

## 1.4.4 Add the New Icon Images

The company's design team has given us some new images to use for the trainer's profile pictures. Download [this zip file](https://static.fullstack-bootcamp.com/module-1/01-04-svgs.zip) (<https://static.fullstack-bootcamp.com/module-1/01-04-svgs.zip>) and extract the SVG files to your `assets/images` folder.

You may be wondering why these are SVGs and not JPGs or PNGs. In fact, what is an SVG?

Just for fun, open one of these new files in VS Code. It'll look something like this:

```
<svg xmlns="http://www.w3.org/2000/svg" viewBox="0 0 164.73 130.92"><d
```

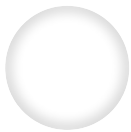
This is XML, which is like a cousin to HTML. Unlike PNGs or JPGs, which are made up of pixels, SVGs (or Scalable Vector Graphics) are defined as a series of points and lines (the `<path>` elements you see in the XML) that are filled in with color. SVG images can accommodate basically any screen size without losing quality because the graphics will scale. That makes SVGs perfect for things like icons and logos.

In the first `<div>` under the `<h2>What You Do</h2>` heading, add the following `<img>` element:

```
<h2>What You Do</h2>

<div>
  <!-- insert this img element -->
  
  <h3>Step 1: Fill Out the Form Above.</h3>
  <p>You're already here, so why not?</p>
</div>
```

The `<img>` element is very useful because it can display any image format. We just need to make sure the `src` attribute points to a file that can be found. Much like how the `<link>` element had to relatively reference the style sheet as `./assets/css/style.css`, we do the same for images: `./assets/images/step-1.svg`.



## REWIND

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Relative paths start from the current directory (e.g., `../images/hero-bg.jpg`). Absolute paths are more hard set (e.g., `/Users/<username>/Desktop/run-buddy/assets/css/style.css`) and should be avoided.

There's an extra attribute we should make sure every image has: the `alt` attribute. This is how we explain the content and context of images is to search engines and assistive technology, like screen readers. Watch this [short video about how screen readers handle alt text](https://www.youtube.com/watch?v=NvqasTVoW98) (<https://www.youtube.com/watch?v=NvqasTVoW98>).

In our case, the `step-1.svg` image is purely decorative, meaning the only information the user needs is already provided by the surrounding text (the `<h3>` element). It might seem like the `alt` attribute isn't necessary then, but a screen reader doesn't know that a missing `alt` attribute means "unimportant icon." In cases like these, it is important to set `alt` to empty text (`alt=""`) so the screen reader knows to ignore it.

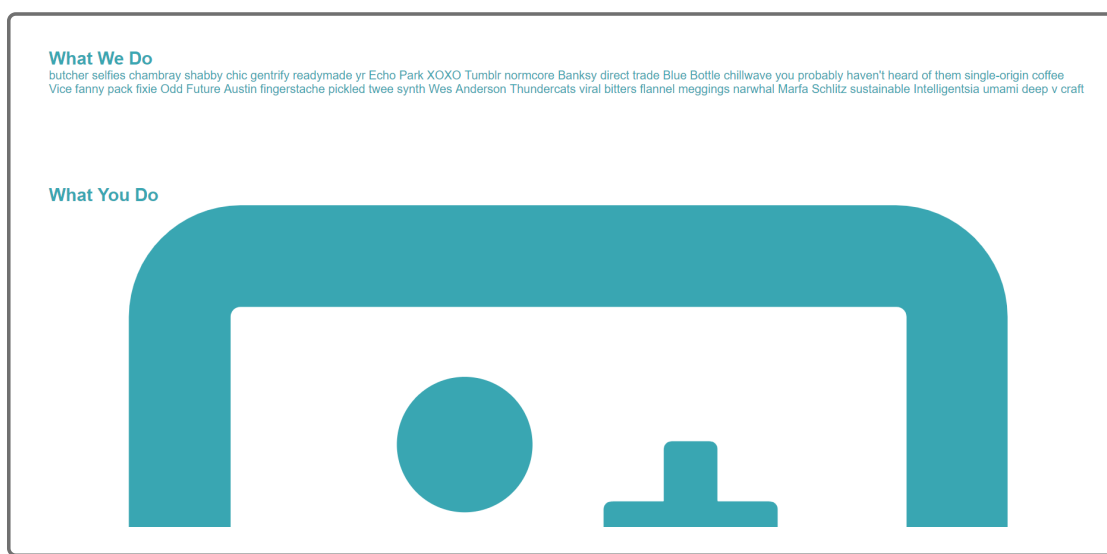
## DEEP DIVE ▲

### DEEP DIVE

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To learn more, read the [alt attribute guidelines from the W3C](https://www.w3.org/WAI/tutorials/images/) [\(https://www.w3.org/WAI/tutorials/images/\)](https://www.w3.org/WAI/tutorials/images/).

If you haven't already, save your `index.html` file and reload it in the browser. Things aren't looking so good anymore:



Our image is enormous! Remember, SVGs are scalable. There's no built-in, hard-set pixel count, so it's going to fill up any available space. But that's okay. We'll use CSS to size it down later. For now, add the other three images to Steps 2–4:

```
<div>
  
  <h3>Step 2: Consult with One of Our Trainers.</h3>
  <p>Are you here to build muscle, lose weight, or just feel good?</p>
</div>

<div>
  
  <h3>Step 3: Get Running.</h3>
  <p>Hit the ground running (literally) once your trainer lays out you
</div>

<div>
  
  <h3>Step 4: See Results.</h3>
  <p>Bi-weekly checkins with your trainer will keep you focused</p>
</div>
```

This seems like a good stopping point, which means that it's time to `add`, `commit`, and `push` to Git! Use the following commands to do so:

```
git add -A
git commit -m "add what you do icons"
git push origin master
```