

Activity #1: EMBEDDED

- Define HTML
 - The structure of web pages is specified by the markup language HTML, or Hypertext Markup Language.
 - Hypertext: text that is organized to connect related elements (sometimes with embeds like images, too).
 - Markup is a style manual for typesetting anything that will be printed, whether it be in hardcopy or digital form.
 - Language: the dialect that a computer system uses to decipher commands.

HTML (Hypertext Markup Language) is a text-based language used to describe the organization of material in an HTML file. The markup on a webpage instructs a web browser how to display text, images, and other types of multimedia.

The World Wide Web Consortium (W3C) has made HTML a formal guideline, and most popular web browsers, including those for desktop and mobile devices, generally follow this proposal. The most recent iteration of the specification is HTML5.

- Give all HTML Elements and give their functions.
 - `<!DOCTYPE>` Defines the document type.
 - `<html>` Defines an HTML document.
 - `<head>` Contains metadata/information for the document.
 - `<title>` Defines a title for the document.
 - `<body>` Defines the document's body.
 - `<h1>` to `<h6>` Defines HTML headings.
 - `<p>` Defines a paragraph.
 - `
` Inserts a single line break.
 - `<hr>` Defines a thematic change in the content.
 - `<!--...-->` Defines a comment
 - `<abbr>` Defines an abbreviation or an acronym.
 - `<address>` Defines contact information for the author/owner of a document/article.
 - `` Defines bold text.
 - `<bdi>` Isolates a part of text that might be formatted in a different direction from other text outside it.
 - `<bdo>` Overrides the current text direction.
 - `<blockquote>` Defines a section that is quoted from another source.
 - `<cite>` Defines the title of a work.
 - `<code>` Defines a piece of computer code.
 - `` Defines text that has been deleted from a document.
 - `<dfn>` Specifies a term that is going to be defined within the content.
 - `` Defines emphasized text.
 - `<i>` Defines a part of text in an alternate voice or mood.
 - `<ins>` Defines a text that has been inserted into a document.
 - `<kbd>` Defines keyboard input.
 - `<mark>` Defines marked/highlighted text.
 - `<meter>` Defines a scalar measurement within a known range (a gauge)
 - `<pre>` Defines preformatted text.
 - `<progress>` Represents the progress of a task.
 - `<q>` Defines a short quotation.
 - `<rp>` Defines what to show in browsers that do not support ruby annotations.
 - `<rt>` Defines an explanation/pronunciation of characters (for East Asian typography)
 - `<ruby>` Defines a ruby annotation (for East Asian typography)
 - `<s>` Defines text that is no longer correct.
 - `<samp>` Defines sample output from a computer program.
 - `<small>` Defines smaller text.
 - `` Defines important text.
 - `<sub>` Defines subscripted text.
 - `<sup>` Defines superscripted text.
 - `<template>` Defines a container for content that should be hidden when the page loads.

○ <time>	Defines a specific time (or datetime)
○ <u>	Defines some text that is unarticulated and styled differently from normal text.
○ <var>	Defines a variable.
○ <wbr>	Defines a possible line-break.
○ <form>	Defines an HTML form for user input.
○ <input>	Defines an input control.
○ <textarea>	Defines a multiline input control (text area)
○ <button>	Defines a clickable button.
○ <select>	Defines a drop-down list.
○ <optgroup>	Defines a group of related options in a drop-down list.
○ <option>	Defines an option in a drop-down list.
○ <label>	Defines a label for an <input> element.
○ <fieldset>	Groups related elements in a form.
○ <legend>	Defines a caption for a <fieldset> element.
○ <datalist>	Specifies a list of pre-defined options for input controls.
○ <output>	Defines the result of a calculation.
○ <iframe>	Defines an inline frame.
○ 	Defines an image.
○ <map>	Defines a client-side image map.
○ <area>	Defines an area inside an image map.
○ <canvas>	Used to draw graphics, on the fly, via scripting (usually JavaScript)
○ <figcaption>	Defines a caption for a <figure> element.
○ <figure>	Specifies self-contained content.
○ <picture>	Defines a container for multiple image resources.
○ <svg>	Defines a container for SVG graphics.
○ <audio>	Defines sound content.
○ <source>	Defines multiple media resources for media elements (<video>, <audio> and <picture>)
○ <track>	Defines text tracks for media elements (<video> and <audio>)
○ <video>	Defines a video or movie.
○ <a>	Defines a hyperlink.
○ <link>	Defines the relationship between a document and an external resource (most used to link to style sheets)
○ <nav>	Defines navigation links.
○ 	Defines an unordered list.
○ 	Defines an ordered list.
○ 	Defines a list item.
○ <dl>	Defines a description list.
○ <dt>	Defines a term/name in a description list.
○ <dd>	Defines a description of a term/name in a description list.
○ <table>	Defines a table.
○ <caption>	Defines a table caption.
○ <th>	Defines a header cell in a table.
○ <tr>	Defines a row in a table.
○ <td>	Defines a cell in a table.
○ <thead>	Groups the header content in a table
○ <tbody>	Groups the body content in a table
○ <tfoot>	Groups the footer content in a table
○ <col>	Specifies column properties for each column within a <colgroup> element.
○ <colgroup>	Specifies a group of one or more columns in a table for formatting.
○ <style>	Defines style information for a document.
○ <div>	Defines a section in a document.
○ 	Defines a section in a document.
○ <header>	Defines a header for a document or section.
○ <footer>	Defines a footer for a document or section.
○ <main>	Specifies the main content of a document.
○ <section>	Defines a section in a document.
○ <article>	Defines an article.
○ <aside>	Defines content aside from the page content.
○ <details>	Defines additional details that the user can view or hide.
○ <dialog>	Defines a dialog box or window.
○ <summary>	Defines a visible heading for a <details> element.
○ <data>	Adds a machine-readable translation of a given content.

- <head> Defines information about the document.
- <meta> Defines metadata about an HTML document.
- <base> Specifies the base URL/target for all relative URLs in a document.
- <script> Defines a client-side script.
- <noscript> Defines an alternate content for users that do not support client-side scripts.
- <embed> Defines a container for an external (non-HTML) application.
- <object> Defines an embedded object.
- <param> Defines a parameter for an object.

- Give all HTML attributes and give their functions.

Attribute	Description
accept	It is used for the input tag (only for type="file"). It tells about the type of files that the website server accepts, or user can upload. Read More .
accept-charset	It is used for the form tag. It specifies the character encoding that is to be used for the submission of form. Read More .
accesskey	It defines a shortcut key to activate or focus an element. Read More .
action	It is used for the form tag. It tells where to send the submitted form data. Read More .
alt	It is used for the img tag, area tag, and input tag. It defines the alternative text if the element doesn't display. Read More .
async	It is used for the script tag. It tells that the script is executed asynchronously. Read More .
autocomplete	It is used for the form tag and input tag. Its value is "on." It enables the browser to display previously typed text, so you don't have to write it again and again.
autofocus	It is used for the button tag, input tag, select tag, and textarea tag. It enables the element to automatically get focused when the page loads.
autoplay	It is used for the audio tag and video tag. It specifies that the audio or video should automatically play after the page is loaded.
border	It is not supported in HTML5. It was used to set the width of the border, but we use CSS instead now. Read More .
bgcolor	It is not supported in HTML5. It was used to set the background color of the element, but we use CSS instead now. Read More .
charset	It is used for the meta tag and script tag. It defines the character encoding.

checked	It is used for the input tag (for type="radio" or type="checkbox"). It specifies the element to be pre-selected.
cite	It is used for the blockquote tag, del tag, ins tag, and q tag. It gives the URL of the document which explains the quote, text, or data.
class	It is a Global Attribute. It defines one or more class names for an element that can be used to style it or can be used to refer to it by JavaScript for various interactive functions.
color	It is not supported in HTML5. It sets the text color of the element, but we use CSS for that now. Read More .
cols	It is used for the textarea tag. It defines the width of the text area.
colspan	It is used for th tag and td tag. It defines the number of columns a table cell must have.
content	It is used for the meta tag. It defines the content type of metadata.
contenteditable	It is also a Global Attribute. It defines if the content of the HTML element is editable or not.
controls	It is used for the audio tag and video tag. It allows the browser to display the control buttons (like play and pause, etc.) for the audio or video file.
coords	It is used for the area tag. It defines the coordinates of the area element.
data	It is used for the object tag. It defines the URL of the resource that is linked with the object.
data-*	It is also a Global Attribute. It enables us to embed or store custom data attributes on all our HTML elements.

datetime	It is used for del tag, time tag, and ins tag. It sets the date and time on the web page.
default	It is used for the track tag. It is a Boolean attribute that defines which track is to be enabled if the user doesn't specify the appropriate track.
defer	It is used for the script tag. It is only used for external script files. It makes sure that the script is only executed after the page parsing is complete.
dir	It is used to set the base direction of text for display.
dirname	It is used for the input tag and textarea tag. It enables that the direction of text will be submitted.
disabled	It is used for the button tag, fieldset tag, input tag, optgroup tag, option tag, select tag, and textarea tag. It disables the element or group of elements.
draggable	It is a Global Attribute. It defines if the element is draggable or not.
dropzone	It is a Global Attribute. It defines if dragged data is copied, linked, or moved when dropped.
enctype	It is used for the form tag. It specifies the encoding method of form data when the form is submitted.
face	It defines the default font for text, but it is not supported in HTML5.
for	It is used for the label tag and output tag. It defines the link of the label or calculation with the element.
form	It is used for the button tag, fieldset tag, label tag, input tag, meter tag, object tag, output tag, select tag, and textarea tag. It specifies which form belongs to the particular element using form name.

formation	It is used for the button tag and input tag. It tells where to send the form data when the form is submitted. It is only for type="submit".
headers	It is used for td tag and th tag. It defines one or more header cells connected to a cell.
height	It is used for the canvas tag, embed tag, iframe tag, img tag, input tag, object tag, and video tag. It sets the height of the element.
hidden	It is a Global Attribute. It is a Boolean attribute that hides the element.
high	It is used for the meter tag. It sets the value for the meter tag, which is considered high.
href	It is used for the a tag, area tag, base tag, and link tag. It sets the URL of the web page or document.
hreflang	It is used for the a tag, area tag, and link tag. It defines the language of the web page or document.
http-equiv	It is used for the meta tag. It defines the HTTP response header for the value of the content attribute.
id	It is a Global Attribute. It defines a specific id for the element. Element id must be unique.
ismap	It is used for the img tag. It defines an image to be an image map.
kind	It is used for the track tag. It defines the type of text track.
label	It is used for the track tag, option tag, and optgroup tag. It defines the title of the text track.
lang	It is a Global Attribute. It defines the language of the element's content.

list	It is used for the input tag. It is used for the datalist element that has pre-defined listed options for the input element.
loop	It is used for the audio tag and video tag. It specifies that the audio or video file will repeat every time after it's finished.
low	It is used for the meter tag. It defines the range for the meter element that sets the value which is considered low.
max	It is used for the input tag, meter tag, and progress tag. It defines the maximum value.
maxlength	It is used for the input tag and textarea tag. It specifies the maximum number of characters that are allowed for the input tag or textarea tag.
media	It is used for the a tag, area tag, link tag, source tag, and style tag. It explains which device is optimal for the linked web page or document.
method	It is used for the form tag. It defines which method to use while submitting the form data. Two main methods are Post and Get.
min	It is used for the input tag and meter tag. It defines the minimum value.
multiple	It is used for the input tag and select tag. It enables the user to enter more than one value for input type elements.
muted	It is used for the audio tag and video tag. It makes the audio and video file silent, the sound will be muted.
name	It is used for the button tag, fieldset tag, form tag, iframe tag, input tag, map tag, meta tag, object tag, output tag, param tag, select tag, and textarea tag. It defines the name of the element.
novalidate	It is used for the form tag. It specifies that the form should be submitted without validation.

onabort	It is used for the audio tag, video tag, embed tag, img tag, and object tag. It specifies that the script must always run on abort.
onafterprint	It is used for the body tag. It specifies that the script must always run after the desired document is printed.
onbeforeprint	It is used for the body tag. It specifies that the script must always run before the desired document is printed.
onbeforeunload	It is used for the body tag. It specifies that the script must always run before the time when the document is unloaded.
onblur	It is used for All Visible Elements. It specifies that the script will run once the element is out of focus.
oncanplay	It is used for the audio tag, video tag, embed tag, and object tag. It specifies that the script will run once the file has buffered to the limit that it can start playing.
oncanplaythrough	It is used for the audio tag and video tag. It specifies that the script will run once the file has buffered completely.
oncanplaythrough	It is used for the audio tag and video tag. It specifies that the script will run once the file has buffered completely so that the file can play without any pause.
onchange	It is used for All Visible Elements. It specifies that the script will run if the value of the element is changed.
onclick	It is used for All Visible Elements. It specifies that the script will run when the element is clicked.
oncontextmenu	It is used for All Visible Elements. It specifies that the script will run when the context menu is triggered or initiated.
oncopy	It is used for All Visible Elements. It specifies that the script will run when the content of the element is copied.

oncuechange	It is used for the track tag. It specifies that the script will run when the cue is changed.
oncut	It is used for All Visible Elements. It specifies that the script will run when the content of the element is being cut.
ondblclick	It is used for All Visible Elements. It specifies that the script will run when the element is double-clicked.
ondrag	It is used for All Visible Elements. It specifies that the script will run when the element is dragged.
ondragend	It is used for All Visible Elements. It specifies that the script will run when the element is dragged till the end.
ondragenter	It is used for All Visible Elements. It specifies that the script will run when the element is dragged till a particular target or point.
ondragleave	It is used for All Visible Elements. It specifies that the script will run when the element leaves a particular target or point while being dragged.
ondragover	It is used for All Visible Elements. It specifies that the script will run when the element is dragged over a particular target or point.
ondragstart	It is used for All Visible Elements. It specifies that the script will run when the dragging process of the element has just started.
ondrop	It is used for All Visible Elements. It specifies that the script will run when the element is being dropped.
ondurationchange	It is used for the audio tag and video tag. It specifies that the script will run when the length of the media file changes.
onemptied	It is used for the audio tag and video tag. It specifies that the script will run when the file is suddenly not available due to disconnection or something.

onended	It is used for the audio tag and video tag. It specifies that the script will run when the file has reached the end, usually a greeting message.
onerror	It is used for the audio tag, body tag, embed tag, img tag, object tag, script tag, style tag, and video tag. It specifies that the script will run if an error occurs.
onfocus	It is used for All Visible Elements. It specifies that the script will run when the element gets focused.
onhashchange	It is used for the body tags. It specifies that the script will run when the anchor part of the URL is changed.
oninput	It is used for All Visible Elements. It specifies that the script will run when the user enters some input for the element.
oninvalid	It is used for All Visible Elements. It specifies that the script will run when the element is invalid.
onkeydown	It is used for All Visible Elements. It specifies that the script will run when the user is pressing a key.
onkeypress	It is used for All Visible Elements. It specifies that the script will run when the user presses a key.
onkeyup	It is used for All Visible Elements. It specifies that the script will run when the user releases a key.
onload	It is used for body tag, img tag, iframe tag, input tag, link tag, script tag, and style tag. It specifies that the script will run when the element is loaded completely.
onloadeddata	It is used for the audio tag and video tag. It defines that the script will run when the file is loaded with data.
onloadedmetadata	It is used for the audio tag and video tag. It defines that the script will run when the data about the media file is loaded.

onloadstart	It is used for the audio tag and video tag. It specifies that the script will run when the loading process of the media file has started.
onmousedown	It is used for All Visible Elements. It specifies that the script will run when the mouse button is pressed on the element.
onmouseenter	It is used for All Visible Elements. It specifies that the script will run when the mouse pointer enters the element.
onmouseleave	It is used for All Visible Elements. It specifies that the script will run when the mouse pointer leaves the element.
onmousemove	It is used for All Visible Elements. It specifies that the script will run when the mouse pointer moves on the element.
onmouseout	It is used for All Visible Elements. It specifies that the script will run when the mouse pointer moves out of the element.
onmouseover	It is used for All Visible Elements. It specifies that the script will run when the mouse pointer moves over the element.
onmouseup	It is used for All Visible Elements. It specifies that the script will run when the mouse button is released on the element.
onmousewheel	It is used for the body tag. It specifies that the script will run when the mouse wheel is being rotated.
onoffline	It is used for the body tag. It specifies that the script will run when the browser is in offline mode.
ononline	It is used for the body tag. It specifies that the script will run when the browser is in online mode.
onpagehide	It is used for the body tag. It specifies that the script will run when the user navigates away from the web page.

onpageshow	It is used for the body tag. It specifies that the script will run when the user navigates to the web page.
onpaste	It is used for All Visible Elements. It specifies that the script will run when the user pastes some content into the element.
onpause	It is used for the audio tag and video tag. It specifies that the script will run when the audio or video file is paused.
onplay	It is used for the audio tag and video tag. It specifies that the script will run when the audio or video file starts playing.
onplaying	It is used for the audio tag and video tag. It specifies that the script will run when the audio or video file is being played.
onpopstate	It is used for the body tag. It specifies that the script will run when the window's history changes.
onprogress	It is used for the audio tag, video tag, and xhr tag. It specifies that the script will run when the download of the media file is in progress.
onratechange	It is used for the audio tag and video tag. It specifies that the script will run when the playback rate changes.
onreset	It is used for the form tag. It specifies that the script will run when the form is reset.
onresize	It is used for the body tag. It specifies that the script will run when the browser window is being resized.
onscroll	It is used for All Visible Elements. It specifies that the script will run when the element is being scrolled.
onsearch	It is used for the input tag. It specifies that the script will run when the user writes something in the search box.

onseeked	It is used for the audio tag and video tag. It specifies that the script will run when the media file has been sought.
onseeking	It is used for the audio tag and video tag. It specifies that the script will run when the seeking operation has begun.
onselect	It is used for All Visible Elements. It specifies that the script will run when the user selects some content of the element.
onshow	It is used for the menu tag. It specifies that the script will run when the context menu is shown.
onsort	It is used for the tbody tag. It specifies that the script will run when the table is sorted.
onstalled	It is used for the audio tag and video tag. It specifies that the script will run when the file is not available due to some error.
onsubmit	It is used for the form tag. It specifies that the script will run when the form is submitted.
onsuspend	It is used for the audio tag and video tag. It specifies that the script will run when the file is not available, but it is supported by the media device.
ontimeupdate	It is used for the audio tag and video tag. It specifies that the script will run when the time on the media file is being updated.
ontoggle	It is used for the details tag. It specifies that the script will run when the user opens or closes the details tag.
onunload	It is used for the body tag. It specifies that the script will run when the user navigates away from the web page.
onvolumechange	It is used for the audio tag and video tag. It specifies that the script will run when the volume of the media file changes.

onwaiting	It is used for the audio tag and video tag. It specifies that the script will run when the media file is paused but is expected to continue.
onwheel	It is used for the body tag. It specifies that the script will run when the mouse wheel is rotated.
open	It is used for the details tag. It specifies that the element will be visible and the user can interact with it.
optimum	It is used for the meter tag. It specifies that the range of the meter element is considered to be the best value.
pattern	It is used for the input tag. It specifies a regular expression pattern that the input element's value must match to be valid.
ping	It is used for the a tag and area tag. It specifies a space-separated list of URLs to which, when the hyperlink is followed, post a ping message.
placeholder	It is used for the input tag and textarea tag. It specifies a short hint that describes the expected value of the element.
playsinline	It is used for the video tag. It specifies that the video will not be played in full-screen mode, but it will be played inline.
poster	It is used for the video tag. It specifies an image to be shown while the video is downloading, or until the user hits the play button.
preload	It is used for the audio tag and video tag. It specifies that the audio or video file should be loaded when the page loads.
readonly	It is used for the input tag and textarea tag. It specifies that the element is read-only and cannot be modified.
rel	It is used for the a tag, area tag, and link tag. It specifies the relationship between the current document and the linked document.

required	It is used for the input tag and select tag. It specifies that the input field must be filled out before submitting the form.
reversed	It is used for the ol tag. It specifies that the list order should be descending.
rows	It is used for the textarea tag. It specifies the visible number of rows for the textarea.
rowspan	It is used for th tag and td tag. It specifies the number of rows a table cell must span.
sandbox	It is used for the iframe tag. It enables an extra set of restrictions for the content in the iframe.
scope	It is used for th tag. It specifies the scope of the header cell.
selected	It is used for option tag. It specifies that the option should be pre-selected when the page loads.
shape	It is used for the area tag. It specifies the shape of the clickable area.
size	It is used for the input tag and select tag. It specifies the visible width, in characters, of the input element or select element.
sizes	It is used for the link tag. It specifies the sizes of the icons for visual media.
span	It is used for the colgroup tag and col tag. It specifies the number of columns a col element should span.
spellcheck	It is a Global Attribute. It specifies if the element should have its spelling and grammar checked or not.
src	It is used for the audio tag, embed tag, iframe tag, img tag, input tag, script tag, and video tag. It specifies the URL of the media file or script.

srcdoc	It is used for the iframe tag. It specifies the HTML content of the page to show in the inline frame.
srclang	It is used for the track tag. It specifies the language of the track text data.
srcset	It is used for the img tag and source tag. It specifies the URL of the image to use in different situations.
start	It is used for ol tag. It specifies the start value of an ordered list.
step	It is used for the input tag. It specifies the interval between legal numbers in an input field.
style	It is a Global Attribute. It specifies the inline style of the element.
summary	It is used for the table tag. It specifies a summary of the content of a table.
tabindex	It is a Global Attribute. It specifies the tab order of an element.
target	It is used for the a tag, area tag, base tag, and form tag. It specifies where to open the linked document.
title	It is a Global Attribute. It specifies extra information about an element.
translate	It is a Global Attribute. It specifies if the content of an element should be translated or not.
type	It is used for the button tag, input tag, command tag, embed tag, object tag, script tag, source tag, style tag, and link tag. It specifies the type of element.
usemap	It is used for the img tag and object tag. It specifies an image map to use with the img or object element.

value	It is used for the button tag, input tag, li tag, option tag, meter tag, and progress tag. It specifies the initial value of the element.
width	It is used for the canvas tag, embed tag, iframe tag, img tag, input tag, object tag, and video tag. It sets the width of the element.
wrap	It is used for the textarea tag. It specifies how the text is to be wrapped within the textarea element.

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