

# HTML

Shristi Technology Labs



## Contents

- Introduction to HTML
- HTML File Structure
- HTML Tags
  - Basic Formatting Tags
  - Image, Anchor, List, Table, Form
  - Structural Tags
  - New Form Elements
  - New Form Attributes
  - Audio and Video
  - Canvas
- Webstorage API



## Introduction to HTML

- Is a markup language understood by web browsers.
- Primarily designed for desired look and feel.
- Easy to learn.
- Structure of web pages
- It is the "mother tongue" of the browsers
- Documents are described with HTML tags
- Uses fixed set of predefined tags
- Describes appearance as well as structure of the data



## Features of HTML5

- New generation HTML
- powerful standard for the developing advanced web pages
- Support by major browsers(latest versions)
- New features based on HTML, CSS, DOM, and Javascript
- Reduces the need for external plugins (like Flash)
- Better error handling
- More markup to replace scripting
- HTML5 should be device independent



# HTML Elements/Tags

- Elements give the structure of HTML Documents
- All elements have the same format begins with "<" end with ">".
- Elements represent how to be present data in the web browser
  - <b> indicates bold , indicates table creation
- The tags can be
  - Empty <br/><br/>
  - With body content <b > Hello World</b >
  - With Attributes <input type = "text">
  - With body content & attributes



## HTML File Structure

- <!Doctype html> specifies that this is a HTML5 document
- The root tag is <html>
- The file can be saved as anyname.html or anyname.htm
- It has two child tags as <head> and <body>



# <head> and <body> tag

#### <head> tag

- Defines the header part oh html
- Has child tags as <title>, <meta> , <style>, <script> ,<link>

```
title - specifies the title for the webpage
meta - specifies the content type
link - used to call an external css page
style - specifies that css is written inside this tag
script - specifies that javascript is written inside the tag
```

#### <body>

- All child tags are added here
- Specifies the data



# Child tags of <head>

#### <script>

- is used to define a client-side script, like JavaScript.
- Can either contains scripting statements or can point to an external script file through src attribute
- Used for form validation, & dynamic changes of content.

#### <meta>

- Used to specify content type, character set and author details
- Used by search engines

#### <style>

Used for adding styling to the page

#### k>

Used to add external stylesheet to this page



## HTML File Structure

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <title>Home Page</title>
    <link rel="stylesheet" href="styles/extstyle.css">
    <style type="text/css">
        /* css code goes here*/
    </style>
    <script src = "course.js"></script>
    <script>
        //javascript code goes here
    </script>
</head>
<body>
</body>
</html>
```



# HTML Tags

- Basic Formatting Tags
- Image <img> tag
- Anchor <a> Tag
- Table
- Form Tags



# **Basic Formatting Tags**

- <b>This will be in bold</b>
- <strong> This tag is similar to bold</strong>
- <i> This text will be italised</i>
- <u>> This text will be underlined </u>></u>
- Heading tags from <h1> to <h6>
- <hr/>r/> used for Horizontal line
- <br/>- used to give a break and move onto next line
- This is used for paragraphs
- maintains the content written as such -formatted text



# Example

```
<!DOCTYPE html>
<html>
<head>
    <title>My Page</title>
</head>
    Hello<br>>
    <i>welcome to html</i>
    <h1>welcome to html</h1>
    \langle h2 \rangle welcome to html \langle /h2 \rangle
    <h3>welcome to html</h3>
    <h4>welcome to html</h4>
    <h5>welcome to html</h5>
    <h6>welcome to html</h6>
    <br/>
    <strong>Learning HTML is easy </strong>
    11, R.K Nagar
        Chennai
        TN
    </body>
</html>
```



## <img> tag

- Images are defined with the <img> tag
- Has attributes as
  - src(source)
  - alt (alternative text )
  - width
  - height

```
<img src="panda1.jpg" height="300px" width="300px" alt="panda" />
```



## Anchor tag

- To open a link or a move to a different webpage use <a>a> tag
- The website address is specified using href attribute.
- Use target="\_blank" to open the url in a new window

```
<a href="http://www.shristitechlabs.com">View Shristitechlabs</a>
```

To propagate in the same page also <a> tag is used
 eg:

On the top of the page write < a name = "top">
On the bottom of the page use < a href="#top>Goto Top</a>
When you click Goto Top it will take to the top of the page



## Example: <a> tag

```
<body>
<a name="top"></a>
Hello Welcome to HTML
 <a href="#bottom">GO DOWN</a>
Some text here
 <a name="bottom"></a>
 <a href="#top">GOTo Top</a>
</body>
```



#### List – Ordered

- uses 
   tag
- adds the list value using <*li>tag*
- Has attribute
  - start(specifies start number)
  - type(number or alphabet)

```
     Apple 
     Orange 
     Mango 
     Grapes
```



#### List – Unordered

- uses <*ul>* tag
- adds the list value using <*li>tag*
- Has attribute -
  - type(square/disc/circle)

```
      Sony 
      Samsung
      Nokia 
      Moto G
```



## List – Description List

**Description List**:<dl>

**Description term**:<dt> - name or term

**Description data**:<dd> - can be paragraph or list



## tag

- is used to display the tabular data as rows and columns.
- Three different elements are used to insert data in the table
- represents table row
- represents table data each cell value of the table.
- represents table head
- has attributes like border ,cellpadding , cellspacing
- has attributes like
  - colspan to merge one or more columns
  - rowspan to merge one or more rows



## Example

```
Name
 Subject
 Marks
Ram
 Maths
 100
Tom
 100
Shyam
 Maths
 100
Total :300
```



## <fieldset> and <legend>

Used to differentiate the tables with names

```
<fieldset>
 <legend align="right">Student Details</legend>
 Name
     Subject
     MArks
   Ram
     Maths
     100
   Shyam
     Maths
     100
   </fieldset>
```



### Block and inline elements

A block element is an element that takes up the full width available.

#### **Example for block elements**

- <h1>, , , <div>

#### **Example of inline elements**

- <span>, <a>

```
<div> This is a demo </div> Welcome
<h1>This is a heading</h1>Hello
<span>Inside Span</span> Outside
```



## Form Elements

- HTML Forms are used to collect user input.
- <form> element defines an HTML form

#### Form elements are:

- Textfield
- Password
- Radio
- Checkbox
- Select(dropdown)
- Textarea
- Submit
- Reset
- Button



## Form tag

- <form> is used for creating form tag
- All form elements MUST be inside form tag
- Has attributes like
  - name used while validating a form
  - method specifies whether get/post is used to carry form values
  - action specifies the address that gets called on clicking submit



#### Text Field

- <input> is used for one line input field for text input
- Has attributes like
  - type specifies the field type
  - name is used to retrieve value of form field in the backend(servlet)
  - id is used to retrieve value of form field in javascript
  - value specifies the default value
  - placeholder is seen in the background as text

Name<input type="text" name="uname" id="username" value = "Ram" placeholder="Enter name">



#### **Password**

- <input tag is used for one line input field for text input</li>
- Has attributes like
  - type specifies the field type
  - name is used to retrieve value of form field in the backend (servlet)
  - id is used to retrieve value of form field in javascript
  - value specifies the default value
  - placeholder is seen in the background as text

Password<input type="password" name="pass" id="password" placeholder="enter password">



#### Radio Button

- Allows user to select ONE in a limited number of choice
- Has attributes like
  - type specifies the field type
  - name is used to retrieve value in the backend(has to be same name)
  - id is used to retrieve value of form field in javascript
  - value specifies the value of the radio button

```
Gender<input type="radio" name="r1" value="Male" checked="checked"/>Male <input type="radio" name="r1" value="female"/>Female<br/>br>
```



#### Checkbox

- Allows the user to select ZERO or MORE options of a limited number of choices.
- Has attributes like
  - type specifies the field type
  - name is used to retrieve value in the backend(has to be same name)
  - id is used to retrieve value of form field in javascript
  - value specifies the value of the checkbox

```
Hobbies

<input type="checkbox" name="c1" value="Sports"/>Sports

<input type="checkbox" name="c1" value="Dance"/>Dance

<input type="checkbox" name="c1" value="Music"/>Music

<input type="checkbox" name="c1" value="Reading"/>Reading
```



## Dropdown

- <select> tag defines a drop-down list
- Has a child tag <option> which specifies the list
- <select> has attributes like
  - name is used to retrieve value in the backend
  - multiple allows to select multiple values
  - size specifies the number of elements that will be shown

```
Select Language

<select name="lan" multiple="multiple" size="3">

<option value="Java">Java</option>

<option value="JSP">JSP</option>

<option value="Spring">Spring</option>

<option value="Hibernate">Hibernate

</select>
```



#### **Textarea**

- <textarea> is used for multi-line input
- Has attributes like rows and cols

```
<textarea rows="10" cols="10"></textarea>
```



#### Submit/Reset button

- <input type="submit"> defines a button for submitting a form to a form-handler.
- Form-handler is a server page with a script for processing input data.
- The form-handler is specified in the form's action attribute
- <input type="reset"> will clear all the values entered in the form

```
<input type="submit" value="Register">
<input type="reset" value="Reset">
```



#### **Button**

- <buton> is used for creating button
- Can be used when you want to handle events using javascript
- Will not submit the values to the server page.

<button>Add</putton>



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Structural Elements



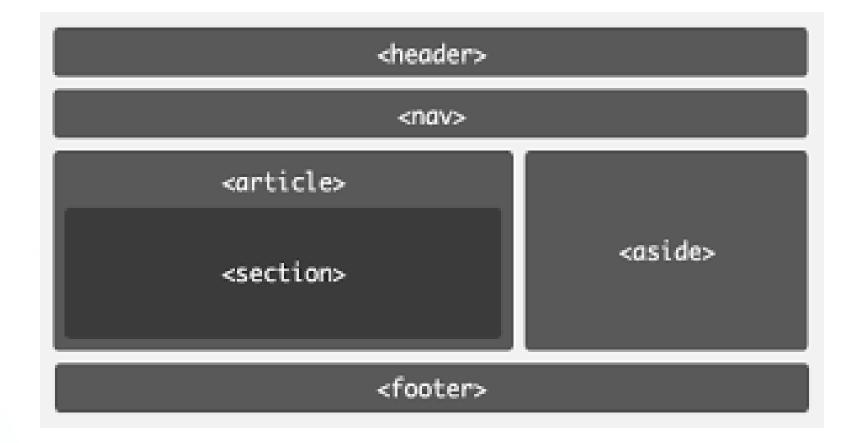
## Structural Elements

#### HTML5 has elements for better document structure

- header
- nav
- article
- section
- aside
- footer



## Structural Elements





## <header> tag

Represents a group of introductory or navigational aids.

#### e.g.,

table of contents, a search form, any relevant logos

```
<h1>ABC Academy</h1>
<h3>Training Simplified</h3>
</header>
```



## <nav> tag

 Represents a section of a page that links to other pages or to parts within the page

### e.g.,

a section with navigation links.



## <article> tag

 Represents a self-contained composition in a document, page, application, or site that is reusable.

### e.g.,

 a forum post, a magazine or newspaper article, a blog entry, usersubmitted comment, any other independent item of content



## <section> tag

Represents a generic document or application section.

### e.g.,

- Chapters, various tabbed pages in a tabbed dialog box
- A Web site's home page could be split into sections for an introduction, news items, & contact information.



## <aside> tag

- Represents a section of a page that consists of content that is tangentially related to the content around the aside element,
- Are separate from the main content and represented as sidebars in printed typography

### e.g.,

author profile in a blog

```
<aside>
  <h1>Switzerland</h1>

    Switzerland, a land-locked country in the middle of geographic Europe,
    has not joined the geopolitical European Union, though it is a signatory
    to a number of European treaties.

  </aside>
```



# <footer> tag

- Represents a footer for its nearest ancestor sectioning content.
- Is not a sectioning content

### e.g.,

contact details of author, copyright information

```
<footer>
    <P>Published by Shristi Technology Labs
</footer>
```



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Form Elements and Attributes



# Form Elements - <output> tag

### <output>

- represents the result of a calculation (like one performed by a script).
- This tag should be added inside the form to get the result



# Form Elements - <datalist> tag

#### <datalist>

- tag specifies a list of pre-defined options for an <input> element.
- Is used to provide an "autocomplete" feature on <input> elements.
- Can see a drop-down list of pre-defined options as they input data.
- Use the <input> element's list attribute to bind it together with <datalist> element.



## Datalist Vs Select

### **Datalist**

- Used for suggesting the value from the large array of values
- Is a text field and user can have only one value
- User can choose the values from list or can input their own value
- Can't have one for label and another one for real value of that selection

### **Select**

- Helps to list down the only valid value for that field.
- User can choose one or many only from the list
- User can't choose own value

 Can have one for label and another one for value which can be different each other.



# Form Input types <input type="">

- color
- email
- month
- number
- range
- search
- Tel
- date
- datetime
- datetime-local
- time
- url
- week

```
Age: <input type="number" name="age" /><br />
Phone<input type="tel" name="phone"><br>
Date<input type="date" name="date" ><br>
Month<input type="month" name="month"><br>
Range <input type="range" name="num1" value="90" /> <br>
Date-Time<input type="datetime-local" name="datetime"><br>
Email<input type="email" name="email" ><br>
Color<input type="color" name="color"><br>
```



## Form Attributes

- autocomplete
- autofocus
- form
- formaction
- formenctype
- formmethod
- formnovalidate
- formtarget
- disabled

- height and width
- list
- min and max
- multiple
- pattern (regexp)
- placeholder
- required
- step
- readonly



# Example for Form Attributes

```
Username <input type="text" name="fname" value="Ram" readonly /><br />
Name: <input type="text" name="name" required autofocus/><br />
Company: <input type="text" name="company" value="Shristi" disabled /><br />
Age: <input type="number" name="age" required min="18" max="80" step="2"/><br />
Phone<input type="tel" pattern="[0-9]{10}" name="phone"><br >
Date<input type="date" name="date" min="2016-12-31" max="2017-06-30"><br >
Month<input type="month" placeholder="032001" name="month" min="2017-01" MAX="2017-06">
Range <input type="range" name="num1" value="90" />
Date-Time<input type="datetime-local" name="datetime"><br >
Email<input type="email" name="email" required><br >
Color<input type="color" name="color"><br />Color<input type="color" name="color" name="color" name="color" name="color" name="colo
```



# Example for Form Overrides



## contenteditable attribute

 The contenteditable attribute specifies whether the content of an element is editable or not.

```
    This content can be changed. Modify this.
```



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# Audio and Video



## Media Elements

- Multimedia can be in different formats.
   eg. Pictures, music, sound, video, films, animations, etc...
- Web page contains multimedia elements of different formats.

#### **Media Elements**

- <audio> to add audio content
- <video> to add video content
- <source> to define source for audio and video
- <track> to define tracks for audio and video
- <iframe> to embed you tube videos in a container



### <video> element

- <video> element specifies a standard way to embed a video/movie on a web page
- controls attribute adds video controls like play, pause, volume
- Supported video formats: mp4, WebM, and ogg
- <source> element allows you to specify alternative video files which the browser may choose from.

Has DOM methods, properties and events.

- Methods play(), pause(), load()
- Properties videoWidth, videoHeight
- Events play, pause, empty



## Example



### <audio> element

- <audio> element specifies a standard way to embed a audio on a web page
- controls attribute adds audio controls like play, pause, volume
- Supported audio formats: mp3, wav, and ogg
- <source> element allows you to specify alternative audio files which the browser may choose from

Has DOM methods, properties and events.

- Methods play(), pause(), load()
- Properties videoWidth, videoHeight
- Events play, pause, empty



## Example

```
<h1>Audio</h1>
<audio src="song.mp3" controls></audio>
<h1>Audio - Another Way</h1>
<audio controls>
    <source src="song.mp3" type="audio/mpeg">
</audio>
```



## **Embed Videos**

Embed videos from youtube using iframe



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# Canvas



# <canvas> tag

- Is a container for graphics to draw graphics, using JavaScript
- Can draw all kinds of graphics from simple lines, to complex graphic objects.
- Is a drawable region with height and width attributes.
- Has several methods for drawing
  - paths, boxes, circles, characters, and adding images.



# Example

```
<!DOCTYPE html>
<html>
<head>
</head>
<body>
<h1> Creating a rectangle inside a canvas(drawable area)</h1>
    <canvas id="myCanvas" style="border:1px solid blue;">
    Your browser does not support the canvas element.
</canvas>
<script >
    var c=document.getElementById("myCanvas");
    var context1=c.getContext("2d");
    context1.fillStyle="green";
    context1.fillRect(0,0,200,200);
</script>
</body>
</html>
```



# JavaScript APIs for html5

- Drag and Drop
- Geolocation
- Webstorage
- Application Cache
- Selector



# Webstorage API

- Web pages can store data locally within the user's browser.
- Web Storage is more secure and faster.
- Data is not included with every server request, but used ONLY when asked for.
- Is possible to store large amounts of data, without affecting the website's performance.
- Used to store unstructured data
- Supported by all browsers



# Types of WebStorage

Two new objects for storing data on the client

### **Local Storage**

- Stores data with no expiration date
- Data is available anytime even if browser is closed
- Use localStorage.clear() to clear the data.
- The storage limit is far larger (at least 5MB) and information is never transferred to the server(cookies travel back and forth)

### **Session Storage**

- Stores data for one session
- Data is deleted when user closes the browser window
- Opening a new window starts new session

Methods - setItem(), getItem(), removeItem(), clear()



# Summary

- What is HTML?
- Style and Structure
- HTML Tags
  - Basic Formatting Tags
  - Image, Anchor, List, Table, Form
  - Structural Tags
  - New Form Elements
  - New Form Attributes
  - Audio and Video
  - Canvas
- Webstorage API



## Thank You