

## Day 4-Workshop-Learning-Content

**Description:** This document will give knowledge about html elements like form, form input elements, attributes of input element and semantic elements.

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**Introduction to HTML Elements:** You have learned about basic container elements of html in previous lab, here, you will some more of them.

1. **HTML FORM:** The **HTML <form> element** represents a document section that contains interactive controls to submit information to a web server. The <form> tag is used to create an HTML form for user input. It has opening tag (<form>) and closing tag (</form>). All input elements must be contained inside form element.

- a. **Action attribute:** The action attribute specifies where to send the form-data when a form is submitted.
- b. **Method attribute:** The method attribute specifies how to send form-data (the form-data is sent to the page specified in the action attribute). The form-data can be sent as URL variables (with method="get") or as HTTP post transaction (with method="post").

**For Example:**

```
<!-- Simple form which will send a GET request -->
<form action="" method="get">
  <label for="GET-name">Name :</label>
  <input id="GET-name" type="text" name="name">
  <input type="submit" value="Save">
</form>
```

2. **HTML FORM Elements:** HTML Form elements are used to get input from users. The <form> element can contain one or more of the following form elements:

- a. **<input>:** The <input> tag specifies an input field where the user can enter data. <input> elements are used within a <form> element to declare input controls that allow users to input data. An input field can vary in many ways, depending on the type attribute.
- b. **<select>:** The <select> element is used to create a drop-down list.
- c. **<option>:** The <option> tag defines an option in a select list. The <option> tags inside the <select> element define the available options in the list.

**For Example:**

```
<select name="select">
  <option value="value1">Value 1</option>
  <option value="value2">Value 2</option>
  <option value="value3">Value 3</option>
</select>
```

- d. **<textarea>:** The **HTML <textarea> element** represents a multi-line plain-text editing control. A text area can hold an unlimited number of characters, and the text renders in

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a fixed-width font (usually Courier). The size of a text area can be specified by the columns and rows attributes.

**For Example:**

```
<textarea name="textarea" rows="10" cols="50">
    Write something here
</textarea>
```

- e. **<button>:** The <button> tag defines a clickable button. Inside a <button> element you can put content, like text or images. This is the difference between this element and buttons created with the <input> element.

**For Example:**

```
<button name="button">Click me</button>
```

3. **Input Tags:** The <input> element can be displayed in several ways, depending on the type attribute.

- a. **<input type="text">:** <input type="text"> defines a one-line text input field.
- b. **<input type="password">:** <input type="password"> defines a password field. The characters in a password field are masked (shown as asterisks or circles).

**For Example:**

```
<form>
    User name:<br>
    <input type="text" name="username"><br>
    User password:<br>
    <input type="password" name="psw">
</form>
```

- c. **<input type="email">:** The <input type="email"> is used for input fields that should contain an e-mail address. Depending on browser support, the e-mail address can be automatically validated when submitted.

**For Example:**

```
<form>
    E-mail:
    <input type="email" name="email">
</form>
```

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- d. **<input type="number">**:- The **<input type="number">** defines a numeric input field. You can also set restrictions on what numbers are accepted.

For Example:

```
<form>
  Quantity (between 1 and 5):
  <input type="number" name="quantity" min="1" max="5">
</form>
```

- e. **<input type="radio">**: A radio button. You must use the **value** attribute to define the value submitted by this item. Use the **checked** attribute to indicate whether this item is selected by default. Radio buttons that have the same value for the **name** attribute are in the same "radio button group". Only one radio button in a group can be selected at a time.

For Example:

```
<form>
  <input type="radio" name="gender" value="male" checked> Male<br>
  <input type="radio" name="gender" value="female"> Female<br>
  <input type="radio" name="gender" value="other"> Other
</form>
```

- f. **<input type="checkbox">**: A check box. You must use the **value** attribute to define the value submitted by this item. Use the **checked** attribute to indicate whether this item is selected. Checkboxes let a user select ZERO or MORE options of a limited number of choices.

For Example:

```
<form>
  <input type="checkbox" name="vehicle1" value="Bike"> I have a bike<br>
  <input type="checkbox" name="vehicle2" value="Car"> I have a car
</form>
```

- g. **<input type="button">**: A push button with no default behavior.

For Example:

```
<input type="button" value="Click Me!">
```

- h. **<input type="submit">**: **<input type="submit">** defines a button for submitting form data to a form-handler. The form-handler is typically a server page with a script for processing input data. The form-handler is specified in the form's action attribute.

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For Example:

```
<input type="submit" value="Submit">
```

**f. <input type="reset">:** <input type="reset"> defines a reset button that will reset all form values to their default values.

For Example:

```
<input type="reset" value="Clear">
```

**4. Input Tag Attributes:** Following are commonly used input tag attributes.

- a. **Value:** The value attribute specifies the initial value for an input field. This attribute is optional except when the value of the **type** attribute is radio or checkbox.
- b. **Type:** The type of control to render.
- c. **Name:** The name of the control, which is submitted with the form data.
- d. **Class:** The class attribute specifies one or more class names for an element. The class attribute is mostly used to point to a class in a style sheet. However, it can also be used by a JavaScript (via the HTML DOM) to make changes to HTML elements with a specified class.
- e. **Id:** The id attribute specifies a unique id for an HTML element (the value must be unique within the HTML document). The id attribute is mostly used to point to a style in a style sheet, and by JavaScript (via the HTML DOM) to manipulate the element with the specific id.
- f. **Readonly:** This attribute indicates that the user cannot modify the value of the control. The value of the attribute is irrelevant. If you need read-write access to the input value, *do not* add the "**readonly**" attribute.
- g. **Disabled:** This Boolean attribute indicates that the form control is not available for interaction.
- h. **Placeholder:** A hint to the user of what can be entered in the control. The placeholder text must not contain carriage returns or line-feeds.

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