

```
<li><a href="#" class="current">Header Options</a></li>
<li><a href="tall-button-header.html">Tall Button Header</a></li>
<li><a href="image-logo.html">Image Logo</a></li>
<li class="active"><a href="tall-logo.html">Tall Logo Image</a></li>
<li class="has-children"><a href="#">Carousels</a>
<li><a href="variable-width-slider.html">Variable Image W
<li><a href="testimonial-slider.html">Testimonial Slider</a>
<li><a href="featured-work-slider.html">Featured Work Sl
<li><a href="equal-column-slider.html">Equal Column Sl
<li><a href="video-slider.html">Video Slider</a></li>
```

# HTML

*HyperText Markup Language*  
(Week 3)



## HTML IMAGES

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# HTML IMAGES

Images can improve the design and the appearance of a web page.

## HTML IMAGES SYNTAX

The HTML `<img>` tag is used to embed an image in a web page.

Images are not technically inserted into a web page; images are linked to web pages. The `<img>` tag creates a holding space for the referenced image.

The `<img>` tag is empty, it contains attributes only, and does not have a closing tag.

The `<img>` tag has two required attributes:

- `src` - Specifies the path to the image
- `alt` - Specifies an alternate text for the image

Syntax:

```

```

## THE SRC ATTRIBUTE

The required `src` attribute specifies the path (URL) to the image.

Note: When a web page loads; it is the browser, at that moment, that gets the image from a web server and inserts it into the page. Therefore, make sure that the image actually stays in the same spot in relation to the web page, otherwise your visitors will get a broken link icon. The broken link icon and the alt text are shown if the browser cannot find the image.

```

```

Full code with result:

```
<!DOCTYPE html>
<html>
<body>

<h2>Alternative text</h2>

<p>The alt attribute should reflect the image content, so users who
cannot see the image gets an understanding of what the image contains:
</p>



</body>
</html>
```

### Alternative text

The alt attribute should reflect the image content, so users who cannot see the image gets an understanding of what the image contains:



Activate Windows  
Go to PC settings to activate Windows.

## THE ALT ATTRIBUTE

The required alt attribute provides an alternate text for an image, if the user for some reason cannot view it (because of slow connection, an error in the src attribute, or if the user uses a screen reader).

The value of the alt attribute should describe the image:

```

```

Full code: Result:


```
<!DOCTYPE html>
<html>
<body>

<p>If a browser cannot find the image, it will display the alternate
text:</p>



</body>
</html>
```

If a browser cannot find the image, it will display the alternate text:

 Flowers in Chania

## SETTING THE WIDTH AND HEIGHT OF AN IMAGE

The width and height attributes are used to specify the width and height of an image.

The values of these attributes are interpreted in pixels by default.

```



```

Full code:

```
<!DOCTYPE html>
<html lang="en">
<head>
  <title>Setting Image Dimensions in HTML</title>
</head>
<body>
  
  
  
</body>
</html>
```

Result:



You can also use the style attribute to specify width and height for the images. It prevents style sheets from changing the image size accidentally, since inline style has the highest priority.

```



```

Full code:

```
<!DOCTYPE html>
<html lang="en">
<head>
  <title>Setting Image Width and Height Using style Attribute in
  HTML</title>
</head>
<body>
  
  
  
</body>
</html>
```

Results:



Note: It's a good practice to specify both the width and height attributes for an image, so that browser can allocate that much of space for the image before it is downloaded. Otherwise, image loading may cause distortion or flicker in your website layout.

## IMAGES IN ANOTHER FOLDER

If you have your images in a sub-folder, you must include the folder name in the src attribute:

```

```

## IMAGES ON ANOTHER SERVER/WEBSITE

Some web sites point to an image on another server.

To point to an image on another server, you must specify an absolute (full) URL in the src attribute:

```

```

Notes on external images: External images might be under copyright. If you do not get permission to use it, you may be in violation of copyright laws. In addition, you cannot control external images; it can suddenly be removed or changed.

## ANIMATED IMAGES

HTML allows animated GIFs:

```

```

## IMAGE AS A LINK

To use an image as a link, put the <img> tag inside the <a> tag:

```
<a href="default.asp">
  
</a>
```

Full code:

```
<!DOCTYPE html>
<html>
<body>

<h2>Image as a Link</h2>

<p>The image is a link. You can click on it.</p>

<a href="default.asp">

</a>

</body>
</html>
```

Results:

## Image as a Link

The image is a link. You can click on it.



## IMAGE FLOATING

Use the CSS float property to let the image float to the right or to the left of a text:

```
<p>
The image will float to the right of the text.</p>
```

```
<p>
The image will float to the left of the text.</p>
```

Full code:

```
<!DOCTYPE html>
<html>
<body>

<h2>Floating Images</h2>
<p><strong>Float the image to the right:</strong></p>

<p>

A paragraph with a floating image. A paragraph with a floating image. A
paragraph with a floating image.
</p>

<p><strong>Float the image to the left:</strong></p>
<p>

A paragraph with a floating image. A paragraph with a floating image. A
paragraph with a floating image.
</p>

</body>
</html>
```



Result:

## Floating Images

Float the image to the right:

A paragraph with a floating image. A paragraph with a floating image. A paragraph with a floating image.



Float the image to the left:



A paragraph with a floating image. A paragraph with a floating image. A paragraph with a floating image.

## HTML IMAGE MAPS

An image map allows you to define hotspots on an image that acts just like a hyperlink.

The basic idea behind creating image map is to provide an easy way of linking various parts of an image without dividing it into separate image files. For example, a map of the world may have each country hyperlinked to further information about that country.

```

<map name="objects">
  <area shape="circle" coords="137,231,71"
href="clock.html" alt="Clock">
  <area shape="poly" coords="363,146,273,302,452,300"
href="sign.html" alt="Sign">
  <area shape="rect" coords="520,160,641,302"
href="book.html" alt="Book">
</map>
```

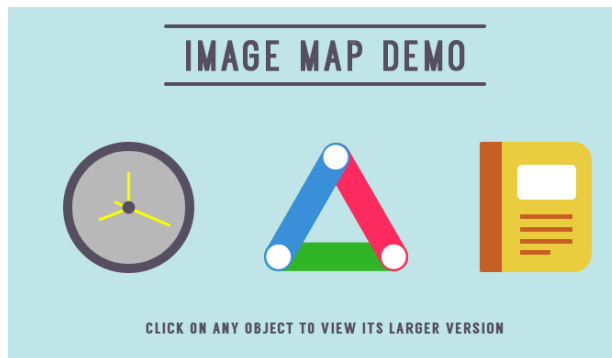
The name attribute of the <map> tag is used to reference the map from the <img> tag using its usemap attribute. The <area> tag is used inside the <map> element to define the clickable areas on an image. You can define any number of clickable areas within an image.

Full code:

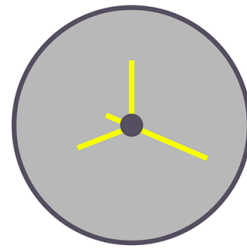
```
<!DOCTYPE html>
<html lang="en">
<head>
  <title>Creating Image Maps in HTML</title>
</head>
<body>
  
  <map name="objects">
    <area shape="circle" coords="137,231,71"
href="/examples/html/clock.html" alt="Clock">
    <area shape="poly" coords="363,146,273,302,452,300"
href="/examples/html/sign.html" alt="Sign">
    <area shape="rect" coords="520,160,641,302"
href="/examples/html/book.html" alt="Book">
  </map>
</body>
</html>
```



Result:

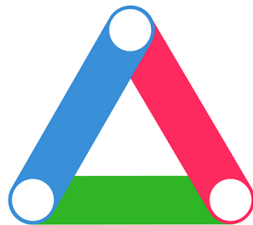


When the clock is clicked:



CLOCK IMAGE (LARGE) [Go to Windows](#)  
[Go to PC settings to activate](#)

When the sign is clicked:



SIGN IMAGE (LARGE) [Go to Windows](#)  
[Go to PC settings to activate](#)

When the book is clicked:



BOOK IMAGE (LARGE) [Go to Windows](#)  
[Go to PC settings to activate](#)

Tip: There are many online tools available for creating image maps. Some advanced editors like Adobe Dreamweaver also provides a set of tools for easily creating image maps.

## HTML <PICTURE> ELEMENT

The HTML <picture> element allows you to display different pictures for different devices or screen sizes.

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

```
<picture>
  <source media="(min-width: 650px)" srcset="img_food.jpg">
  <source media="(min-width: 465px)" srcset="img_car.jpg">
  
</picture>
```

## Full code:

```
<!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">
  
</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>

<p><strong>Note:</strong> The picture element is not supported in IE12 and earlier or
Safari 9.0 and earlier.</p>

</body>
</html>
```

## Result:

### The picture Element



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.

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 tag matched.

Activate Windows

**Note:** The picture element is not supported in IE12 and earlier or Safari 9.0 and earlier.

Note: Always specify an <img> element as the last child element of the <picture> element. The <img> element is used by browsers that do not support the <picture> element, or if none of the <source> tags match.

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