Lecture 6

Web Document Structure

Special resource names – the web

- Special filename: index (as in index.html)
- Web servers configured to automatically recognize
- If present, automatically loads
 - User doesn't (have to) type it in
- Examples:
 - http://www.rochester.edu/college/honesty/index.html same as...
 - http://www.rochester.edu/college/honesty
 - http://www.facebook.com/index.php same as...
 - http://www.facebook.com

Proper nesting

 When closing tags: always in the REVERSE order from how they were opened

```
Lorem ipsum <strong>dolor <em>sit amet</em></strong</p>
```

Attributes in Elements

- Element: any markup e.g ...
- Attribute
 - Adds more meaning and extra data
 - E.g.
 - E.g. ...
- Sometimes mandatory, sometime optional
- Example: <html lang="en">...

Links to other resources

Links

- Examples:
 - <img src=""...
 - <a href=""...
- Link = path to a resource
- path: absolute or relative
- Absolute path:

```
<a href="http://www.rochester.edu/college/honesty/index.html">Academic Honesty</a>
```

• Relative path:

```
<a href="undergraduates.html">Undergraduates</a>
```

Relative paths (links)

Same directory

```
<a href="index.html">Undergraduates</a>
```

Child

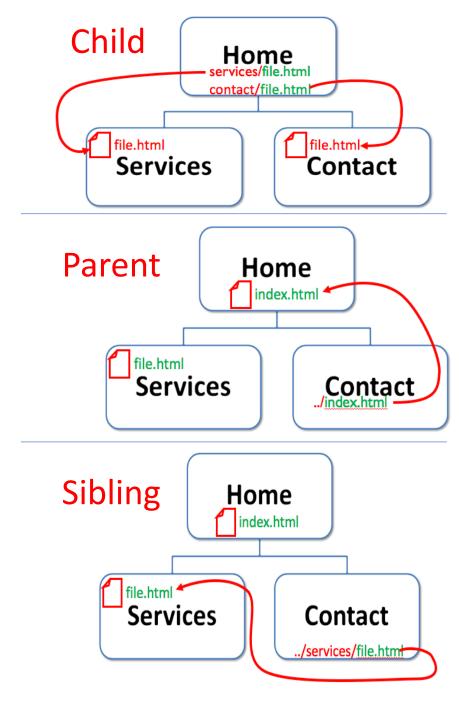
```
<a href="services/index.html">Undergraduates</a>
```

Parent

```
<a href="../index.html">Home page</a>
```

Sibling

```
<a href="../services/file.html">Home page</a>
```



External links

For absolute path links, i.e. links to resources on other servers...

- Using attribute: target="_blank" ...is for off-server links
- Example:

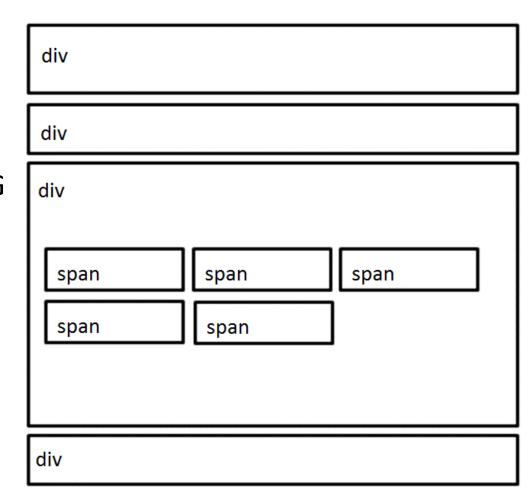
```
< a href="http://www.google.com" target="_blank">Google</a>
```

Never use for links within the same website

Webpage Structure

Structural Elements

- Block and Inline
 - BLOCK tags: examples: H1, H2, etc., P
 - stack-up top over bottom
 - 100% width
 - as tall as the content needs to be
 - INLINE tags: STRONG, EM, A (hypertext), IMG
 - line-up side-by-side
 - as wide as they need to be
 - as tall as one line
- Non semantic value tags:
 DIV and SPAN (old fashioned)

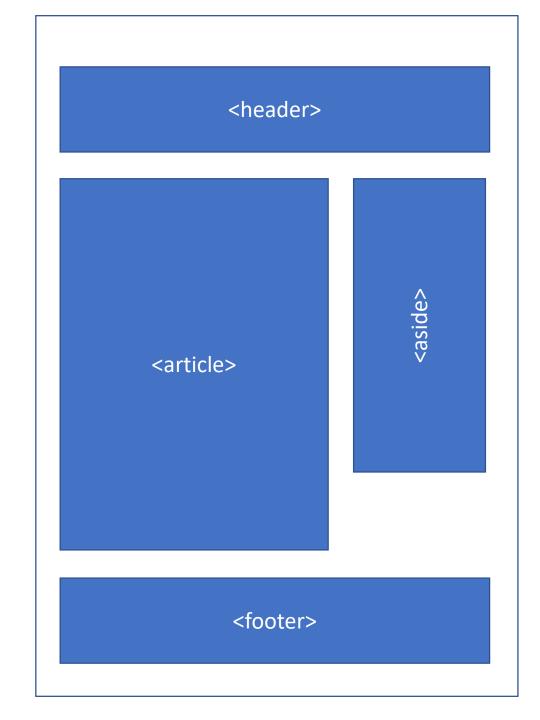


HTML 5

- The World Wide Web Consortium (http://w3c.org) sets the standards for HTML and its related languages.
- New elements introduced
 - Note: lots dreamed-up by W3C not all get much action
- Popular (we'll be using)
 - <header>...
 - < nav >...
 - < article >... = a standalone chunk of content
 - < aside >... = content that can't stand alone; usually placed near an article
 - < footer >...

Lab assignments

- Starting in Lab 4: put your content into "structural" tags
- For the purposes of CSC 170 lab assignments:
 - Use these structural elements...
 - <header>...</header>
 - <article>...</article>
 - <aside>...</aside>
 - <footer>...</footer>
 - ...just those, in that order
 - ...nothing in between
 - Try to balance content between the ARTICLE and the ASIDE



The Semantic Web

- RULE: use HTML tags that describe the meaning of the content only (not the appearance)
- Separate: form from content
- See: The Machine is Us/ing Us (YouTube)
- One benefit (among many): find-ability...
 - Google scans webpages and indexes content
 - Google getting correct meaning out of words is hard
 - Tagged content (using the correct HTML tags) makes Google work better
 - YOU (the developer) pick the right HTML tags and your webpages will be found better in Google

Markup

• A markup languages *enhances* the data – adds value

• E.g.

11201961

Eleven million, two hundred and one thousand, nine hundred sixty one

Data

11201961

Information

11/20/1961

Knowledge



Progressive Enhancement

- Strategy for structured (web) development
- For building webpages in a layered fashion
- Each layer does not need more layers to be whole
- Each layer enhances (provides more value) to the layer below

Progressive Enhancement for Web Development

- Content foundational layer
 - MS Word (?) ...anything

1. Structure

- HTML hypertext markup language
- Proper tags enable the "worldwide database" ...big data

2. Presentation

- CSS cascading style sheets (next week)
- formatting and layout
- E.g. red = danger

3. Behavior

- JavaScript (and others)
- User interactions (clicking, tapping things move around on the screen)