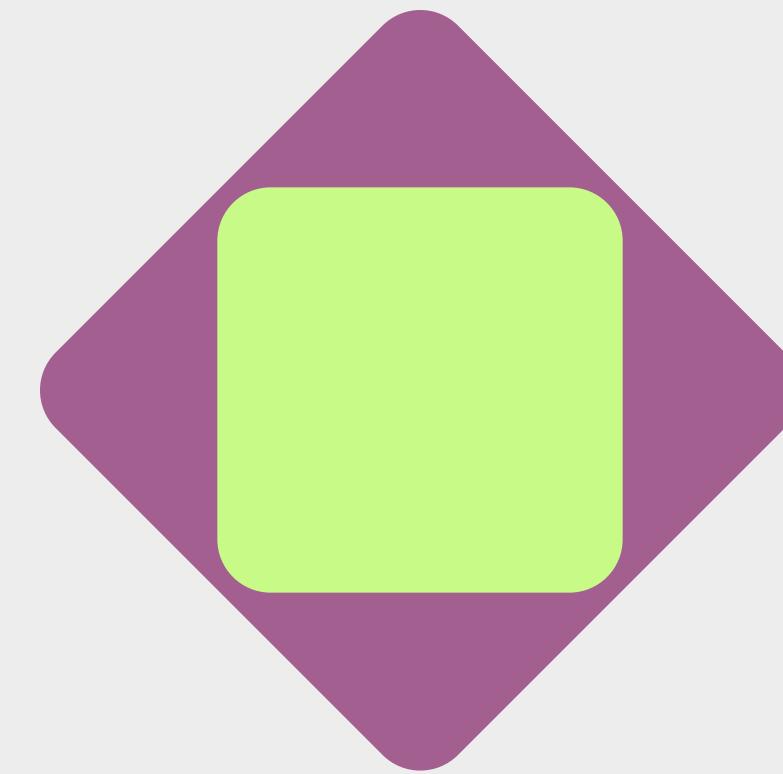
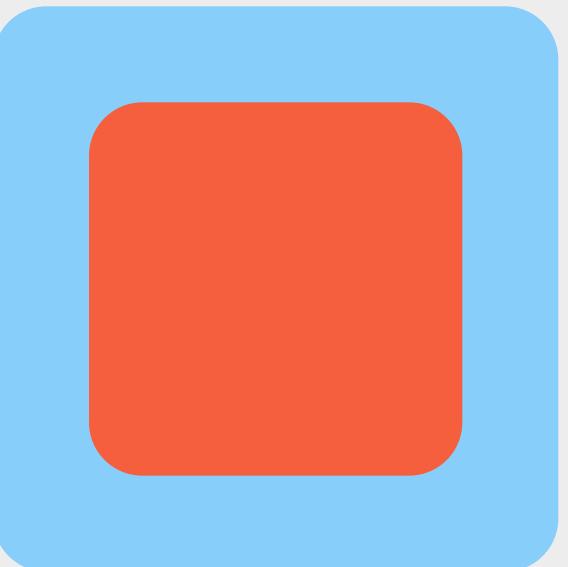
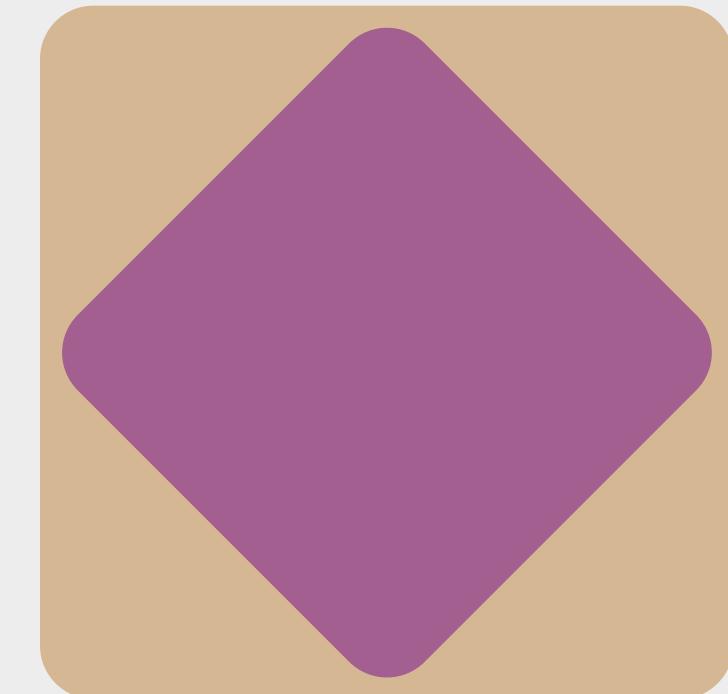
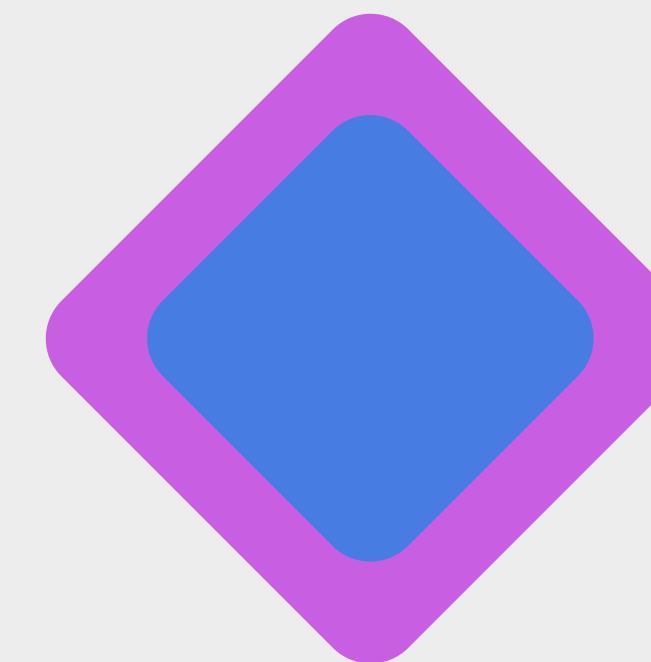
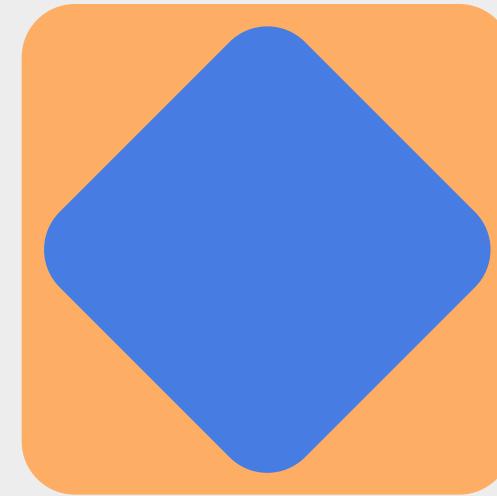
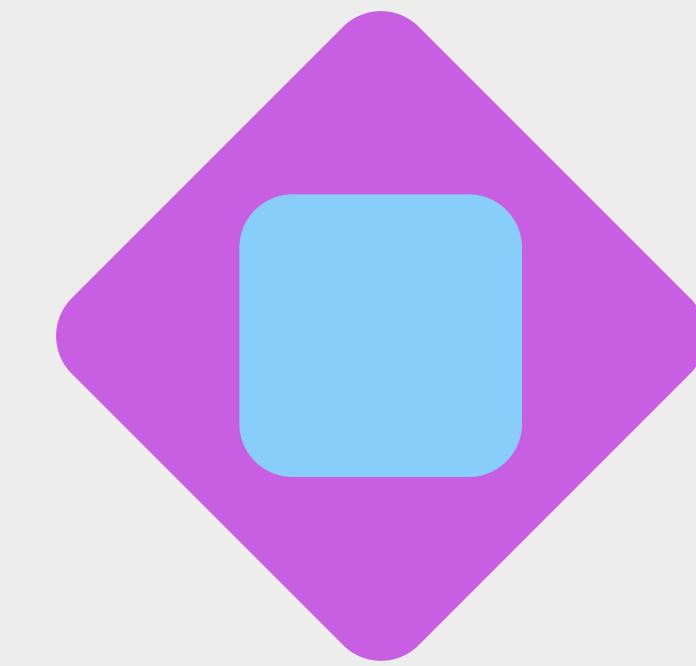
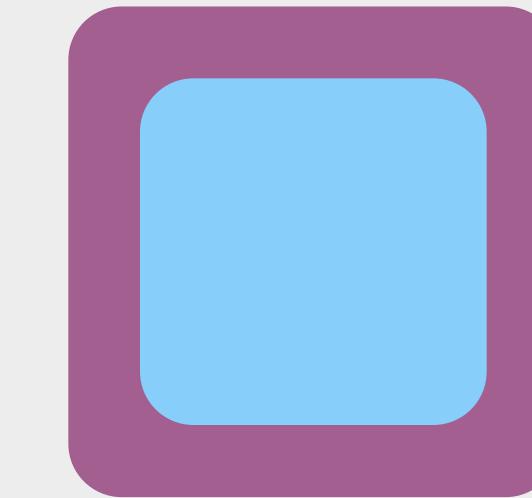
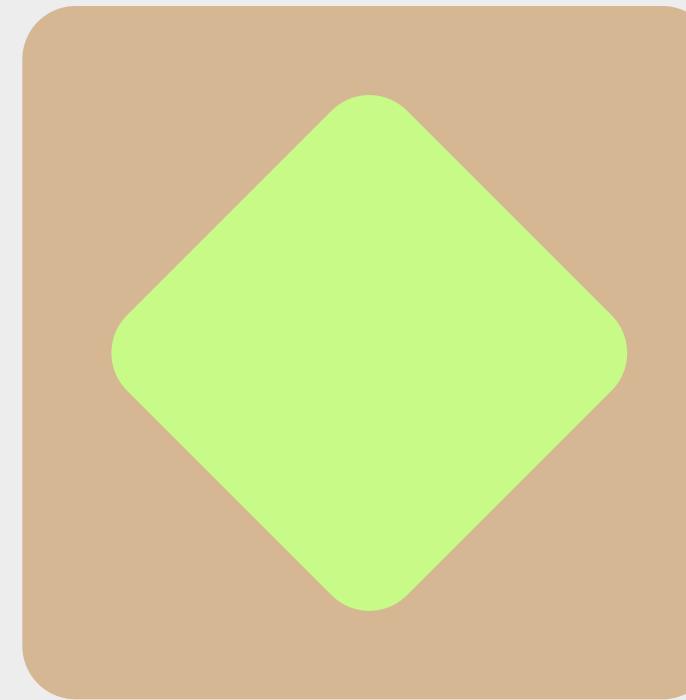


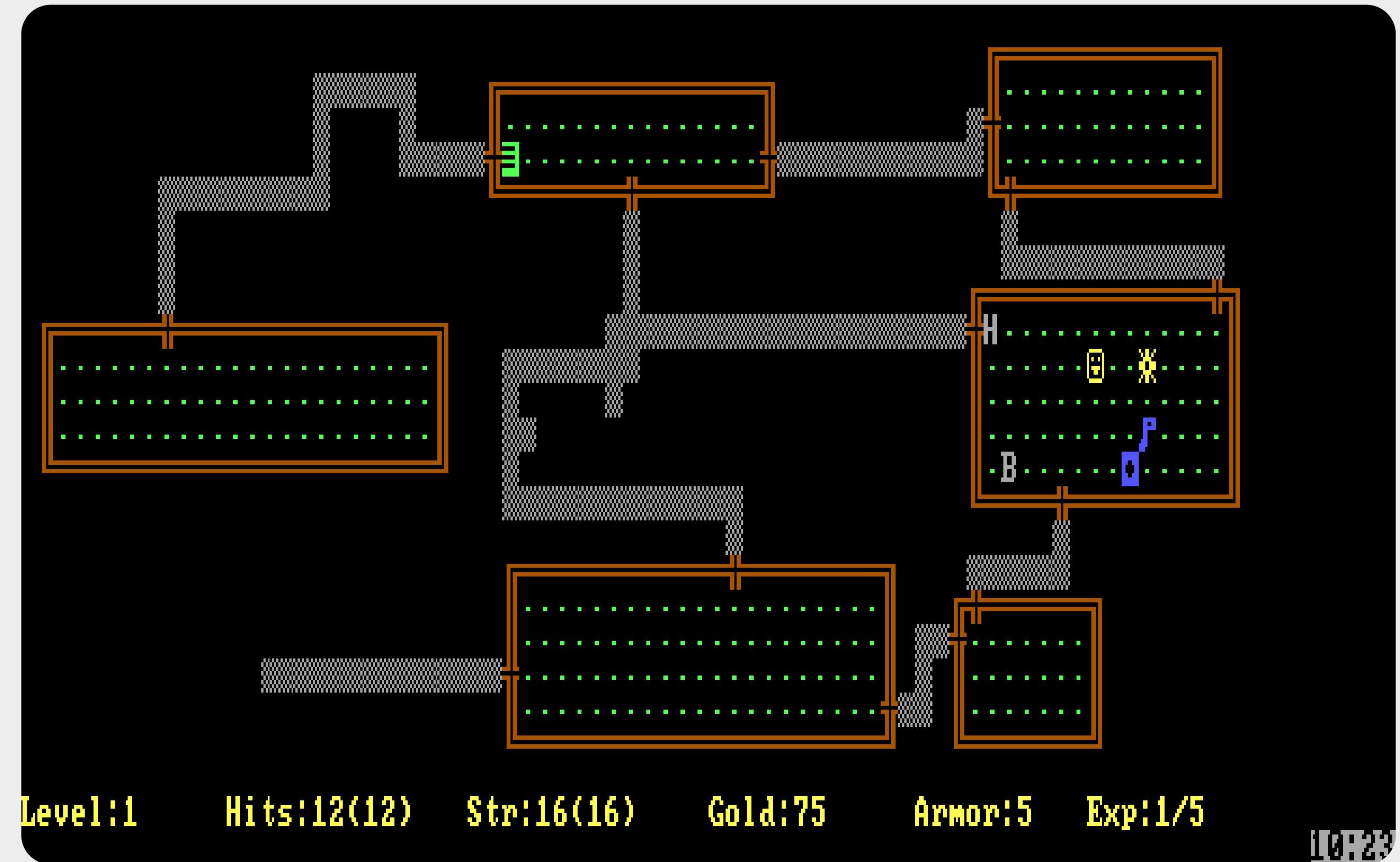
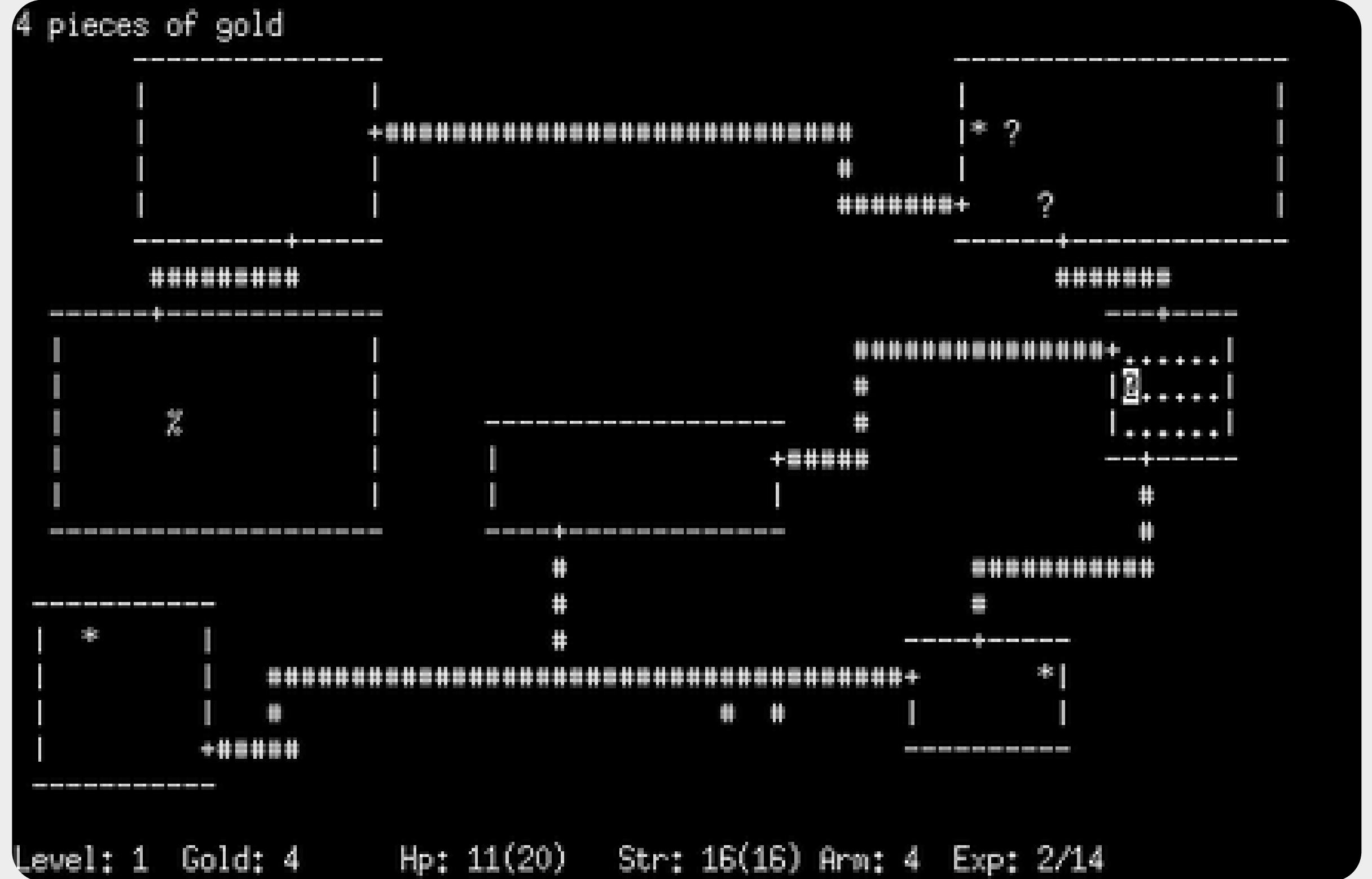
+



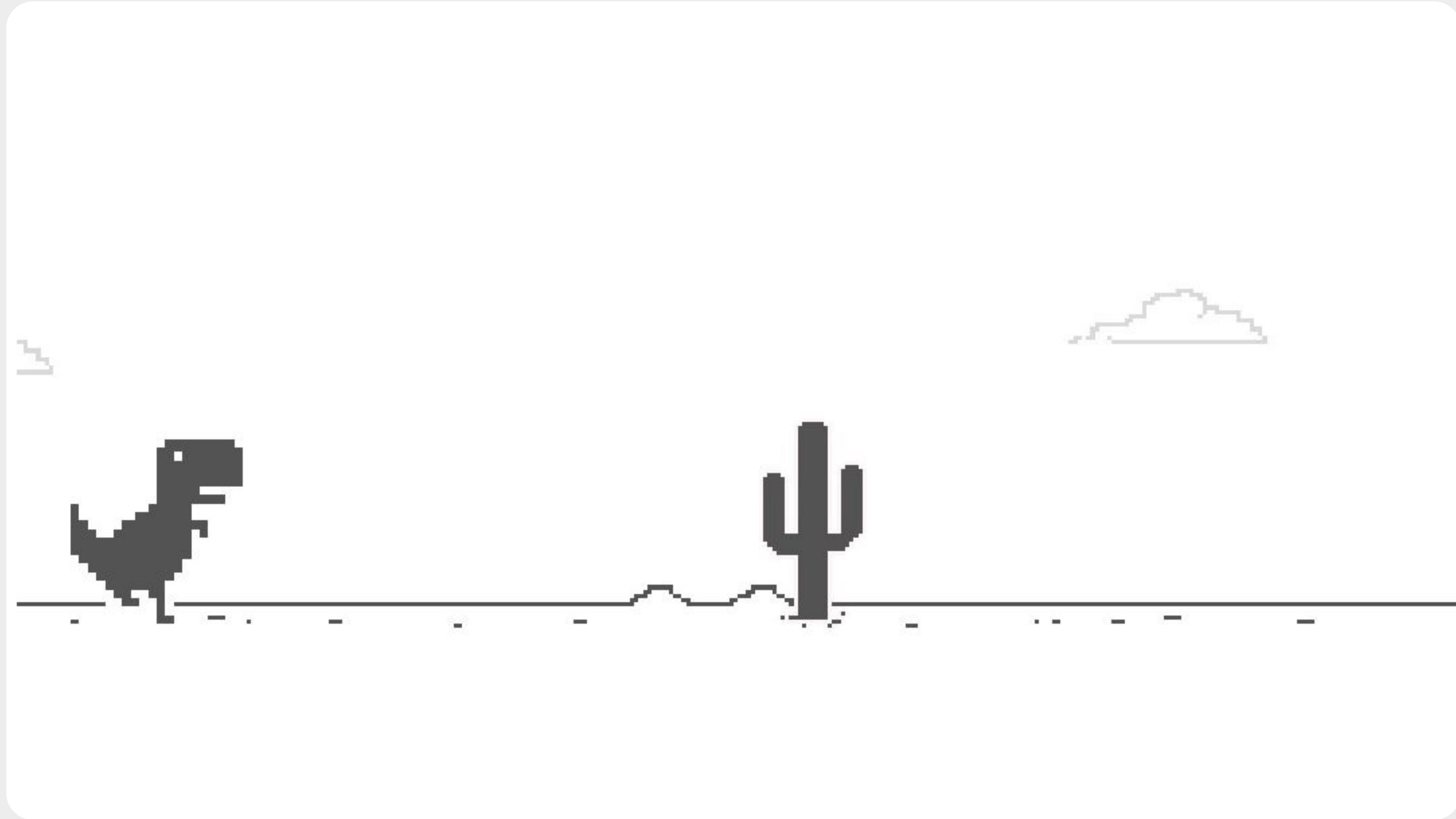
+







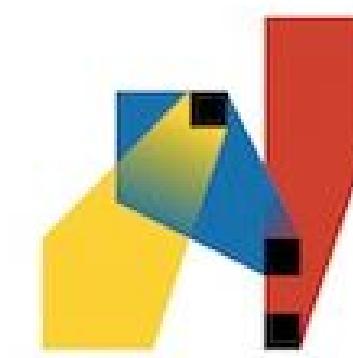
Rogue (procedurally generated game) (1980)



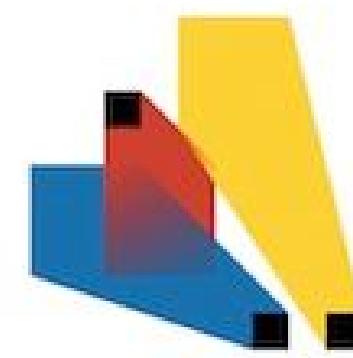
Dinosaur Game (Chrome)



**MIT MEDIA LAB**



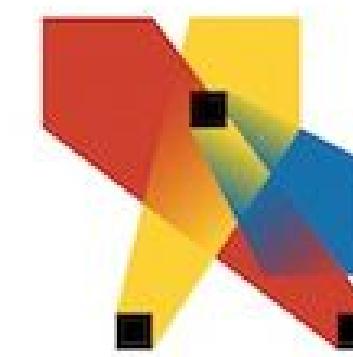
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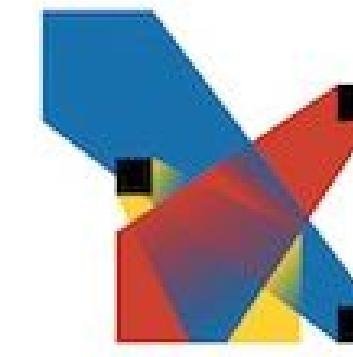
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MIT Media Lab Logo (2011)



Casa De Musica Logo (Sagmeister, 2011)

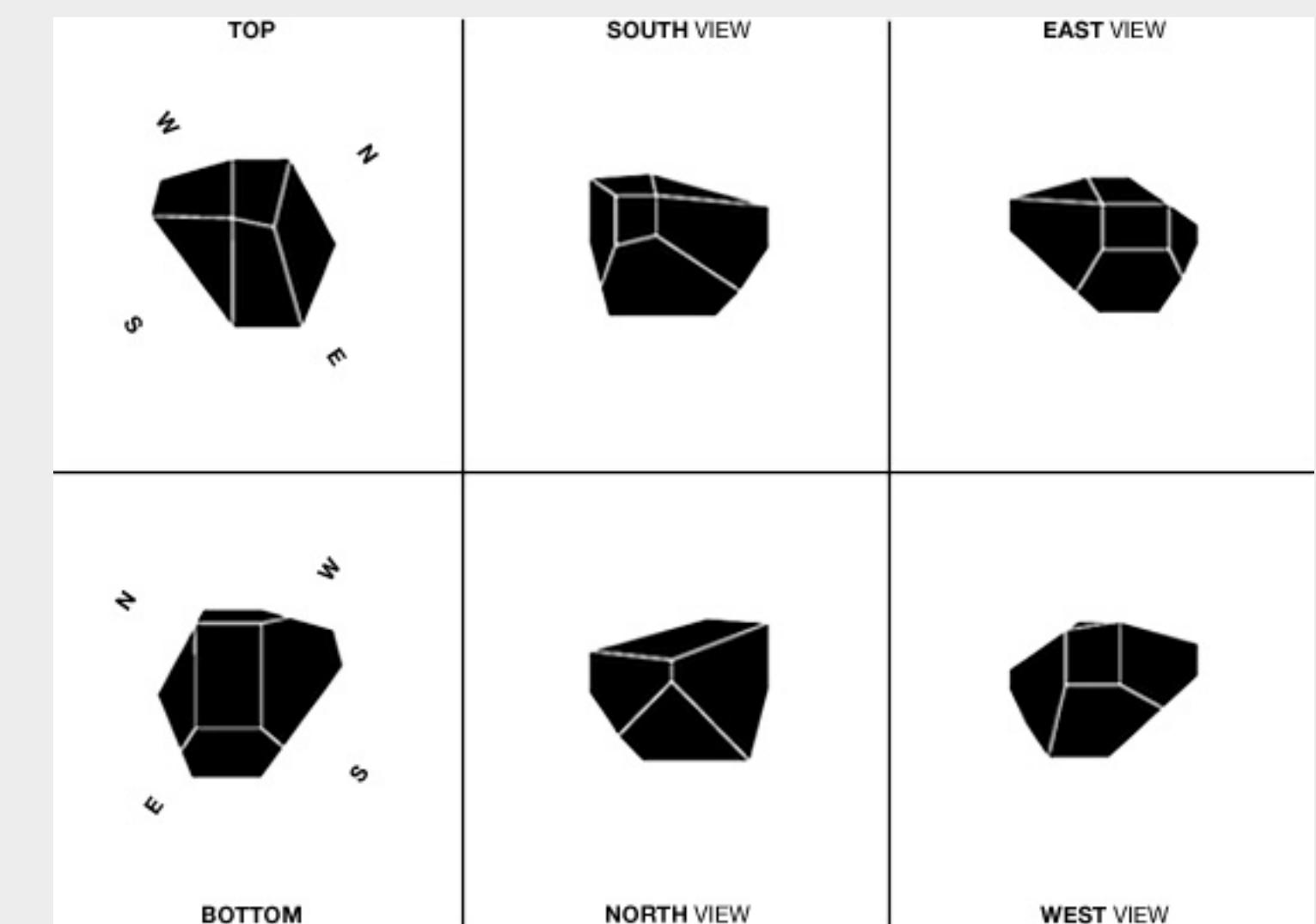
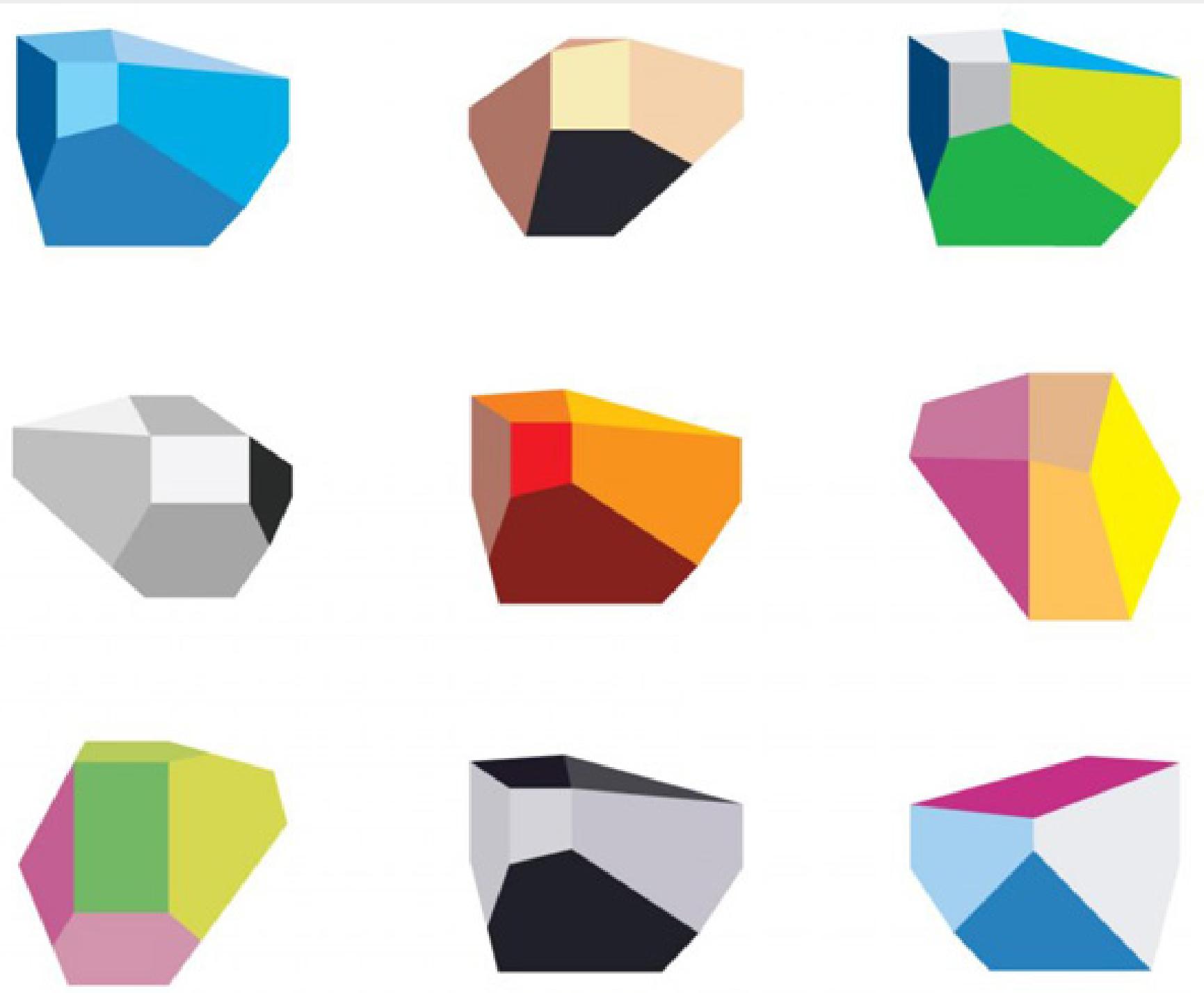
**Casa da Musica - logo generator**

Load Photo Click here to load a picture. Images should be saved as jpg. 400x300 pixels should be sufficient.

Export PDF Click here to export a pdf. This file is located in the same folder as the application and can be opened with any graphic software.

Export PS Click here to export a ps. This file is located in the same folder as the application and can be opened with any graphic software.

Export SVG Click here to export an svg. This file is located in the same folder as the application and can be opened with any graphic software.



**Casa De Musica Logo (Sagmeister)**



CHARLOTTE



MARINA



LAURA



ERIC



RENATA



NEYMAR



LUISA



ALEXANDRE



ANINHA



ANTÔNIO



CLARA



DANIELA



JOÃO



ITALO



JULIANA



FILIPE



IZABELLA



ERIKA



JÉSSICA



RAISSA



CAMPBELL



DENER



ÉVERTON



LUIS



ALEF



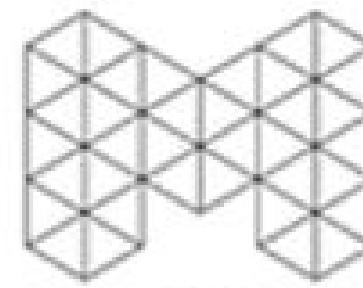
JUNIOR



NICOLAS



MAICON



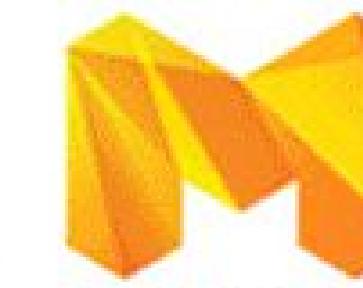
CITY OF MELBOURNE



CITY OF MELBOURNE



CITY OF MELBOURNE



CITY OF MELBOURNE



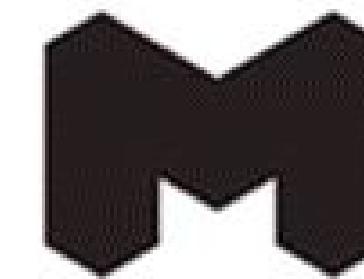
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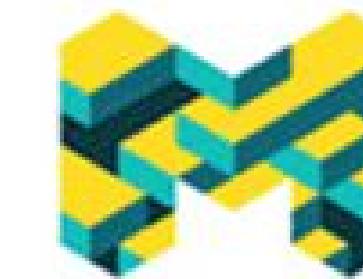
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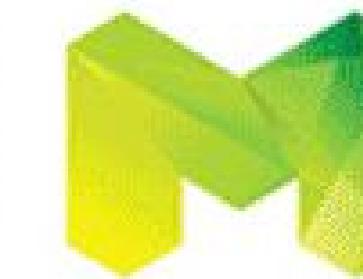
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CITY OF MELBOURNE



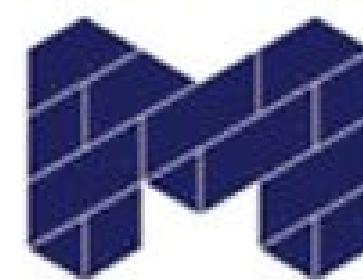
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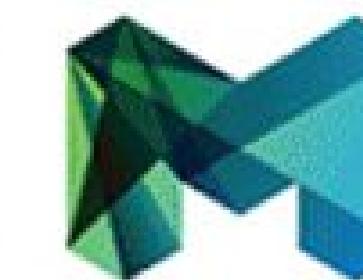
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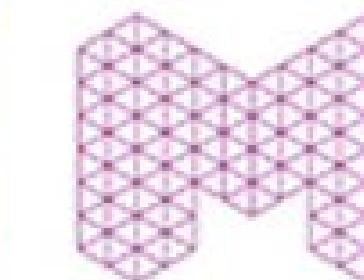
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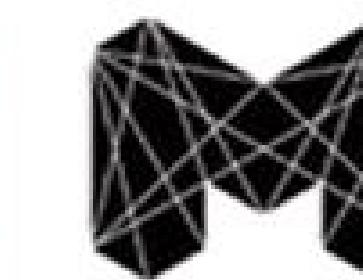
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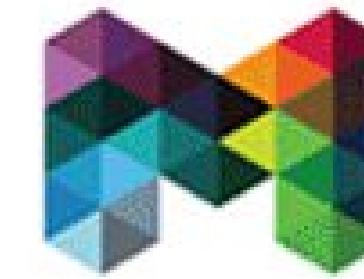
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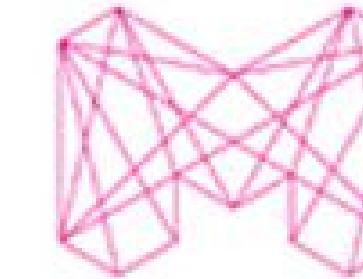
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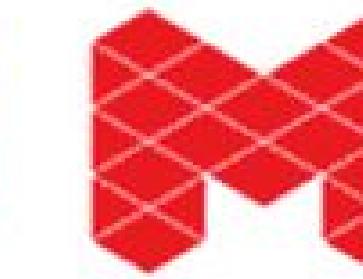
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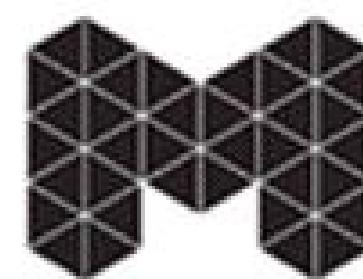
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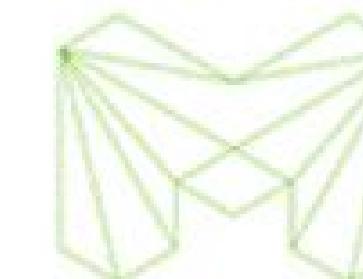
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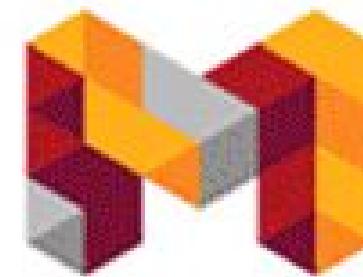
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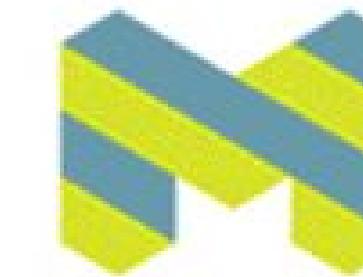
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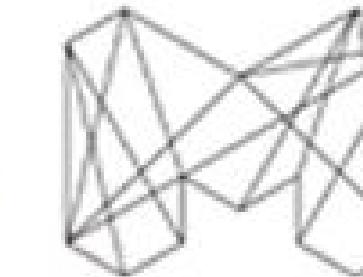
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City of Melbourne Logo

**There's a problem with generative logos.**



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# Which one is the logo?



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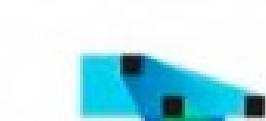
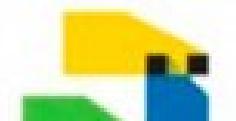
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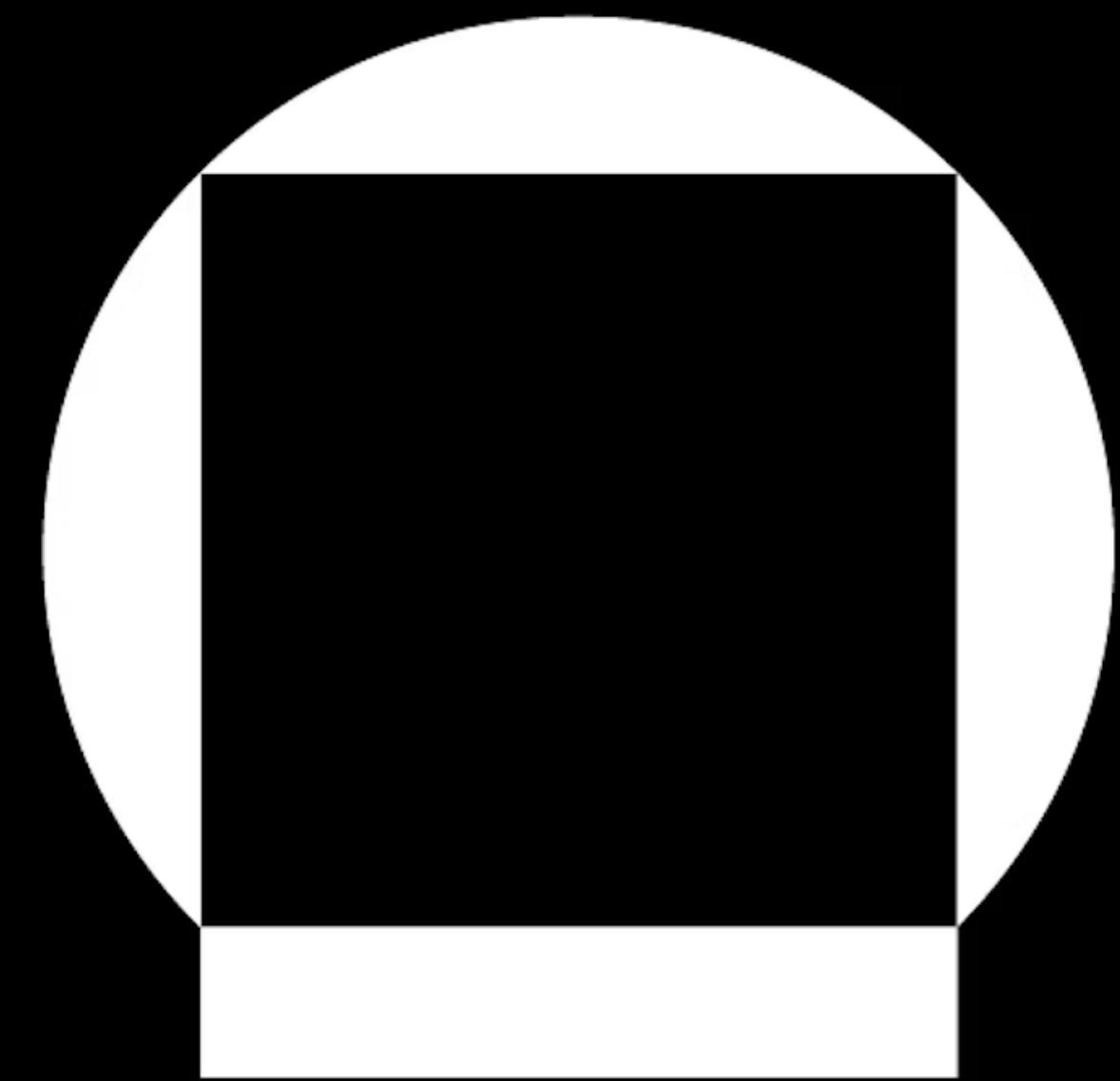
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MIT Media Lab Logo (2011 vs. Current)





galaxy

Galaxy Logo (Pentagram)

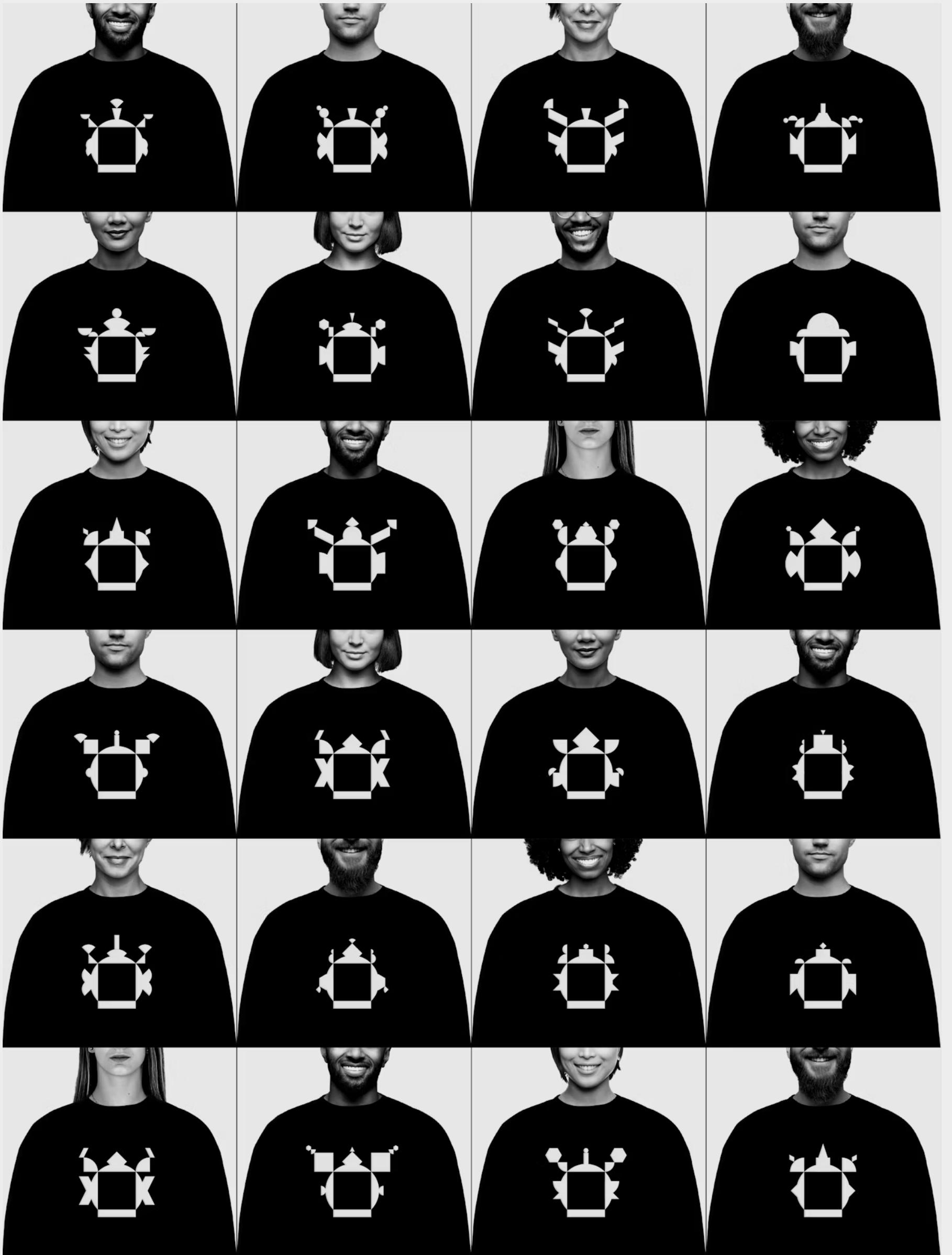
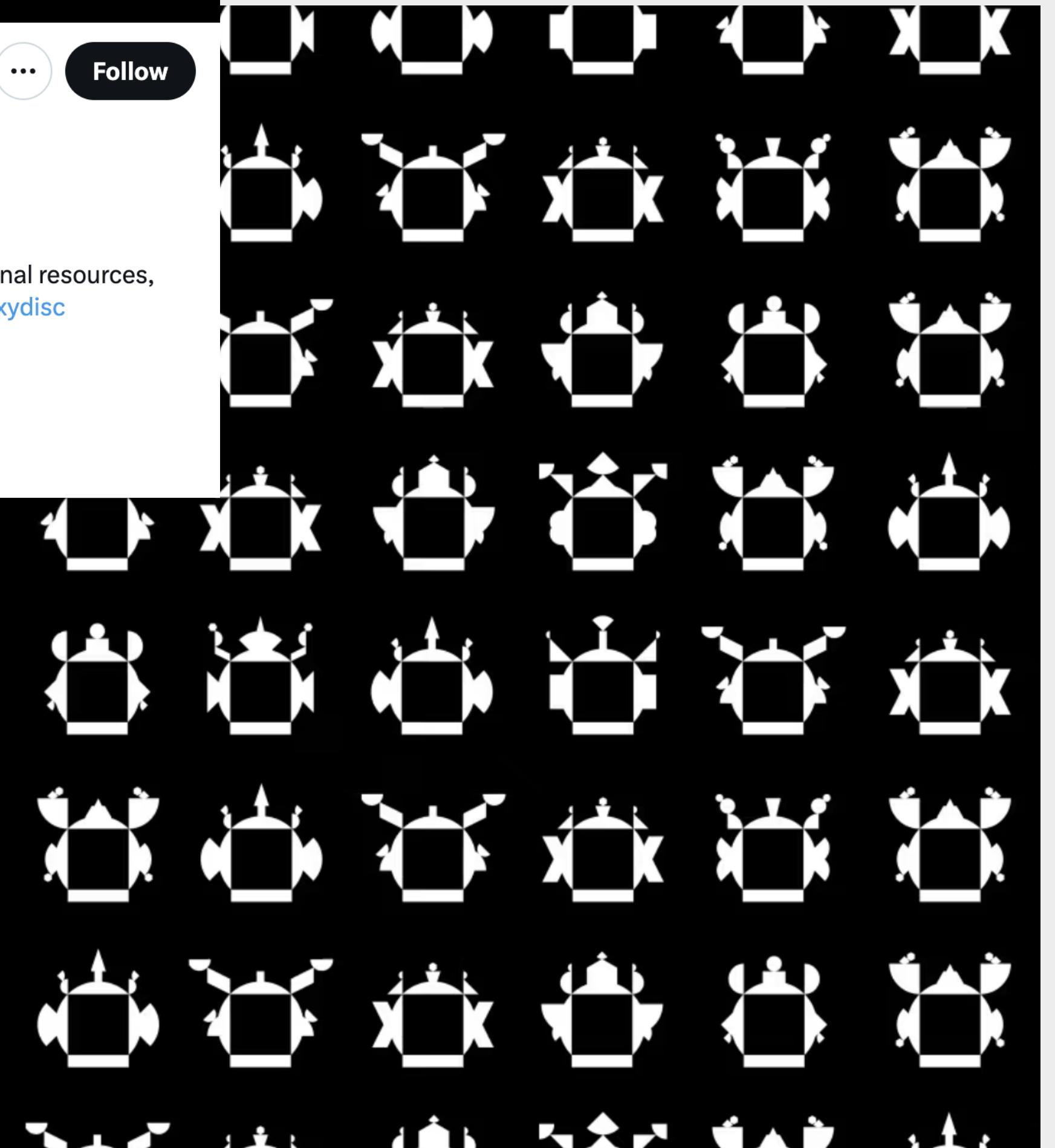
**Galaxy**  
@galaxyhq

Official Galaxy Twitter account. Corporate news, crypto educational resources, and institutional thought leadership content. Disclaimer: [bit.ly/glydisc](https://bit.ly/glydisc)

[galaxy.com](https://galaxy.com) Joined August 2019

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Not followed by anyone you're following



**Galaxy Logo (Pentagram)**

### **3. Code can make design adaptable**

## **Adaptable:**

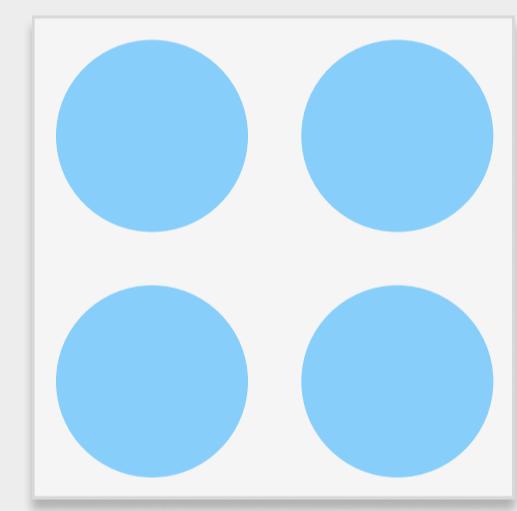
- able to adjust to new conditions.
- able to be modified for a new use or purpose.

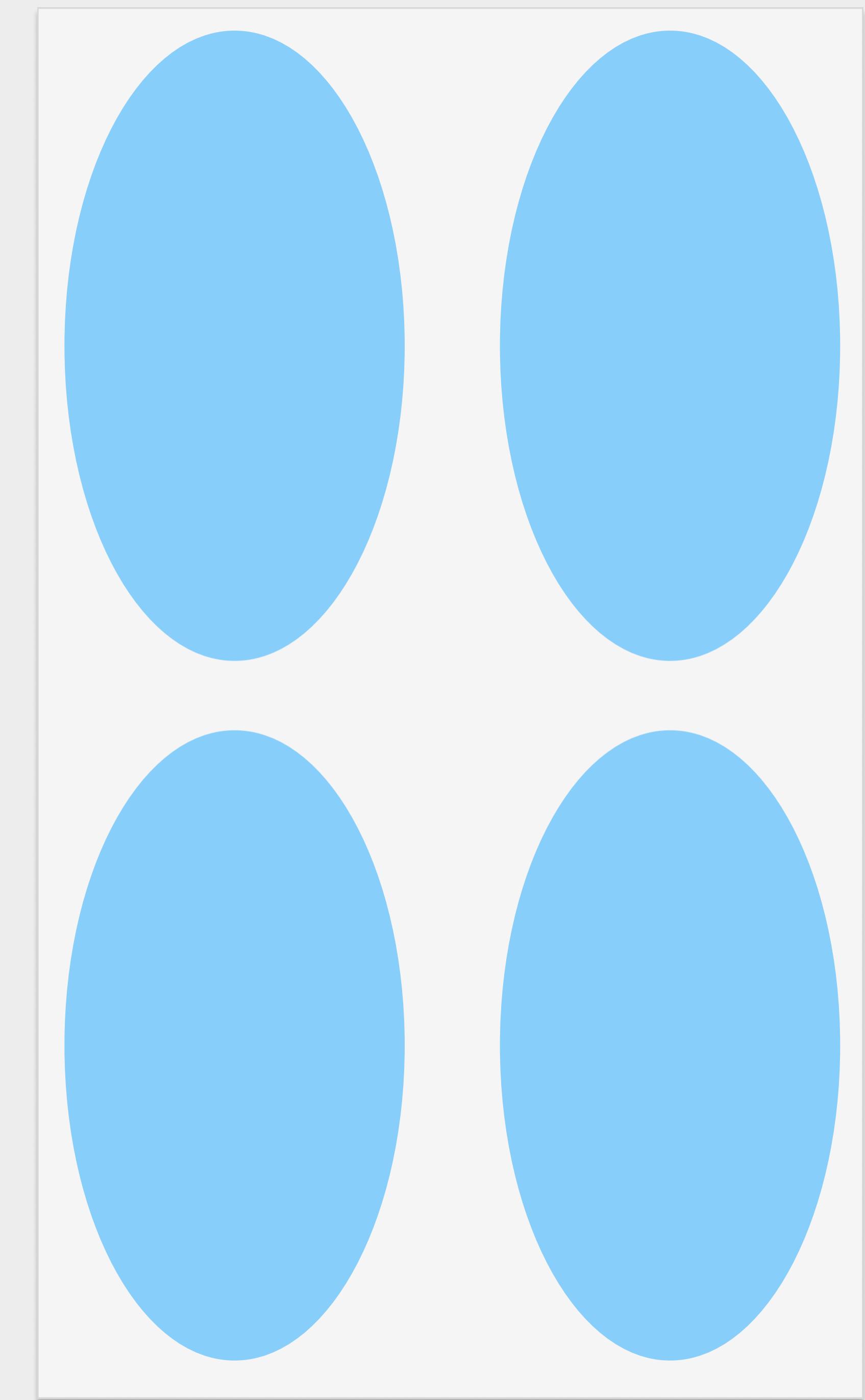
## **Adaptable:**

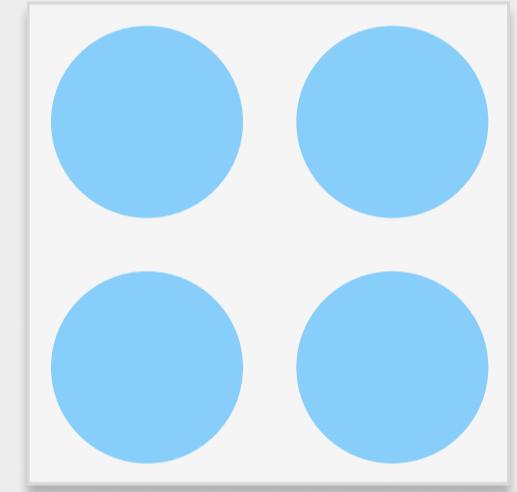
- able to adjust to new conditions.
- able to be modified for a new use or purpose.

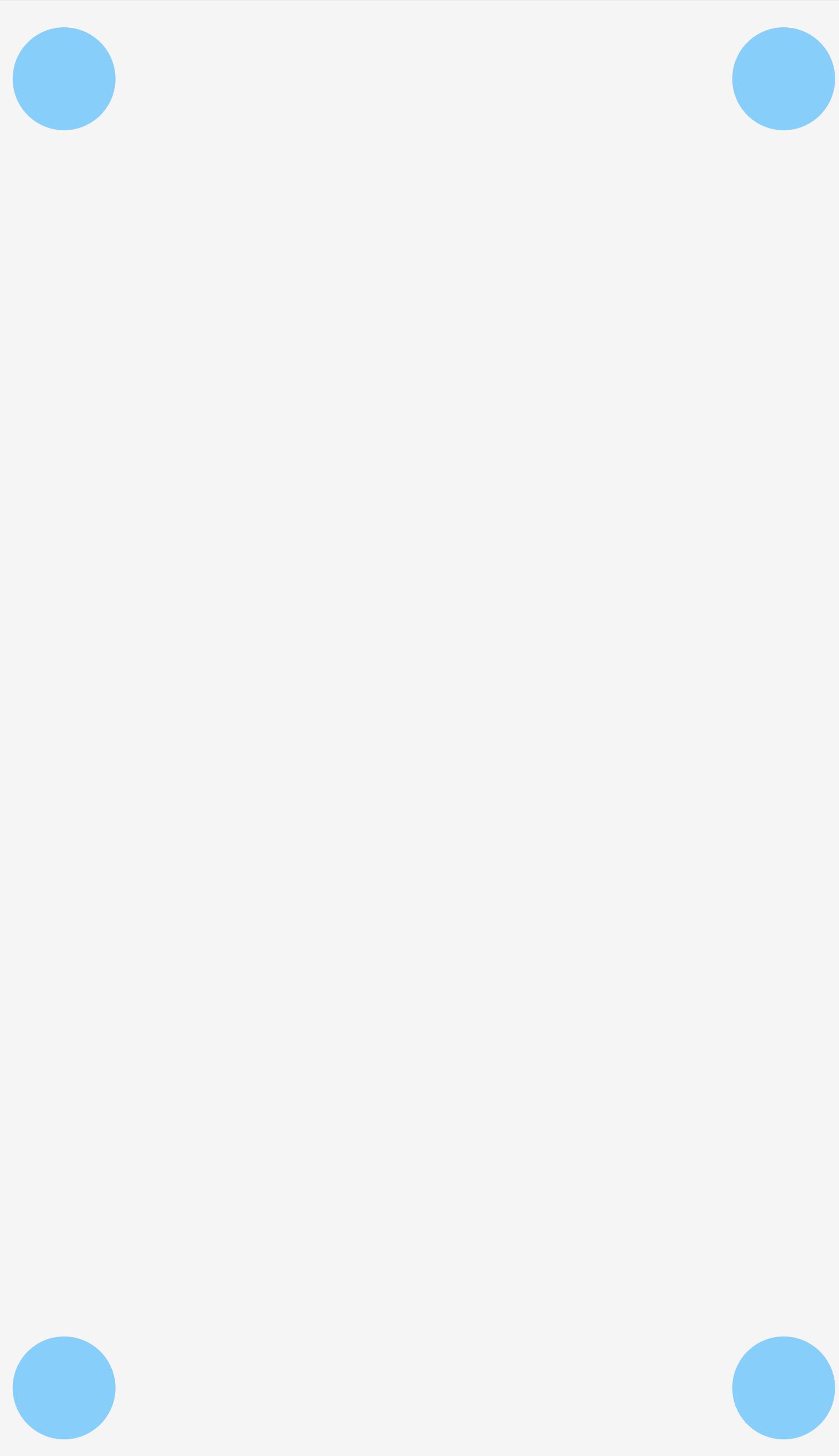
For our purposes:

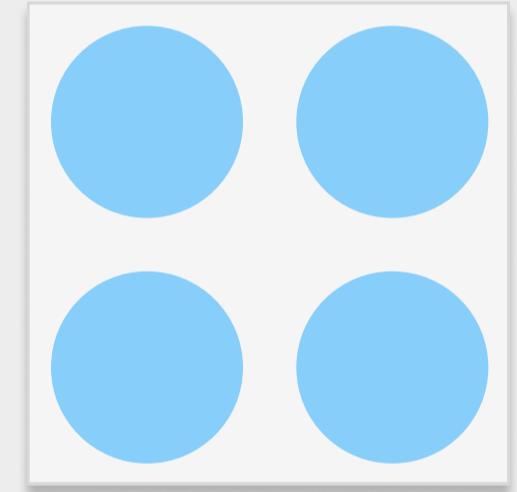
Modified by the user

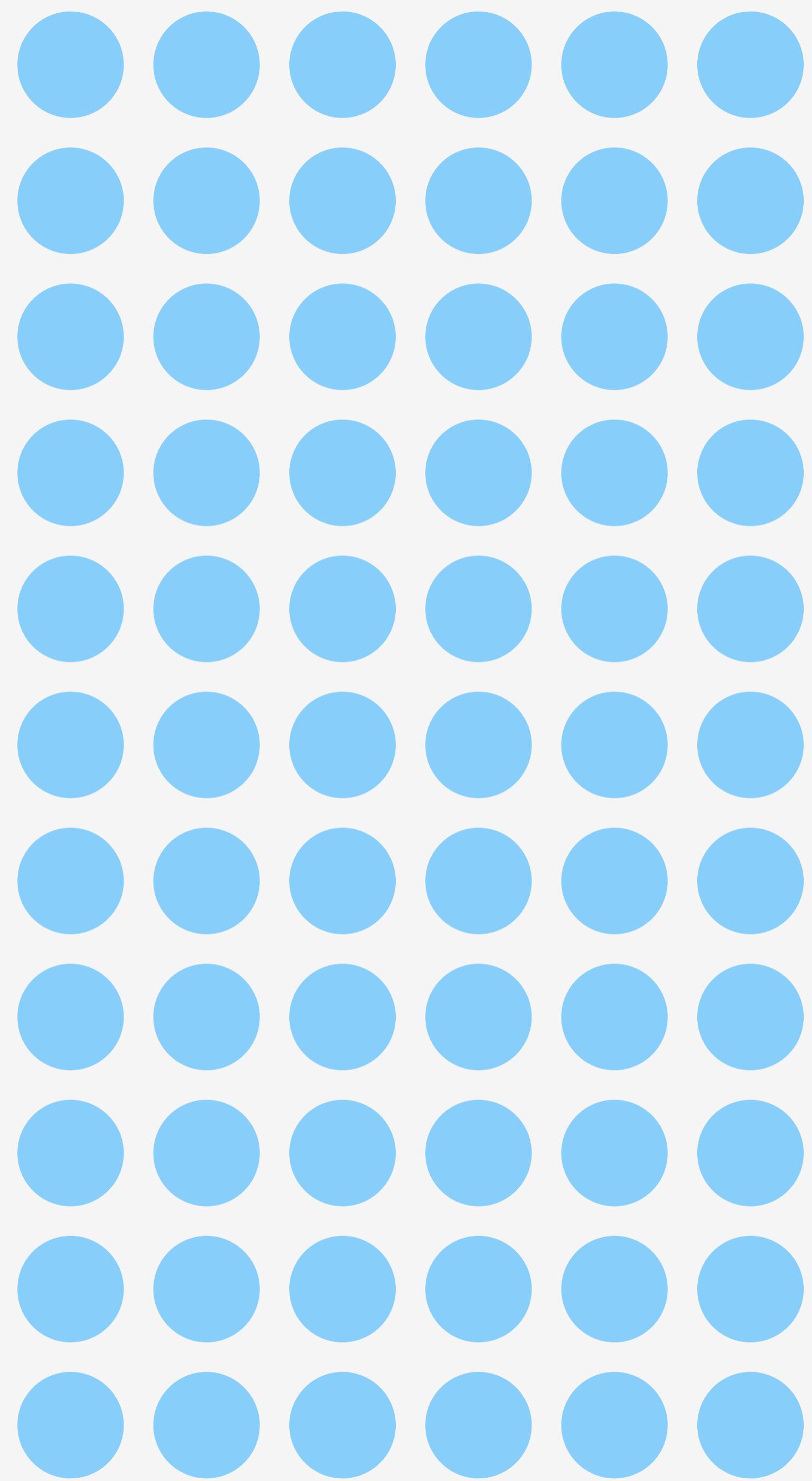


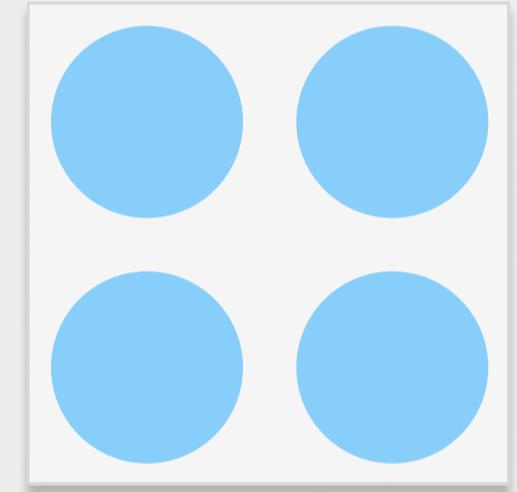


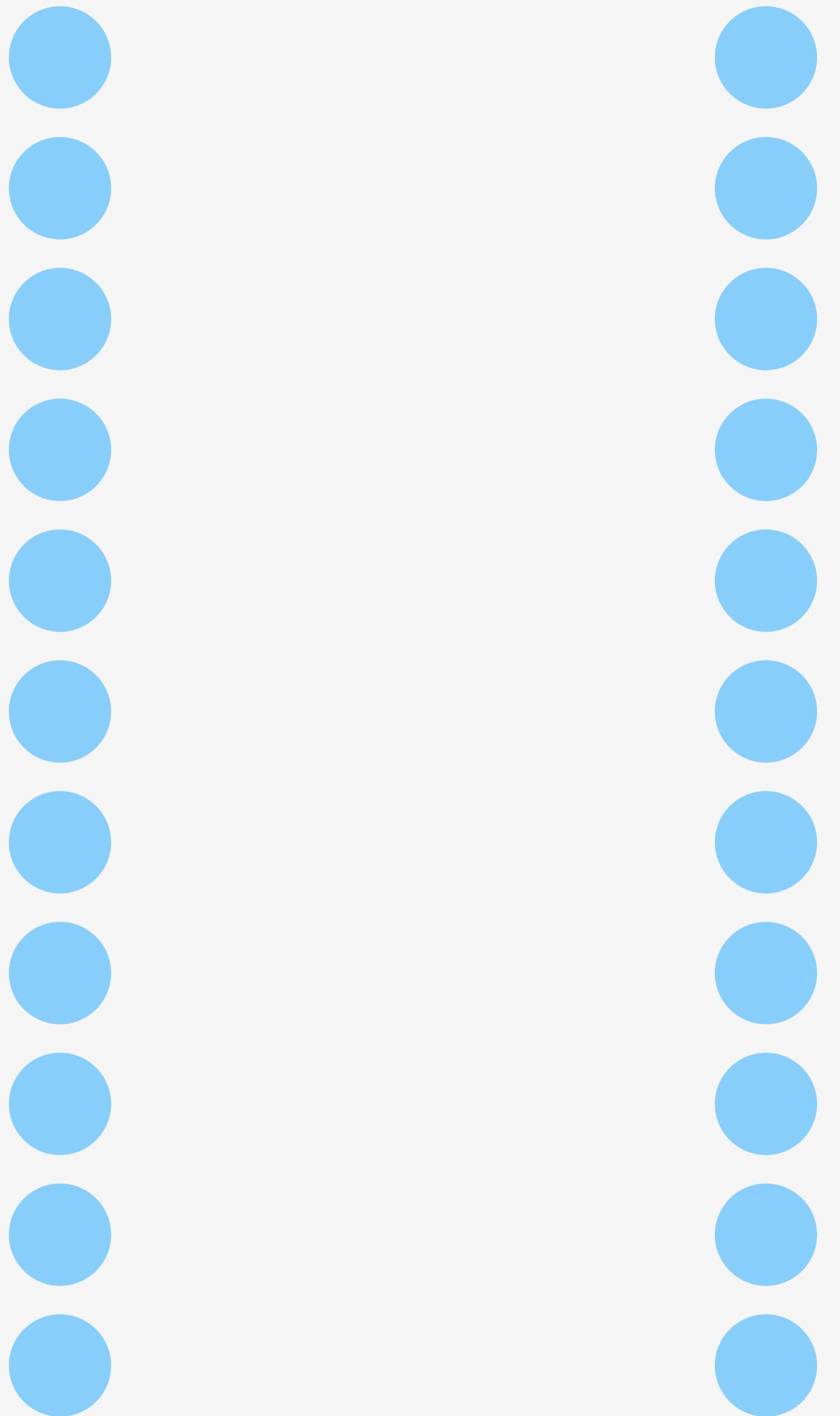


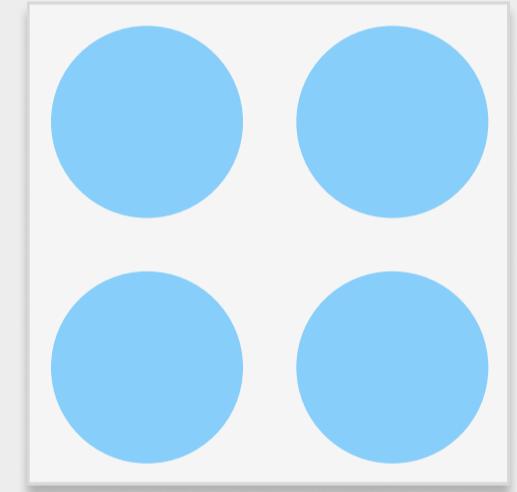


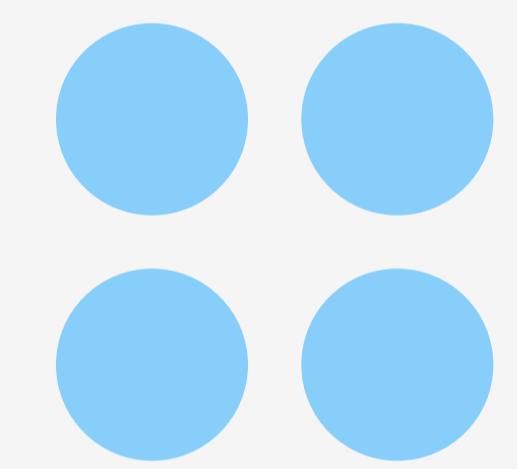


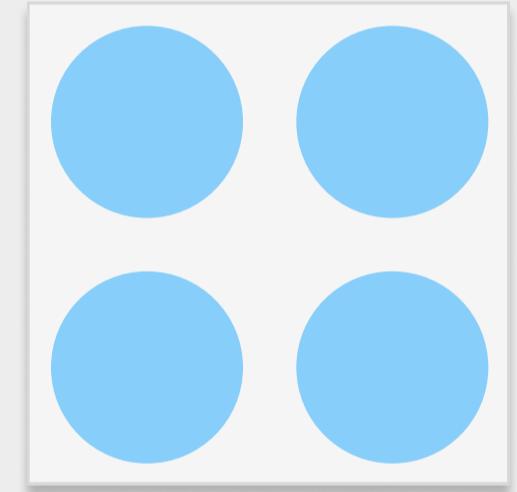


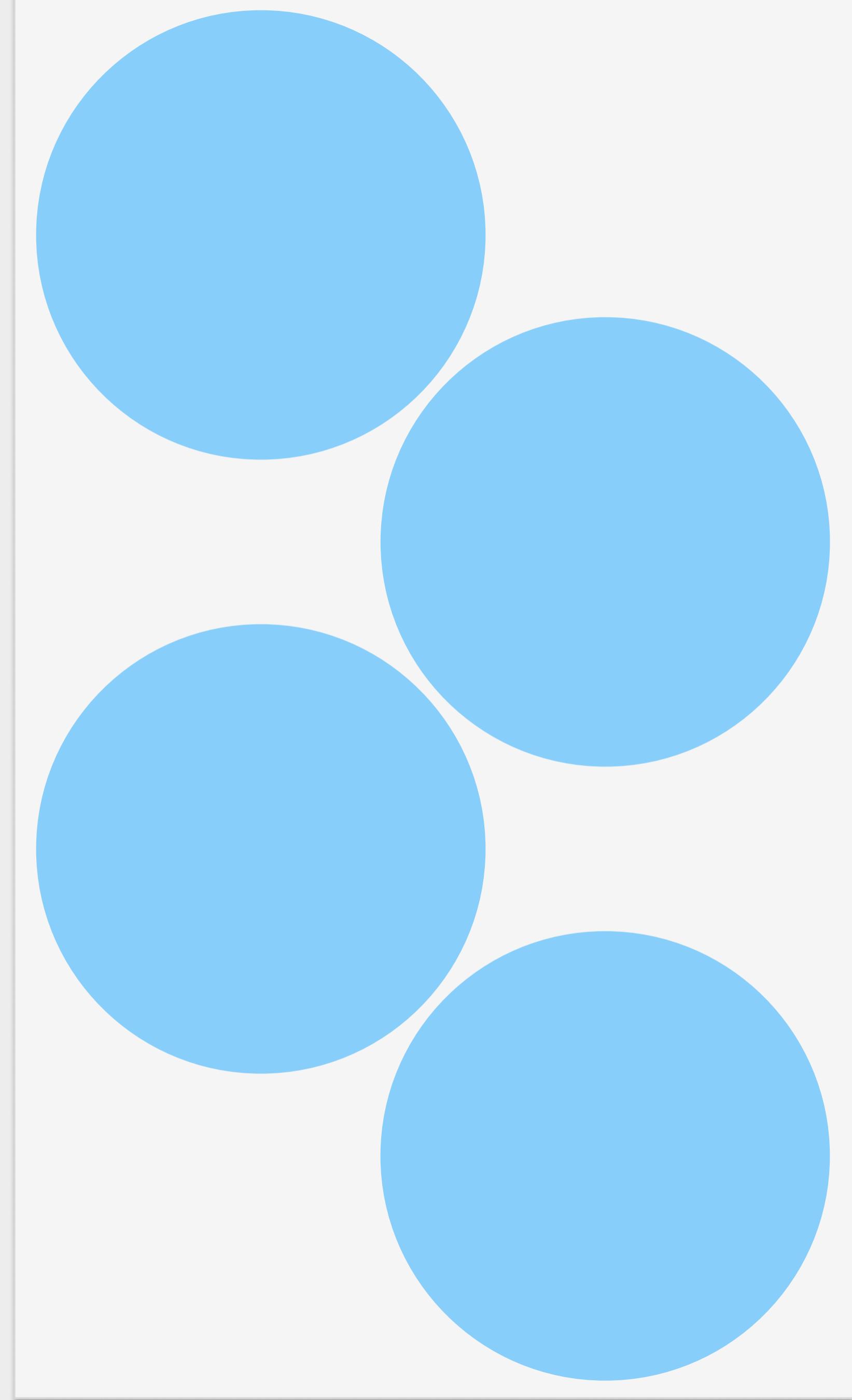


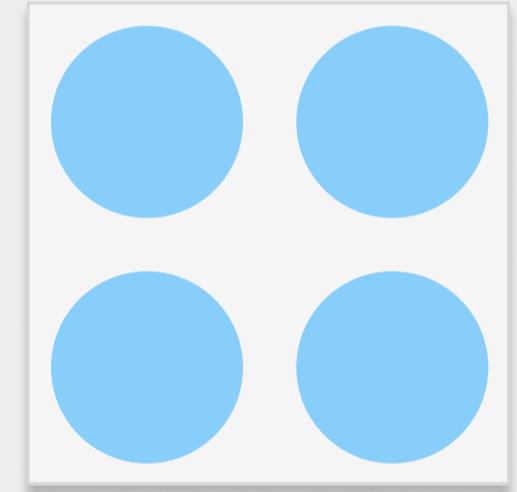


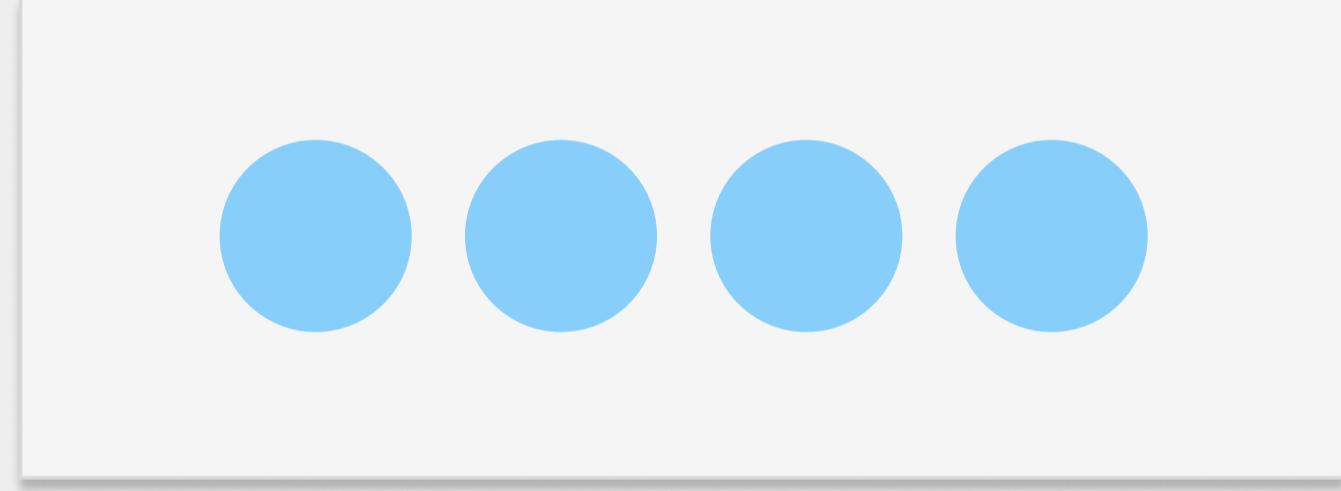






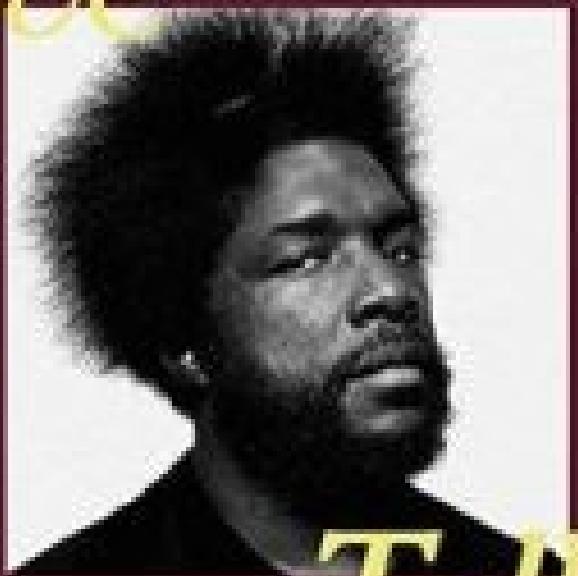






Times  
Talks

Quest  
Love



Talks  
Creativity

Buy Tickets  
07.20  
8-9PM  
New York, NY

The New York Times

Times  
Talks

# Benjamin Clementine



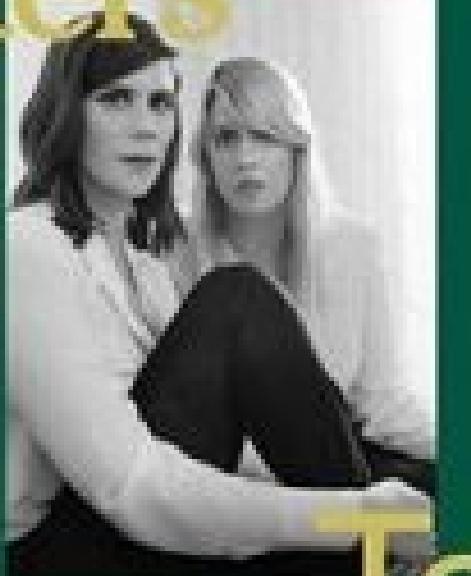
♦ Buy Tickets  
07.15  
8-9PM  
New York, NY

The New York Times

# TALKS 08.15

Times  
Talks

# Mulleavy Sisters



# Talk Rodarte

Buy Tickets  
07.20  
8-9PM  
New York, NY

The New York Times

1. Image

03tmag-clementine-slide-C7LF-jumbo.jpg

2. Background color: Dark Gold #968241



3. Foreground color: Pale Maroon #E1BEC8



4. Download

Reset

Times  
Talks

Guest



Talks

The New York Times

# GT FLEXA

---

J A B

---

About

Instead of the traditional view of a typeface as a collection of static styles, GT Flexa embraces the idea of a fluid design space. As a dynamic tool, it enables joyful typesetting that allows for fully responsive designs. The result is an impressively extensive typographic system with a distinctive personality.

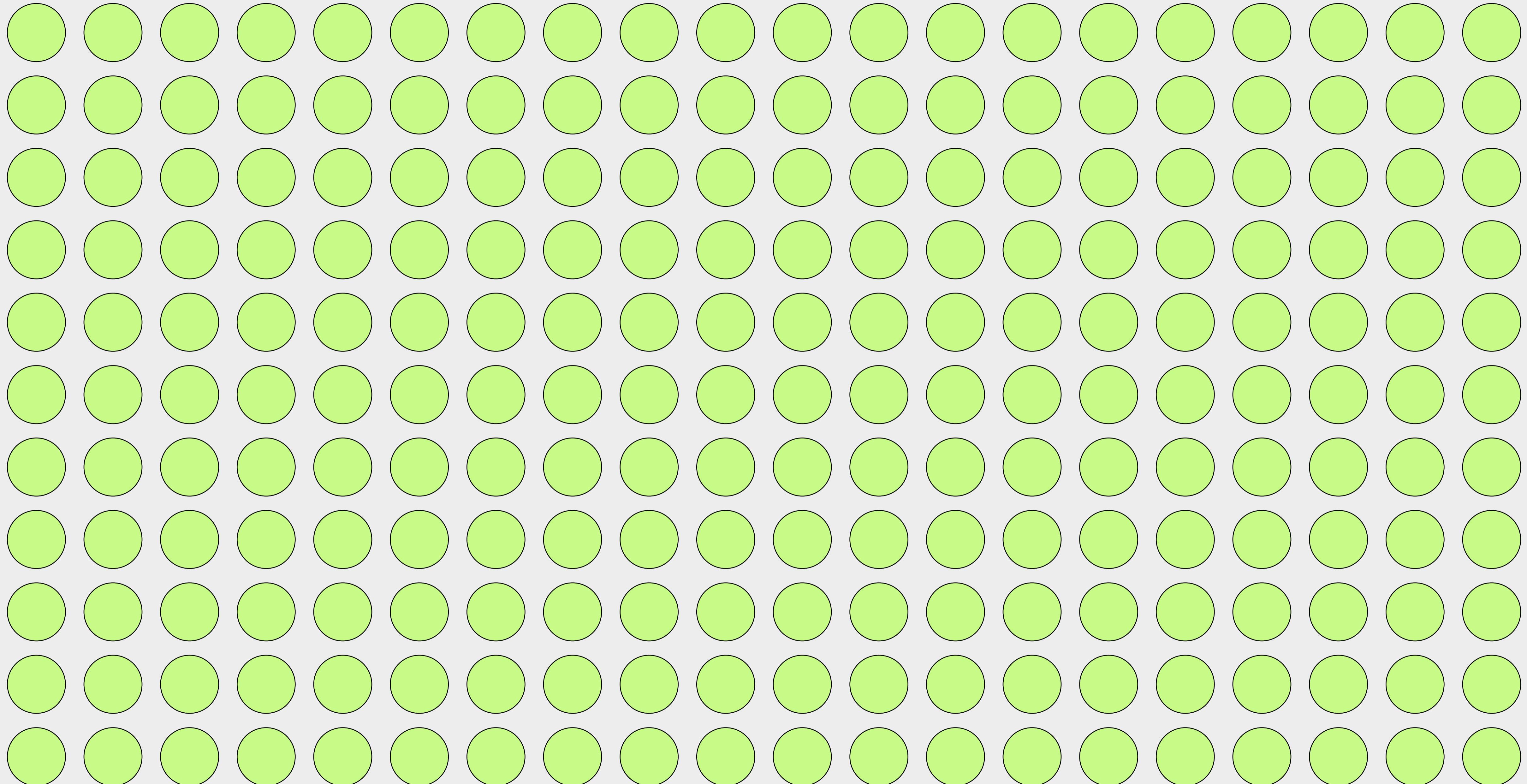
Designed by  
Dominik Huber  
with Marc Kappeler

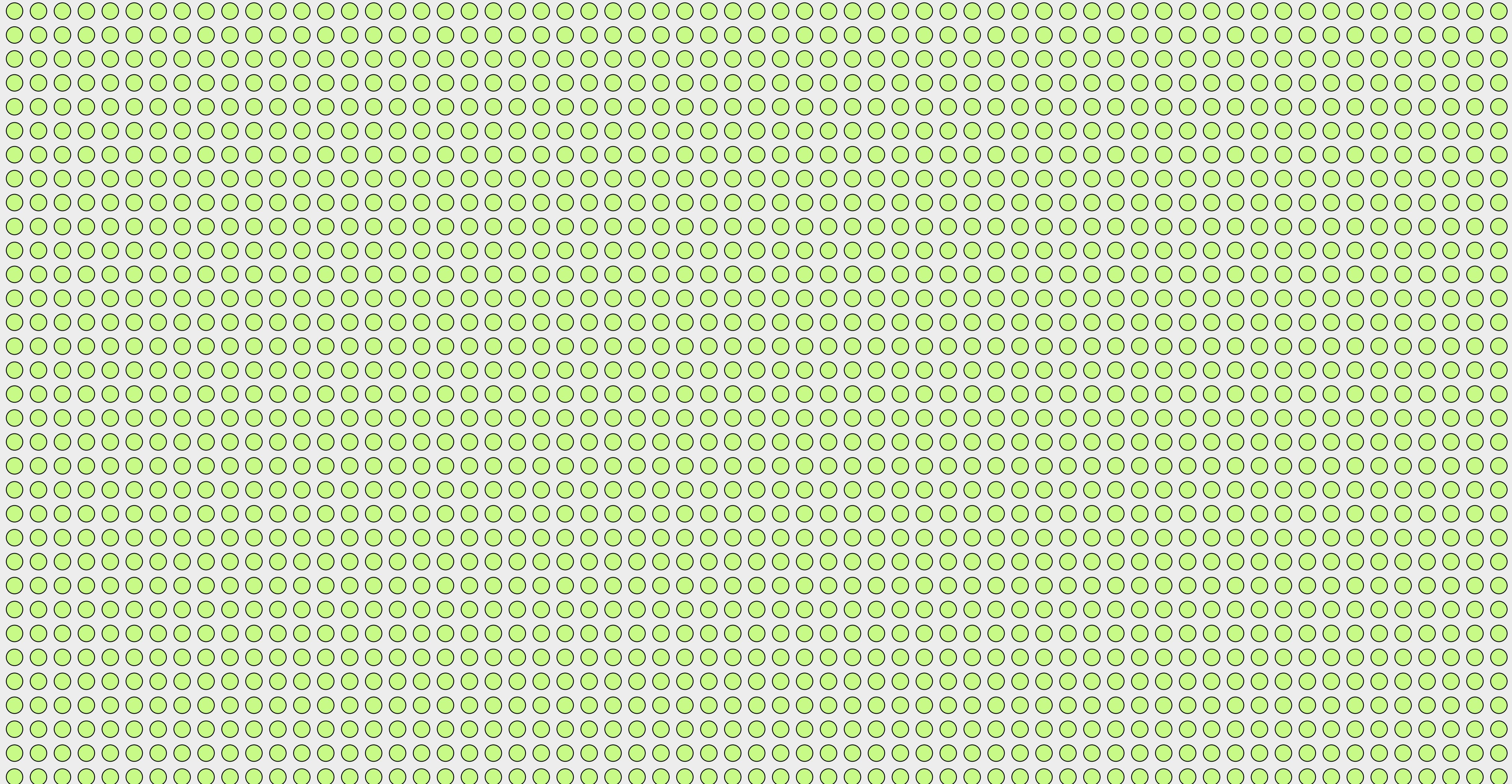
Details  
Released in 2020  
Available in 112 Styles or 2 Variable Fonts  
For Desktop, Web, App Licensing

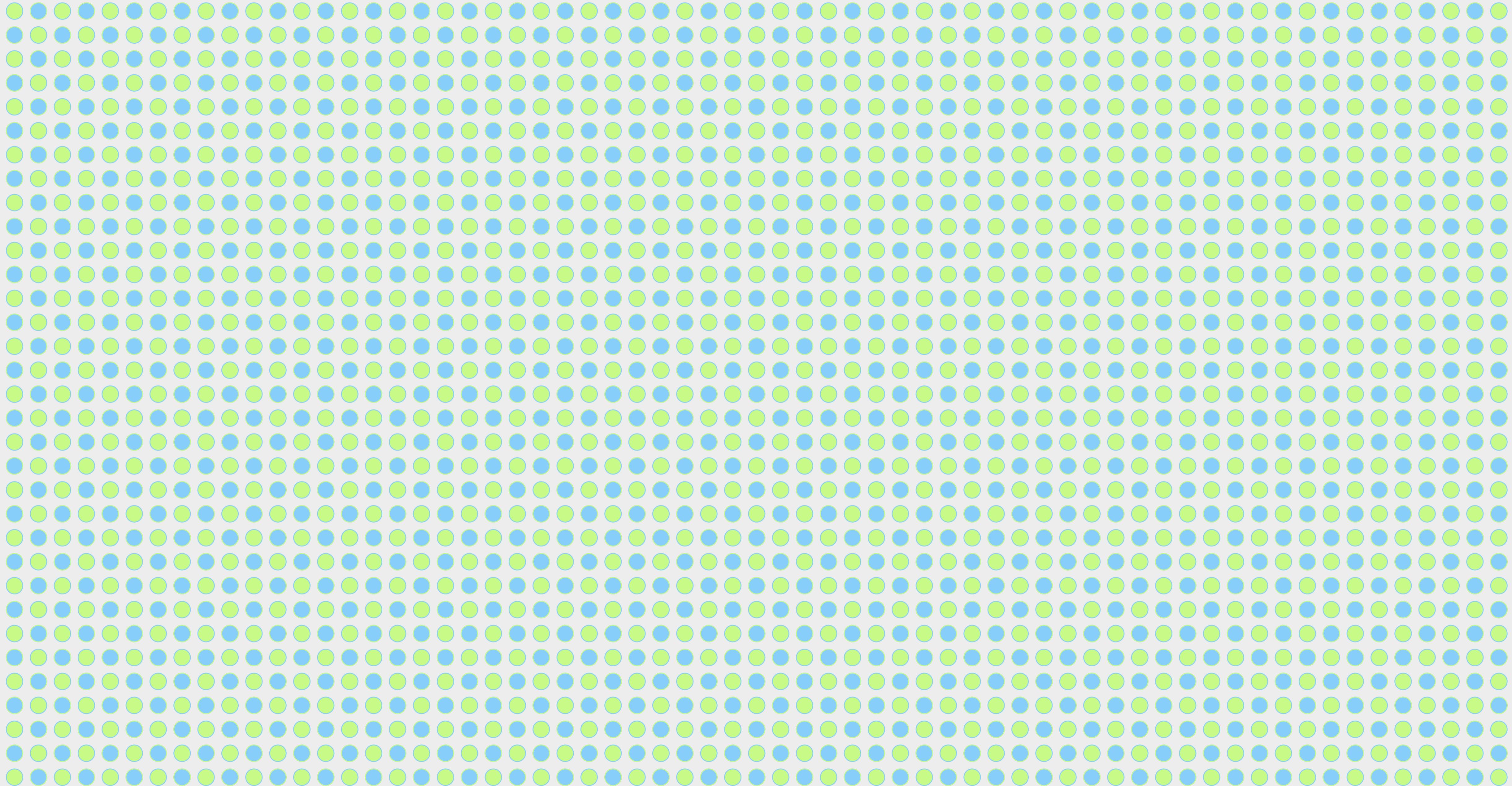
STRETCH  
& FIT

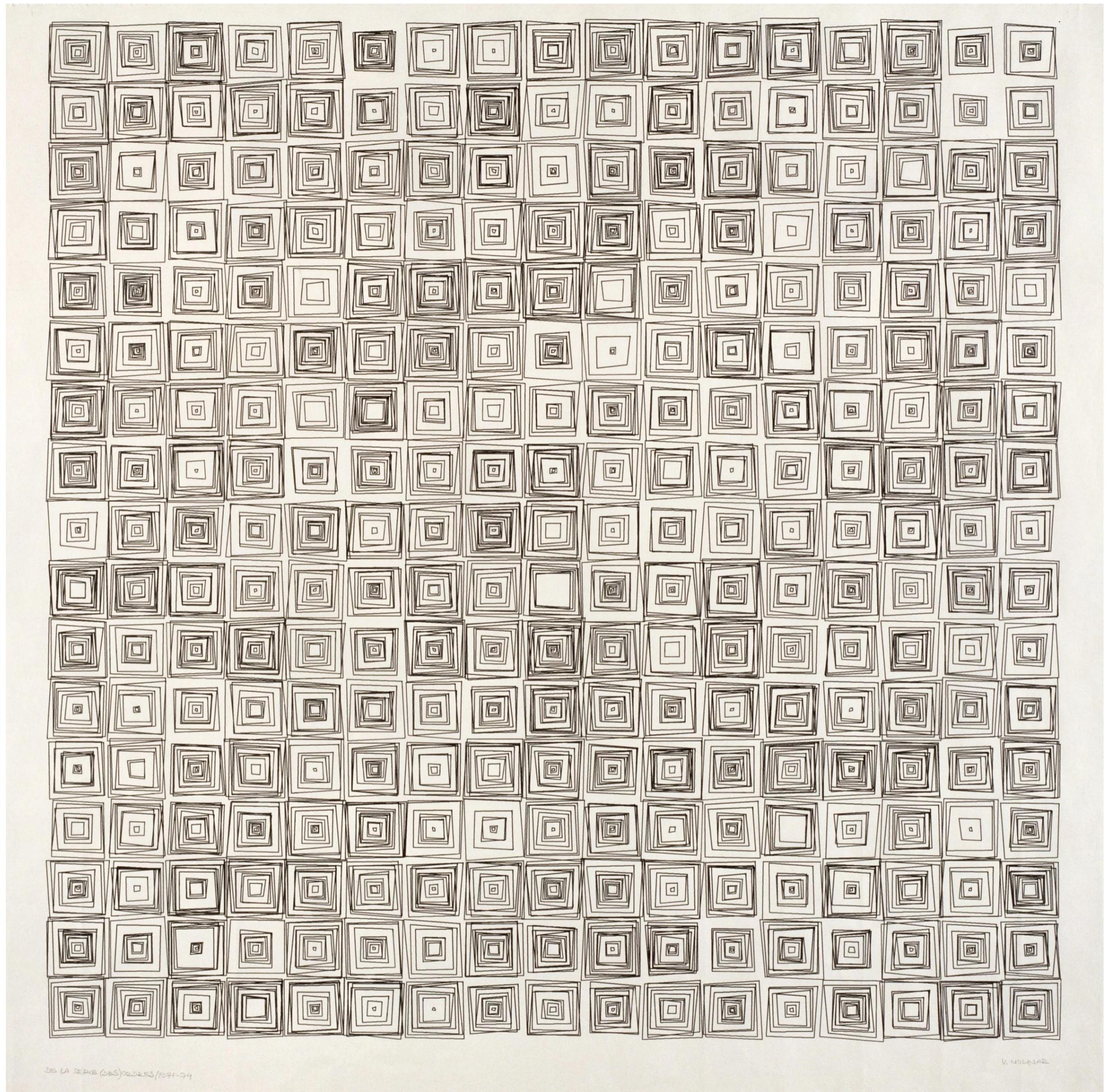
## 4. Code can make design **automated**

**Automated:**  
converted (a process or facility) to largely  
automatic operation.





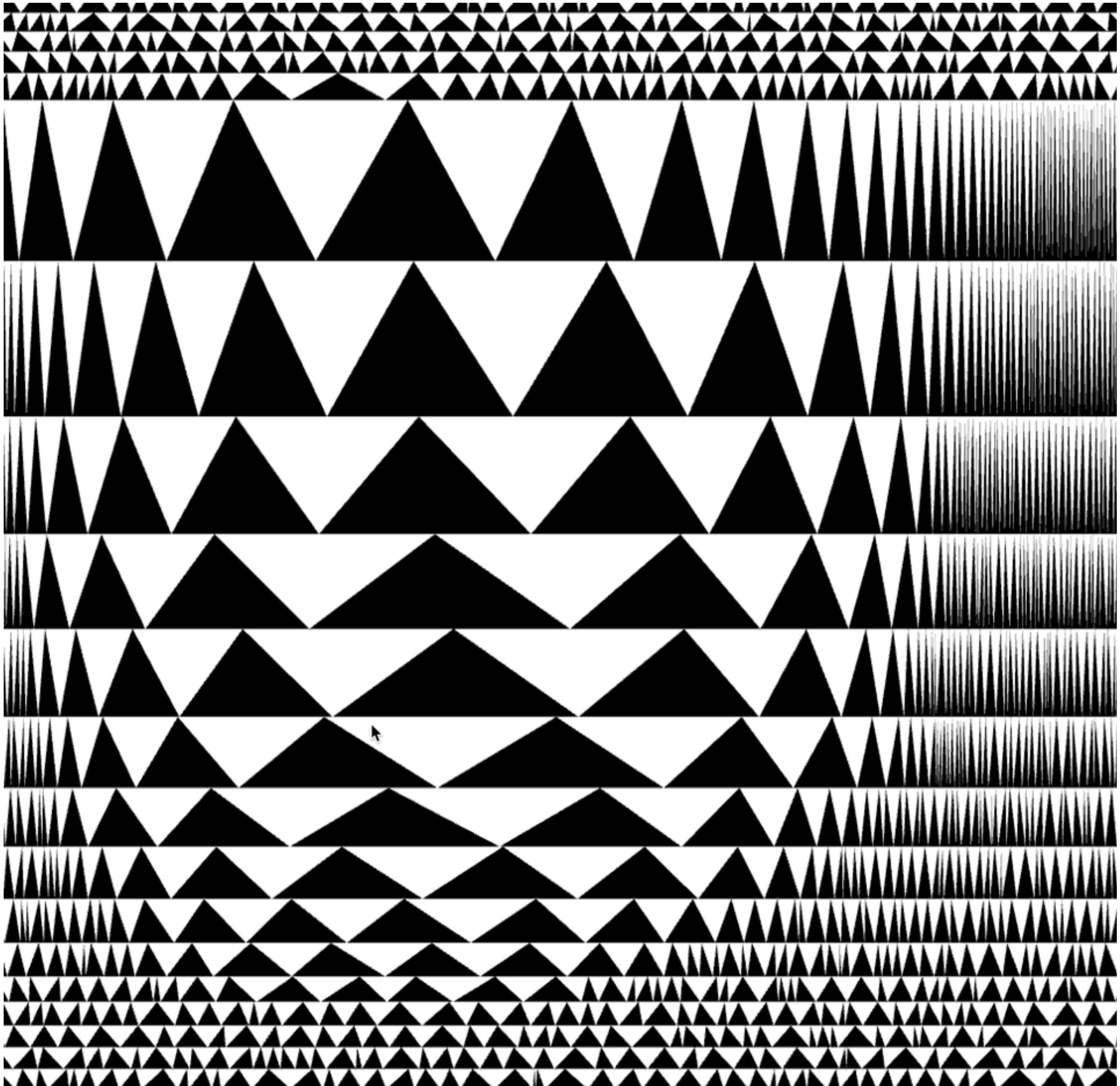




Dés Ordres (Vera Molnar, 1974)



Flow Fields (Tyler Hobbs)



Flow Fields (Zach Lieberman)



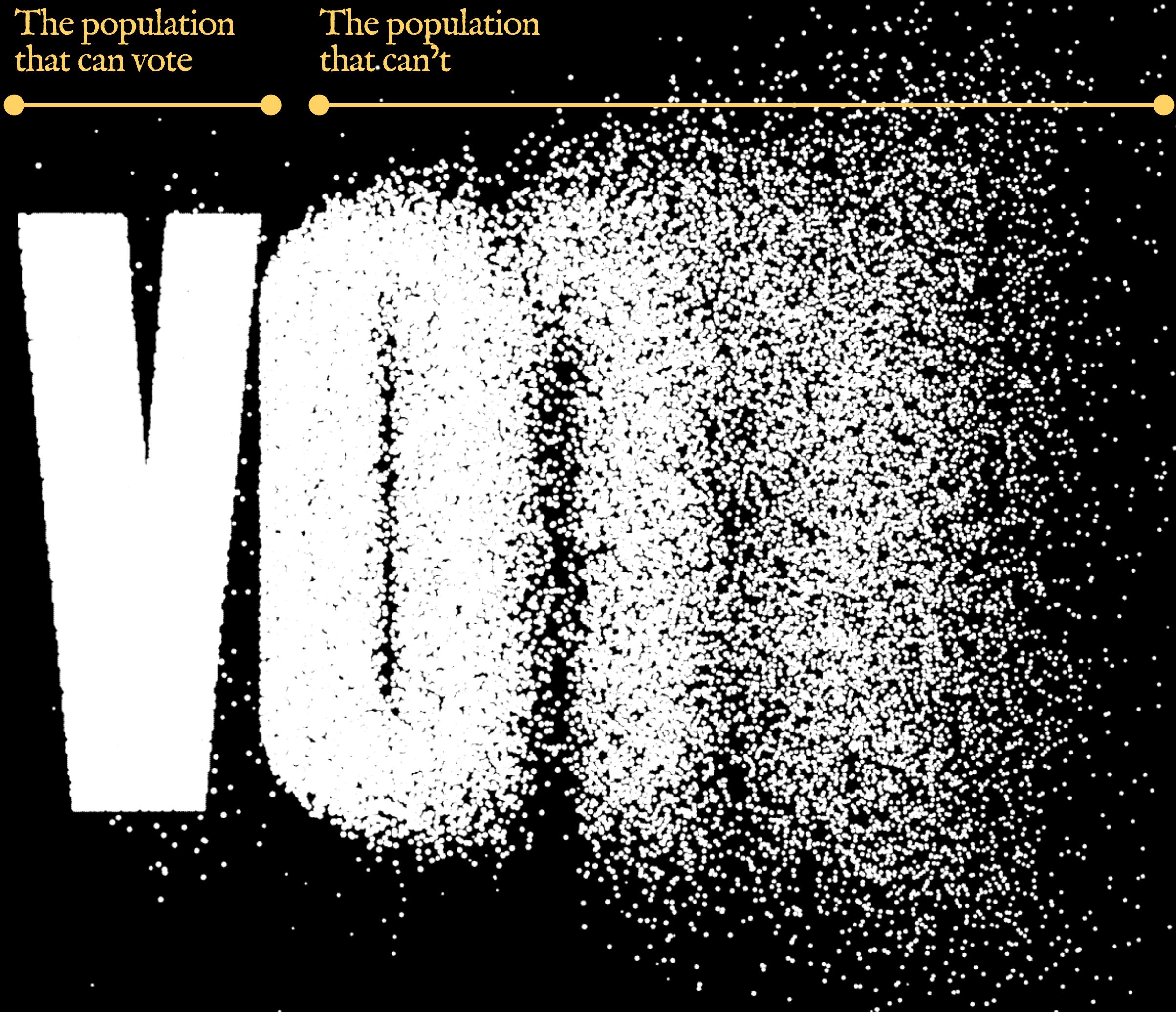
Wall Drawings (Sol Lewitt)

## 5. Code can make design **data-driven**

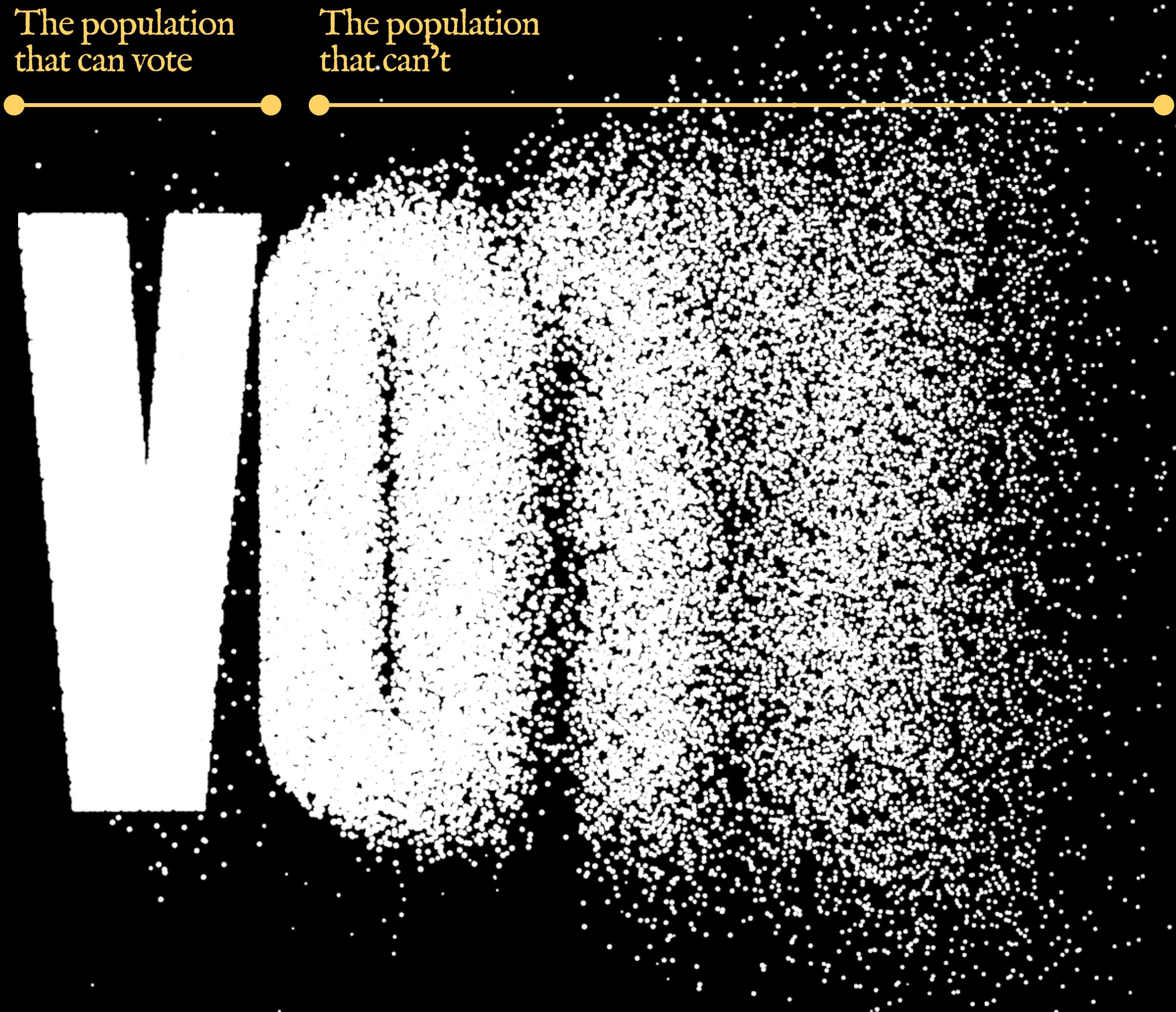
## **Database:**

a structured set of data held in a computer, especially one that is accessible in various ways.

	A	B	C	D	E	F	G	H	I	J	K	L
1	State	Total Disenfranchised Individuals	Dividing Ratio	Dispersion Numbers	Gradient Placement	Start						
2	Maine	0										
3	Vermont	0										
4	North Dakota	1,821	274.8	4	100	112						
5	Rhode Island	2,588	193.4	5	100	112						
6	New Hampshire	2,905	172.3	6	100	112						
7	Montana	4,221	118.6	8	99	112						
8	Hawaii	4,899	102.2	10	99	112						
9	Alaska	5,541	90.3	11	99	112						
10	Utah	7,987	62.7	16	99	111						
11	Massachusetts	8,956	55.9	18	99	111						
12	Wyoming	11,403	43.9	23	98	110						
13	Delaware	11,524	43.4	23	98	110						
14	South Dakota	13,339	37.5	27	98	110						
15	Nevada	14,397	34.8	29	98	110						
16	Oregon	15,871	31.5	32	97	110						
17	West Virginia	17,274	29.0	35	97	109						
18	New Mexico	18,451	27.1	37	97	109						
19	Maryland	18,778	26.7	38	97	109						
20	New Jersey	19,896	25.2	40	97	109						
21	Connecticut	20,124	24.9	40	97	109						
22	Kansas	21,256	23.5	42	97	109						
23	Nebraska	22,396	22.3	45	96	108						
24	Colorado	22,607	22.1	45	96	108						
25	Indiana	30,659	16.3	61	95	107						
26	Idaho	32,500	15.4	65	95	107						
27	Iowa	34,227	14.6	68	95	106	105					
28	Michigan	38,819	12.9	78	94	106	105					
29	Illinois	39,005	12.8	78	94	105	100					
30	New York	44,343	11.3	89	93	105	100					
31	South Carolina	44,584	11.2	89	93	104	95					
32	Washington	45,090	11.1	90	93	104	95					
33	Pennsylvania	48,823	10.3	98	92	104	95					
34	Ohio	50,402	9.9	101	92	103	90					
35	Oklahoma	56,995	8.8	114	91	102	89					
36	Minnesota	64,700	7.7	129	90	101	87					
37	Wisconsin	69,344	7.2	139	89	100	85					



The population  
that can vote



The population  
that can't

Massachusetts  
8,956

New Mexico  
18,451

Kansas  
21,256

Ohio  
50,402

Arizona  
233,816

VOTE

Maine  
0

VOTE

Montana  
4,221

VOTE

Alaska  
5,541

VOTE

Wyoming  
11,403

VOTE

New Jersey  
19,896

VOTE

Minnesota  
64,700

VOTE

Arkansas  
87,187

VOTE

Alabama  
328,198

VOTE

Texas  
500,474

VOTE

Florida  
1,132,493

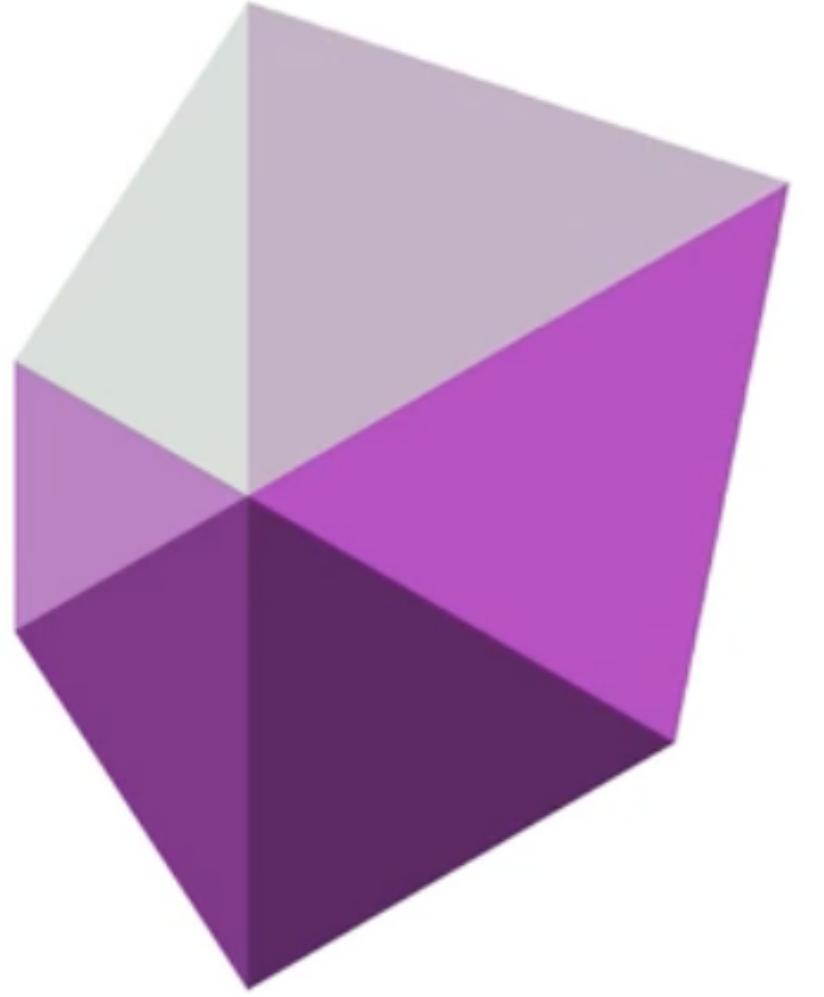


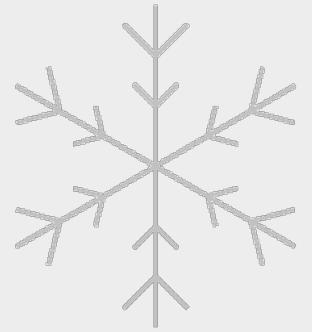
Apple Weather App

# NORDKYN

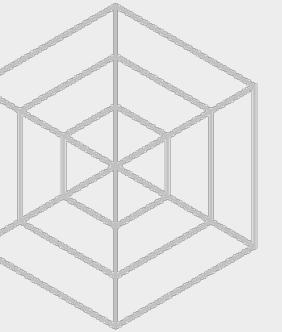
---

09.10.14  
WSW 5M/S  
-13°

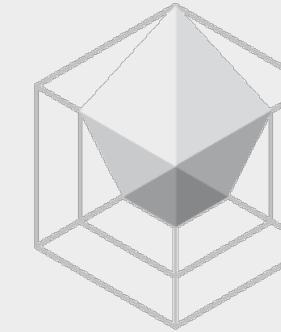




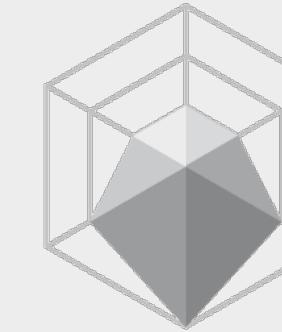
IDEA →



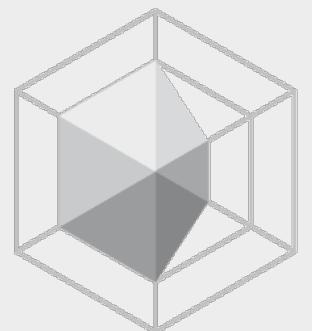
System



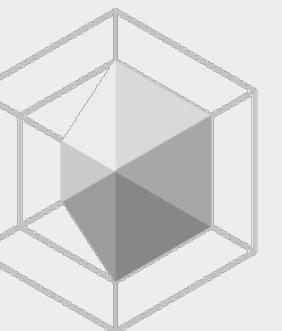
South



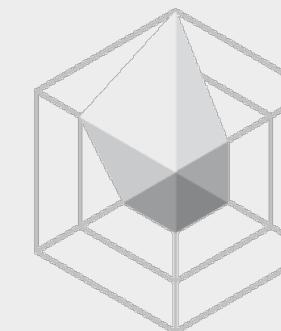
North



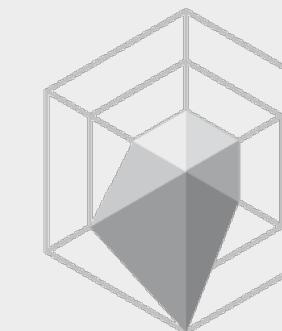
East



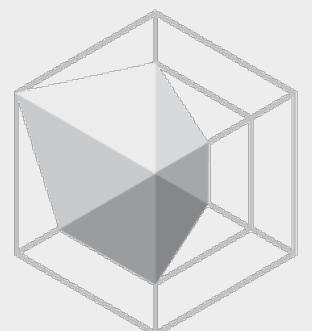
West



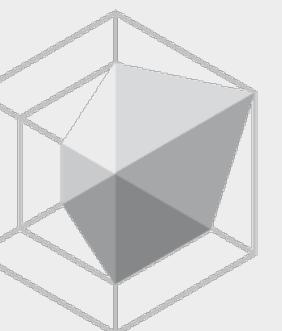
South-southeast



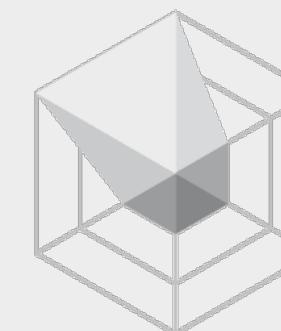
North-northeast



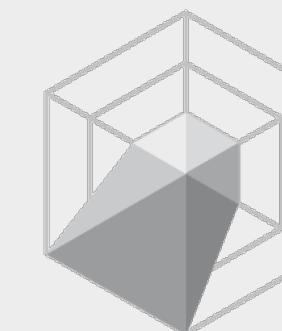
East-southeast



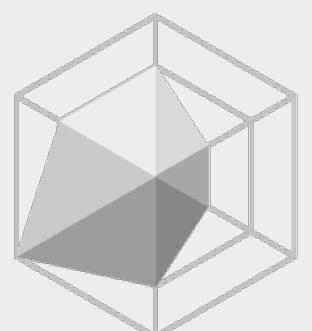
West-southwest



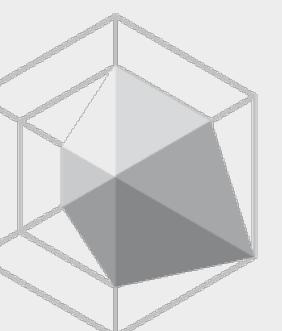
Southeast



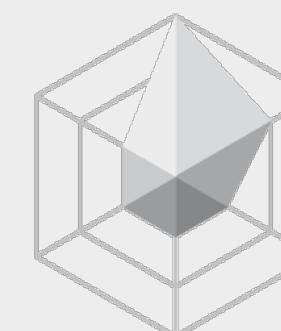
Northeast



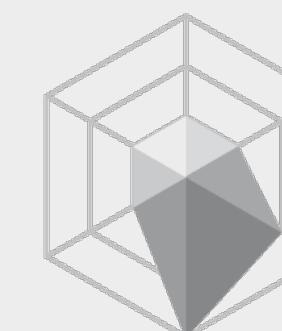
East-northeast



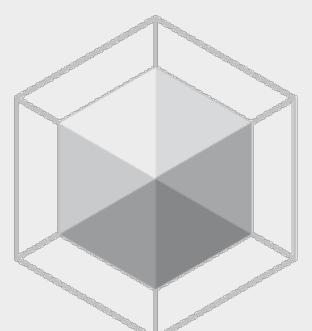
West-northwest



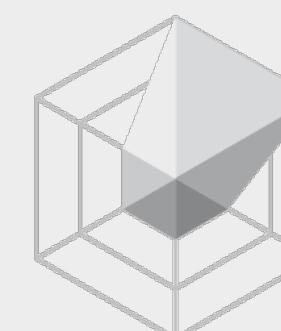
South-southwest



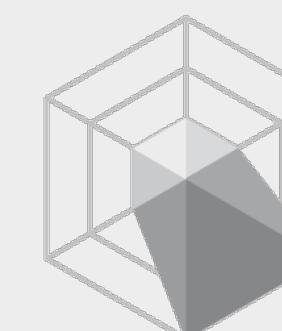
North-northwest



Calm



Southwest



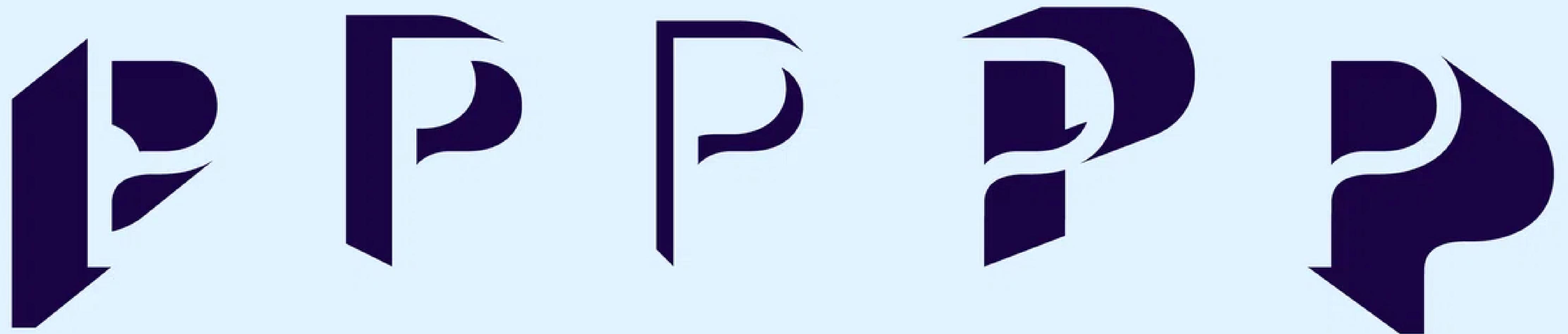
Northwest



NORDKYN

DER  
NATUREN  
RÄR





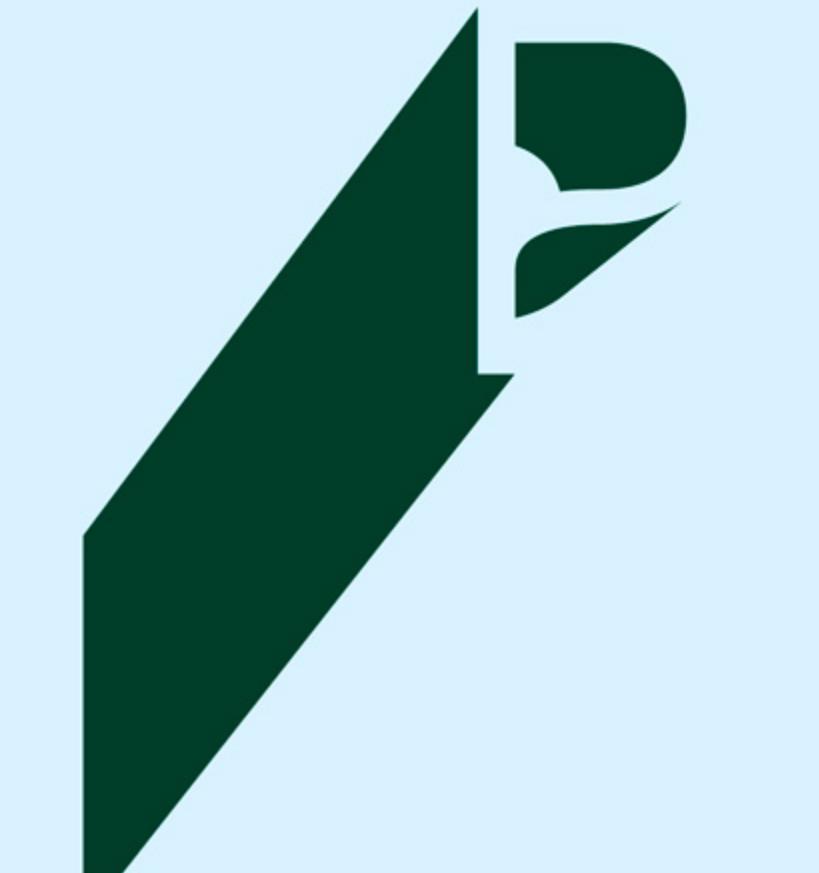
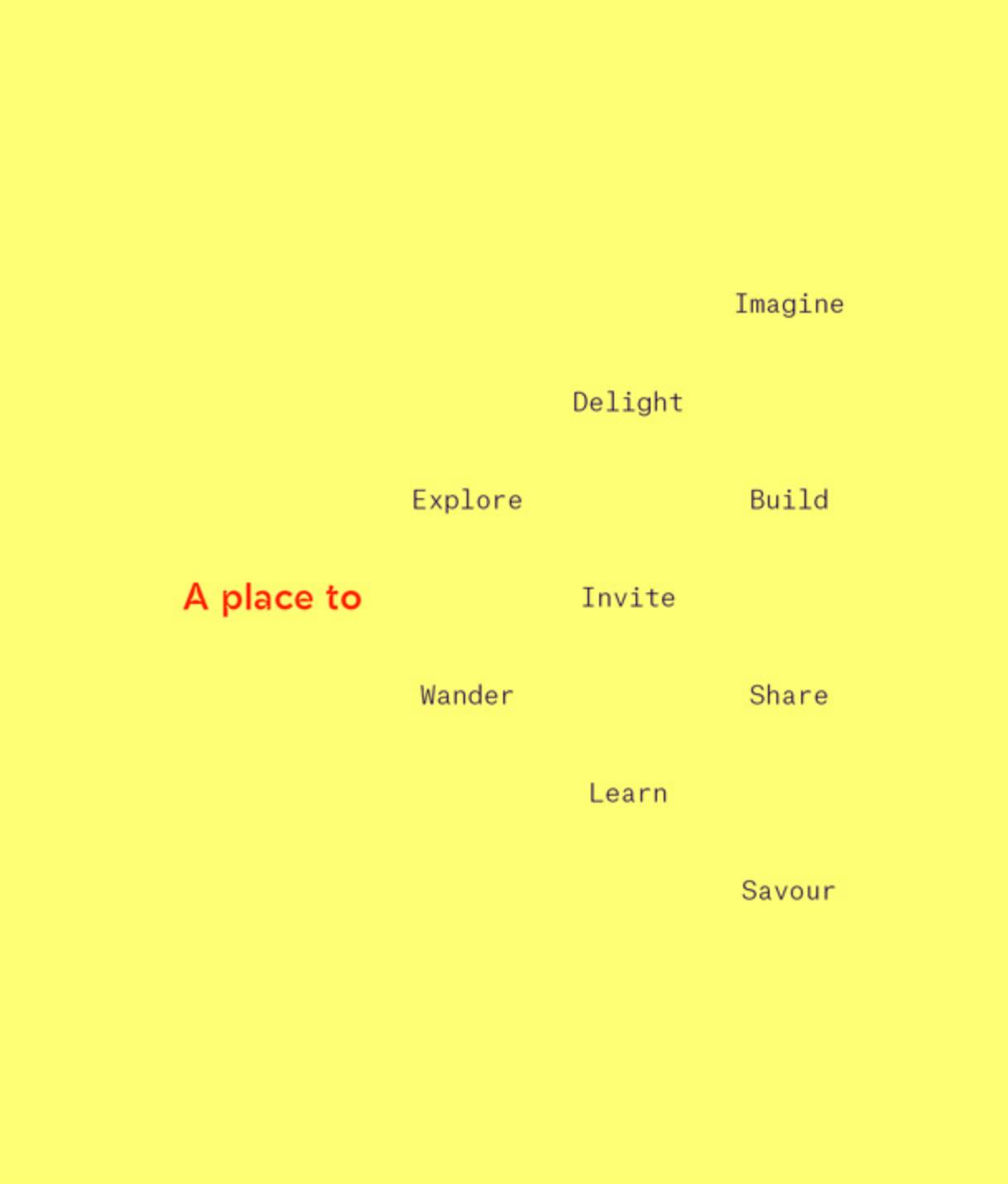
8AM

10AM

1PM

4PM

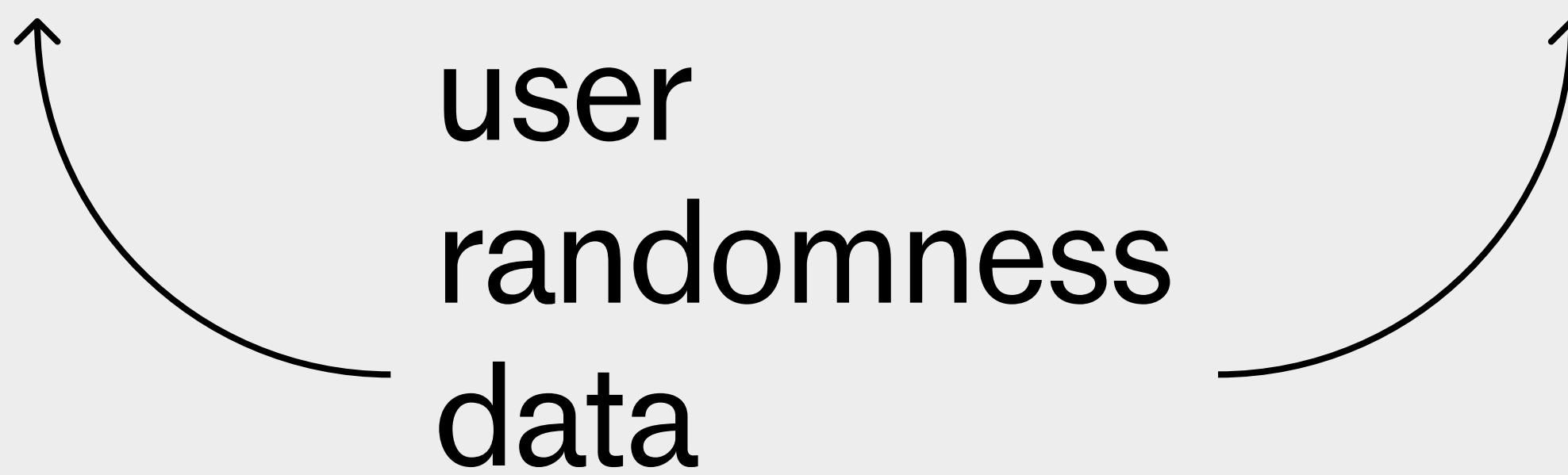
7PM



Padding Central (Dixon Baxi)

Code can make design sacrifice a part of it  
to something other than the designer.

Code can make design sacrifice a part of it  
to something other than the designer.



# What does it mean to “think” like a coder?

GROUP ACTIVITY

Well first, what even is code  
anyway?

Any guesses? 🤫

Code is a set of instructions you give  
to a computer to make it do things.

Code is a set of instructions you give to a computer to make it do things.

Computers don't understand human languages like English. So we need to talk to them in the languages they understand.

**HTML**

Content

What to say

**CSS**

Style

What to look like

**Javascript**

Behavior

What to do

1. Grab a pen and paper!
2. Divide up into pairs.
3. Between you and your partner, decide who is the coder and who is the computer.
4. Give me a thumbs up once that's determined.

## Part 1

You're the coder.

Using the English language, write numbered instructions to your computer to get them to draw your visual.

## Part 2

You're the computer.

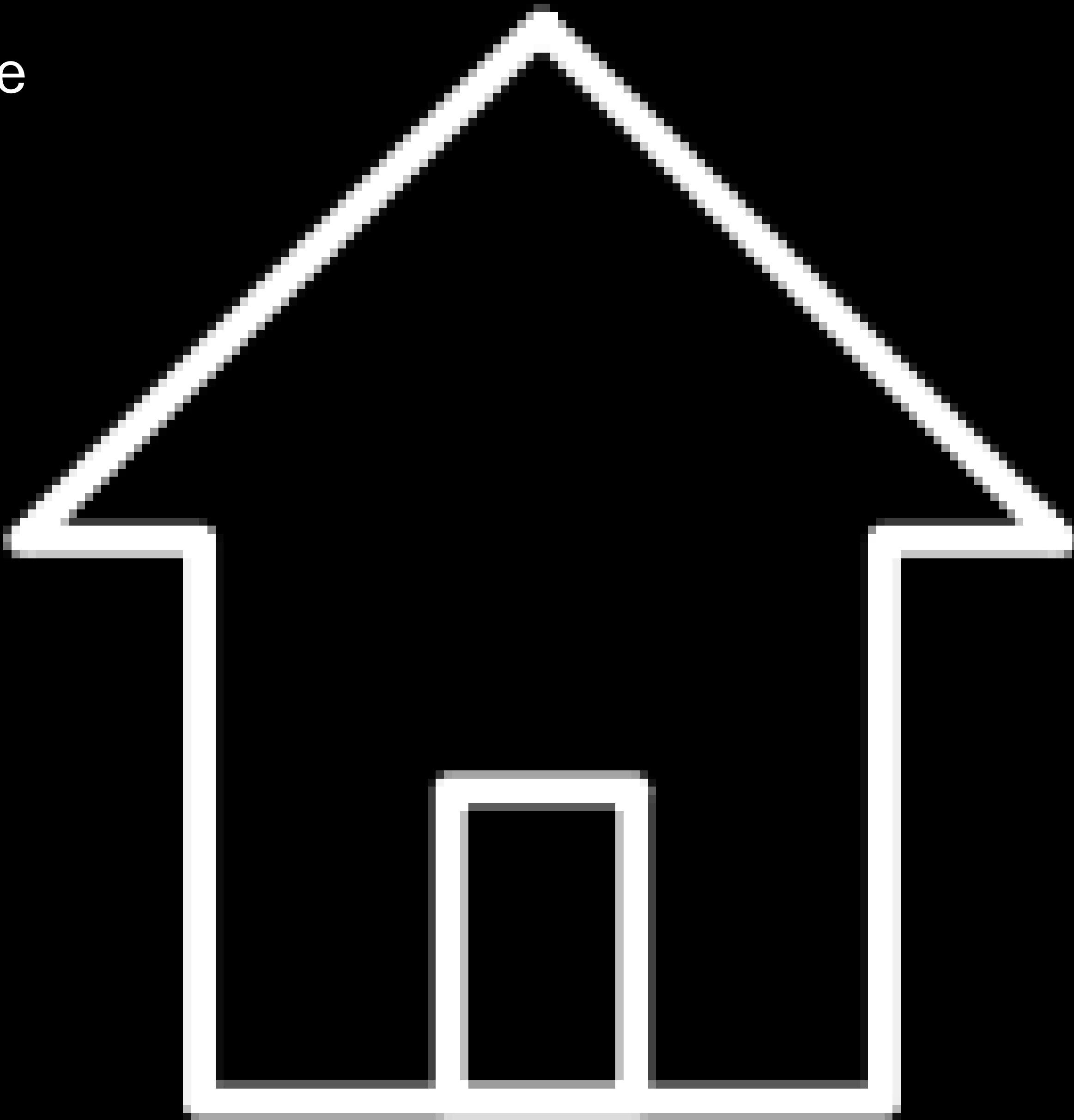
Execute the script written by your coder.



If you're the computer,  
close your eyes.

**Coders:**

Quickly draw this image  
for your own reference.



## Part 1

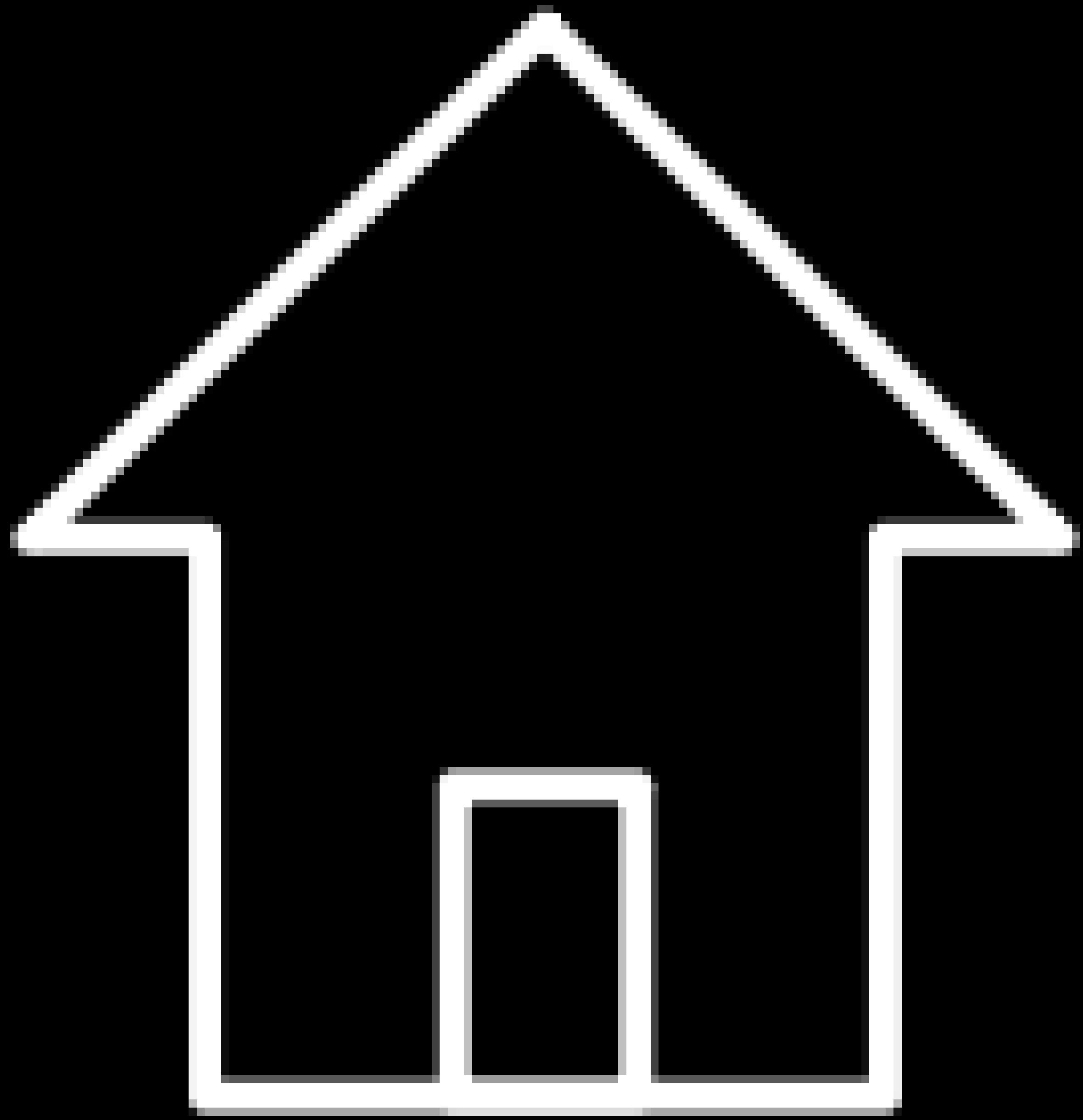
You're the coder.

Using the English language, write numbered instructions to your computer to get them to draw your visual.

## Part 2

You're the computer.

Execute the script written by your coder.

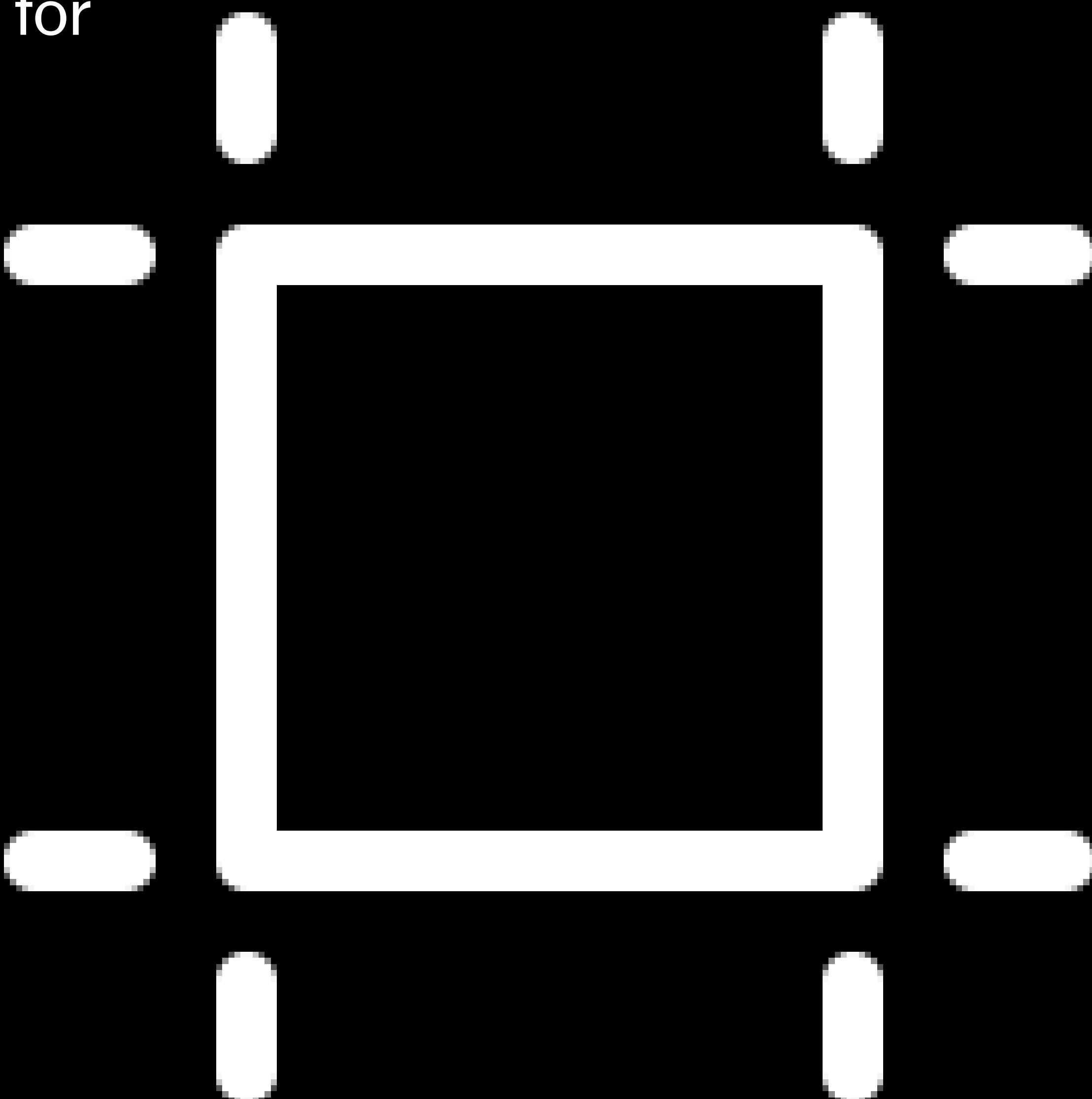




If you're the computer,  
close your eyes.

## Coders:

Quickly draw this image for  
your own reference.



## Part 1

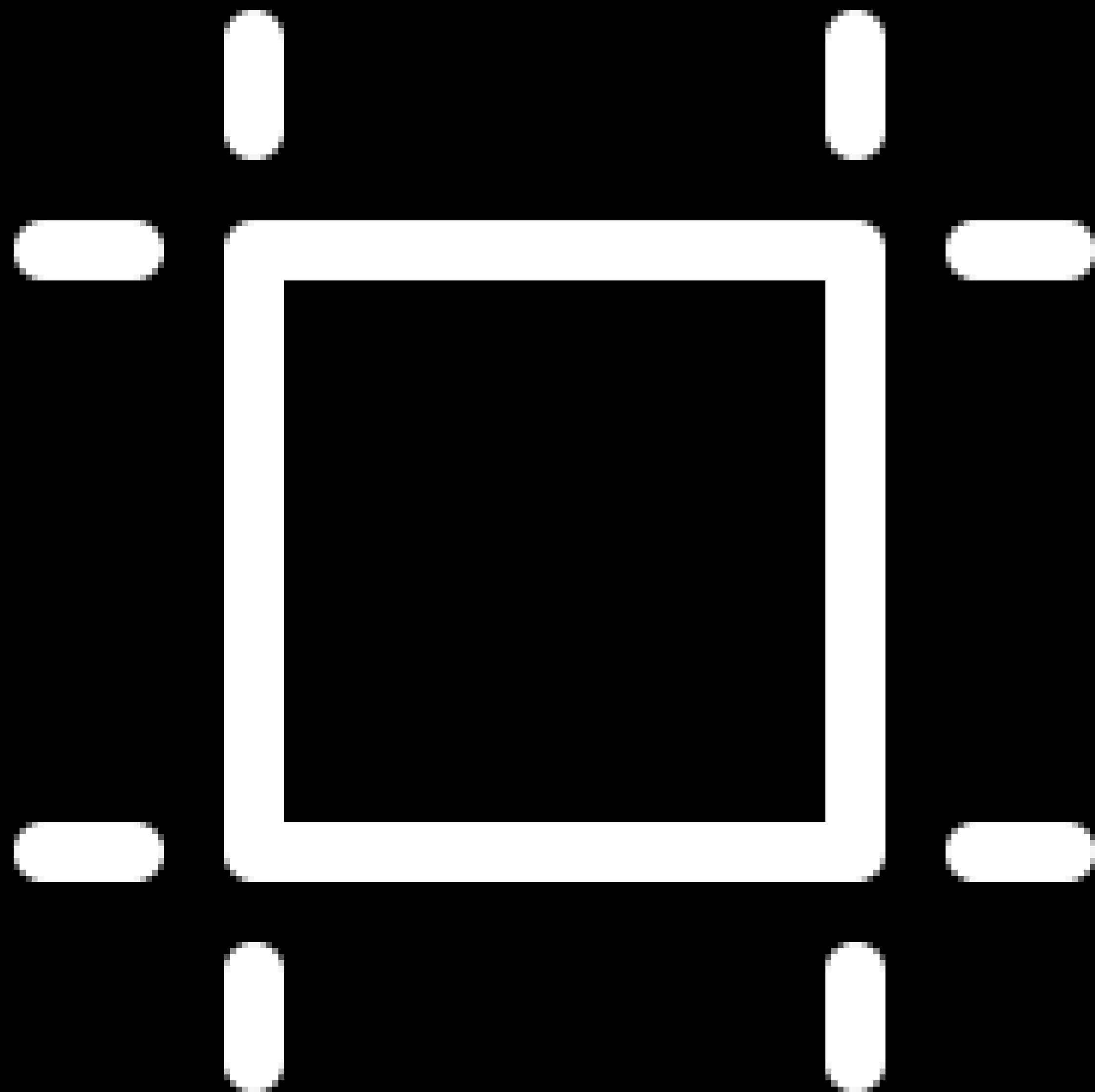
You're the coder.

Using the English language, write numbered instructions to your computer to get them to draw your visual.

## Part 2

You're the computer.

Execute the script written by your coder.



Discuss:

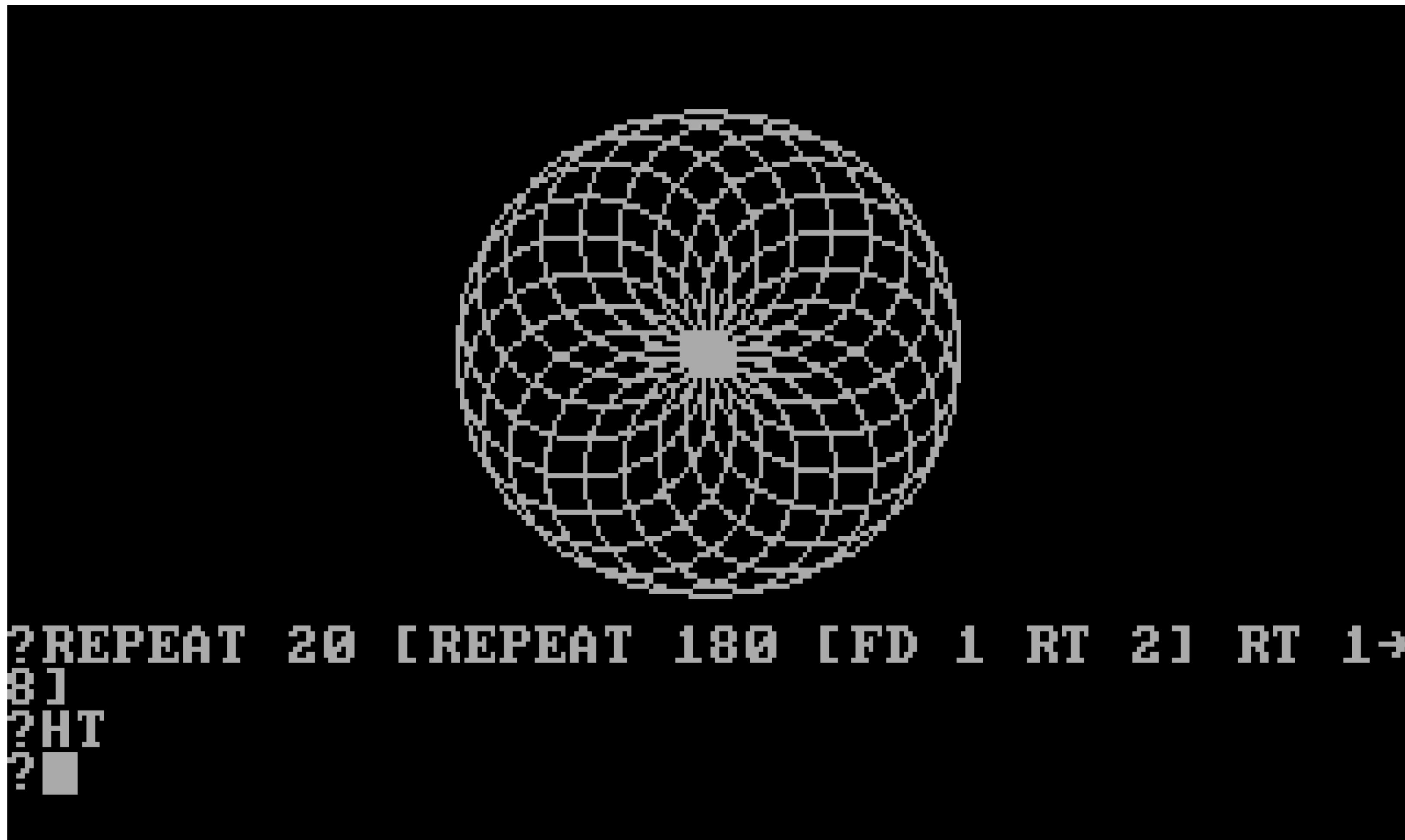
What were the challenges of the coders?

What were the challenges for the computer?

What was effective?

**turn 140.0°**





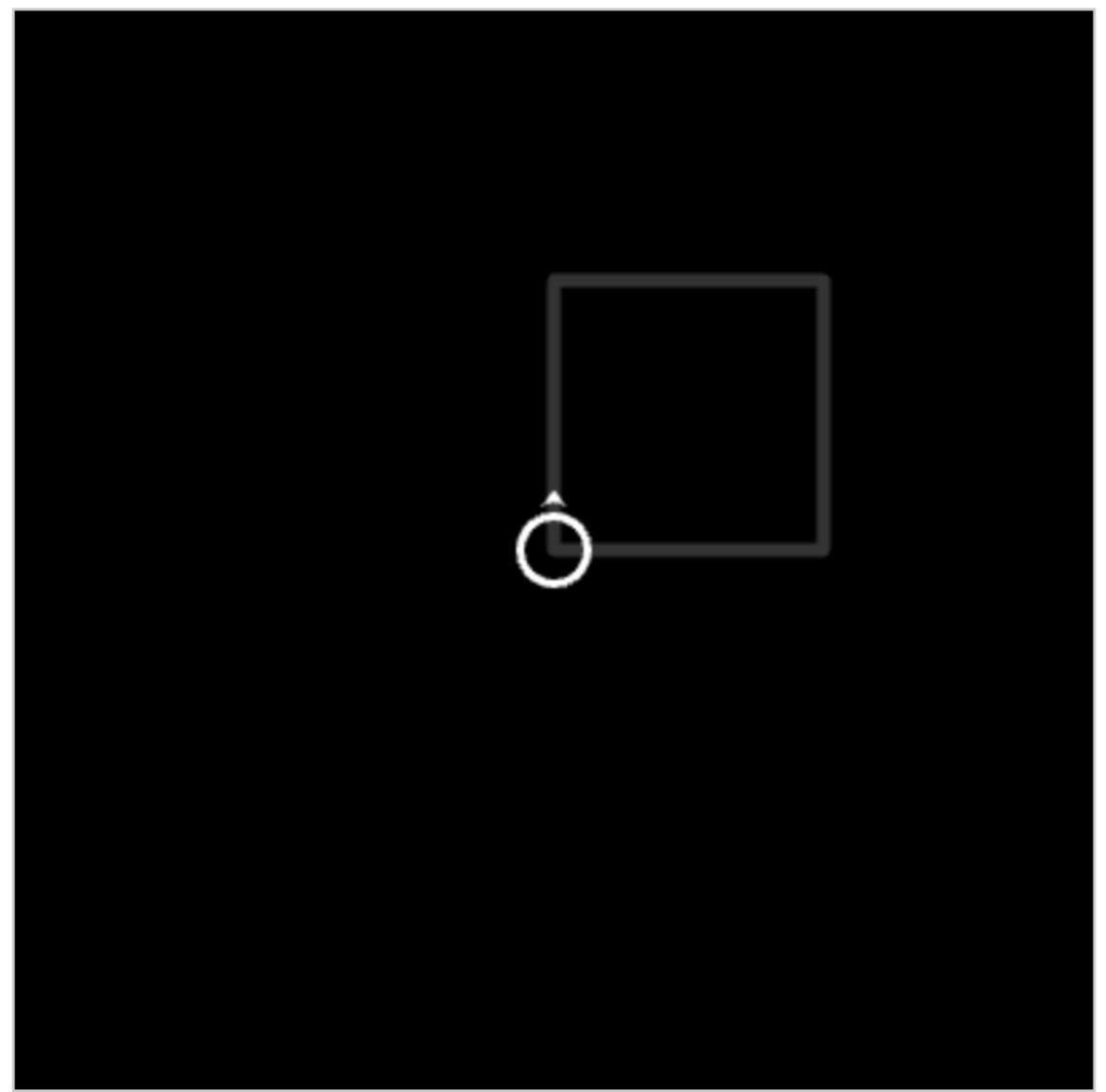
Source code and output in IBM LCSI Logo running in DOSBox1967

Blockly Games : Turtle 1 10

English

GO

Help



▶ Run Program

Turtle  
Loops

move forward by 100



Turtle Graphics Game

# break



**HTML**

Content

What to say

**CSS**

Style

What to look like

**Javascript**

Behavior

What to do

**HTML**

Content

What to say

**CSS**

Style

What to look like

**Javascript**

Behavior

What to do

# What is HTML and how do I use it?

DEMO

# What is HTML?

HTML is the content and structure  
of the website.

It holds anything from text to images  
to links.

# What is HTML?

HTML is not a programming language. It is a **markup language** that provides means to create content and structure from text.

# This is what it looks like.

**This is heading 1**

**This is heading 2**

**This is heading 3**

**This is heading 4**

**This is heading 5**

**This is heading 6**

This is a paragraph

To break  
lines  
in a  
paragraph,  
use the br element.

---

The hr tag creates a horizontal line in an HTML page. *This is emphasized text* **This is strong text** **This is bold text**

1. This is an
2. Ordered
3. List

- This is an
- Unordered
- List

The code element example The *em element* example The **mark element** example The small element example The **strong element** example The **sub element** example The **sup element** example  Radio input  Checkbox input  
Text input  Button Click Click

[This is a link](#)

This is an image:

# The building blocks of HTML

HTML is comprised of **elements**.

These elements can be viewed as commands: you are telling the browser what content it should show.

An HTML element typically consists of a start and end tag, with the content inserted in between:

# Element

<p>This is a paragraph.</p>

# Opening tag

# Content

# Closing tag

Here are some common elements:

```
<h1>This is a header.</h1>  
  
<h2>This is a subhead.</h2>  
  
<p>This is a paragraph.</p>  
  
<a href="website.com">Click this.</a>
```

You're a designer. When we learn styles, it will be your job to question or intentionally embrace the default.

```
<h1>This is a header.</h1>  
<h2>This is a subhead.</h2>  
<p>This is a paragraph.</p>  
<a href="website.com">Click this.</a>
```

**This is a header.**

**This is a subhead.**

This is a paragraph.

[Click this.](#)

More importantly than default styles, some tags carry meaning for browsers, search engines, and screen readers. It's important to use the right one.

```
<h1>This is a header.</h1>
```

Browser reads as most important.

```
<h2>This is a subhead.</h2>
```

Browser reads as second most important.

```
<p>This is a paragraph.</p>
```

```
<a href="website.com">Click this.</a>
```

Browser reads as clickable.

We call these **semantic elements**—  
meaning these elements give their  
contents a meaning or a role.

```
<h1>This is a header.</h1>
```

Browser reads as most important.

```
<h2>This is a subhead.</h2>
```

Browser reads as second most important.

```
<p>This is a paragraph.</p>
```

```
<a href="website.com">Click this.</a>
```

Browser reads as clickable.

Not all elements have content. These are called **empty** or **void** elements and do not have a closing tag.

```
  
<br>  
<hr>
```

Not all elements have content. These are called **empty** or **void** elements and do not have a closing tag.

```

```

Shows an image

```
<br>
```

Creates a line break

```
<hr>
```

Creates a horizontal line

HTML elements can also have attributes, which provide additional information about the contents of an element.

They appear on the opening tag of the element and are made up of two parts: a name and a value.

```

```

Tag

Attribute  
Name

Attribute Value

# Here are some common attributes:

```
<html lang="en">  
  <a href="website.com">Click this</a>  

```

The `lang` attribute of the `<html>` tag declares the language of the Web page.

# Here are some common attributes:

```
<html lang="en">  
  <a href="website.com">Click this</a>  

```

The `href` attribute of the `<a>` tag specifies the URL of the page the link goes to.

# Here are some common attributes:

```
<html lang="en">  
  <a href="website.com">Click this</a>  
  
```

The **src** attribute of the **<img>** tag specifies the path to the image to be displayed.

# W3 Schools has a comprehensive list of HTML elements for reference.

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HTML CSS JAVASCRIPT SQL PYTHON JAVA PHP HOW TO W3.CSS C C++ C# BOOTSTRAP REACT MYSQL JQUERY EXCEL > ⓘ ⓘ ⌂ ⌂

**HTML References**

- HTML by Alphabet**
- HTML by Category
- HTML Browser Support
- HTML Attributes
- HTML Global Attributes
- HTML Events
- HTML Colors
- HTML Canvas
- HTML Audio/Video
- HTML Character Sets
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- HTML URL Encode
- HTML Language Codes
- HTML Country Codes
- HTTP Messages
- HTTP Methods
- PX to EM Converter
- Keyboard Shortcuts

**HTML Tags**

- <!---->
- <!DOCTYPE>
- <a>
- <abbr>
- <acronym>
- <address>

**HTML Element Reference**

◀ Home Next ▶

## HTML Tags Ordered Alphabetically

Search..

Tag	Description
<!---->	Defines a comment
<!DOCTYPE>	Defines the document type
<a>	Defines a hyperlink
<abbr>	Defines an abbreviation or an acronym
<acronym>	Not supported in HTML5. Use <a href="#"><u>&lt;abbr&gt;</u></a> instead. Defines an acronym
<address>	Defines contact information for the author/owner of a document

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**COLOR PICKER**



**f** **o** **i** **n **c****

**SAVE \$770!**

Get

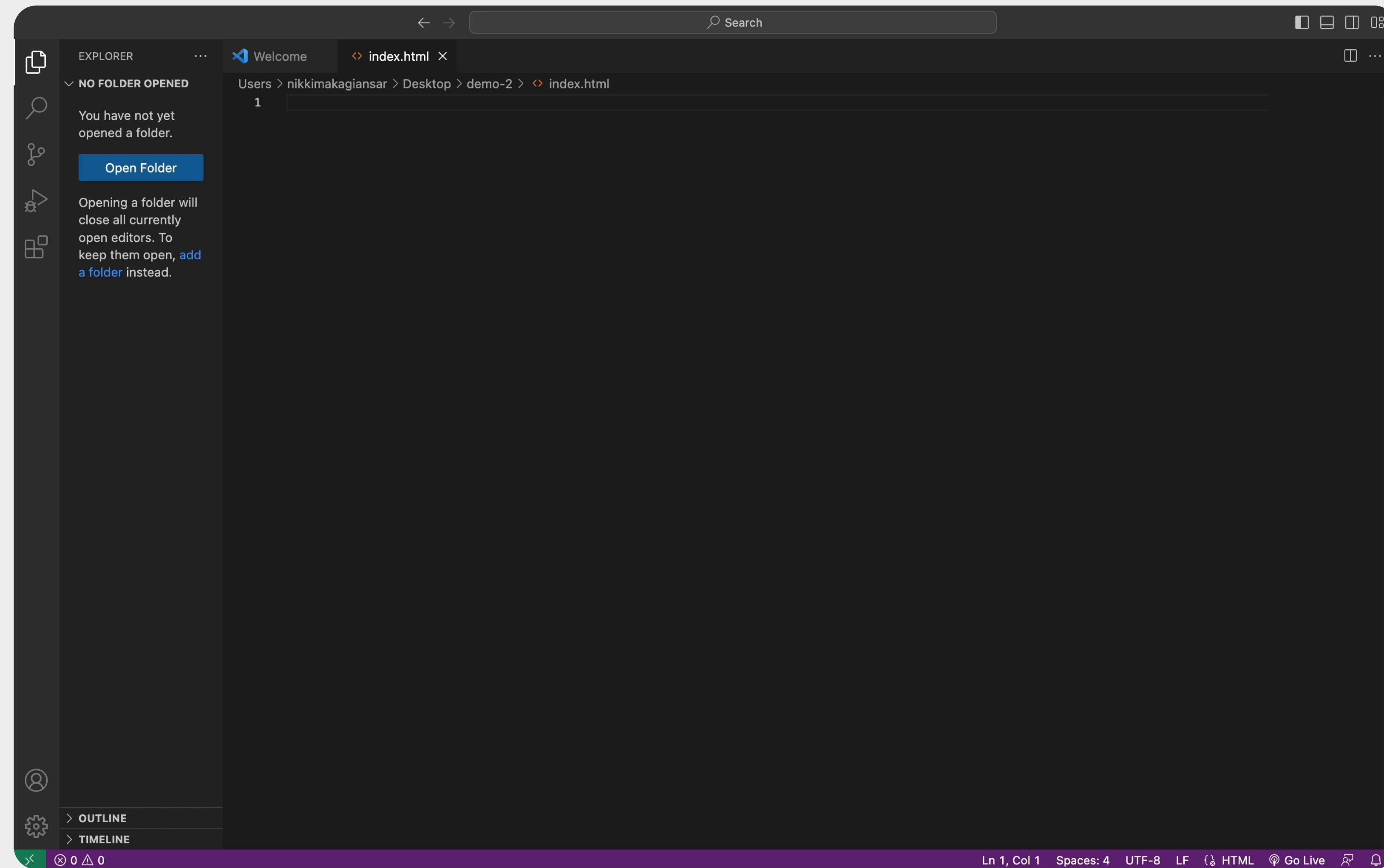
# Page structure

Let's open up Visual Studio Code.

# Page structure

To set up our document, let's get some starter code to make things easier.

If you download the HTML5 boilerplate plugin for VS code, you can start any project by typing in `htm...` and it will autofill for you.



# Page structure

All HTML documents are set-up with three primary actions.

1. A declaration of what the page is.

```
<!DOCTYPE html>  
<html>
```

```
</html>
```

## 2. The creation of a head section.

The head section is where we keep information about the document, including the site's title, SEO information, and how the document should behave.

```
<!DOCTYPE html>
<html>
  <head>
    <title>My First Site</title>
  </head>
</html>
```

### 3. The body section.

The body section is where we do most of our work: content in this section is read and output by browsers.

```
<!DOCTYPE html>
<html>
  <head>
    <title>My First Site</title>
  </head>
  <body>
    Hi! This is my first site.
  </body>
</html>
```

## All the stuff you don't see.

Examples include:

- The meta content (search engines, what you see when you share it)
- Links to other files like to connect CSS

## All the stuff we do see.

Examples include:

- Text, images, links, the entire website

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
    <title>My First Site</title>
```

```
</head>
```

```
<body>
```

```
    Hi! This is my first site.
```

```
</body>
```

```
</html>
```

Notice the indentation!

Organizing your code makes it easy  
to scan.

(Not too big of a problem with this first  
page, but as our sites grow to hundreds  
of lines, indentation will be a life-saver!)

```
<!DOCTYPE html>
<html>
  <head>
    <title>My First Site</title>
  </head>
  <body>
    Hi! This is my first site.
  </body>
</html>
```

These elements tend to get nested inside one another, like a Russian doll of text.

```
▼<Project ProjectName="-">
  ▼<Packages>
    ▼<Package PackageName="-">
      ▼<Classes>
        ▼<Class Name="-" AccessLevel="-" Superclass="-" DeclaredPackage="-">
          ▼<Attributes>
            <Attribute Name="-" AccessLevel="-" Type="-"/>
          </Attributes>
          ▼<Methods>
            ▼<Method Name="-" AccessLevel="-" ReturnType="-" DeclaredClass="-">
              ▼<Parameters NumberOfParameters="-">
                <Parameter ParameterName="-" ParameterType="-"/>
              </Parameters>
              ▼<LocalVariables>
                <LocalVariable LocalVariableName="-" LocalVariableType="-"/>
              </LocalVariables>
              ▼<AttributeAccesses>
                <AttributeAccess Name="-" Type="-"/>
              </AttributeAccesses>
              ▼<MethodInvocations>
                <MethodInvocation Name="-" AccessedIn="-"/>
              </MethodInvocations>
            </Method>
          </Methods>
        </Class>
      </Classes>
    </Package>
  </Packages>
</Project>
```

These elements tend to get nested inside one another, like a Russian doll of text.



**Let's learn some HTML!**

# This is heading 1

## This is heading 2

### This is heading 3

#### This is heading 4

##### This is heading 5

###### This is heading 6

This is a paragraph

To break  
lines  
in a  
paragraph,  
use the br element.

---

The hr tag creates a horizontal line in an HTML page. *This is emphasized text* **This is strong text** **This is bold text**

1. This is an
2. Ordered
3. List
  - This is an
  - Unordered
  - List

The code element example The *em element* example The **mark element** example The small element example The **strong element** example The sub element example The sup element example  Radio input  Checkbox input  
Text input  Button Click Click

[This is a link](#)

This is an image:



How does it turn into a website?

The “instructions” you write for your computer along with its assets (e.g. images) are packaged into a collection of files and folders that are a website.

The “instructions” you write for your computer along with its assets (e.g. images) are packaged into a collection of files and folders that are a website.

HTML, CSS, and Javascript are simply files of text. These files and folders are organized in a specific structure.

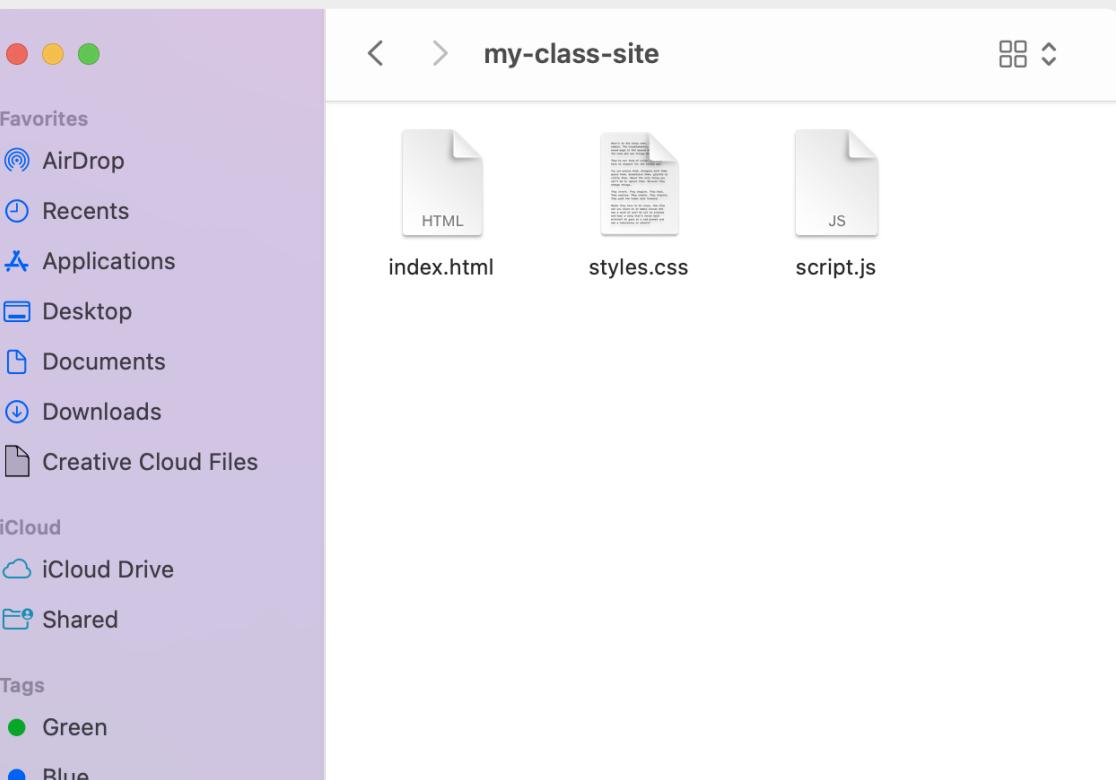
index.html

styles.css

script.js



```
Selection View Go Run Terminal Help extension.ts - myfirstextension - Visual Studio Code
EDITOR ... ts extension.ts 1 tsconfig.json
EDITORS
src > TS extension.ts activate
1 // The module 'vscode' contains the VS Code extensibility API
2 // Import the module and reference it with the alias vscode in your code below
3 import * as vscode from 'vscode';
4
5 // This method is called when your extension is activated
6 // Your extension is activated the very first time the command is executed
7 export function activate(context: vscode.ExtensionContext) {
8
9   // Use the console to output diagnostic information (console.log) and errors (console.error)
10  // This line of code will only be executed once when your extension is activated
11  console.log('Congratulations, your extension "myfirstextension" is now active!');
12  context.
13    // The c environmentVariableCollection
14    // Now p extension
15    // The c extensionMode
16    let disp extensionPath
17    // T extensionUri
18    // D globalState
19    // vscod globalStorageUri
20    );
21    // logUri
22    // secrets
23    context.
24    // storageUri
25    // subscriptions
26
27  // This method is called when your extension is deactivated
28  export function deactivate() {}
```



1. Write your code/files

2. Establish a correct file structure

3. Transfer the files to a server

4. Your site can now be accessed from any computer



The WorldWideWeb (W3) is a wide-area [hypermedia](#) information retrieval initiative aiming to give universal access to distributed documents and information systems.

Everything there is online about W3 is linked directly or indirectly to this document, including an [executive summary](#).

**What's out there?** Pointers to the world's online information, [subjects](#), [W3 servers](#), etc.

**Help** on the browser you are using

**Software Products** A list of W3 project components and their current state. (e.g. [Line Mode](#), [X11](#), [Viola](#), [NeXTStep](#), [Servers](#), [Tools](#))

**Technical** Details of protocols, formats, program internals etc

**Bibliography** Paper documentation on W3 and references.

**People** A list of some people involved in the project.

**History** A summary of the history of the project.

**How can I help?** If you would like to support the web..

**Getting code** Getting the code by [anonymous FTP](#), etc.

Let's get your class site started.

# Recap, Homework, Q&A

CLOSING

# Recap

Code can make design:

1. Interactive
2. Generative
3. Adaptive
4. Automated
5. Data-driven

## Recap

Code can make design sacrifice a part of it  
to something other than the designer.

## Recap

Code is a set of instructions you give to a computer to make it do things.

## Recap

Code is a set of instructions you give to a computer to make it do things.

**HTML** concerns content and is how you tell your computer what your website should say.

## Recap

The “instructions” you write for your computer along with its assets (e.g. images) are packaged into a collection of files and folders that are a website.

# Assignments

1. Class Website
2. HTML Wiki
3. Submit a Website
4. Take Home Lectures:
  - a. Set up your site on Github (posted EOD)
  - b. File linking structure (posted EOD)

Questions?