

CS2003 W02

HTML and CSS

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Slides adapted from Saleem Bhatti

HTML tags [1]

- Tags describe the **structure** of the page.

- A page must have:

`<!DOCTYPE html><html> </html>` “envelope”

`<head> </head>` “header”

`<body> </body>` “content”

- I say “must have”, but browsers are forgiving ...

- Comments:

`<!-- begin comment end comment -->`

– comments **do not** nest

HTML tags [2]

- Tags used to delimit/label parts of a web page.
- Tags give the page structure.
- Tag names give semantic “hints” to the content, e.g.:
 - `<h1>` - header, level 1
 - `<p>` - paragraph
 - `<table>` - a table
- Effectively, the web page is a large, complex data structure, with different “types” of information.
- However, tags do not define “presentation”:
 - well ... apart from the ones that do ...

HTML “presentation” elements.

- `` - bold (stylistically offset):
 - keywords etc.
- `<i>` - italic (alternative voice):
 - technical terms, foreign language words, etc.
- `` - emphasis (stress):
 - different pronunciation
- `` - stronger emphasis (importance)
- The ways these are presented can be set by CSS3.

Some useful tags

- Headings, e.g.: `<h1> </h1>`, `<h2> </h2>`
- Hyperlink: ``:
 - `local page, same dir`
 - `local page, same server`
 - `remote page`
- Paragraph: `<p> </p>`
- Image: ``
- Lists: ` `, ` `, ` `
- Tables: `<table> </table>`, `<tr> </tr>`, `<td> </td>`
- Sections: `<div> </div>` (page), `<span ` (line)
- <https://developer.mozilla.org/en-US/docs/Web/HTML>
 - Mozilla Developer Network – good reference

Web page – (data) structure [1]

```
<!DOCTYPE html>
<html>

<head>
  <meta author="Ozgur Akgun" />
  <title>Sample Page</title>
</head>

<body>

  <h1>Sample Page</h1>

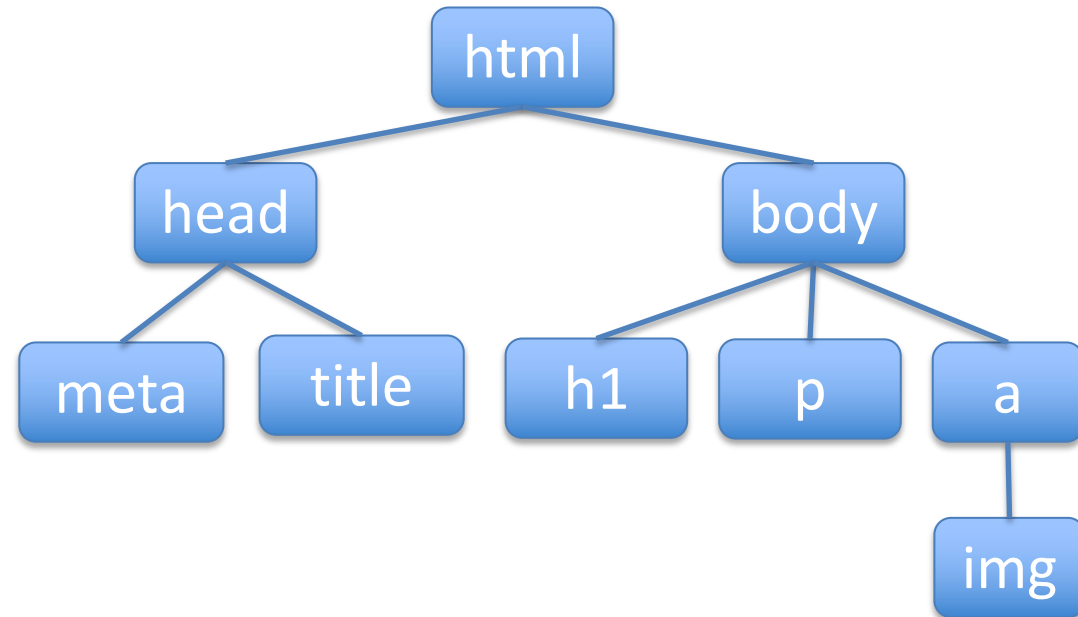
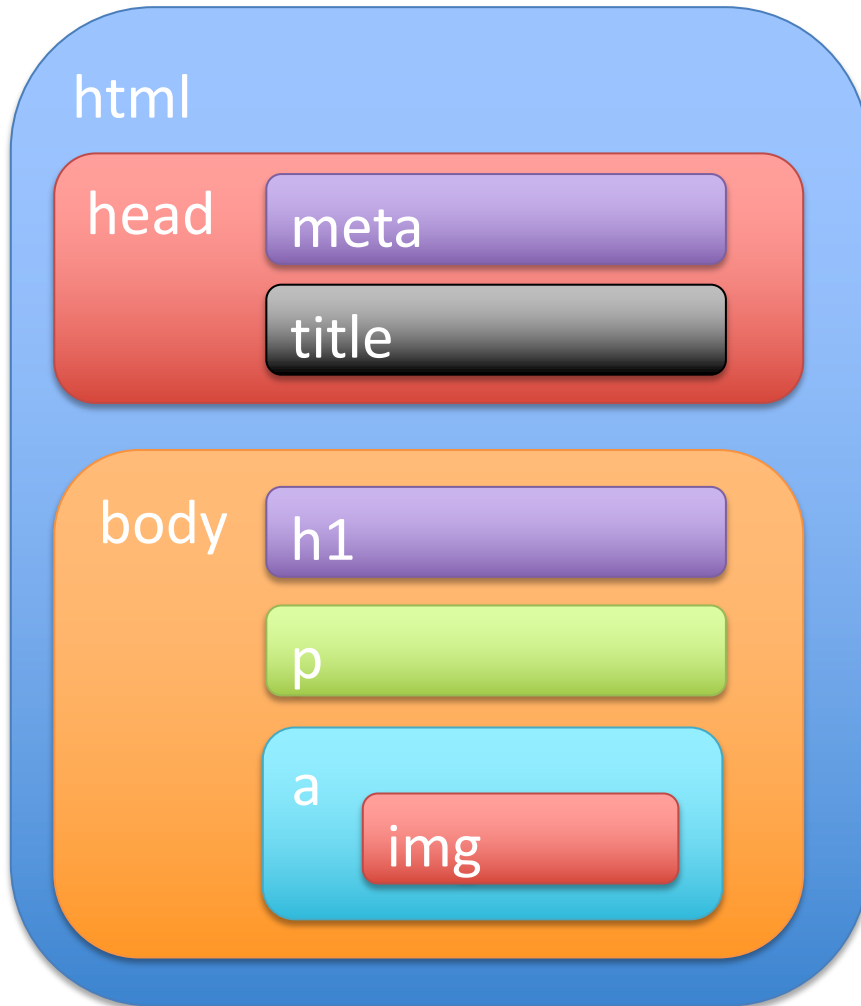
  <p>A very small example.</p>

  <a href="https://ozgur.host.cs.st-andrews.ac.uk"></a>

</body>

</html>
```

Web page – (data) structure [2]



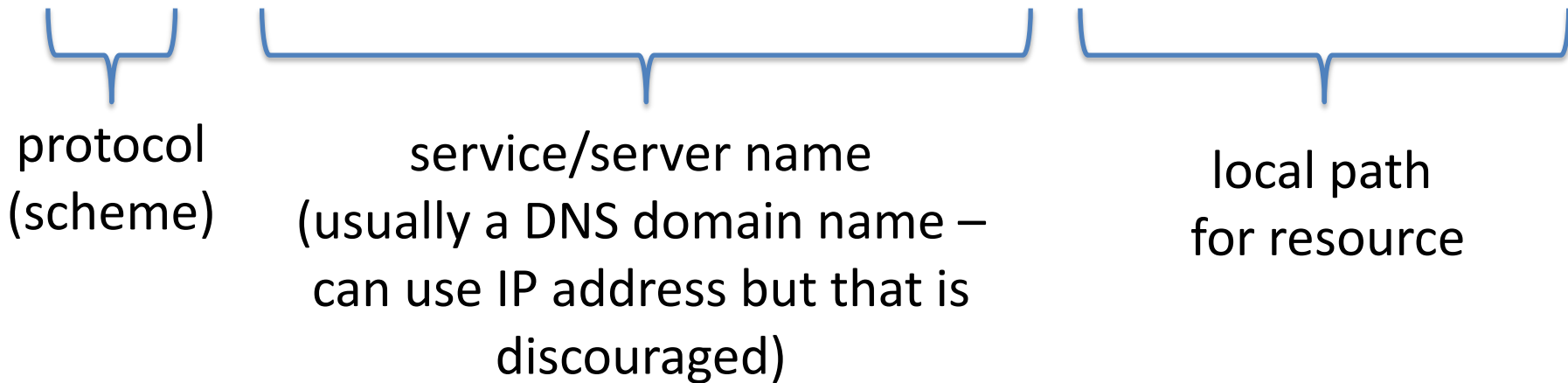
Document Object Model (DOM)

Web page – location and identification [1]

- Uniform Resource Locator (URL):
 - Uniform Resource Identifier (URI) Generic Syntax
 - RFC 3986 <http://tools.ietf.org/html/rfc3986>
- URL:
 - *identifies* a **resource** (a data object of interest).
 - *locates* that resource within the network.
- Uniform Resource Name (URN):
 - RFC8141 <https://tools.ietf.org/html/rfc8141>
 - “ ... persistent, location-independent resource identifier.”

Web page – location and identification [2]

<https://ozgur.host.cs.st-andrews.ac.uk/cs2003/index.html>



[a-zA-Z0-9-_.~] – can be used in URL

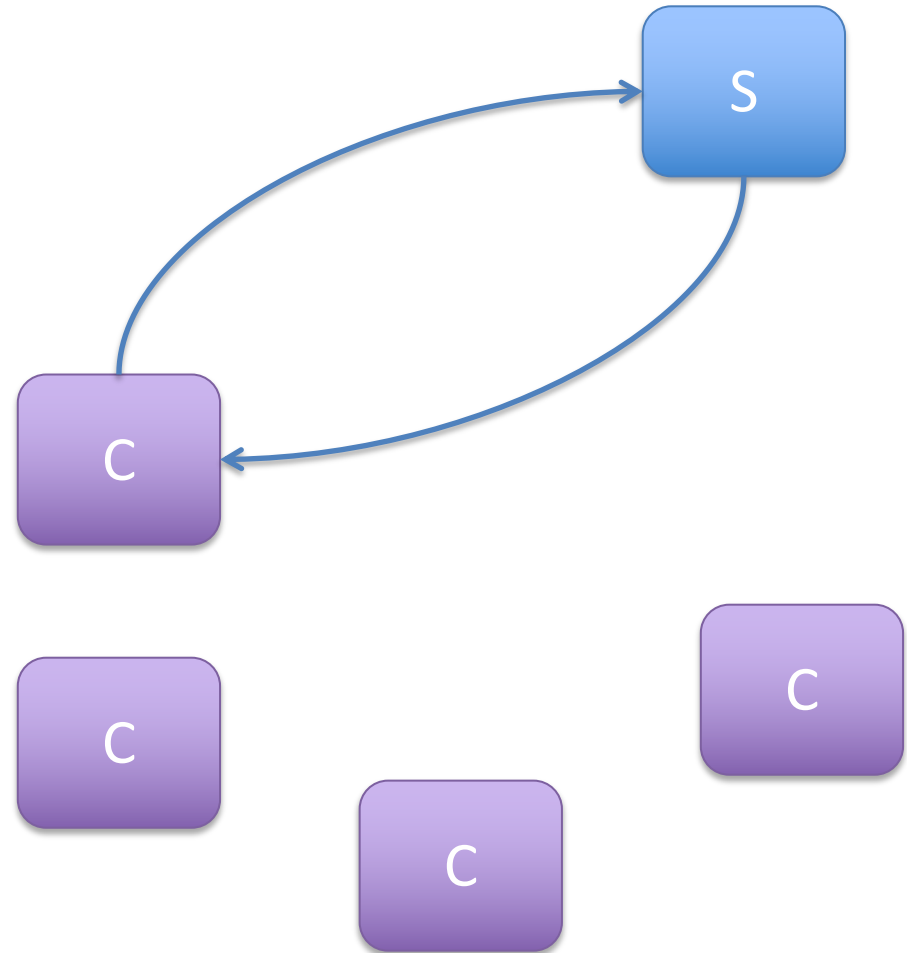
HTTP – Hyper Text Transfer Protocol

<http://www.blob.com:8080/> - optional port number (8080 in this example) for server, if not using the standard ports (port 80 for http, 443 for https)

<https://www.blob.com/> - HTTPS is secure HTTP (HTTP running over TLS)

Client-Server

- Server:
 - provider of a service (information)
 - waits for requests from (usually many) client systems
- Client:
 - accesses information from service provider (service)
 - sends requests for information
- Communication requires a protocol



Web communication – HTTP [1]

- Methods – text commands, “invoked” by client on server.
 - (HTTP 1.0 may still be around ... but should not be.)
 - **HTTP 1.1 is (probably) the most widely now (RFC 7231/2/3/4/5).**
 - HTTP/2 now being deployed and used (RFC 7540/1).
- GET:
 - client sends a request for a resource (“page”)
- HEAD:
 - client requests HTTP header information only
(**not** the same as the information in <head></head>)
- POST:
 - client sends arguments in URL to be processed by server
- **Key difference for deployed HTTP/2 – secure connections:**
 - major vendors only support HTTP/2 with Transport Layer Security (TLS), i.e. in reality, HTTP/2 is only HTTPS (but not required by standard).
 - other differences to HTTP 1.1. are mainly performance enhancements.

Web communication – HTTP [2]

```
$ curl -ivs //ozgur.host.cs.st-andrews.ac.uk/cs2003/web1/hello.html -o blob.txt
```

```
.... [ security handshake and other set-up ] ....
```

```
> GET /cs2003/web1/hello.html HTTP/2
> Host: ozgur.host.cs.st-andrews.ac.uk
> User-Agent: curl/7.64.1
> Accept: */*
>
* Connection state changed (MAX_CONCURRENT_STREAMS == 128)!
< HTTP/2 200
< server: nginx/1.14.1
< date: Sun, 20 Sep 2020 21:13:07 GMT
< content-type: text/html
< content-length: 6
< last-modified: Sat, 19 Sep 2020 21:51:19 GMT
```

```
.... [ rest of page ] ....
```

Useful CLI tools for the web

- wget - <https://www.gnu.org/software/wget/> :
 - HTTP, HTTPS, FTP, FTPS.
- curl - <https://github.com/curl/> :
 - HTTP, HTTPS, FTP, FTPS, SFTP, and many others.
- Both are:
 - available on unix-like systems (BSD, Linux, macOS).
 - can be used in shell scripts.
- curl also has various libraries accessible via other programming languages.

Cascading Style Sheets (CSS3)

- HTML gives a page its structure:
 - text is marked with tags to give it some meaning.
- How about making it look nice? 😊
- Cascading Style Sheets (CSS3):
 - allows separation of content from presentation.
 - allows different presentation for same content (e.g. useful for accessibility, different screen sizes for devices, etc.)

CSS3 summary

- A set of rules that can apply to a tag with respect to its presentation
- Layout, size, colour (color 😊):
 - relationships.
 - selectors.
- CSS3 has good support for media and graphics:
 - transitions.
 - 2D images and transforms.
 - 3D transforms.

CSS3 resources to try

- <http://css3test.com>
 - checks what your browser can do, and has a list of all the CSS3 capabilities.
- <https://developer.mozilla.org/en-US/docs/Web/CSS>
 - Mozilla Developer Network – good reference.
- <https://www.w3.org/Style/CSS/>
 - Official W3C reference.

CSS3 has lots of prettiness

- Color:
 - RGB, e.g. #1a2b3c
 - Colour names
<https://html-color-codes.info/color-names/>
 - Units of measurement: pixels (px), em, rem.
- Borders, margins (control spacing of items).
- Fonts.
- 2D and 3D graphics support.

CSS3 selectors [1]

- These are extremely useful!
- Logic/operators applied to the way elements are selected for the CSS3 rules to be applied
- .classname:
 - class="classname" attribute in HTML.
- #idname:
 - id="idname" attribute HTML.
- A B:
 - only apply to B if it is a descendant of A.

CSS3 selectors [2]

- A + B:
 - only select B when it is immediately followed by A.
- A > B:
 - only select direct (first level) children.
- A:after and A:before :
 - content after / before tag.
- A:hover :
 - when the mouse hovers over that tag.
- Many others ... e.g:
<https://code.tutsplus.com/tutorials/the-30-css-selectors-you-must-memorize--net-16048>

Clever tricks possible with CSS3

- A lot of these are blog pages ... you can find plenty yourself, I am sure! 😊
- <https://css-tricks.com>
- <https://3dtransforms.desandro.com>
- <https://freshdesignweb.com/html5-css3-3d-examples-demo/>
- <https://www.hongkiat.com/blog/coding-graphics-with-css3/>