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Useful Web Resource: MDN Web Docs


https://developer.mozilla.org/en-US/docs/Learn/Getting_started_with_the_web/HTML_basics

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HTML basics

Languages

Edit

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Jump to: [So what is HTML, really?](#) [Images](#) [Marking up text](#) [Links](#) [Conclusion](#) [In this module](#)

[Learn web development >](#)
[Getting started with the Web >](#)
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[← Previous](#)

[↑ Overview: Getting started with the web](#)

[Next →](#)

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▶ [Getting started with the Web](#)

[HTML — Structuring the Web](#)
▶ Introduction to HTML
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▶ HTML tables
▶ HTML forms

[CSS — Styling the Web](#)
▶ Introduction to CSS
▶ Styling text
▶ Styling boxes
▶ CSS layout

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▶ JavaScript first steps
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HTML (Hypertext Markup Language) is the code that is used to structure a web page and its content. For example, content could be structured within a set of paragraphs, a list of bulleted points, or using images and data tables. As the title suggests, this article will give you a basic understanding of HTML and its functions.

So what is HTML, really?

HTML is not a programming language; it is a *markup language* that defines the structure of your content. HTML consists of a series of elements, which you use to enclose, or wrap, different parts of the content to make it appear a certain way, or act a certain way. The enclosing tags can make a word or image hyperlink to somewhere else, can italicize words, and can make font bigger or smaller, and so on. For example, take the following line of content:

1 | My cat is very grumpy



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▼ Introduction to HTML

[Introduction to HTML overview](#)

[Getting started with HTML](#)

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[Assessment: Marking up a letter](#)

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▼ HTML tables

[HTML tables overview](#)

[HTML table basics](#)

[HTML Table advanced features and accessibility](#)

[Assessment: Structuring planet data](#)

▼ HTML forms

[HTML forms overview](#)

[Your first HTML form](#)

[How to structure an HTML form](#)

[The native form widgets](#)

[Sending form data](#)

[Form validation](#)

[How to build custom form widgets](#)

[Sending forms through JavaScript](#)

[HTML forms in legacy browsers](#)

[Styling HTML forms](#)

[Advanced styling for HTML forms](#)

[Property compatibility table for form widgets](#)



CSS: Styling the Web

▼ Introduction to CSS

[Introduction to CSS overview](#)

[How CSS works](#)

[CSS syntax](#)

[Selectors introduction](#)

[Simple selectors](#)

[Attribute selectors](#)

[Pseudo-classes and pseudo-elements](#)

[Combinators and multiple selectors](#)

[CSS values and units](#)

[Cascade and inheritance](#)

[The box model](#)

[Debugging CSS](#)

[Assessment: Fundamental CSS comprehension](#)

▼ Styling text

[Styling text overview](#)

[Fundamental text and font styling](#)

[Styling lists](#)

[Styling links](#)

[Web fonts](#)

[Assessment: Typesetting a community school homepage](#)



CSS: Styling the Web

▼ Styling boxes

[Styling boxes overview](#)

[Box model recap](#)

[Backgrounds](#)

[Borders](#)

[Styling tables](#)

[Advanced box effects](#)

[Assessment: Creating fancy letterheaded paper](#)

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▼ CSS layout

[CSS layout overview](#)

[Introduction](#)

[Floats](#)

[Positioning](#)

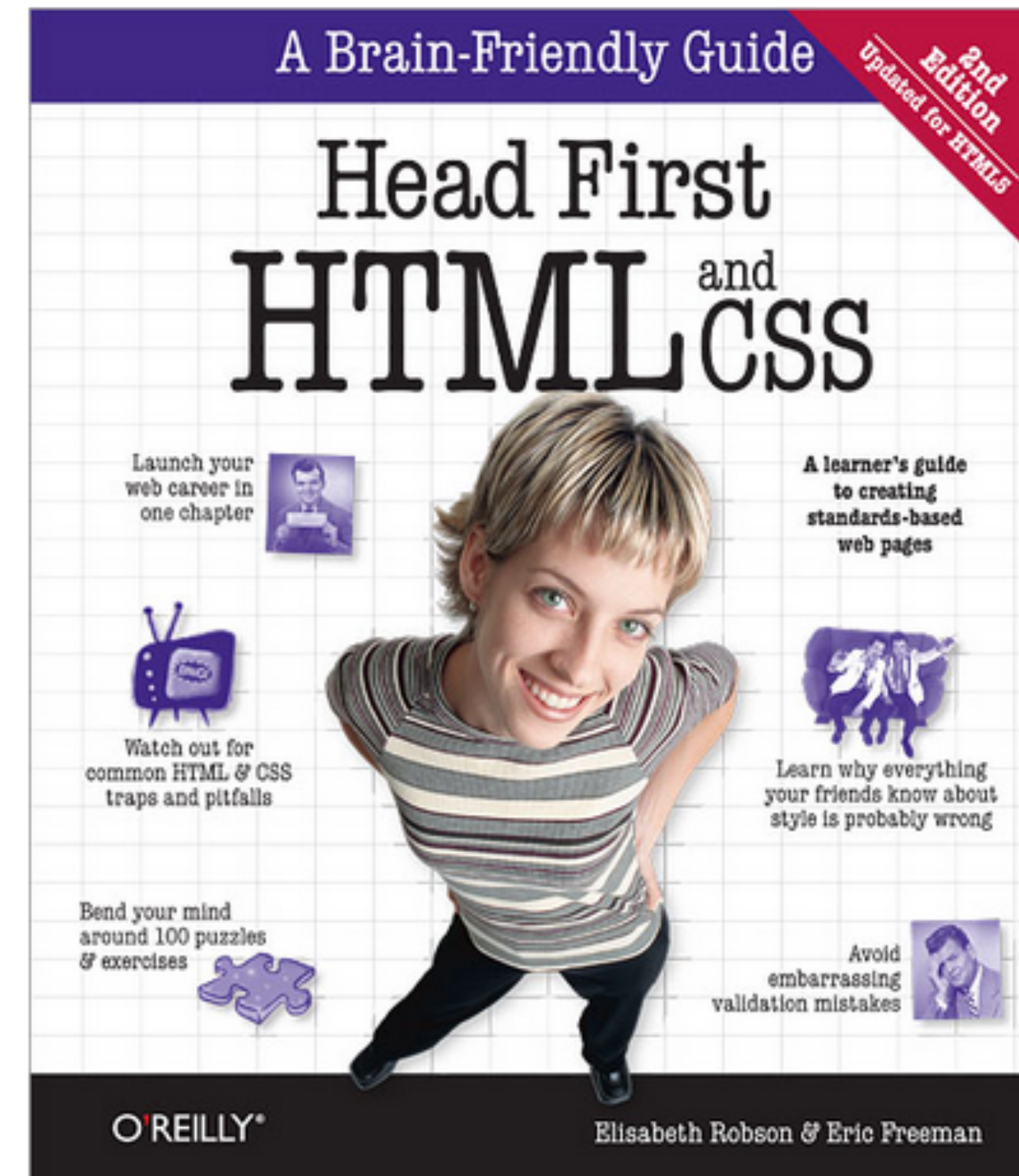
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Useful Text

- Head First HTML and CSS, 2nd Edition. By Freeman, Elisabeth and Eric Freeman. 2012. [Head First HTML with CSS & XHTML](#). O'Reilly & Associates. 658 p. ISBN 978-0-596-15990-0





Head First Programming

By David Griffiths, Paul Barry

November 2009

Print: \$49.99

Ebook: \$39.99

Bundle: \$54.99

If you have little or no programming experience started with the core concepts of writing computer programs -- functions, and objects ---- [Read more.](#)



Head First 2D Geometry

By Lindsey Fallow, Dawn Griffiths

November 2009

Print: \$19.99

Ebook: \$15.99

Bundle: \$21.99

Having trouble with geometry? Do Pi, the Pythagorean calculations just make your head spin? Relax. With Head First 2D Geometry, you'll learn everything from triangles, quads, and... [Read more.](#)



Head First iPhone Development

By Dan Pilone, Tracey Pilone

October 2009

Print: \$44.99

Ebook: \$35.99

Bundle: \$49.49

Let's say you have an idea for a killer iPhone app. Head First iPhone Development will help you get your first application. [Read more.](#)



Head First PMP, Second Edition

By Jennifer Greene, Andrew Stellman

July 2009

Print: \$69.99

Ebook: \$55.99

Bundle: \$76.99

Learn the latest principles and certification objectives. Fourth Edition, in a unique and inspiring way with Head First PMP book helps... [Read more.](#)



Head First Data Analysis

By Michael Milton

July 2009

Print: \$49.99

Ebook: \$39.99

Bundle: \$54.99

How can you learn to manage and analyze all kinds of data? Head First Data Analysis, where you'll learn how to collect and organize data... [Read more.](#)



Head First Networking

By Al Anderson, Ryan Benedetti

May 2009

Print: \$54.99

Ebook: \$43.99

Bundle: \$60.49


Frustrated with networking books so chock full of acronyms that your brain goes into sleep mode? Head First Networking's unique, visually rich format provides a task-based approach to computer networking. [Read more.](#)

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New Year, Lots of New Books (and an iPhone app)!

Are you sitting down? Hopefully you are, because we've got a lot to discuss here. Since the last time we posted, we've released four more new books, and an iPhone app to boot. Speaking of iPhone apps, let's start with one of the more recent books we just published...

Head First iPhone Development


In true Head First fashion, you'll be building an app right out of the gate in the first chapter of [Head First iPhone Development](#). Obviously, if you want to build iPhone apps, you want to sell them in the app store, so the book is geared towards getting you creating apps quickly, and also focuses on designing top-notch apps and how to navigate the app submission process. Back in November, co-author Dan Pilone taught a great workshop, [Build, Compile, and Run Your iPhone App in 2 days](#), which covered a lot of the material in the book, namely, getting a developer who knows how to code in an Object Oriented environment coding on a Mac in Objective-C. And Tracey Pilone (co-pilot of the most prolific Head First writing couple since Kathy and Bert!) also recently posted over on the O'Reilly Community blog about [her experience as a Head First author](#), which is a great read for any aspiring Head First authors. (You can follow them both on Twitter as @danpilone and @traceypilone.)


Head First Programming


Completely new to programming? Based on experience with Head First's successful books on programming languages, design patterns, and technologies, learners have long been clamoring for a general Head First introduction to programming for the absolute beginner. In November, Paul Barry and Head First veteran David Griffiths teamed up to finally fill that need with [Head First Programming](#). Of course, this being Head First, you can forget "Hello, World!" and pages upon pages of dull, dry, boring text you'll never apply to real-world problems. By the time you've worked through the first few chapters of this book, you'll have written a numeric guessing game and interfaced with Twitter's API. And by the end of the book, you'll have a completely functional and attractive graphical desktop application! Though the authors use the dynamic and versatile Python language to apply and reinforce the general programming concepts illustrated in concrete examples and exercises, you'll be able to apply this knowledge to whatever language or software project you need or want to learn.

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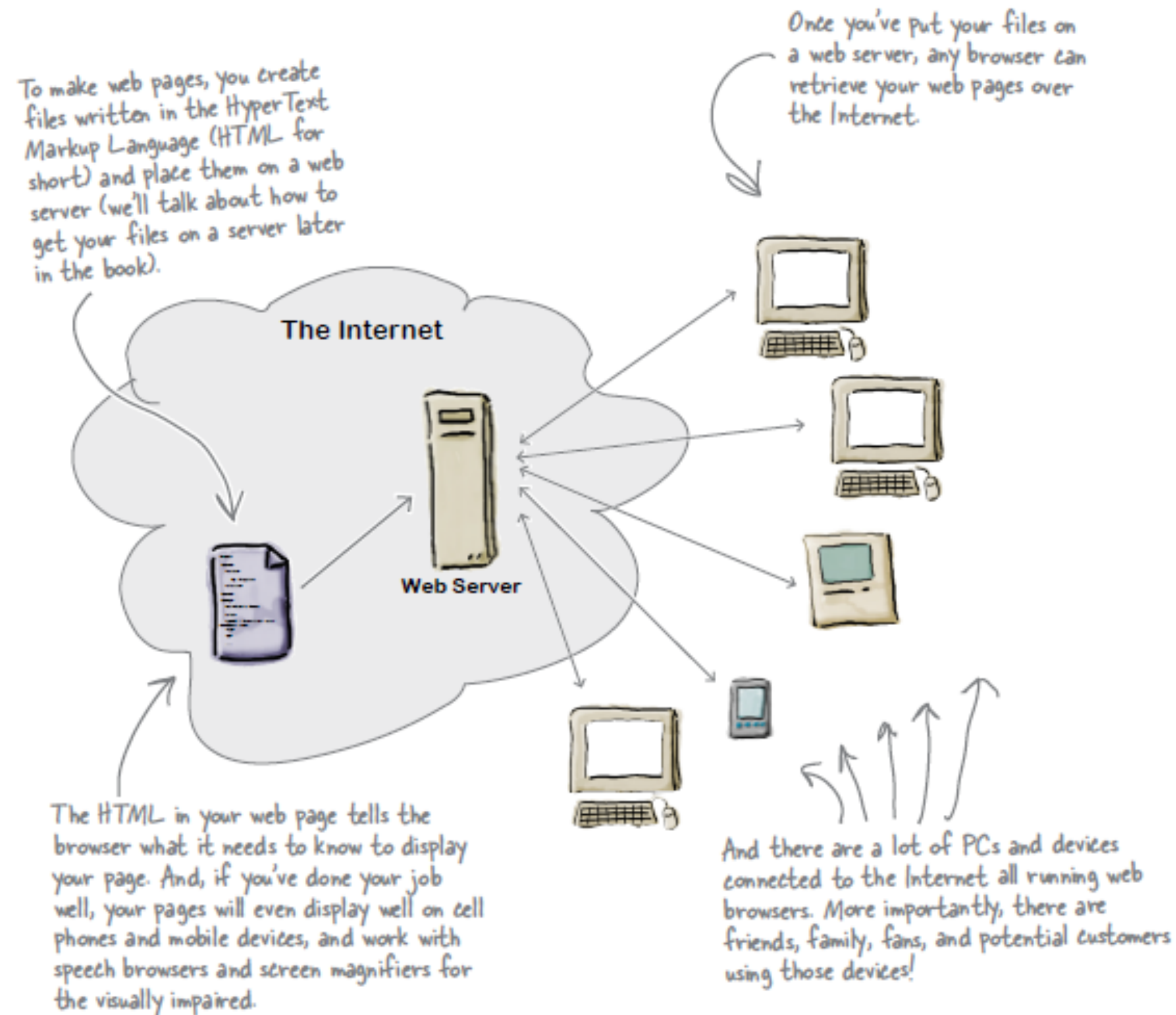
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The Web

Video killed the radio star

Want to get an idea out there? Sell something? Just need a creative outlet? Turn to the Web—we don't need to tell you it has become the universal form of communication. Even better, it's a form of communication **YOU** can participate in.

But if you really want to use the Web effectively, you've got to know a few things about **HTML**—not to mention, a few things about how the Web works too. Let's take a look from 30,000 feet:



A flavour of
the book...

What you write (the HTML)

So, you know HTML is the key to getting a browser to display your pages, but what exactly does HTML look like? And what does it do?

Let's have a look at a little HTML...imagine you're going to create a web page to advertise the *Head First Lounge*, a local hangout with some good tunes, refreshing elixirs, and wireless access. Here's what you'd write in HTML:

```
<html>
  <head>
    <title>Head First Lounge</title> (A)
  </head>
  <body>
    <h1>Welcome to the Head First Lounge</h1> (B)
     (C)
    <p>
      (D) Join us any evening for refreshing elixirs,
      conversation and maybe a game or
      two of <em>Dance Dance Revolution</em>. (E)
      Wireless access is always provided;
      BYOWS (Bring your own web server).
    </p>
    <h2>Directions</h2> (F)
    <p>
      (G) You'll find us right in the center of
      downtown Webville. Come join us!
    </p>
  </body>
</html>
```



We don't expect you to know HTML yet.

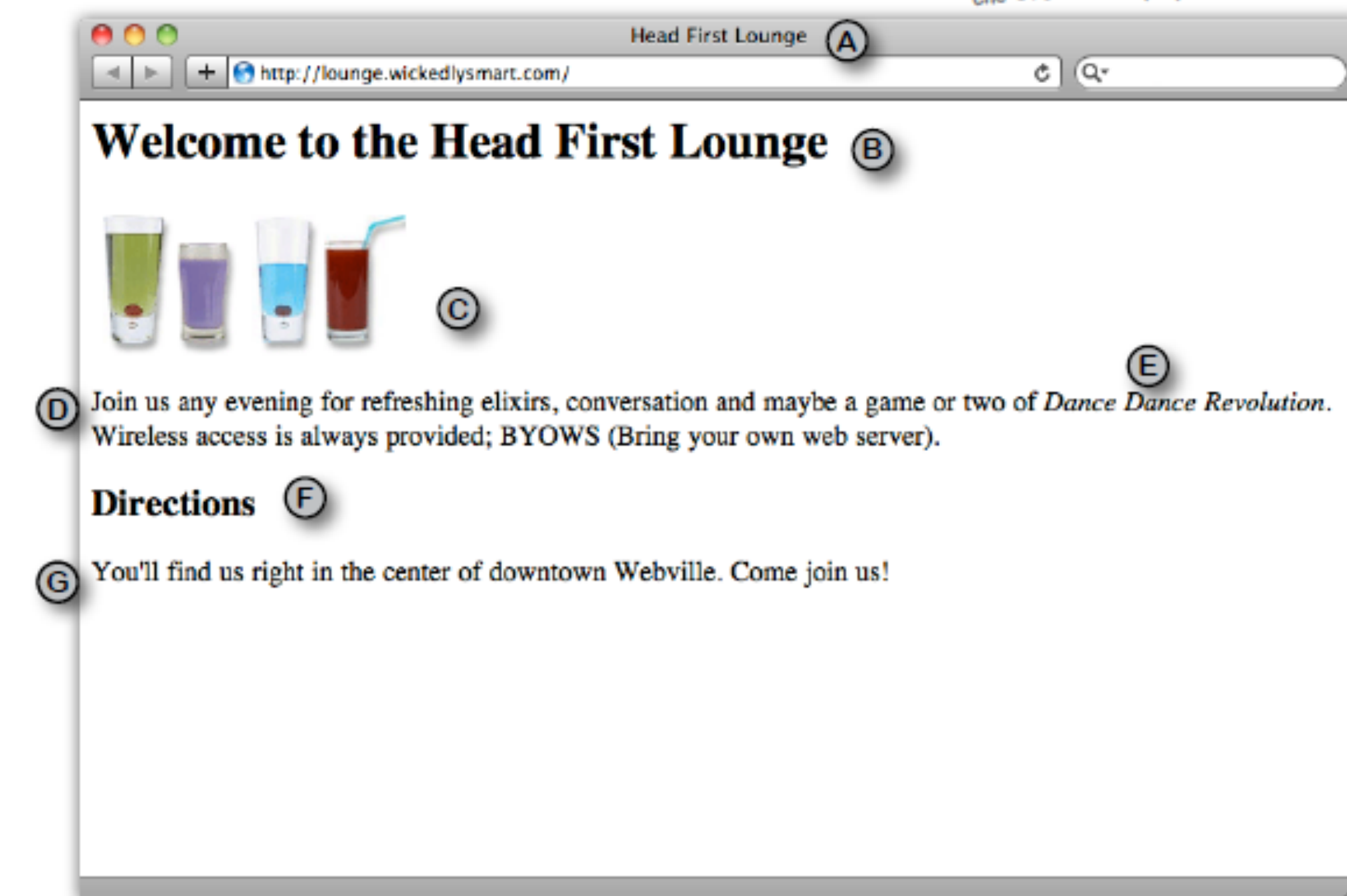
At this point you should just be getting a feel for what HTML looks like; we're going to cover everything in detail in a bit. For now, study the HTML and see how it gets represented in the browser on the next page. Be sure to pay careful attention to each letter annotation and how and where it is displayed in the browser.

What the browser creates

When the browser reads your HTML, it interprets all the *tags* that surround your text. Tags are just words or characters in angle brackets, like `<head>`, `<p>`, `<h1>`, and so on. The tags tell the browser about the *structure and meaning* of your text. So rather than just giving the browser a bunch of text, with HTML you can use tags to tell the browser what text is in a heading, what text is a paragraph, what text needs to be emphasized, or even where images need to be placed.

Let's check out how the browser interprets the tags in the Head First Lounge:

Notice how each tag in the HTML maps to what the browser displays.



A flavour of
the book...

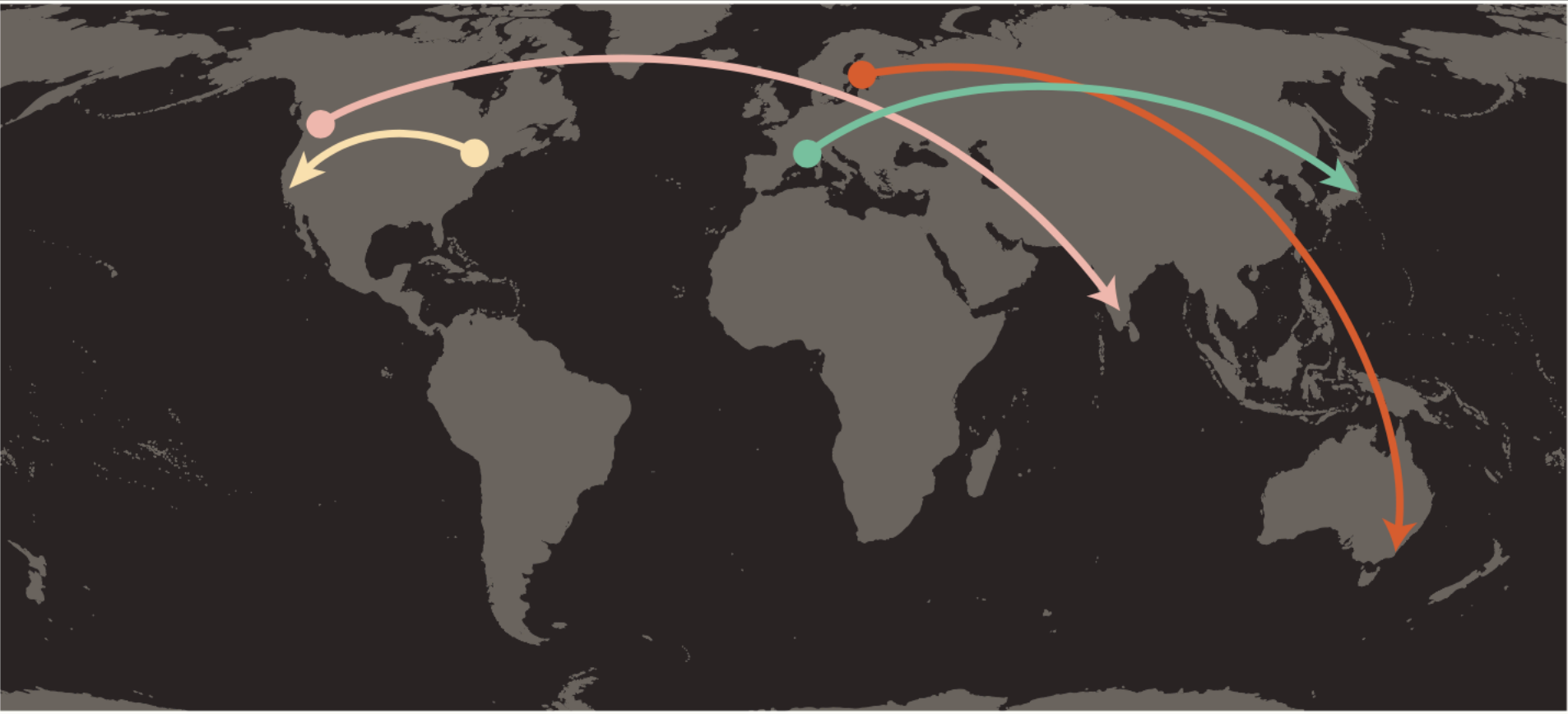
Another Useful Text

- HTML and CSS: Design and Build Websites. By Jon Duckett. 2011. John Wiley & Sons; 01 edition (18 Nov. 2011), 512 pages, ISBN-10: 1118008189



HOW THE WEB WORKS

When you visit a website, the web server hosting that site could be anywhere in the world. In order for you to find the location of the web server, your browser will first connect to a Domain Name System (DNS) server.



On this page you can see examples that demonstrate how the web server that hosts the website you are visiting can be anywhere in the world. It is the DNS servers that tell your browser how to find the website.

- A user in Barcelona visits sony.jp in Tokyo
- A user in New York visits google.com in San Francisco
- A user in Stockholm visits qantas.com.au in Sydney
- A user in Vancouver visits airindia.in in Bangalore

On the right you can see what happens when a web user in England wants to view the website of the Louvre art gallery in France which is located at www.louvre.fr. Firstly, the browser in Cambridge contacts a DNS server in London. The DNS server then tells the browser the location of the web server hosting the site in Paris.

A flavour of the book...

1
When you connect to the web, you do so via an Internet Service Provider (ISP). You type a domain name or web address into your browser to visit a site; for example: google.com, bbc.co.uk, microsoft.com.

2
Your computer contacts a network of servers called Domain Name System (DNS) servers. These act like phone books; they tell your computer the IP address associated with the requested domain name. An IP address is a number of up to 12 digits separated by periods / full stops. Every device connected to the web has a unique IP address; it is like the phone number for that computer.

3
The unique number that the DNS server returns to your computer allows your browser to contact the web server that hosts the website you requested. A web server is a computer that is constantly connected to the web, and is set up especially to send web pages to users.

4
The web server then sends the page you requested back to your web browser.

HTML USES ELEMENTS TO DESCRIBE THE STRUCTURE OF PAGES

Let's look closer at the code from the last page. There are several different elements. Each element has an opening tag and a closing tag.

Tags act like containers. They tell you something about the information that lies between their opening and closing tags.

CODE	DESCRIPTION
<code><html></code>	The opening <code><html></code> tag indicates that anything between it and a closing <code></html></code> tag is HTML code.
<code><body></code>	The <code><body></code> tag indicates that anything between it and the closing <code></body></code> tag should be shown inside the main browser window.
<code><h1>This is the Main Heading</h1></code>	Words between <code><h1></code> and <code></h1></code> are a main heading.
<code><p>This text might be an introduction to the rest of the page. And if the page is a long one it might be split up into several sub-headings.</p></code>	A paragraph of text appears between these <code><p></code> and <code></p></code> tags.
<code><h2>This is a Sub-Heading</h2></code>	Words between <code><h2></code> and <code></h2></code> form a sub-heading.
<code><p>Many long articles have sub-headings so to help you follow the structure of what is being written. There may even be sub-sub-headings (or lower-level headings).</p></code>	Here is another paragraph between opening <code><p></code> and closing <code></p></code> tags.
<code><h2>Another Sub-Heading</h2></code>	Another sub-heading inside <code><h2></code> and <code></h2></code> tags.
<code><p>Here you can see another sub-heading.</p></code>	Another paragraph inside <code><p></code> and <code></p></code> tags.
<code></body></code>	The closing <code></body></code> tag indicates the end of what should appear in the main browser window.
<code></html></code>	The closing <code></html></code> tag indicates that it is the end of the HTML code.

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HTML&CSS

design and build websites

JON DUCKETT
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A Brain-Friendly Guide

2nd
Edition
Updated for HTML5

Head First HTML^{and} CSS

Launch your
web career in
one chapter



A learner's guide
to creating
standards-based
web pages

Watch out for
common HTML & CSS
traps and pitfalls



Learn why everything
your friends know about
style is probably wrong



Bend your mind
around 100 puzzles
& exercises



Avoid
embarrassing
validation mistakes



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