







Web Developer

Programmazione - Javascript e Typescript

Docente: Shadi Lahham



Web Development

Introduction

Shadi Lahham - Programmazione web - Frontend - HTML e CSS

Anatomy of a Website

Anatomy of a Website

HTML

Structure

CSS

Presentation

Javascript

Logic

HTML Boilerplates

HTML Boilerplate

```
<!doctype html>
<html lang="en">
<head>
  <meta charset="utf-8">
  <title>Website Title</title>
  <meta name="description" content="My new wonderful website">
  <meta name="author" content="Mister X">
  <link rel="stylesheet" href="css/styles.css?v=1.0">
</head>
<body>
  <div>My Website</div>
 <!-- end of the body -->
  <script src="js/scripts.js"></script>
</body>
</html>
```

The Doctype

The first thing on an HTML page is the doctype, which tells the browser which version of the markup language the page is using.

For XHTML 1.0 Strict:

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
   "http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
```

For HTML4 Transitional:

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
   "http://www.w3.org/TR/html4/loose.dtd">
```

For modern HTML5:

<!doctype html>

The html Element

```
<!doctype html>
<html lang="en">

</html>

Represents top-level element of an HTML document
Also referred to as the root element

All elements must be descendants of <html>
```

The head Element

UTF-8 is a character encoding capable of encoding all possible characters, or code points, defined by Unicode. The encoding is variable-length and uses 8-bit code units.

```
XHTML and HTML4:
<meta http-equiv="Content-Type" content="text/html; charset=utf-8">
HTML5:
<meta charset="utf-8">
```

<u>Metadata - Wikipedia</u>

The head Element

```
<head>
  <meta charset="utf-8">
    <title>Website Title</title>
    <meta name="description" content="My new wonderful website">
    <meta name="author" content="Mister X">
    link rel="stylesheet" href="css/styles.css?v=1.0">
  </head>
```

Quick Exercise:

```
What is this for? 
?v=1.0
```

How does the browser cache work?

The body Element

```
<body>
  <!-- end of the body -->
  <script src="js/scripts.js"></script>
</body>
XHTML and older:
<script src="js/scripts.js" type="text/javascript"></script>
HTML5:
<script src="js/scripts.js"></script>
The <script> tag is used to define a client-side script (JavaScript).
The <script> element either contains scripting statements, or it points to an external script file
through the src attribute.
```

HTML Boilerplate - Complete picture

```
<!doctype html>
<html lang="en">
<head>
  <meta charset="utf-8">
  <title>Website Title</title>
  <meta name="description" content="My new wonderful website">
  <meta name="author" content="Mister X">
  <link rel="stylesheet" href="css/styles.css?v=1.0">
</head>
<body>
  <div>My Website</div>
 <!-- end of the body -->
  <script src="js/scripts.js"></script>
</body>
</html>
```

URL

Uniform Resource Locator

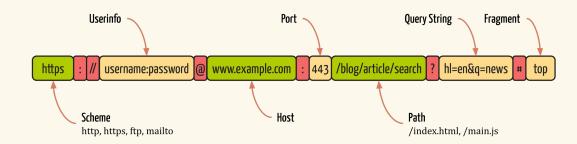
Components of a URL

Uniform Resource Locator: an address for locating a unique resource on the net like a file or an app

The components of a URL

Main components

Some of the components show here are simplified and some are optional



© Shadi Lahham

Resources

Inline, embedded & external

Inline Javascript

note: inline javascript shouldn't be used except in very few justified cases

External Javascript

```
index.html

<body>
    <!-- end of the body -->
    <script src="js/main.js"></script>
</body>

main.js
console.log('Hello, World!');
```

Inline CSS

note: inline CSS shouldn't never be used

Embedded CSS

```
<!DOCTYPE html>
<html>
<head>
 <style>
   color: red;
   text-align: center;
 </style>
</head>
<body>
 Hello CSS!
 Nice to meet you.
</body>
</html>
```

note: embedded CSS shouldn't be used except in very few justified cases

External CSS

Structure & loading

speed optimization

File and folder structure

```
<body>
 <!-- end of the body -->
                                                               └── style.css
  <script src="js/main.js"></script>
</body>
                                                                — main.js
                                                               index.html
<body>
 <!-- end of the body -->
                                                                 - style.css
  <script src="myJavascript/file.js"></script>
                                                               myJavascript
</body>
                                                               └── file.js
                                                               index.html
```

Local vs remote Javascript

Tag placement

```
<!doctype html>
<html lang="en">
<head>
 <script src="js/earlyLoadingScript.js"></script>
</head>
<body>
 <h1>Introduction</h1>
 >Welcome to our service ... 
 <!-- end of the body -->
 <script src="js/postDOMScript.js"></script>
</body>
</html>
```

note: the <script> tag blocks the browser from proceeding with reading the remaining HTML content
until the JavaScript code has been loaded and executed

Async & defer

```
<script defer src="js/first.js"></script>
<script defer src="js/second.js"></script>
```

defer attribute:

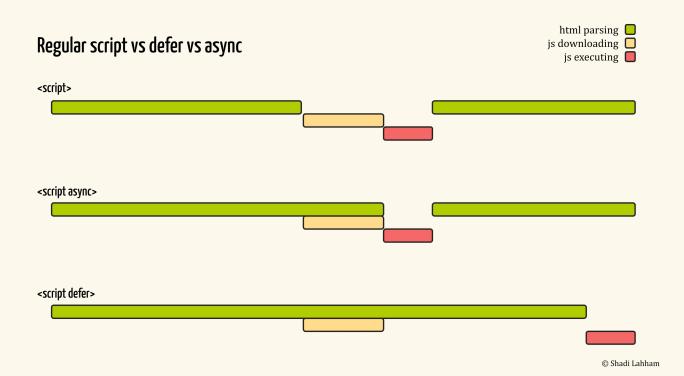
- doesn't block browser
- script loads in background and executes after HTML parsing
- maintains script execution order so first.js runs before second.js

```
<script async src="js/big.js"></script>
<script async src="js/small.js"></script>
```

async attribute:

- doesn't block browser
- script loads asynchronously and executes as soon as it's ready
- no guarantee on script execution order so small.js might run before big.js

Async & defer



Compatibility

for older browsers

HTML5 Shiv and Polyfills

<head>

Polyfill:

fallback code which makes modern functionality available in older browsers for compatibility Loading Polyfills is no longer a common practice

Specifically, the HTML5 shiv above is for older browsers that don't understand HTML5 You don't need to use this on modern sites and apps

Polyfill - MDN definition
What is a Polyfill?

Html Element with conditional comments

You might see the above example in older code for compatibility reasons You don't need to use this on modern sites and apps

Your turn

1.Boilerplate

Quickly Read a few of the following pages

- HTML5 Template
- Basic HTML5 Template
- Basic HTML boilerplate

Using the information in this lesson and the pages above, write your own HTML boilerplate that you think is best. Name it index.html

Create a folder named **01-boilerplate** with your solution

2.New JS

Build your first Javascript project

- Write your index.html file from scratch
- Add a main.js file that writes your name to the console

Create a folder named **02-new-js** with your solution

Note: all files should be in kebab-case (italiano)

JavaScript Debugging

Console Overview | Tools for Web Developers

3.The cache

Remember the line?

```
<link rel="stylesheet" href="css/styles.css?v=1.0">
```

- What does ?v=1.0 do?
- How does the browser cache work?

Create a folder named **03-the-cache**

Inside the folder create a .txt or .doc or .md file with your answers

Note: all files should be in <u>kebab-case</u> (<u>italiano</u>)

References

HTML doctype declaration

HTML link tag

HTML meta tag

Validate your code:

The W3C Markup Validation Service

Check browser compatibility:

Can I use... Support tables for HTML5, CSS3, etc

References

URL components

URL Syntax

<u>Understanding the Components of a URL</u>