

CogLab: your first webpage

WEEK 3

recap: Sep 8, 2022

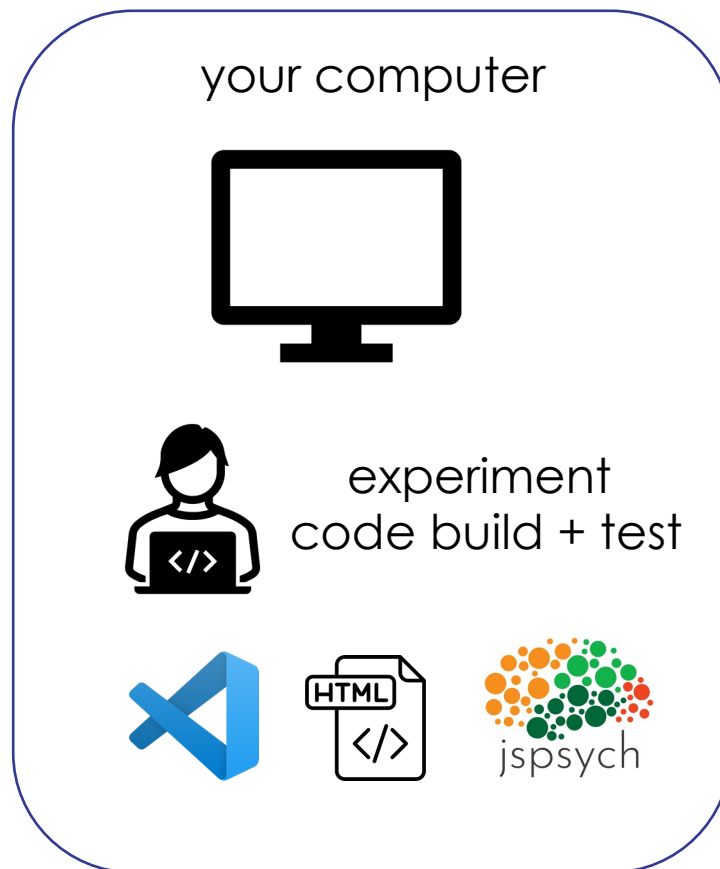
- what we covered:
 - anatomy of an experiment (front & back-end)
 - installed git and created github account
 - visual studio code + editing/committing readme.md
- your to-dos were:
 - *prep*: [How does the internet work](#)
 - *prep*: [A non-technical introduction to HTML/CSS/Javascript](#)
 - *download*: Google Chrome (default browser for class)

quick review

- how do you **bold** something in `Markdown`?
- what does `commit` mean?
- what does `pull/push` mean?
- what does `cloning` mean?



github
keeping
track of
changes



your computer



experiment
code build + test



content
styling
interactivity



Cognition.

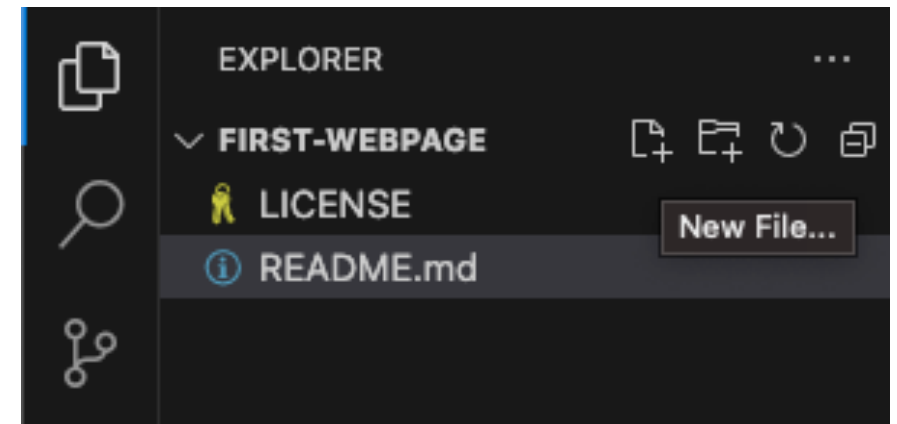
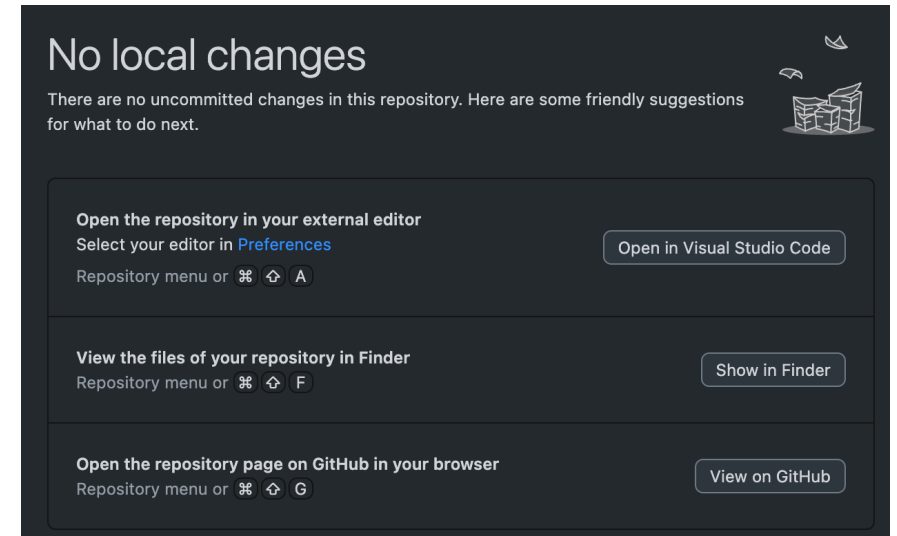
cognition.run
going
online
(URL/IP)

today's agenda

- building your first webpage
- HTML document syntax
- HTML tags

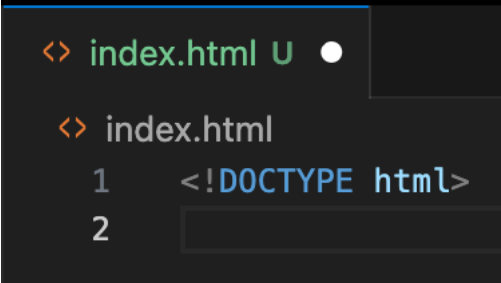
your first webpage

- open GitHub Desktop
- open the repo in the editor (Visual Studio Code)
- you should be able to see your Readme.md file
- create and open a new file called **index.html**



index.html

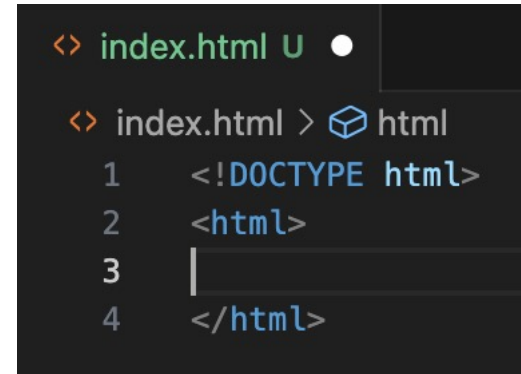
- **index.html** is an HTML file that we will design to look like a page on the web
- first, we will indicate that we will be using the HTML language in this file by specifying a **DOCTYPE** on the first line of the file
- save your file!
 - a **dot** indicates that your file is **unsaved**




```
<> index.html U ●  
<> index.html  
1 <!DOCTYPE html>  
2
```

building index.html

- next, we will start building our webpage
- all code you write will be within the `<html>` and `</html>` **tags**
- **tag** is a technical term for types of content in HTML
 - anything within `<>` is called a **tag**
 - **tags** are opened with `<>` and closed with `</>`
 - your editor may automatically add the closing tags

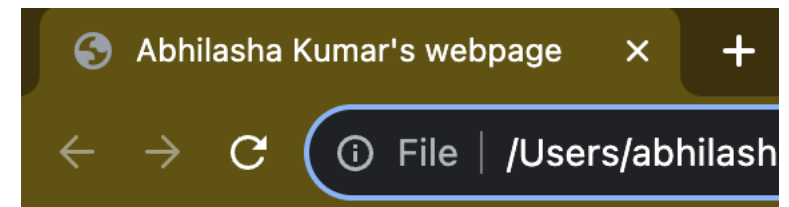


```
<> index.html U ●  
<> index.html >  html  
1 <!DOCTYPE html>  
2 <html>  
3 |  
4 </html>
```


adding a page title to index.html

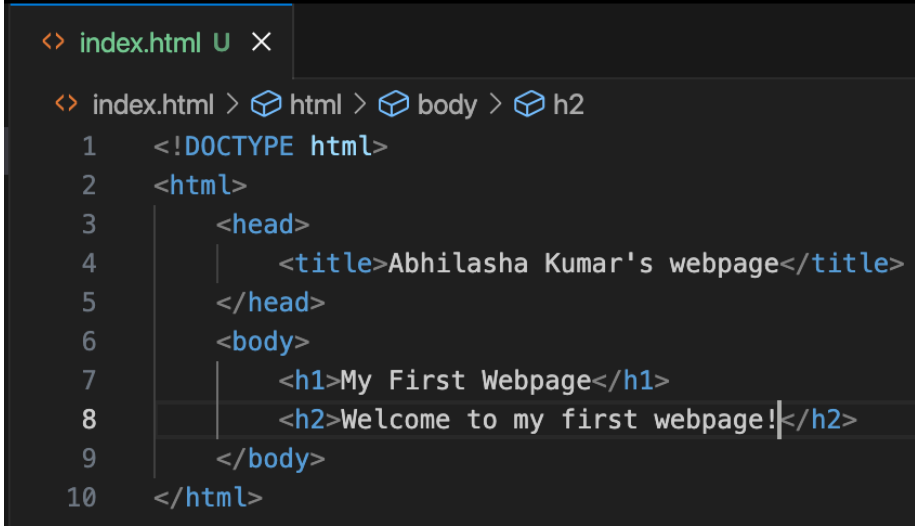
- the **head** tag controls information that is needed to load the page (title, style info, other code, etc.)
- the **title** tag is a sub-tag of **head** that controls what you see as the tab's title in the browser
- save your file
- find the **index.html** file in your Finder (PSYC 2740 > my-first-webpage > index.html)
- open it in Chrome, your title should appear!

```
<!DOCTYPE html>
<html>
  <head>
    <title>Abhilasha Kumar's webpage</title>
  </head>
</html>
```

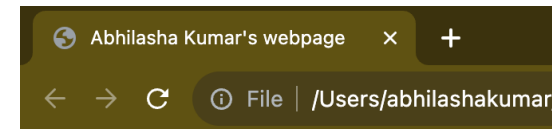


adding page content to index.html

- all content you want to be displayed on your webpage must be contained within the **<body>** tags
 - **h1** is used for the heading for your webpage
 - **h2** is used for sub-headings
 - h3, h4, etc. are used for smaller text
- save and refresh **index.html** in browser



```
<> index.html U x
<> index.html > html > body > h2
1  <!DOCTYPE html>
2  <html>
3    <head>
4      <title>Abhilasha Kumar's webpage</title>
5    </head>
6    <body>
7      <h1>My First Webpage</h1>
8      <h2>Welcome to my first webpage!</h2>
9    </body>
10 </html>
```

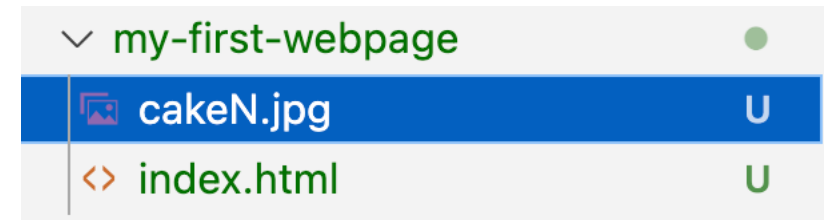
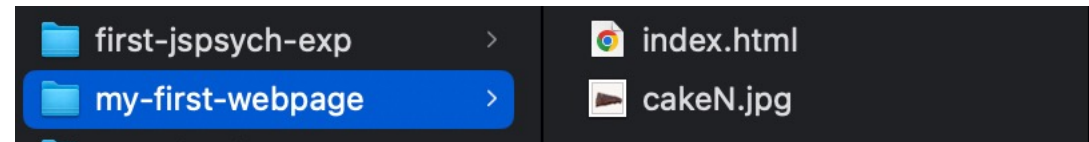


My First Webpage

Welcome to my first webpage!

saving an image to your repository

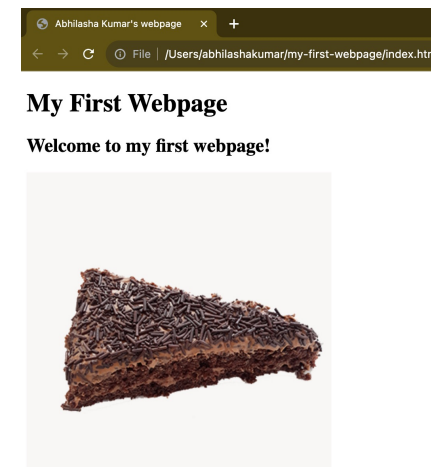
- we can add a variety of text and images to a web page
- first go to images.google.com and **download and save ANY image** to your repo folder (PSYC 2740 > my-first-webpage)
 - **cakeN.jpg** is available on Canvas under Week 3
- this image should appear in your editor pane in VS Code if you saved it in the correct location



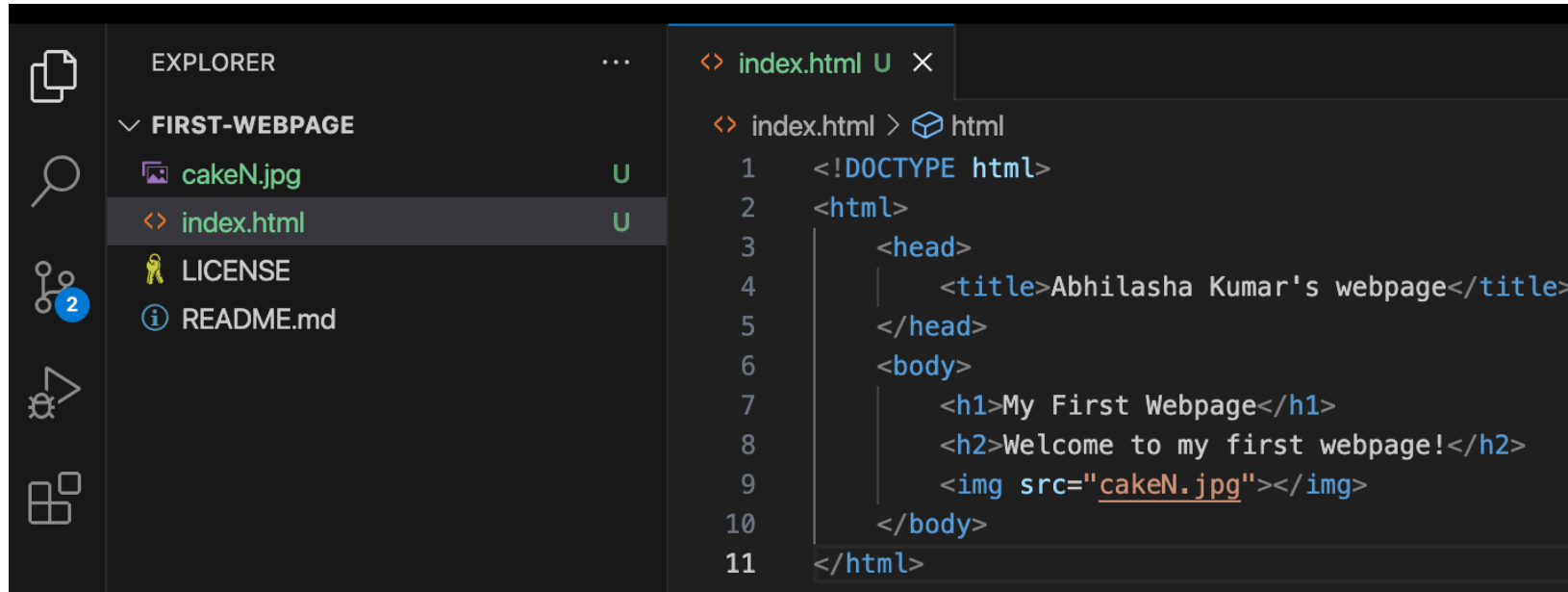
adding an image to index.html

- now add an **** tag to load the image into your webpage
- **** is used to upload an image where **src** specifies the path for the image
 - path must include the full name of the image file (including extension)
- save and refresh

```
index.html U x
index.html > html > body
1  <!DOCTYPE html>
2  <html>
3    <head>
4      <title>Abhilasha Kumar's webpage</title>
5    </head>
6    <body>
7      <h1>My First Webpage</h1>
8      <h2>Welcome to my first webpage!</h2>
9      </img>
10   </body>
11  </html>
```

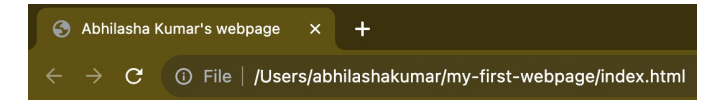


HTML: review



The screenshot shows the Visual Studio Code editor with a project named 'FIRST-WEBPAGE'. The Explorer sidebar on the left lists files: 'cakeN.jpg', 'index.html' (selected), 'LICENSE', and 'README.md'. The main editor area displays the content of 'index.html' with the following HTML code:

```
<? index.html U X
<? index.html > html
1  <!DOCTYPE html>
2  <html>
3      <head>
4          <title>Abhilasha Kumar's webpage</title>
5      </head>
6      <body>
7          <h1>My First Webpage</h1>
8          <h2>Welcome to my first webpage!</h2>
9          </img>
10     </body>
11 </html>
```



My First Webpage

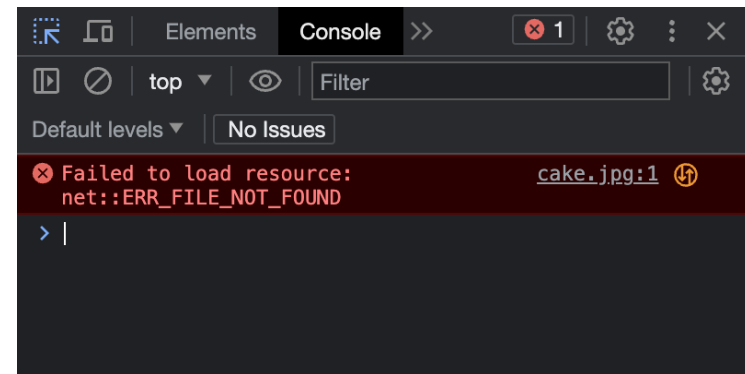
Welcome to my first webpage!



inspecting the page for errors

- try putting in a wrong filename for the image and opening the index.html page
- when things don't go as expected, you can investigate the errors in the browser using:
 - Command + Option + I
- the “console” tab will tell you if there are any **errors**
- the “elements” tab will tell you which parts of the page correspond to different lines of code in html

```
<> index.html > html > body
1  <!DOCTYPE html>
2  <html>
3    <head>
4      <title>Abhilasha Kumar's webpage</title>
5    </head>
6    <body>
7      <h1>My First Webpage</h1>
8      <h2>Welcome to my first webpage!</h2>
9      ... </img>
10     </body>
11  </html>
```



what happens if you...

- forget to close `</h1>` and open `<h2>`
- forget the extension of the image?
- forget to close the `` tag?

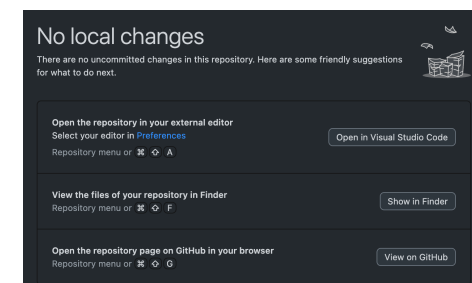
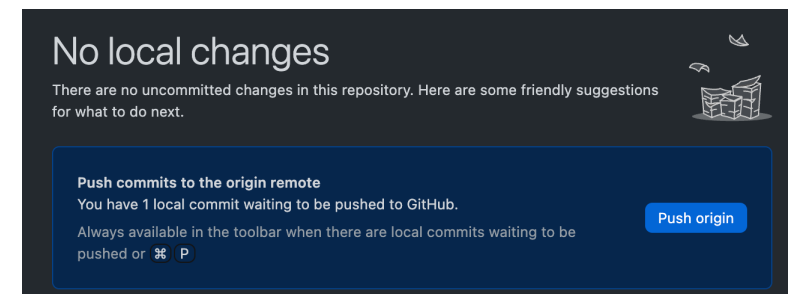
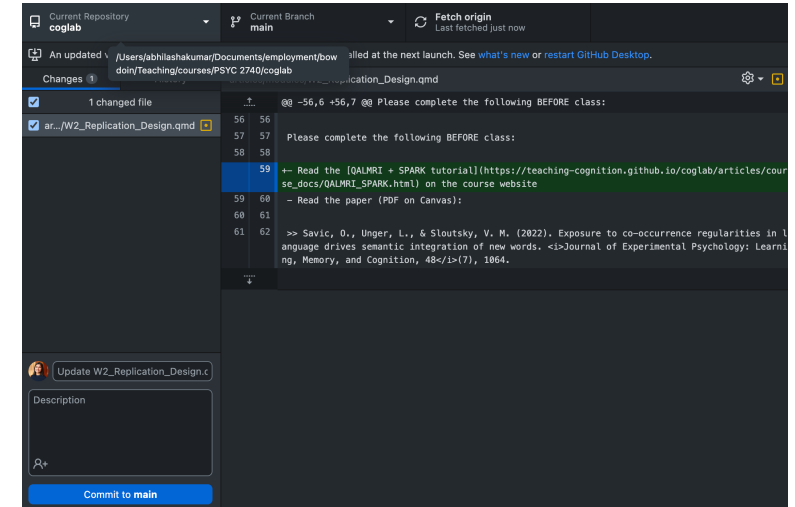
```
<> index.html U x
<> index.html > html
1  <!DOCTYPE html>
2  <html>
3      <head>
4          <title>Abhilasha Kumar's webpage</title>
5      </head>
6      <body>
7          <h1>My First Webpage</h1>
8          <h2>Welcome to my first webpage!</h2>
9          </img>
10     </body>
11 </html>
```

some more HTML tags

- `
`: creates a space (“break”) between lines
- `<p> </p>` starts a new paragraph
- ` ` **bold**
- `<u> </u>` underline
- `<i> </i>` *italic*
- ` `: style-related changes
 - This is a `test` for the span tag

saving your progress so far...

- save your index.html file
- open GitHub Desktop
- review changes, commit, and push
- check if changes are reflected online!



optional: adding styling

- we can improve the appearance of an HTML page by creating a styling.css file

```
# styling.css > ...
1  body {
2      text-align: center; /* Center-align the content */
3  }
4
5  h1 {
6      color: red; /* Set heading color to red */
7  }
8
9  h2 {
10     color: green; /* Set subheading color to green */
11 }
12
13 img {
14     display: block; /* Make the image a block element */
15     margin: 0 auto; /* Center-align the image */
16     border: 2px solid blue; /* Add a blue border around the image */
17 }
18
```

optional: adding styling

- we then link this style sheet to our index.html page using the link tag inside the head tag

```
<!DOCTYPE html>
<html>
  <head>
    <title>Abhilasha Kumar's webpage</title>
    .....<link rel="stylesheet" href="styling.css">
  </head>
  <body>
    <h1>My First Webpage</h1>
    <h2>Welcome to my first webpage!</h2>
    </img>
  </body>
</html>
```

optional: adding styling

My First Webpage

Welcome to my first webpage!



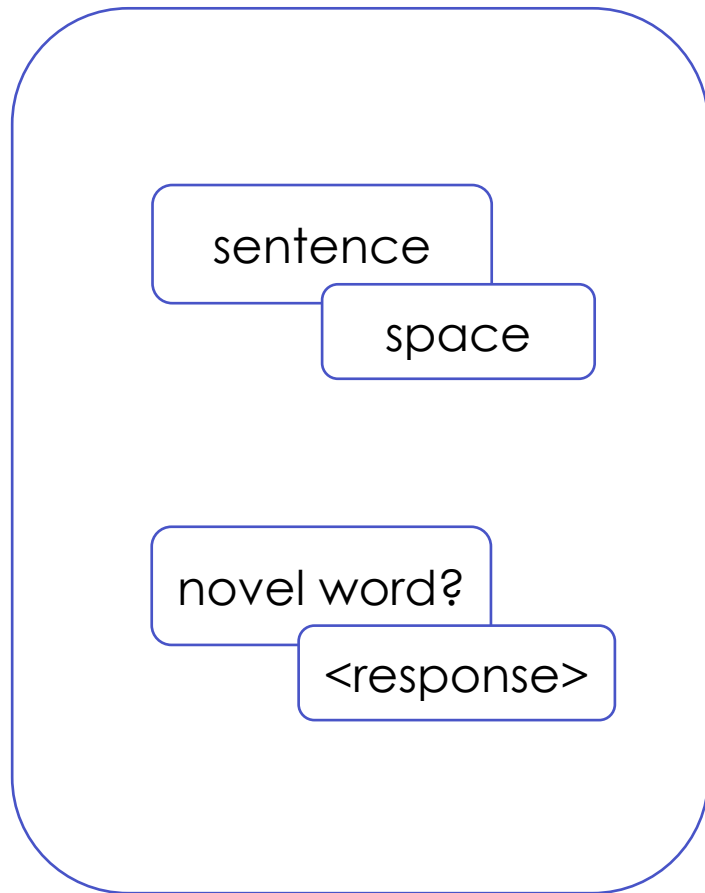
```
<!DOCTYPE html>
<html>
  <head>
    <title>Abhilasha Kumar's webpage</title>
    .....<link rel="stylesheet" href="styling.css">
  </head>
  <body>
    <h1>My First Webpage</h1>
    <h2>Welcome to my first webpage!</h2>
    </img>
  </body>
</html>
```

how often do I commit??

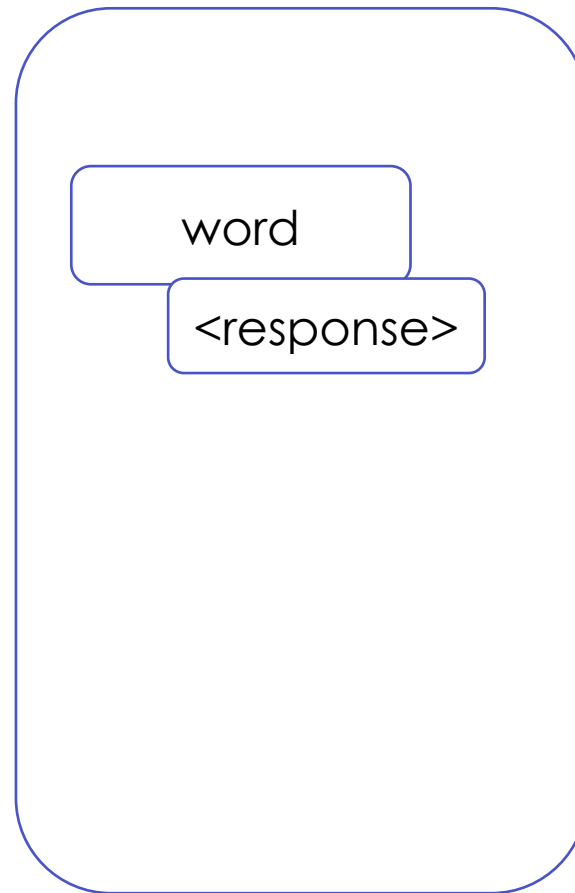
- committing is a **balance**
 - committing every little change can be annoying
 - leaving large chunks of code uncommitted is also not great
 - you could lose your work
 - you could forget important milestones in the project
- commit after you have **completed a milestone**
- commit often but don't overdo it!

experiment recap

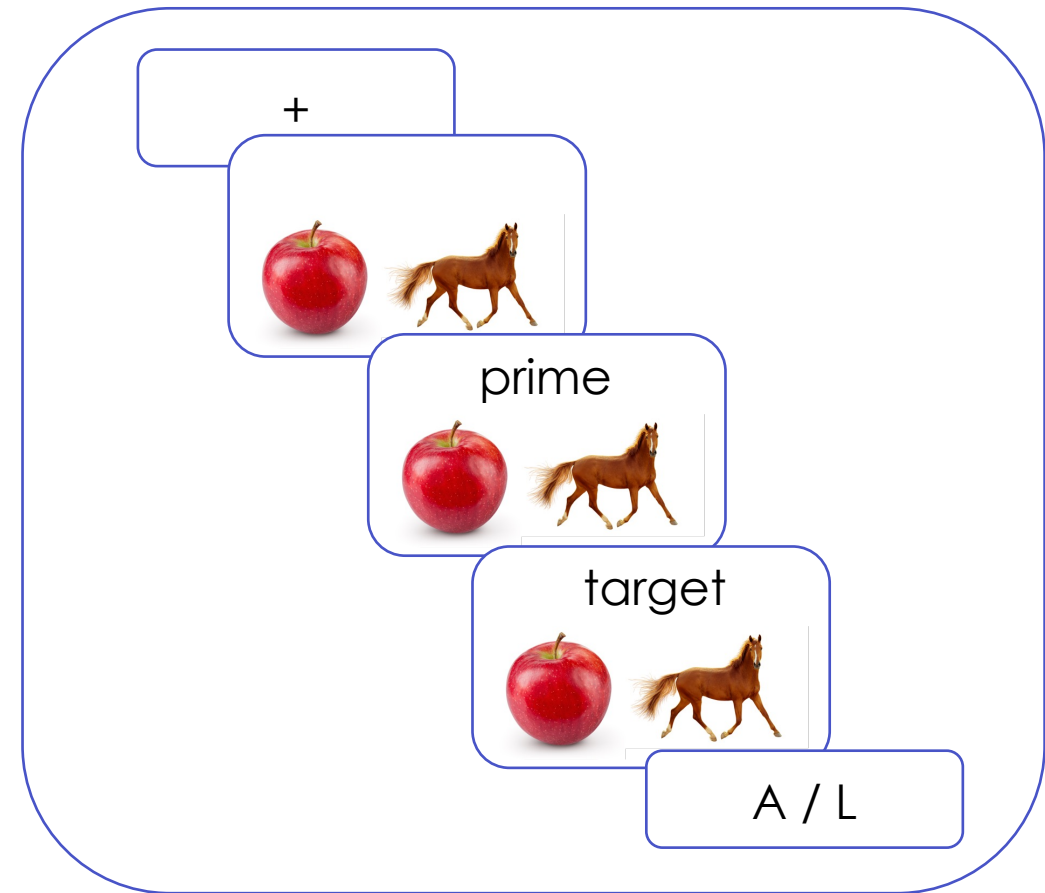
training x 3



association



priming



next class

- **before** class

- *prep*: de Leeuw, J.R. jsPsych: A JavaScript library for creating behavioral experiments in a Web browser. Behavior Research Methods, 47, 1–12 (2015). <https://doi.org/10.3758/s13428-014-0458-y>
- *prep*: [A non-technical introduction to basic coding concepts](#)
- *try*: Week 3 Quiz
- *apply*: Project Milestone 2 (QALMRI + SPARK)
- *apply*: Optional Meme

- **during** class

- adding *interactivity* to HTML (jsPsych 101)