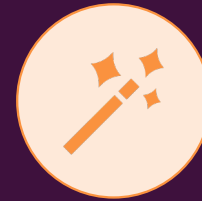


# Browser Instructions: HTML, CSS & JavaScript



## Option A

Write the instructions (i.e. HTML, CSS & JavaScript code) themselves



## Option B

Write code that generates the browser instructions (HTML, CSS, JavaScript) dynamically

## Core Technologies



HTML

The content and  
structure of the  
displayed page



CSS

The styling of the  
displayed page and its  
content



JavaScript

Interactivity that might  
be needed on the  
displayed page

# How To Create A Website?

Your computer can act as a temporary development server



A Browser

Any browser works but  
Chrome and Firefox  
provide particularly good  
development support



A HTML File

A regular text file that just  
happens to have “.html” as  
a file extension and  
contains HTML code

You **don't** need a fancy  
computer or special  
operating system!

# HTML is a “Markup Language”

Instructs the browser about content,  
its structure and its meaning

## Why HTML Elements?

```
<h1 style="font-size:  
16px">...</h1>
```

...

Screenshot

Screenshot

Google

Blind

Developer

# Understanding HTML Elements

HTML Element

Elements “tell” the browser which kind of content is displayed (headings, text, images, lists, buttons, ...)

<h1>Hello World!</h1>

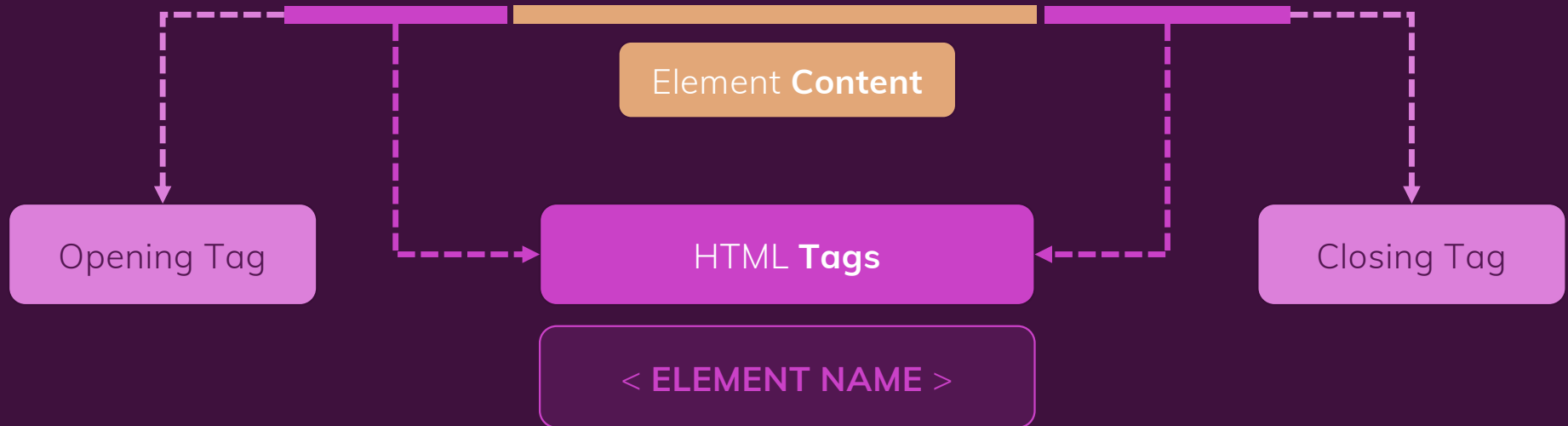
Element Content

Opening Tag

HTML Tags

Closing Tag

< ELEMENT NAME >



# Which HTML Elements Exist?



## Which HTML Elements Exist?

There are many available  
HTML elements



Because there are a lot of things you can describe

You will learn about lots of important  
HTML elements in this course



You can then also use resources like  
MDN to look up all available elements  
(e.g. for niche use cases)

# Why HTML Elements?

Without extra annotation, content often has no clear meaning



It's like writing just plain, unformatted text in Word

"Telling" the browser that something is a title / subtitle / image /  
... allows the browser to present that content correctly



To regular visitors of your  
website

To search engine crawlers

To visitors using assistive  
technologies (e.g. screen readers)

# Working with Colors

There are >16mn colors to choose from in CSS

Colors can be defined in different ways

Color Keywords

red, green, blue, ...

Limited set of pre-defined colors

Hexadecimal Values

#fa923f

3 two-digit pairs (red, green, blue)

Shorthand:  
#ffcc00 → #fc0

RGB Values

rgb(250, 146, 63)

3 values for red, green & blue

Every value is between 0 and 255

HSL Values

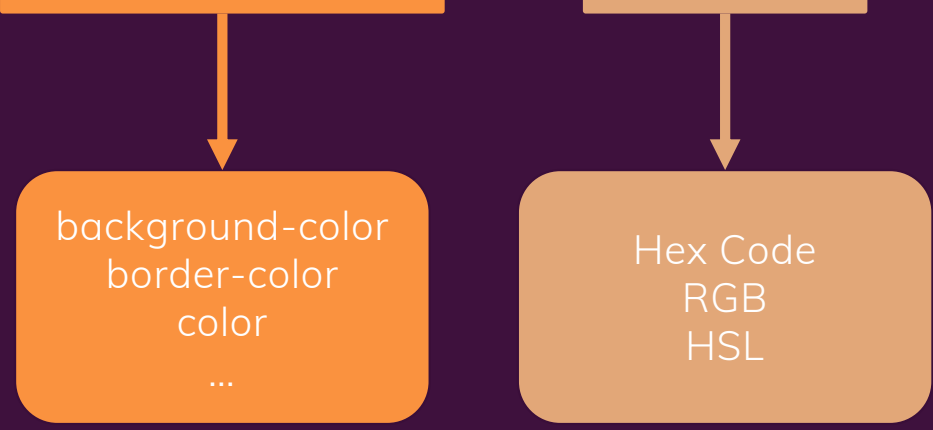
hsl(27, 95, 61)

3 values for hue, saturation & lightness

# Working with Colors

You can define your own colors – there are over 16mn colors to choose from!

Colors can be defined for **various CSS properties** and in **different ways**



```
graph TD; A[various CSS properties] --> B[background-color<br/>border-color<br/>color<br/>...]; A --> C[Hex Code<br/>RGB<br/>HSL];
```

background-color  
border-color  
color  
...

Hex Code  
RGB  
HSL

# Defining Colors

## Hex Code

Every color has its own unique hexadecimal identifier (can be split into red, green, blue “parts”)

#fa923f  
(i.e. red: fa => 250, ...)

6 characters between 0 and f each (can be shortened to 3 characters if each pair is equal: #ffcc00 → #fc0)

## RGB

Every color is created by combining a red, green and blue decimal value

rgb(250, 147, 63)

Every value must be between 0 and 255. It's the decimal version of hex numbers: #fa923f → rgb(250, 147, 63)

## HSL

Every color is created by combining a hue, saturation and lightness

hsl(27, 95, 61)

Hue is an angle and hence must be between 0 and 359, saturation and lightness are percentages (0-100)

## CSS Sizes & Size Units

Some CSS properties expect **numeric values** (e.g. a size value for the font-size property)

For CSS properties that expect a size (dimension), you got different options for defining that size

Absolute

px

A device-independent pixel on the screen

Relative

rem

A base-font-size relative unit

%

Relative to the parent value

## Working With Global CSS & CSS Selectors

### A CSS Selector

In this case: A **"Type Selector"**  
*(selects by element type)*



### A CSS Property + Value

In this case: The color  
property and a hex color code

A CSS Rules

# The Anatomy Of A Valid HTML Document (Page)

```
<!DOCTYPE html>
<html>
  <head>
    <title>My Page</title>
  </head>
  <body>
    <h1>Welcome!</h1>
  </body>
</html>
```

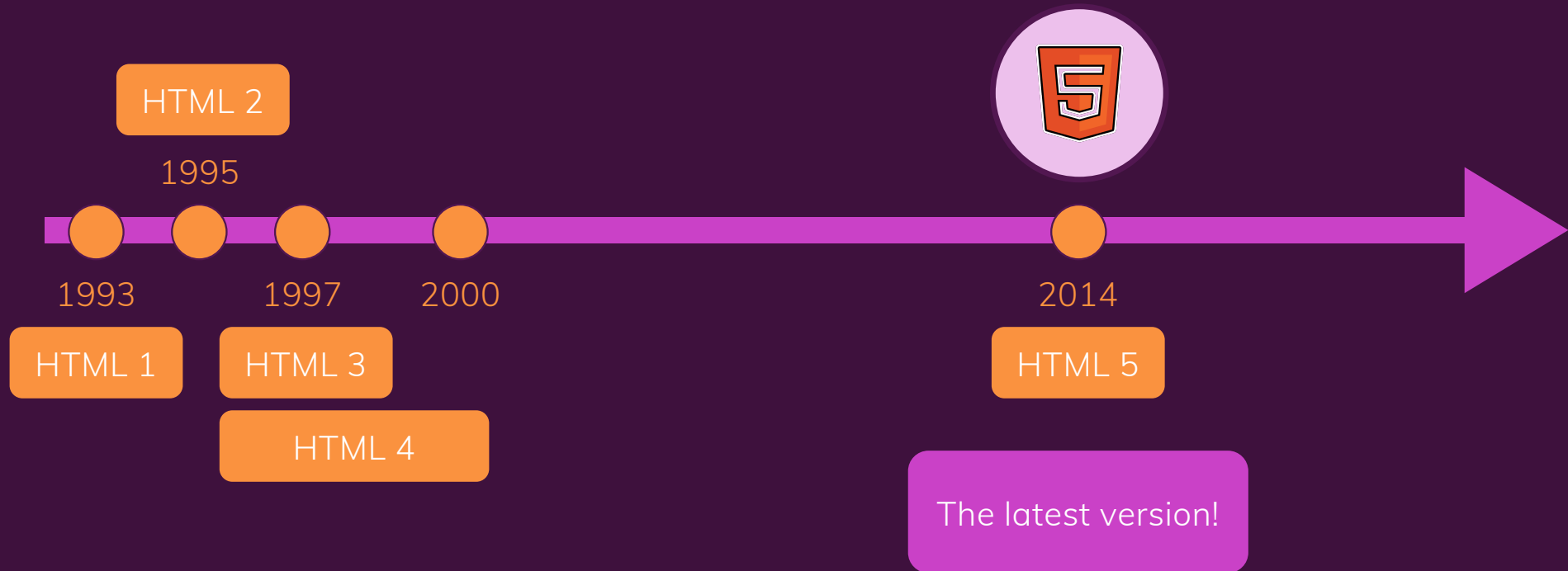
HTML Version

Page  
Metadata

Page Content



# The History Of HTML



## HTML Elements – Good To Know



Most HTML Elements have **opening** (<...>) and **closing** (</...>) tags



Element names (“h1”) are **case insensitive**: “h1” and “H1” both work, but sticking to **lowercase only is the standard**



Choosing the **correct element** for expressing the content **matters**: It allows the browser to **display and describe** (e.g. to search engines or assistive technologies) **your content correctly**

# HTML Element Attributes

Attribute Name

Attribute Value

`<a href="https://google.com">My Best Friend</a>`

HTML Attribute

Adds extra configuration to  
an element

In this case: The target  
location of the anchor tag  
(link)

## Void Elements (“Self-Closing Elements”)

```

```

Some HTML elements are void – which means:  
They have no content

They are configured with attributes only

## Time To Practice!

1

Add the **base HTML document skeleton** + structure to the new about.html page

2

**Move the image** from the index.html to the about.html document (Bonus points: Create the image on about.html before removing it from index.html – i.e. don't cut & paste but re-create and remove)

3

Add a **title above the image** on the about.html page and add **some text below the image** (pick a proper HTML element)

4

On about.html, **add a link which links back** to the index.html page