Agenda

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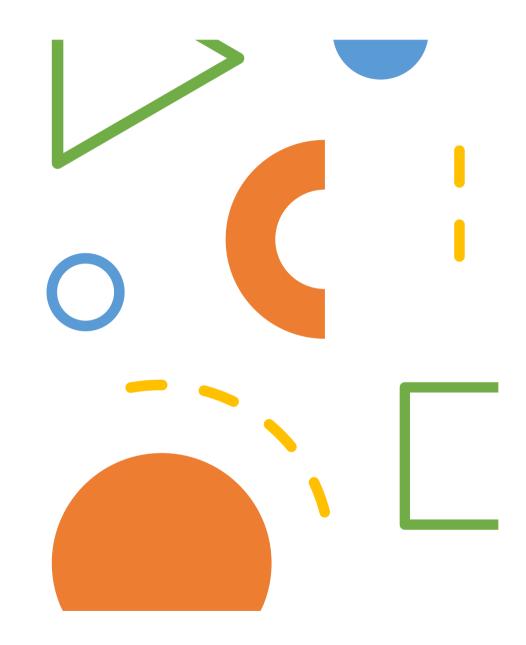


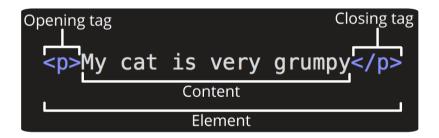
- Standard markup language for documents designed to be displayed in a web browser.
- Describes the **structure** of a web page semantically.
- HTML elements are the building blocks of HTML pages.
- HTML elements are delineated by tags, written using angle brackets.
- HTML can embed programs which affects the behavior and content of web pages.
- Inclusion of CSS defines the look and layout of content.





HTML Basics



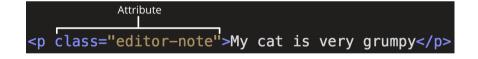


Anatomy of an HTML element

- The opening tag: This states where the element begins or starts to take effect.
- The closing tag: This states where the element ends. Failing to add a closing tag can lead to strange results.
- The content: This is the content of the element.
- The element: The opening tag, the closing tag, and the content together comprise the element.

Attributes

- Attributes contain extra information about the element that you don't want to appear in the actual content.
- An attribute should always have the following:
 - A space between it and the element name or the previous attribute.
 - The attribute **name** followed by an equal sign.
 - The attribute value wrapped by opening and closing quotation marks.
- Simple attribute values that **don't** contain ASCII whitespace (or any of the characters "'`= < >) can remain **unquoted**, but it is not recommended.



Empty Elements

- Some elements have no content and are called empty elements.
- Example: element
 - This contains two attributes, but there is no closing tag and no inner content.
 - This is because an image element doesn't wrap content to affect it.
 - Its purpose is to embed an image in the HTML page in the place it appears.

Anatomy of an HTML document

- <!DOCTYPE html> It is a required preamble.
- <html></html> This element wraps all the content on the entire page and is sometimes known as the root element.
- <head></head> This element acts as a container for all the stuff you want to include on the HTML page that isn't the content you are showing to your page's viewers.
- <meta charset="utf-8"> This element sets the character set your document should use to UTF-8 which includes most characters. Essentially, it can now handle any textual content you might put on it.
- <title></title> This sets the title of your page, which is
 the title that appears in the browser tab the page is loaded
 in.
- <body></body> This contains all the content that you want to show to web users , whether that's text, images, videos, games, playable audio tracks, or whatever else.

```
:!DOCTYPE html>
:html>
 <head>
   <meta charset="utf-8">
   <title>My test page</title>
 </head>
 <body>
   <img src="images/firefox-icon.png</pre>
est image">
 </body>
:/html>
```



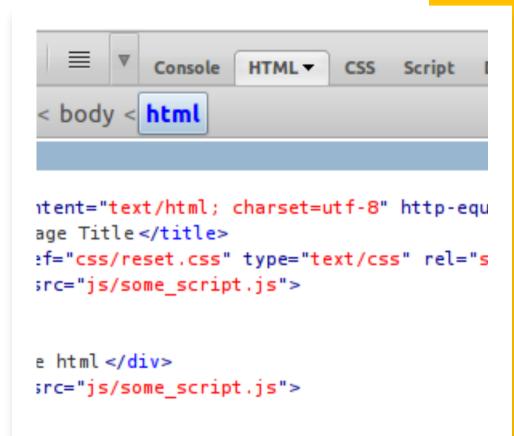
- The following special characters are reserved in HTML ", ', &, <, >.
- If one of these characters is used, the browser will try to interpret it as HTML.
- Use the **entity name** or **entity number** when you want to output any of these reserved characters.
- **Comments** are represented in HTML as content between '<!--' and '-->'.

Result	Description
	non-breaking space
<	less than
>	greater than
&	ampersand
"	double quotation mark
•	single quotation mark (apostrophe)
¢	cent
£	pound
¥	yen
€	euro
©	copyright
®	registered trademark

```
HTML Elements
```

<head>

- It contains information such as:
 - the page <title>
 - links to CSS
 - links to custom favicons
 - metadata <meta>
- Web browsers use information contained in the head to render the HTML document correctly.
- Social networks have their own proprietary metadata.
 - Facebook Open Graph Data
 - Twitter Twitter Cards



k>

- The link> element specifies relationships between the current document and an external resource.
- Common attributes:
 - **href** path to the stylesheet
 - rel (relationship) how the item being linked to is related to the containing document.
 - rel="preload" the browser should preload this resource
 - as specific class of content being fetched.
- A link> element can occur either in the <head> or <body> element, depending on whether it has a <u>link type</u> that is **body-ok**.

```
<link href="main.css" rel="stylesheet">

<link rel="icon" href="favicon.ico">
```

```
<link rel="preload" href="myFont.woff2" as="font"
    type="font/woff2" crossorigin="anonymous">
```

<script>

- The <script> element should go into the head.
- It should include a **src** attribute containing the path to the JavaScript you want to load.
- **defer** instructs the browser to load the JavaScript after the page has finished parsing the HTML.
- This is useful as it makes sure that the HTML is all loaded before the JavaScript runs

<script src="my-js-file.js" defer></script</pre>



Marking Up Text

- Each paragraph must be wrapped in a element.
- Each heading must be wrapped in a heading element -<h1>, <h2>, <h3>, <h4>, <h5>, and <h6>.
- Every list starts off with a
 or
 element.
- Each list item is wrapped in a element.

```
<h1>The Crushing Bore</h1>
By Chris Mills
<h2>Chapter 1: The dark night</h2>
It was a dark night. Somewhere, an owl hooted. The rain lashed down on the ...
```

```
  Drive to the end of the road
  Turn right
  Go straight across the first two roundabouts
  Turn left at the third roundabout
  The school is on your right, 300 meters up the road
```

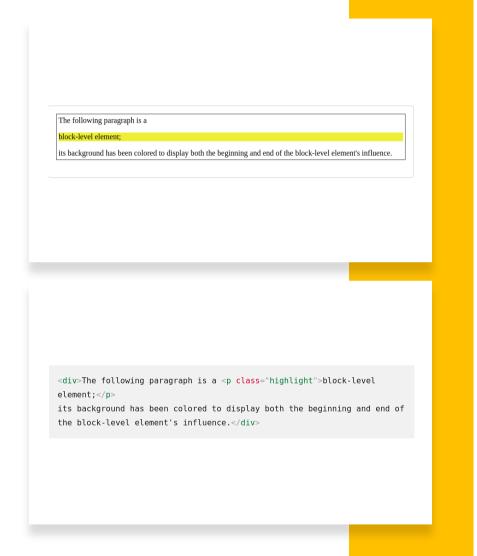
<div> &

- The **div** element is the generic container for flow content.
- It has **no effect** on the content or **layout** until styled in some way.
- Instead, it's used to **group content** so it can be easily styled.
- The **** element is a generic inline container for phrasing content.
- is very much like a <div> element, but <div> is a block-level element whereas a is an inline element.

```
Add the <span
class="ingredient">basil</span>, <span
class="ingredient">pine nuts</span> and <span
class="ingredient">garlic</span> to a blender
and blend into a paste.
Gradually add the <span
class="ingredient">olive oil</span> while
running the blender slowly.
```



- A Block-level element occupies the entire horizontal space of its container, and vertical space equal to the height of its contents.
- Browsers typically display the block-level element with a **newline** both before and after the element.
- A block-level element always starts on a new line and takes up the **full width available**.





- Inline elements are those which only occupy the space **bounded** by the tags defining the element, instead of breaking the flow of the content.
- An inline element does not start on a new line and only takes up as much width as necessary.
- Generally, inline elements may contain only data and other inline elements.



<a>

- The <a> element (or anchor element), with <u>its href attribute</u>, creates a hyperlink to web pages, files, email addresses, locations in the same page, or anything else a URL can address.
- Content within each <a> should indicate the link's destination.

Linking to an absolute URL

HTML

```
<a href="https://www.mozilla.com">
Mozilla
</a>
```

Linking to an element on the same page

```
<!-- <a> element links to the section below -->
<a href="#Section_further_down">
    Jump to the heading below
</a>
<!-- Heading to link to -->
<h2 id="Section_further_down">Section further down</h2>
```


- The element embeds an image into the document.
- The src attribute is required and contains the path to the image you want to embed.
- The alt attribute holds a text description of the image, which isn't mandatory but is **incredibly useful** for accessibility.
- is a <u>replaced element</u> content is not affected by the current document's styles.

```
<img src="favicon144.png"
alt="MDN logo">
```



<form>

- The <form> element represents a document section containing interactive controls for submitting information.
- action should contain the URL that processes the form submission.
- method contains The HTTP method to submit the form with.

```
HTML
               CSS
1 <form action="" method="get" class="form-
  example">
    <div class="form-example">
       <label for="name">Enter your name: </label>
       <input type="text" name="name" id="name"</pre>
  required>
    </div>
    <div class="form-example">
      <label for="email">Enter your email:
  </label>
       <input type="email" name="email" id="email"</pre>
   required>
    </div>
    <div class="form-example">
10
      <input type="submit" value="Subscribe!">
11
12
    </div>
```

HTML Demo: <form>

13 </form>

14



<iframe>

- The <iframe> element represents a nested browsing context - embedding another HTML page into the current one.
- Each embedded browsing context has its own <u>session</u> history and document.
- The browsing context that embeds the others is called the *parent* browsing context.
- The **topmost** browsing context is usually the browser window, represented by the Window object.
- Since each browsing context is a complete document environment, every <iframe> in a page requires increased memory and other computing resources.

HTML

Result

Example Domain

This domain is for use in illustrative examples in documents. You may use this domain in literature without prior coordination or asking for permission.

More information...



- The content of every table is enclosed by .
- The smallest container inside a table is a table cell, which is created by a element.
- Each row needs to be wrapped in an
 element, with each cell contained in a .
- You can use the element to denote a header.
- Define styling information for an entire column of data all in one place using the <<u>col></u> and <<u>colgroup></u> elements.

```
<colgroup>
<cols
<col style="background-color: yellow">
</colgroup>

Data 1
<h>Data 2

Data 2

Calcutta

Calcutta

Calcutta

Calcutta

Ctr>
Calcutta

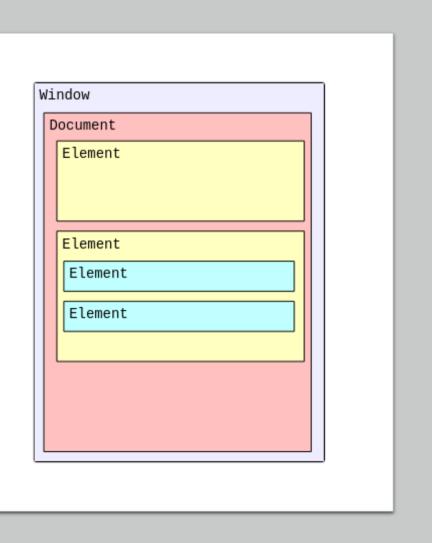
Ctr>
Calcutta

Ctr>
<
```

```
</ HTML Elements
>
```

Structure of an HTML Document

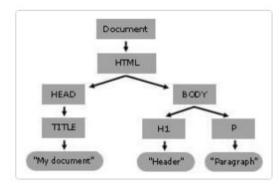
- The <u>Document Object Model</u> (DOM) is an architecture that describes the **structure** of a document.
- Each document is represented by an instance of the interface <u>Document</u>.
- A document consists of a hierarchical tree of nodes. A node is a fundamental record representing a single object within the document.
- Each node is based on the <u>Node</u> interface which provides properties as well as methods for creating, deleting, and organizing nodes within the DOM.
- Nodes don't have any concept of including the content that is displayed in the document. A node can represent the visual content via the <u>Element</u> interface.
- An Element instance represents a **single element** in a document created using either HTML or XML.





Document Object Model (DOM)

- The **DOM** connects web pages to scripts or programming languages by representing the structure of a document.
- The DOM represents a document with a logical tree.
- Each branch of the tree ends in a **node**, and each node contains **objects**.
- DOM methods allow <u>programmatic access</u> to the tree with which you can change the document's **structure**, **style**, or **content**.
- The DOM is built using multiple APIs that work together.
- The **core DOM** defines the entities describing any document and the objects within it.
- This is expanded upon as needed by other APIs that add new features and capabilities to the DOM.



```
<html>
<head>
<title>My Document</title>
</head>
<body>
<hl>Header</hl>
Paragraph
</body>
</html>
```



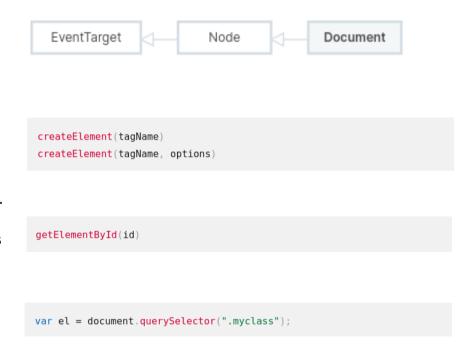
The Window Interface

- The <u>Window</u> interface represents a window containing a DOM document.
- The document property points to the DOM document loaded in that window.
- The Window interface contains a variety of **functions**, **namespaces**, **objects**, and **constructors**.
- In a tabbed browser, **each tab** is represented by its own **Window object.**
- Although, even in a tabbed browser, some properties and methods still apply to the **overall window** that contains the tab.
- A global variable, **window**, representing the window in which the script is **running**, is exposed externally.



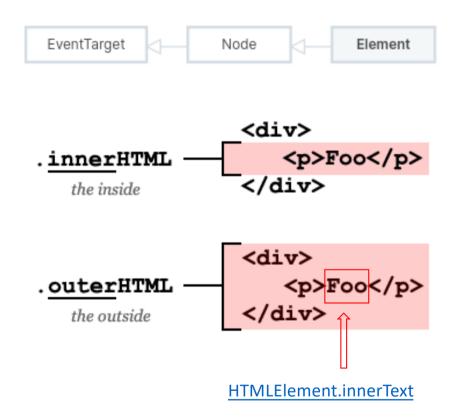
The Document Interface

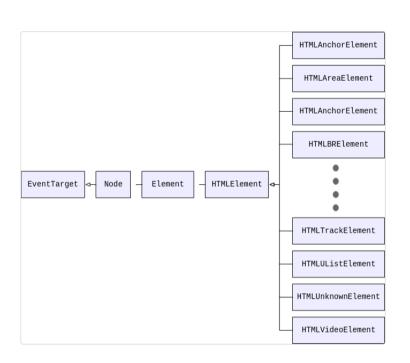
- The **Document** interface represents any web page **loaded** in the browser and serves as an **entry point** into the web page's content, which is the DOM tree.
 - <u>document.createElement()</u> method creates the HTML element specified by tagName.
 - document.getElementById() returns an Element object representing the element whose id property matches the specified string.
 - <u>document.querySelector()</u> returns the first Element within the document that matches the specified selector, or group of selectors.
 - <u>document.getElementsByClassName()</u>
 - document.getElementsByName()
 - document.getElementsByTagName()



The Element Interface

- <u>Element</u> is the most general base class from which all element objects in a Document inherit.
- It only has methods and properties common to all kinds of elements.
 - <u>Element.innerHTML:</u> A string representing the markup of the element's content.
 - <u>Element.outerHTML</u>: A string representing the markup of the element including its content. When used as a setter, replaces the element with nodes parsed from the given string.
 - HTMLElement.innerText: This represents the rendered text content of a node and its descendants.





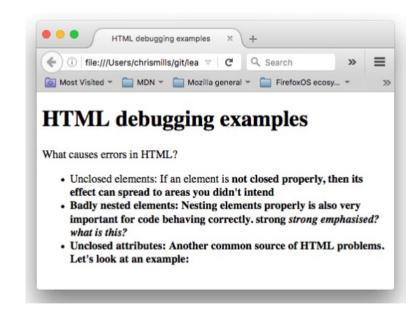
HTML DOM API

- The <u>HTML DOM API</u> adds support for **representing** HTML documents to the **core DOM**.
- It is made up of the **interfaces** that define the **functionality** of each of the elements in HTML.
- The HTML specification significantly enhances the DOM specification to add information specific to using the DOM in the context of a web browser, as well as to using it to represent HTML documents specifically.
- The Element interface has been further adapted by introducing the <u>HTMLElement</u> interface, which all more specific HTML element classes inherit from.

HTML Debugging and Validation

- HTML itself doesn't suffer from **syntax errors** because browsers parse it **permissively**, meaning that the page still displays even if there are syntax errors.
- Browsers have built-in rules to state how to interpret incorrectly written markup.
- We can use the <u>browser developer tools</u> to look at the rendered markup.
- Markup Validation Service This webpage takes an HTML document as an input, goes through it, and gives you a report to tell you what is wrong with your HTML.





Further Reading

- 1. <u>Elements reference</u>
- 2. Attributes reference
- 3. Preloading content with rel="preload"
- 4. Script loading strategies
- 5. Content categories
- 6. CSS Flow Layout
- 7. How Whitespace is Handled in HTML
- 8. Cross-Origin Resource Sharing (CORS)
- 9. <u>HTML Performance Features</u>
- 10. Handling Common HTML Problems
- 11. Accessible Rich Internet Applications (ARIA)
- 12. Quirks Mode and Standards Mode
- 13. <u>DOM & BOM</u>
- 14. How Browsers Work
- 15. HTML Cheatsheet