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HTML

The HTML DOCTYPE (Document Type Declaration) is a crucial declaration in an HTML document that defines the type and version of HTML or XHTML being used. It appears at the very beginning of an HTML document, before the opening <html> tag. The DOCTYPE declaration serves several important purposes:

1. **Document Type Definition (DTD):** The DOCTYPE declaration specifies the DTD to which the document must conform. The DTD defines the rules and structure for the markup language, outlining what elements and attributes are allowed, how they can be used, and their relationships. Conforming to a specific DTD helps ensure consistent rendering and interpretation of the document across different browsers and platforms.
2. **Rendering Mode:** The presence of a DOCTYPE declaration influences the rendering mode of the browser. Browsers have different rendering modes, such as quirks mode and standards mode, which determine how they interpret and display the document. Including a valid DOCTYPE helps ensure that browsers render the document in standards mode, providing more consistent and predictable results.
3. **Validation:** The DOCTYPE declaration enables validation of the HTML document. Validators use the specified DTD to check if the document adheres to the correct syntax and structure defined by the chosen HTML or XHTML version. Validation is essential for ensuring the document's correctness and compatibility with web standards.

Here is an example of a DOCTYPE declaration for HTML5:

htmlCopy code

<!DOCTYPE html> <html> <!-- Rest of the HTML document goes here --> </html>

For HTML5, the DOCTYPE declaration is simple and streamlined. Unlike earlier versions of HTML, HTML5 does not require a complex DTD, making it easier to use and implement. However, it's still important to include the DOCTYPE declaration to trigger the correct rendering mode and ensure compatibility with modern browsers.

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RGBA Color Values

RGBA color values are an extension of RGB color values with an Alpha channel - which specifies the opacity for a color.

An RGBA color value is specified with:

**rgba(*red,* *green*, *blue, alpha*)**

The alpha parameter is a number between 0.0 (fully transparent) and 1.0 (not transparent at all):

Experiment by mixing the RGBA values below:

HEX Color Values

In HTML, a color can be specified using a hexadecimal value in the form:

**#*rrggbb***

Where rr (red), gg (green) and bb (blue) are hexadecimal values between 00 and ff (same as decimal 0-255).

For example, #ff0000 is displayed as red, because red is set to its highest value (ff), and the other two (green and blue) are set to 00.

Another example, #00ff00 is displayed as green, because green is set to its highest value (ff), and the other two (red and blue) are set to 00.

To display black, set all color parameters to 00, like this: #000000.

To display white, set all color parameters to ff, like this: #ffffff.

HTML Links - The target Attribute

By default, the linked page will be displayed in the current browser window. To change this, you must specify another target for the link.

The target attribute specifies where to open the linked document.

The target attribute can have one of the following values:

* \_self - Default. Opens the document in the same window/tab as it was clicked
* \_blank - Opens the document in a new window or tab
* \_parent - Opens the document in the parent frame
* \_top - Opens the document in the full body of the window

Common Image Formats

Here are the most common image file types, which are supported in all browsers (Chrome, Edge, Firefox, Safari, Opera):

|  |  |  |
| --- | --- | --- |
| **Abbreviation** | **File Format** | **File Extension** |
| APNG | Animated Portable Network Graphics | .apng |
| GIF | Graphics Interchange Format | .gif |
| ICO | Microsoft Icon | .ico, .cur |
| JPEG | Joint Photographic Expert Group image | .jpg, .jpeg, .jfif, .pjpeg, .pjp |
| PNG | Portable Network Graphics | .png |
| SVG | Scalable Vector Graphics | .svg |

Image Maps

The HTML <map> tag defines an image map. An image map is an image with clickable areas. The areas are defined with one or more <area> tags.

<!DOCTYPE html>

<html>

<body>

<h2>Image Maps</h2>

<p>Click on the computer, the phone, or the cup of coffee to go to a new page and read more about the topic:</p>

<img src="workplace.jpg" alt="Workplace" usemap="#workmap" width="400" height="379">

<map name="workmap">

<area shape="rect" coords="34,44,270,350" alt="Computer" href="computer.htm">

<area shape="rect" coords="290,172,333,250" alt="Phone" href="phone.htm">

<area shape="circle" coords="337,300,44" alt="Cup of coffee" href="coffee.htm">

</map>

</body>

</html>

* Use the HTML <map> element to define an image map
* Use the HTML <area> element to define the clickable areas in the image map
* Use the HTML usemap attribute of the <img> element to point to an image map

The HTML <picture> Element

The HTML <picture> element gives web developers more flexibility in specifying image resources.

The <picture> element contains one or more <source> elements, each referring to different images through the srcset attribute. This way the browser can choose the image that best fits the current view and/or device.

Each <source> element has a media attribute that defines when the image is the most suitable.

<!DOCTYPE html>

<html>

<head>

<meta name="viewport" content="width=device-width, initial-scale=1.0">

</head>

<body>

<h2>The picture Element</h2>

<picture>

<source media="(min-width: 650px)" srcset="img\_food.jpg">

<source media="(min-width: 465px)" srcset="img\_car.jpg">

<img src="img\_girl.jpg" style="width:auto;">

</picture>

<p>Resize the browser to see different versions of the picture loading at different viewport sizes.

The browser looks for the first source element where the media query matches the user's current viewport width,

and fetches the image specified in the srcset attribute.</p>

<p>The img element is required as the last child tag of the picture declaration block.

The img element is used to provide backward compatibility for browsers that do not support the picture element, or if none of the source tags matched.

</p>

</body>

</html>

How To Add a Favicon in HTML

You can use any image you like as your favicon. You can also create your own favicon on sites like [https://www.favicon.cc](https://www.favicon.cc/).

<!DOCTYPE html>  
<html>  
<head>  
  <title>My Page Title</title>  
  <link rel="icon" type="image/x-icon" href="/images/favicon.ico">  
</head>  
<body>  
  
<h1>This is a Heading</h1>  
<p>This is a paragraph.</p>  
  
</body>  
</html>