



The Nature of the Web

Agenda

Code

The Internet

The Web

Useful References

CODE is King (or Queen)

- The language of the Web:

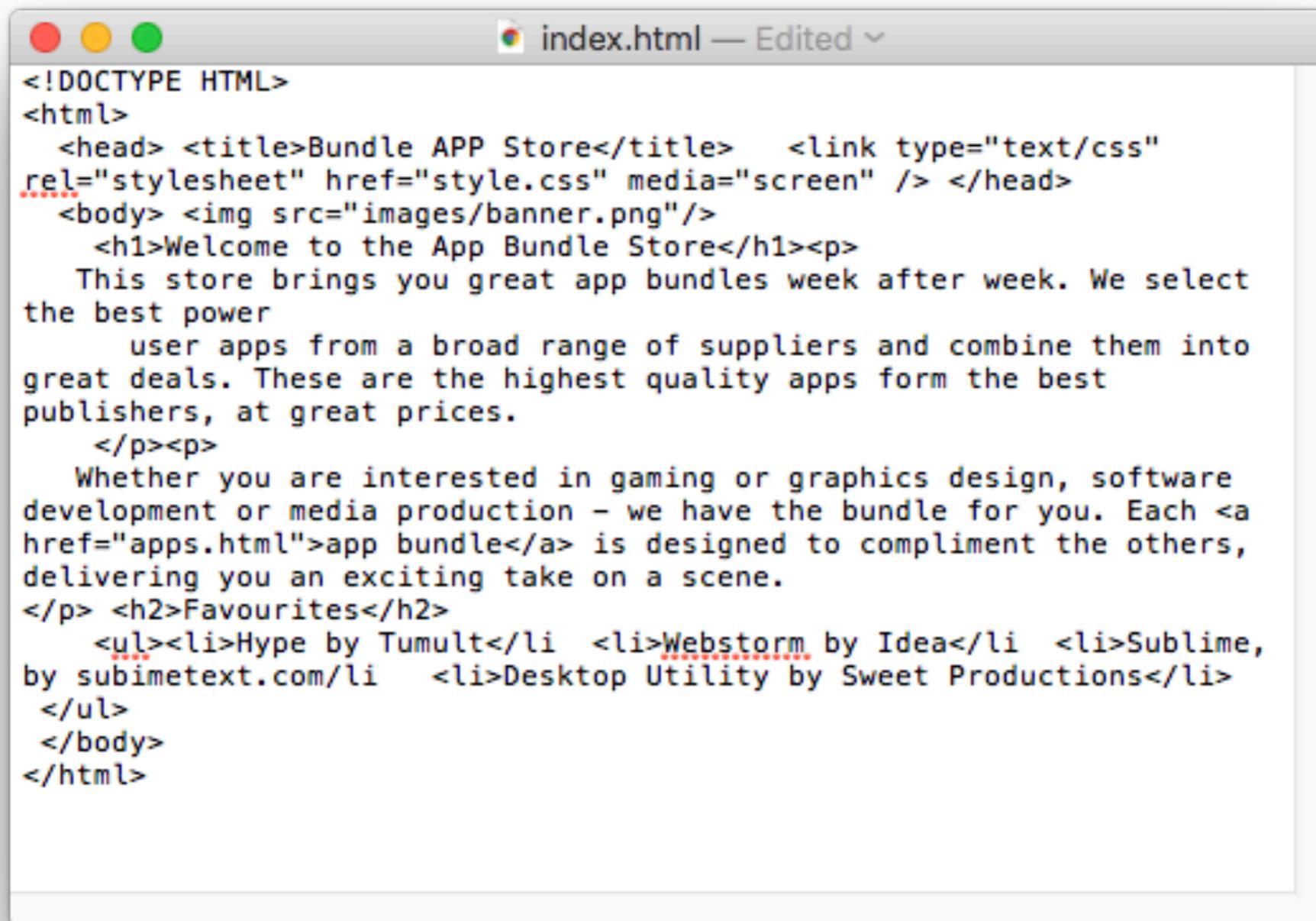
Hypertext Markup Language - HTML

Cascading Style Sheets - CSS

- Build over successive labs a simple web sites from scratch.
- Focus on the structure and meaning of:

CODE - *html, css*

The Code in a Conventional Editor



```
<!DOCTYPE HTML>
<html>
  <head> <title>Bundle APP Store</title>   <link type="text/css"
rel="stylesheet" href="style.css" media="screen" /> </head>
  <body> 
    <h1>Welcome to the App Bundle Store</h1><p>
      This store brings you great app bundles week after week. We select
      the best power
      user apps from a broad range of suppliers and combine them into
      great deals. These are the highest quality apps form the best
      publishers, at great prices.
    </p><p>
      Whether you are interested in gaming or graphics design, software
      development or media production - we have the bundle for you. Each <a
      href="apps.html">app bundle</a> is designed to compliment the others,
      delivering you an exciting take on a scene.
    </p> <h2>Favourites</h2>
    <ul><li>Hype by Tumult</li> <li>Webstorm by Idea</li> <li>Sublime,
      by subimetext.com</li> <li>Desktop Utility by Sweet Productions</li>
    </ul>
  </body>
</html>
```

- The actual document text - but poorly structured (indented)

The Code in a Programmers Editor

```
html
1 <html>
2   <head>
3     <title>Bundle APP Store</title>
4   </head>
5   <body>
6     
7     <h3>Freebie</h3>
8     <p>
9       Stacksocial just published its so called Free Ondesoft Mac Tool Bundle, which contains
10      5 apps from Ondesoft. The bundle worth $146 will be probably available only a couple
11      of days so you'd better hurry up to get it.
12    </p>
13    <p>
14      
15    </p>
16    </p>
17    <hr>
18    <h3>Macware Business Bundle</h3>
19    <p>
20      Here comes the next bundle for march. This time its macware who publish a bundle. The
21      so called macware Business Bundle contains 6 apps at a price of only $29.99 instead
22      of $199.94. So you can save around 84%. There is n...
23    </p>
24  </body>
25</html>
```

- Same document - pleasingly indented and syntax highlighted

Agenda

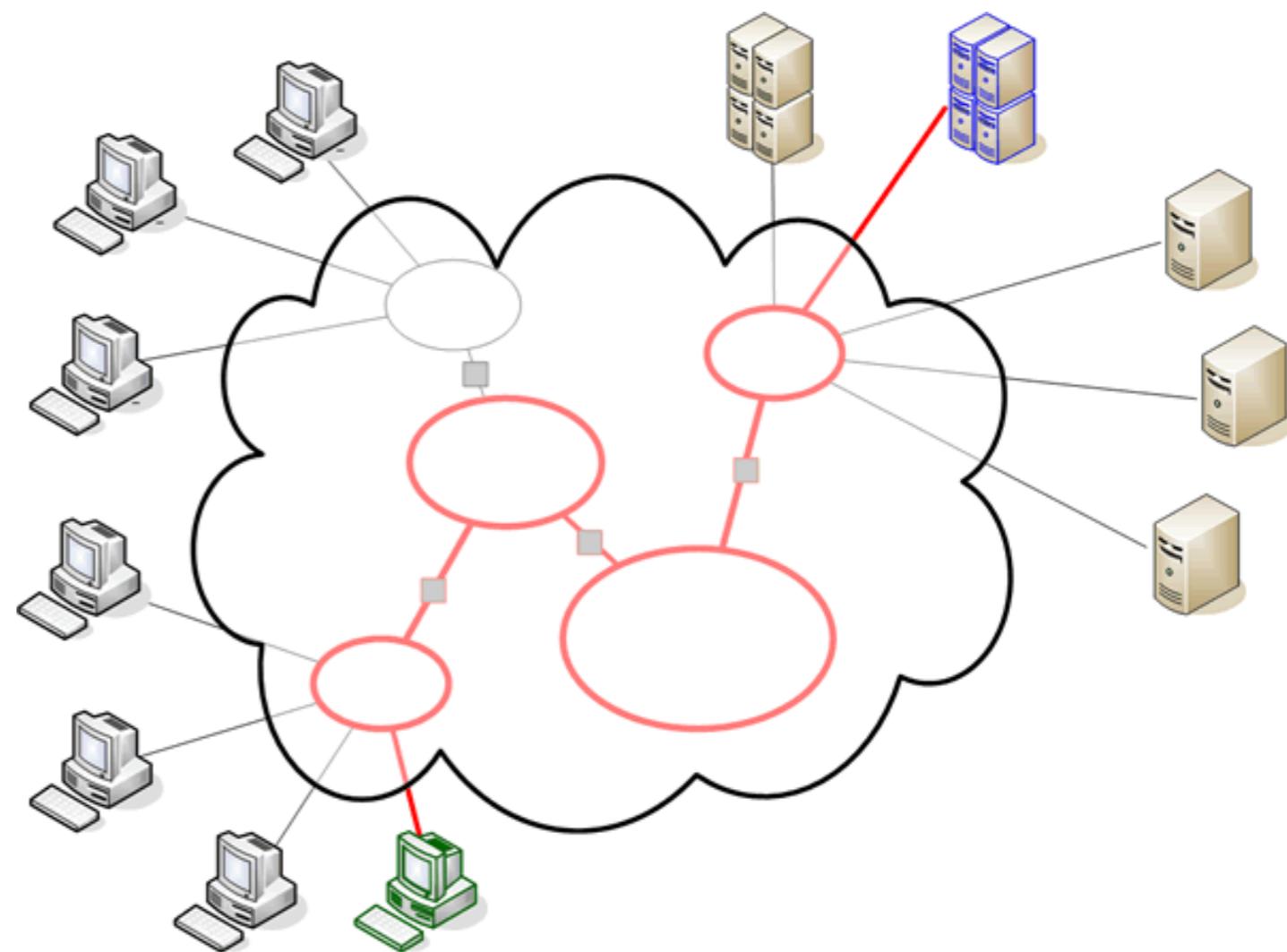
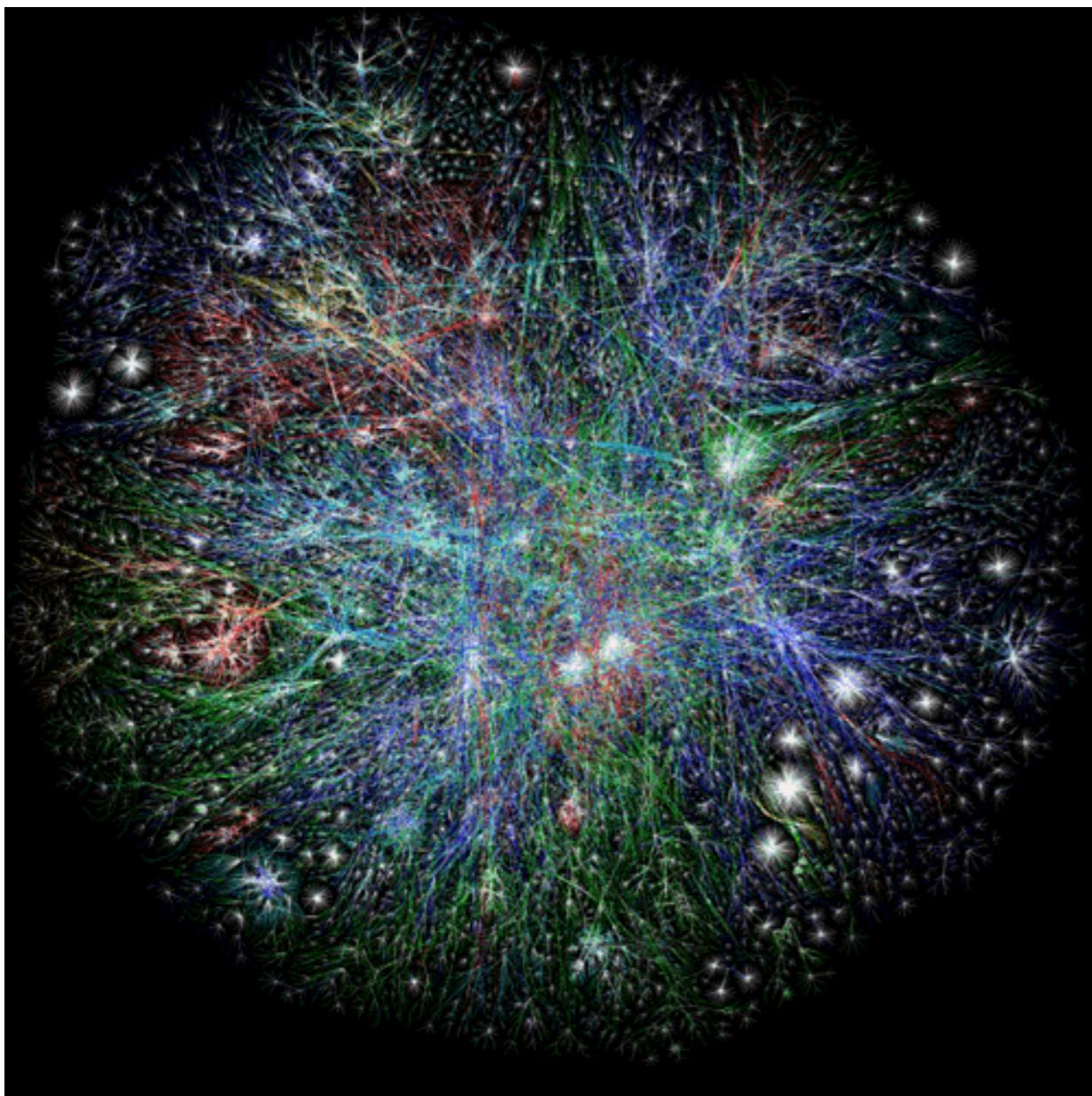
Code

The Internet

The Web

Useful References

The Internet



The Internet



3,824,491,587

Internet Users in the world



1,318,890,294

Total number of Websites



126,340,373,404

Emails sent **today**



2,960,338,537

Google searches **today**



2,783,071

Blog posts written **today**



361,081,108

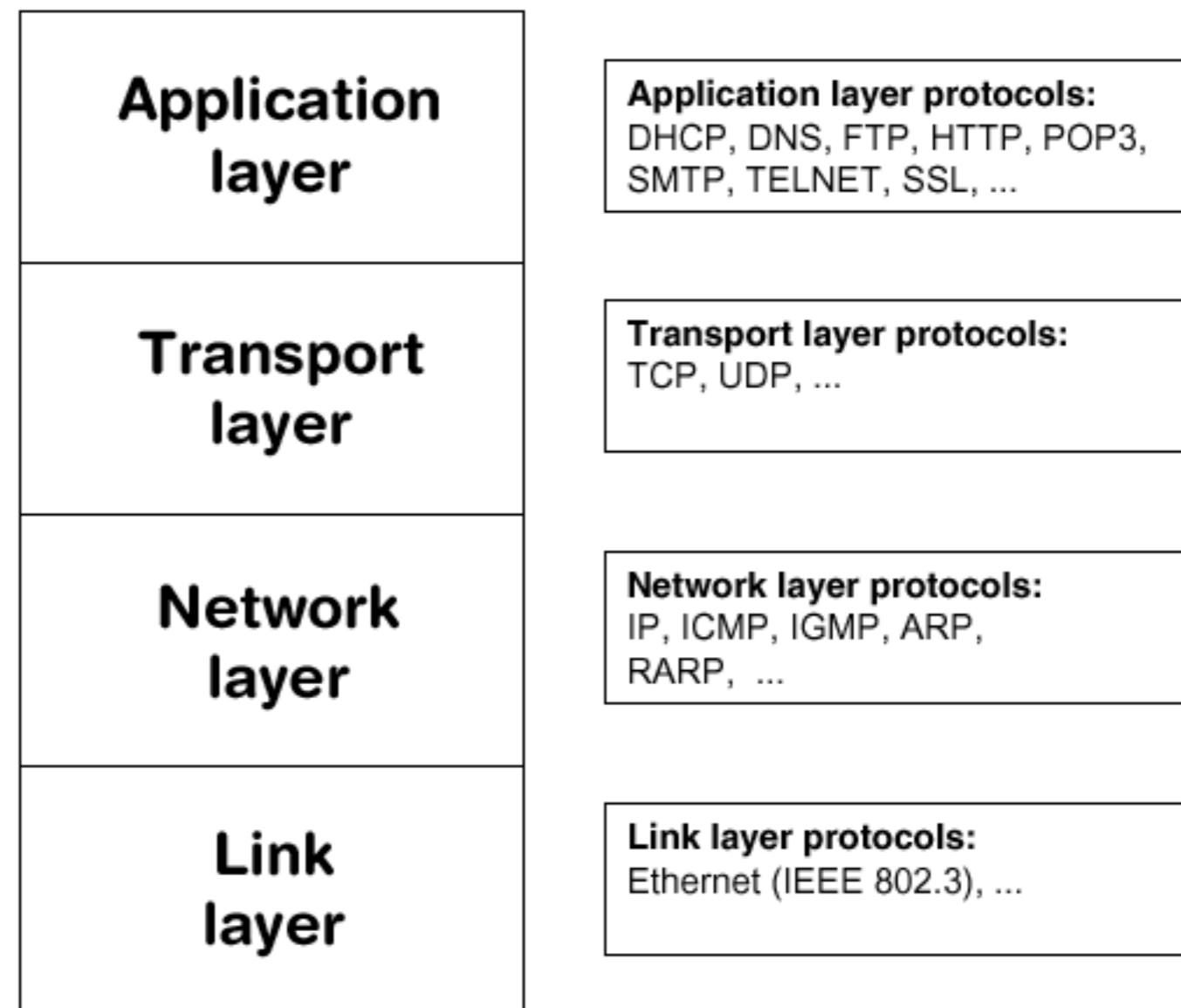
Tweets sent **today**

<http://www.internetlivestats.com/>

Underlying nature of the Internet - Protocols & Standards

“The irony is that in all its various guises -- commerce, research, and surfing -- the Web is already so much a part of our lives that familiarity has clouded our perception of the Web itself.”

[Tim Berners-Lee](#) in
Weaving the Web



*Internet
Technologies*

You
are
here!
HTTP

Agenda

Code

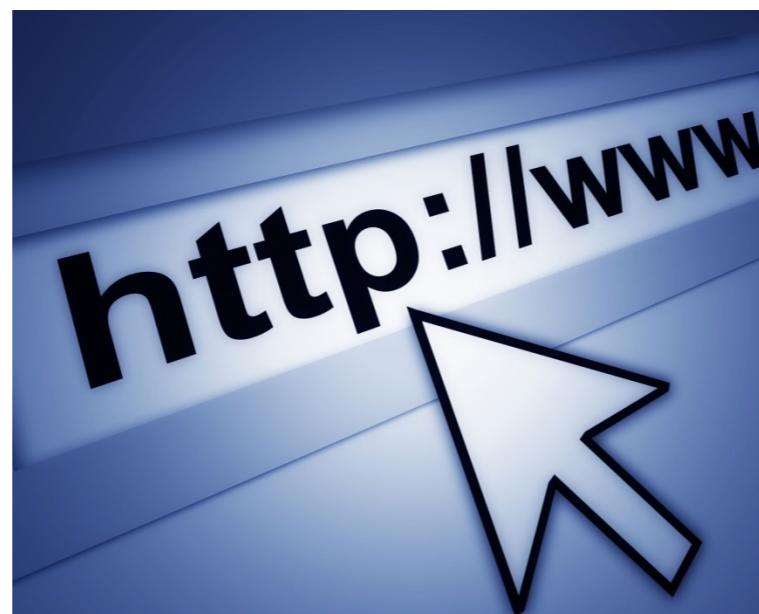
The Internet

The Web

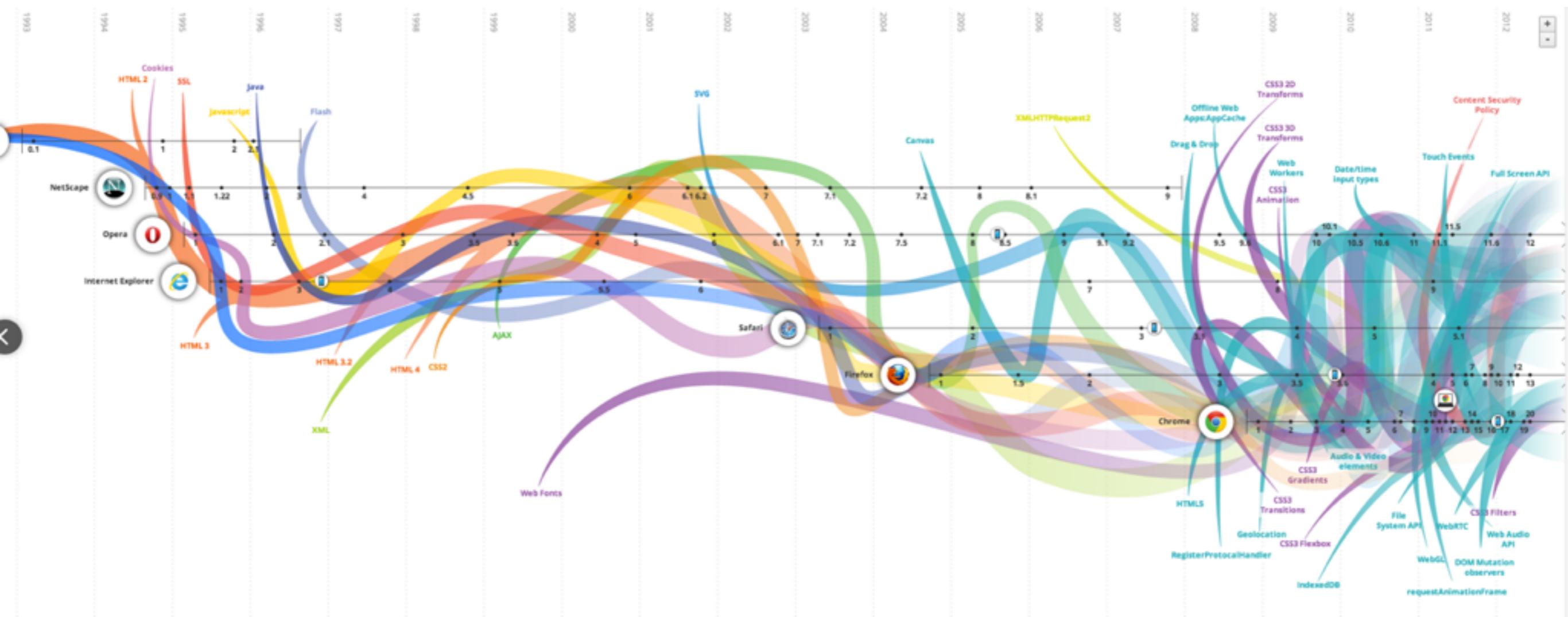
Useful References

World Wide Web

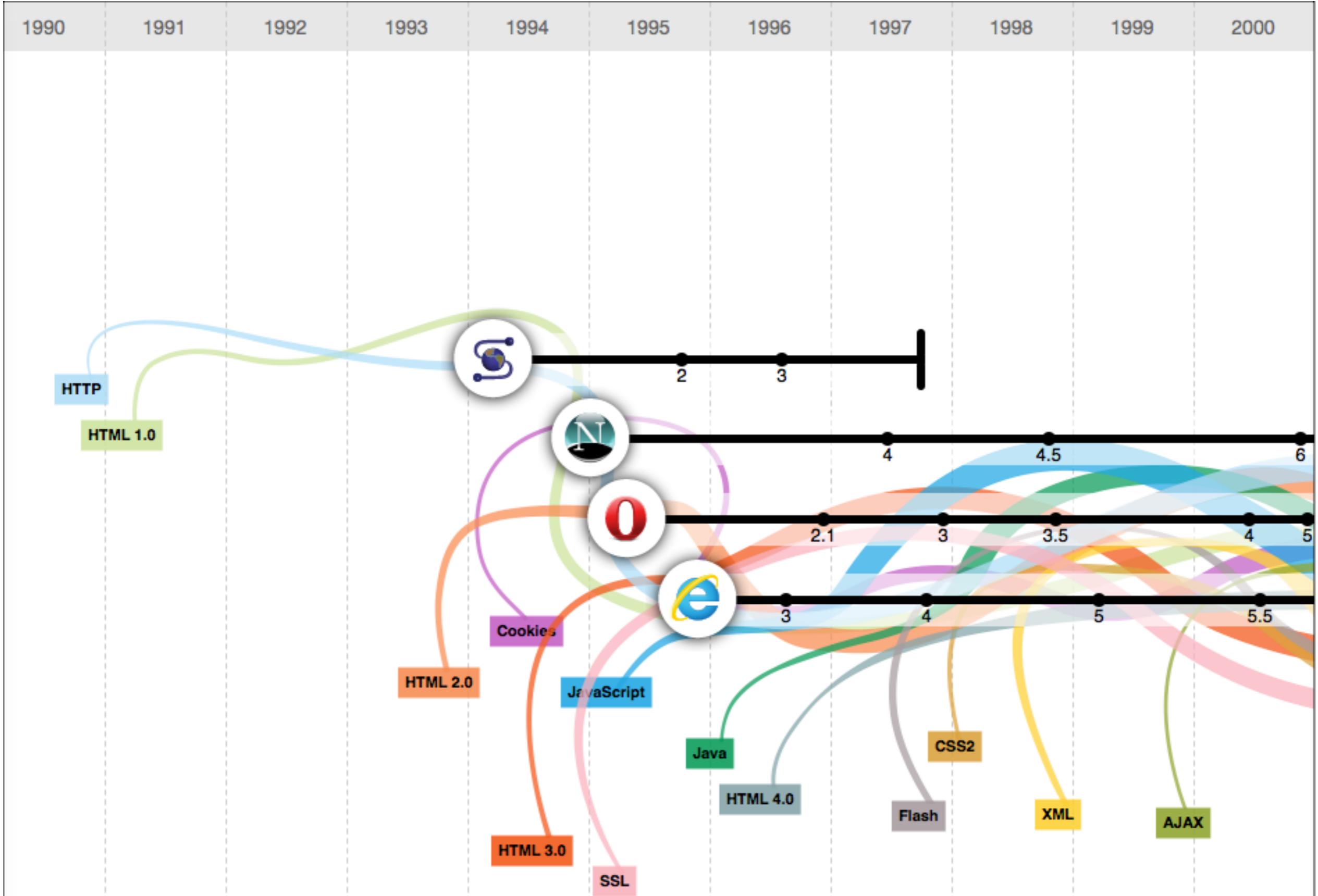
- The world wide web is a huge globally distributed collection of information and data that can be accessed via the internet with the help of http: Hypertext Transfer Protocol
- WWW has made the Internet the most important communication medium of our days.
- Thanks to the simple to use graphical interface – The Web Browser – the WWW provides everyone with simple access to information



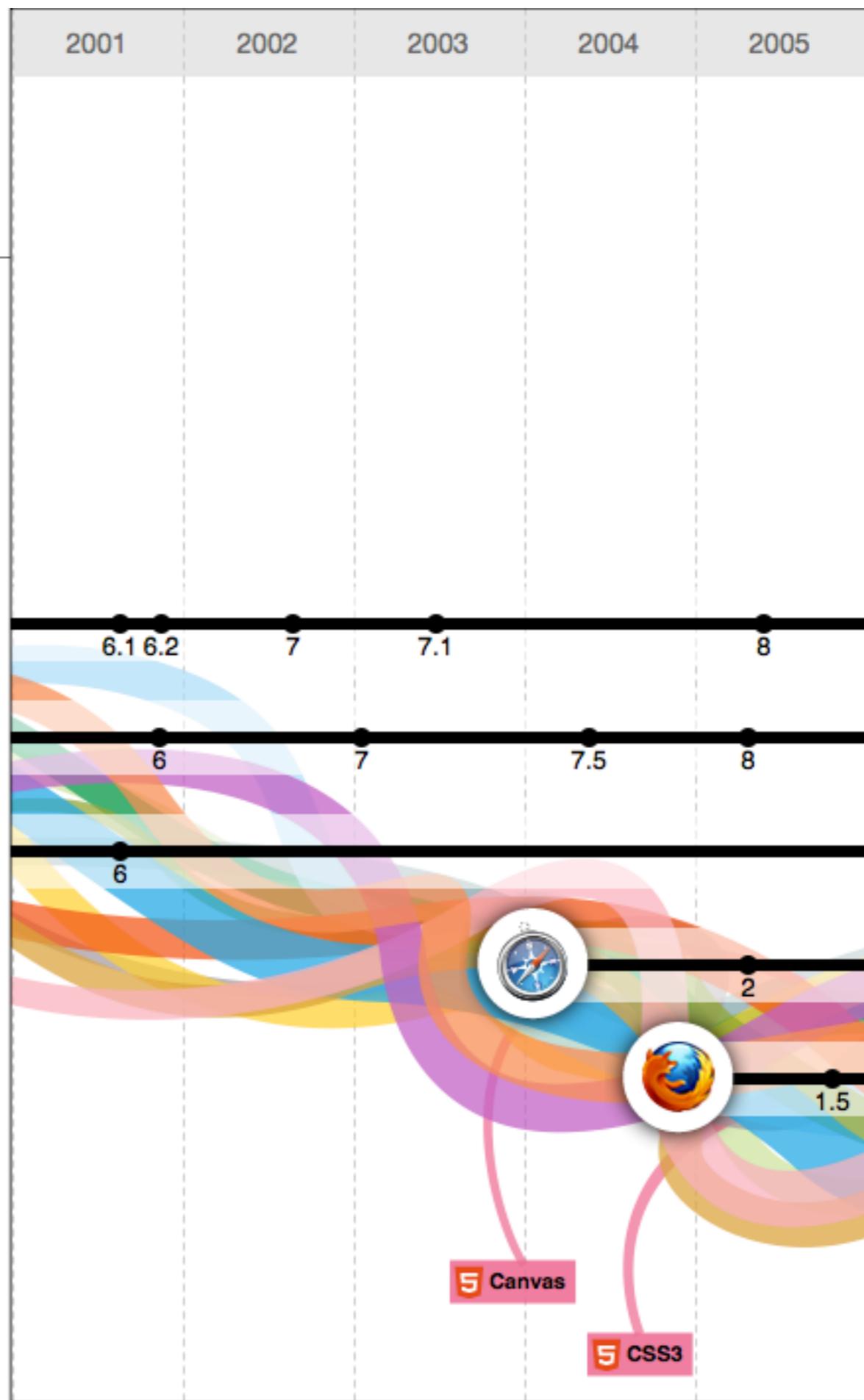
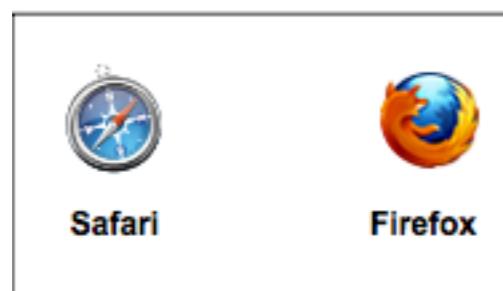
Evolution of the Web - 1990-2012



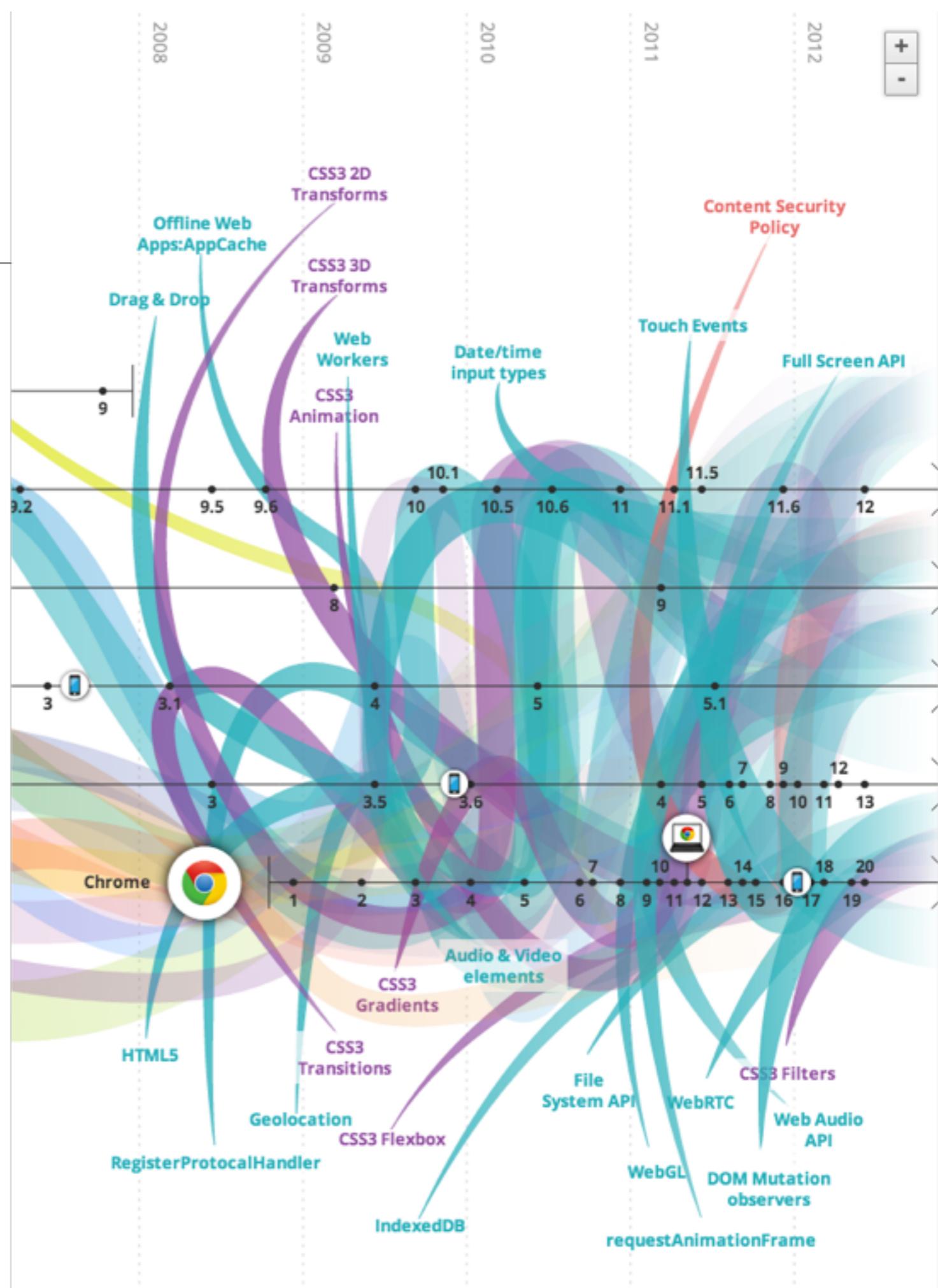
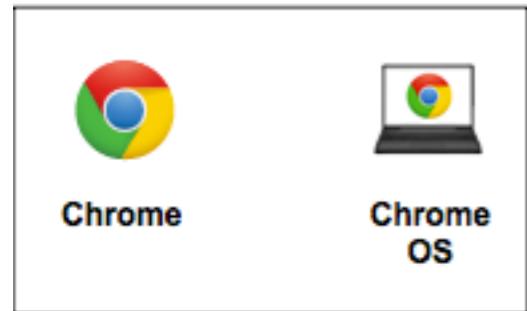
Evolution of the Web - 1990-2000



2001-2005



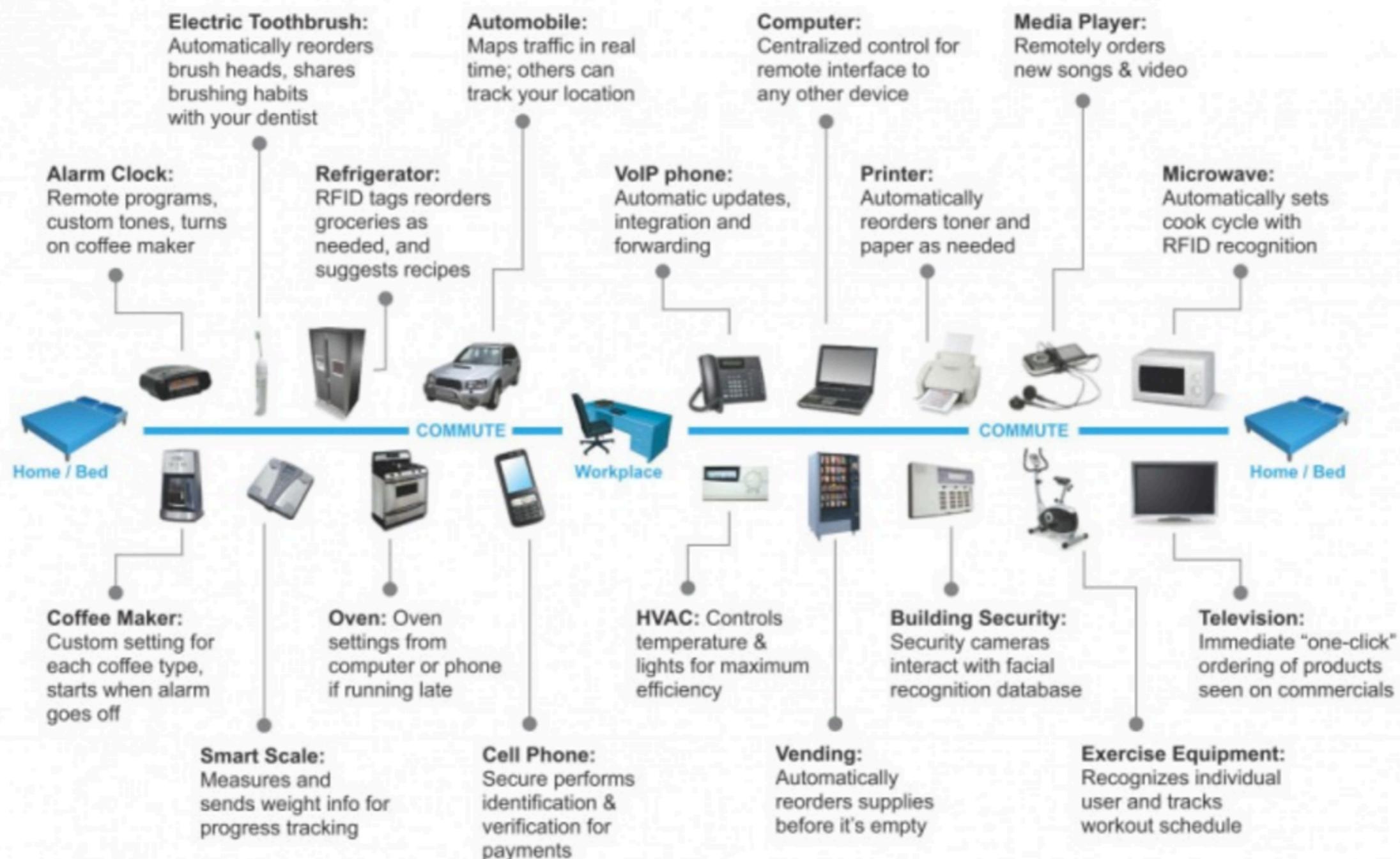
2006-2012



Devices: Conventional



Devices: Things!

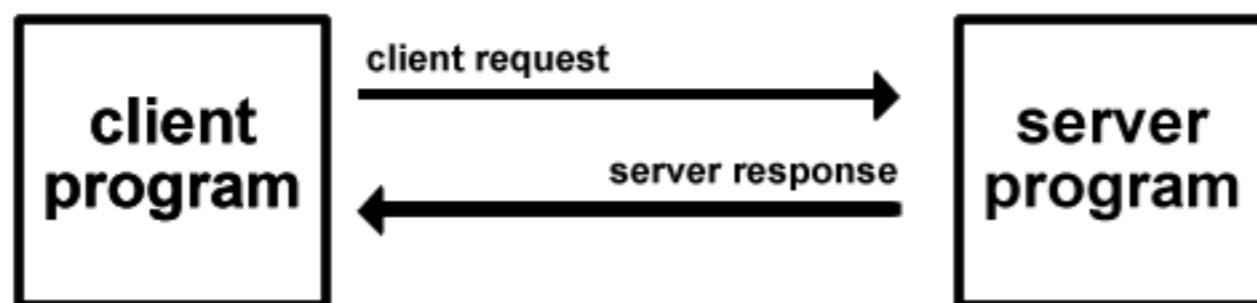


The Web

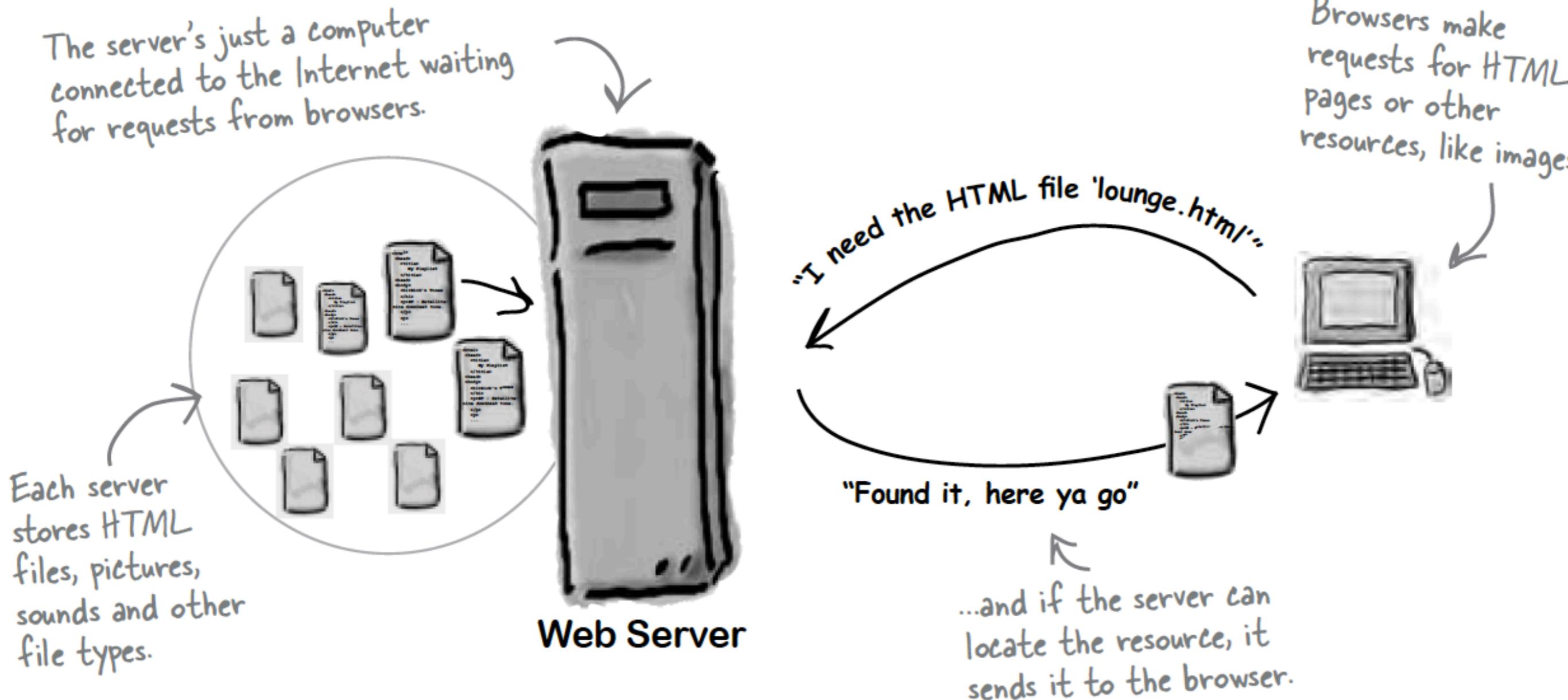
- Protocols & Standards
 - Protocol : agreed vocabulary to enable two programs to communicate
 - Standard: an agreed definition of the structure and meaning of a document
- Web Protocol
 - Hyper Text Transfer Protocol - HTTP
- Web Standard
 - Hyper Text Markup Language – HTML
 - Cascading Style Sheets - CSS
- Web Servers and Web Browsers use HTTP to exchange HTML documents

Clients and Servers

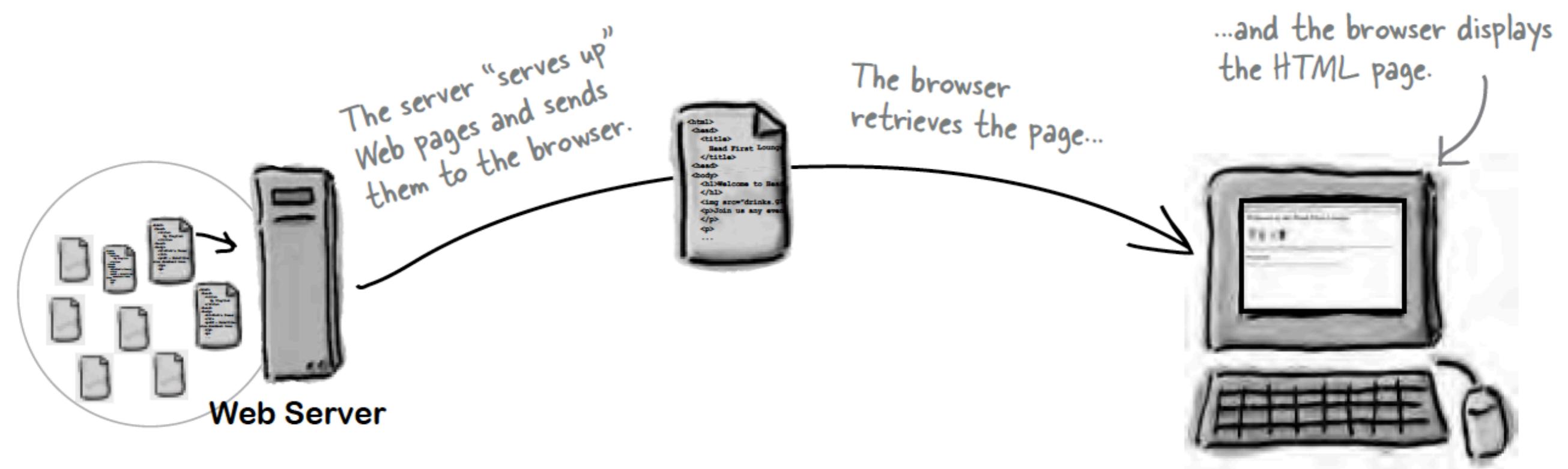
- Client/Server Computing:
 - The interaction between two programs when they communicate across a network.
 - A program at one site sends a request to a program at another site and awaits a response.
 - The requesting program is called a client; the program satisfying the request is called the server.



Role of Server



Role of Client



Hyper Text Markup Language

- HTML tells your browser about the structure of your document:
 - where the headings are,
 - where the paragraphs are,
 - what text needs emphasis, etc
 - what text needs to linked
 - what images to be displayed
- Given this information, browsers have built-in default rules for how to display each of these elements.
- This information is conveyed using “Tags”, this denote the intention of the author regarding the structure and display of the document.

HTML

- An HTML document is called a ‘page’
- The starting page of a site is called the ‘homepage’
- Markup language should only be used for the description of the document structure and not to describe the document presentation
- Every HTML document consists of two parts:
 - Document ‘header’: contains information about the document.
 - Document ‘body’: contains the content of the document.

HTML Tags (more correctly called Elements)

Starter Tags

```
<html>
<head>
<title>
<body>
<h1>
<h2>
<em>
<a>
<img>
<style>
```

- Grouped by purpose:
 - Structural
 - <html>, <head>, <title>, <body>
 - Text
 - Heading
 - <h1>, <h2>
 - Text
 - <p>,
 - Hypertext
 - <a>
 - Image
 -
 - Style
 - <style>

The Page

A screenshot of a web browser window. The title bar shows 'My DVDs' and 'view-source:file:///Users/ed...' with a highlighted tab 'file:///Users/edeleastar/perforce/modo/edeleastar/Cours'. The main content area has a yellow background and displays the following text:

New Release DVD's (B)

The Girl with the Dragon Tatoo

Forty years ago, Harriet Vanger disappeared from a family gathering on the island owned and inhabited by the powerful Vanger clan. (D)

Peter Jackson and the Lightening Thief

Trouble prone teen Percy Jackson is about to be kicked out school but thats the least of his problems.

The Crazies

In a terrifying tale of the American Dream gone wrong, four friends find themselves trapped in their hometown

Callouts:

- (A) Top-left corner of the browser window.
- (B) Next to the title 'New Release DVD's'.
- (C) Next to the movie title 'The Girl with the Dragon Tatoo'.
- (D) Next to the descriptive text about the Vanger clan.
- (E) Next to the movie title 'The Crazies'.

```
1 <html>
2   <head>
3     <title>My DVDs</title> A
4     <style type="text/css">
5       body
6       {
7         background-color: #d2b48c;
8         margin-left: 20%;
9         margin-right: 20%;
10        border: 1px dotted gray;
11        padding: 10px 10px 10px 10px;
12        font-family: sans-serif;
13      }
14    </style>
15  </head>
16  <body>
17    <h1>New Release DVD's</h1> B
18    <h2>The Girl with the Dragon Tatoo</h2>
19    <p>
20      Forty years ago, Harriet Vanger disappeared from a family
21      gathering on the island owned and inhabited by the powerful Vanger clan. D
22    </p>
23    <h2>Peter Jackson and the Lightening Thief</h2>
24    </p>
25      Trouble prone teen Percy Jackson is about to be kicked out school
26      but thats the least of his problems.
27    </p>
28    <h2>The Crazies</h2>
29    <p>
30      In a terrifying tale of the American Dream gone wrong,
31      four friends find themselves trapped in their hometown
32    </p>
33  </body>
34 </html>
```

Every word in <> is a *Html Element*

HTML 5 NEW TAG**TAG NOT SUPPORTED IN HTML 5**

| | |
|--------------|--|
| <!----> | Define a comment |
| <!DOCTYPE> | Defines the document type |
| <a> | Defines a hyperlink href, hreflang, media, ping, rel, target, type |
| <abbr> | Defines an abbreviation |
| <acronym> | Used to define an embedded acronyms |
| <address> | Defines an address element |
| <applet> | Used to define an embedded applet |
| <area> | Defines an area inside an image map alt, coords, href, hreflang, media, ping, rel, shape, target, type |
| <article> | Defines an article cite, pubdate |
| <aside> | Defines content aside from the page content |
| <audio> | Defines sound content autobuffer, autoplay, controls, src |
| | Defines bold text |
| <base> | Defines a base URL for all the links in a page href, target |
| <basefont> | Used to define a default font-color, font-size, or font-family for all the document |
| <bdo> | Defines the direction of text display dir |
| <big> | Used to make text bigger |
| <blockquote> | Defines a long quotation cite |
| <body> | Defines the body element |
| | Inserts a single line break |
| <button> | Defines a push button autofocus, disabled, form, formaction, formenctype, formmethod, formnovalidate, formtarget, name, type, value |
| <canvas> | Defines graphics height, width |
| <caption> | Defines a table caption |
| <center> | Used to center align text and content |
| <cite> | Defines a citation |
| <code> | Defines computer code text autobuffer, autoplay, controls, src |
| <col> | Defines attributes for table columns |
| <colgroup> | Defines groups of table columns span |
| <command> | Defines a command button checked, disabled, icon, label, radiogroup, type |

| | |
|---------------|--|
| <datalist> | Defines a dropdown list |
| <dd> | Defines a definition description |
| | Defines deleted text cite, datetime |
| <details> | Defines details of an element open |
| <dialog> | Defines a dialog (conversation) |
| <dfn> | Defines a definition term |
| <dir> | Used to define a directory list |
| <div> | Defines a section in a document |
| <dl> | Defines a definition list |
| <dt> | Defines a definition term |
| | Defines emphasized text |
| <embed> | Defines external interactive content or plugin height, src, type, width |
| <fieldset> | Defines a fieldset disabled, form, name |
| <figure> | Defines a group of media content, and their caption |
| | Used to define font face, font size, and font color of text |
| <footer> | Defines a footer for a section or page |
| <form> | Defines a form accept-charset, action, autocomplete, enctype, method, name, novalidate, target |
| <frame> | Used to define one particular window (frame) within a frameset |
| <frameset> | Used to define a frameset, which organized multiple windows (frames) |
| <h1> to <h6> | Defines header 1 to header 6 |
| <head> | Defines information about the document |
| <header> | Defines a header for a section or page |
| <hgroup> | Defines information about a section in a document |
| <hr> | Defines a horizontal rule |
| <html> | Defines an html document manifest, xmlns |
| <i> | Defines italic text |
| <iframe> | Defines an inline sub window height, name, sandbox, seamless, src, width |
| | Defines an image alt, src, height, ismap, usemap, width |
| <input> | Defines an input field accept, alt, autocomplete, autofocus, checked, disabled, form, formaction, formenctype, formmethod, formnovalidate, formtarget, height, list, max, maxlength, min, multiple, name, pattern, placeholder, readonly, required, size, src, step, type, value, width |
| <ins> | Defines inserted text cite, datetime |
| <keygen> | Defines a generated key in a form autofocus, challenge, disabled, form, keytype, name |
| <kbd> | Defines keyboard text |
| <label> | Defines an inline sub window for, form |
| <legend> | Defines a title in a fieldset |
| | Defines a list item value |
| <link> | Defines a resource reference href, hreflang, media, rel, sizes, type |
| <map> | Defines an image map name |
| <mark> | Defines marked text |
| <menu> | Defines a menu list label, type |
| <meta> | Defines meta information charset, content, http-equiv, name |
| <meter> | Defines measurement within a predefined range high, low, max, min, optimum, value |
| <nav> | Defines navigation links |
| <noframes> | Used to display text for browsers that do not handle frames |
| <noscript> | Defines a noscript section |
| <object> | Defines an embedded object data, form, height, name, type, usemap, width |
| | Defines an ordered list reversed, start |
| <optgroup> | Defines an option group label, disabled |
| <option> | Defines an option in a drop-down list disabled, label, selected, value |
| <output> | Defines some types of output for, form, name |
| <p> | Defines a paragraph |
| <param> | Defines a parameter for an object name, value |
| <pre> | Defines preformatted text |
| <progress> | Defines progress of a task of any kind max, value |
| <q> | Defines a short quotation cite |
| <rp> | Used in ruby annotations to define what to show browsers that do not support the ruby element |
| <rt> | Defines explanation to ruby annotations |
| <ruby> | Defines ruby annotations |
| <s>, <strike> | Used to define strikethrough text. |

Periodic table of HTML elements

| html | | | | | | | | | | | | | output | | | |
|---|---------|------------|------|------|------|------|-------|--------|--------|----------|----------|----------|----------|----------|--------|----------|
| base | h1-h6 | | | | | | | strong | area | param | caption | th | input | progress | | |
| head | hgroup | | | | | | | sub | audio | source | col | thead | keygen | select | | |
| style | nav | figcaption | p | bdi | data | mark | ruby | sup | map | canvas | colgroup | tr | label | details | | |
| title | section | figure | pre | bdo | dfn | q | s | time | track | noscript | table | button | legend | dialog | | |
| address | dd | hr | ul | br | em | rp | samp | u | video | script | tbody | datalist | meter | menu | | |
| article | div | li | abbr | cite | i | rt | small | var | embed | del | td | fieldset | optgroup | menuitem | | |
| footer | dl | main | b | code | kbd | rtc | span | wbr | object | ins | tfoot | form | option | summary | | |
| header | dt | ol | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | content | element | shadow | template |
| ■ base ■ metadata ■ sectioning ■ text-content ■ text-semantics ■ media ■ embedded ■ script ■ edits ■ table ■ forms ■ interactive ■ web-components | | | | | | | | | | | | | | | | |

Major Categories of Elements

- **html**
- **base**
- **address**
- **dd**
- **abbr**
- **audio**
- **Base**
- **Metadata**
- **Sectioning**
- **Text Content**
- **Text Semantics**
- **Media**

- **embed**
- **script**
- **del**
- **table**
- **form**
- **dialog**
- **template**
- **Embedded**
- **Script**
- **Edits**
- **Table**
- **Forms**
- **Interactive**
- **Web Components**

Agenda

Code

The Internet

The Web

Useful References

Useful Web Resource: MDN Web Docs

[https://developer.mozilla.org/en-US/docs/Learn/Getting started with the web/HTML basics](https://developer.mozilla.org/en-US/docs/Learn/Getting_started_with_the_web/HTML_basics)

The screenshot shows the MDN Web Docs website. At the top, there's a navigation bar with the MDN logo, a search icon, and a 'Sign in' button. Below the header, the main title 'HTML basics' is displayed with a small icon. A navigation bar below the title includes links for 'Languages', 'Edit', and 'Settings'. A 'Jump to:' menu at the top of the content area lists several sections: 'So what is HTML, really?', 'Images', 'Marking up text', 'Links', 'Conclusion', and 'In this module'. The main content area starts with a breadcrumb trail: 'Learn web development > Getting started with the Web > HTML basics'. It features a 'Related Topics' sidebar with links to 'Complete beginners start here!', 'HTML — Structuring the Web', 'CSS — Styling the Web', and 'JavaScript — Dynamic client-side scripting'. The main text explains what HTML is and provides an example of its structure.

MDN web docs

Technologies ▾ References & Guides ▾ Feedback ▾

Sign in

HTML basics

Languages Edit

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

Learn web development >
Getting started with the Web >
HTML basics

← Previous [Overview: Getting started with the web](#) Next →

Related Topics

- [Complete beginners start here!](#)
- [▶ Getting started with the Web](#)
- [HTML — Structuring the Web](#)
 - [▶ Introduction to HTML](#)
 - [▶ Multimedia and embedding](#)
 - [▶ HTML tables](#)
 - [▶ HTML forms](#)
- [CSS — Styling the Web](#)
 - [▶ Introduction to CSS](#)
 - [▶ Styling text](#)
 - [▶ Styling boxes](#)
 - [▶ CSS layout](#)
- [JavaScript — Dynamic client-side scripting](#)
 - [▶ JavaScript first steps](#)
 - [▶ JavaScript building blocks](#)
 - [▶ Introducing JavaScript objects](#)

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



HTML: Structuring the Web

▼ Introduction to HTML

[Introduction to HTML overview](#)

[Getting started with HTML](#)

[What's in the head? Metadata in HTML](#)

[HTML text fundamentals](#)

[Creating hyperlinks](#)

[Advanced text formatting](#)

[Document and website structure](#)

[Debugging HTML](#)

[Assessment: Marking up a letter](#)

[Assessment: Structuring a page of content](#)

▼ Multimedia and embedding

[Multimedia and embedding overview](#)

[Images in HTML](#)

[Video and audio content](#)

[From object to iframe — other embedding technologies](#)

[Adding vector graphics to the Web](#)

[Responsive images](#)

[Assessment: Mozilla splash page](#)



HTML: Structuring the Web

▼ 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](#)

[Assessment: A cool-looking box](#)

▼ CSS layout

[CSS layout overview](#)

[Introduction](#)

[Floats](#)

[Positioning](#)

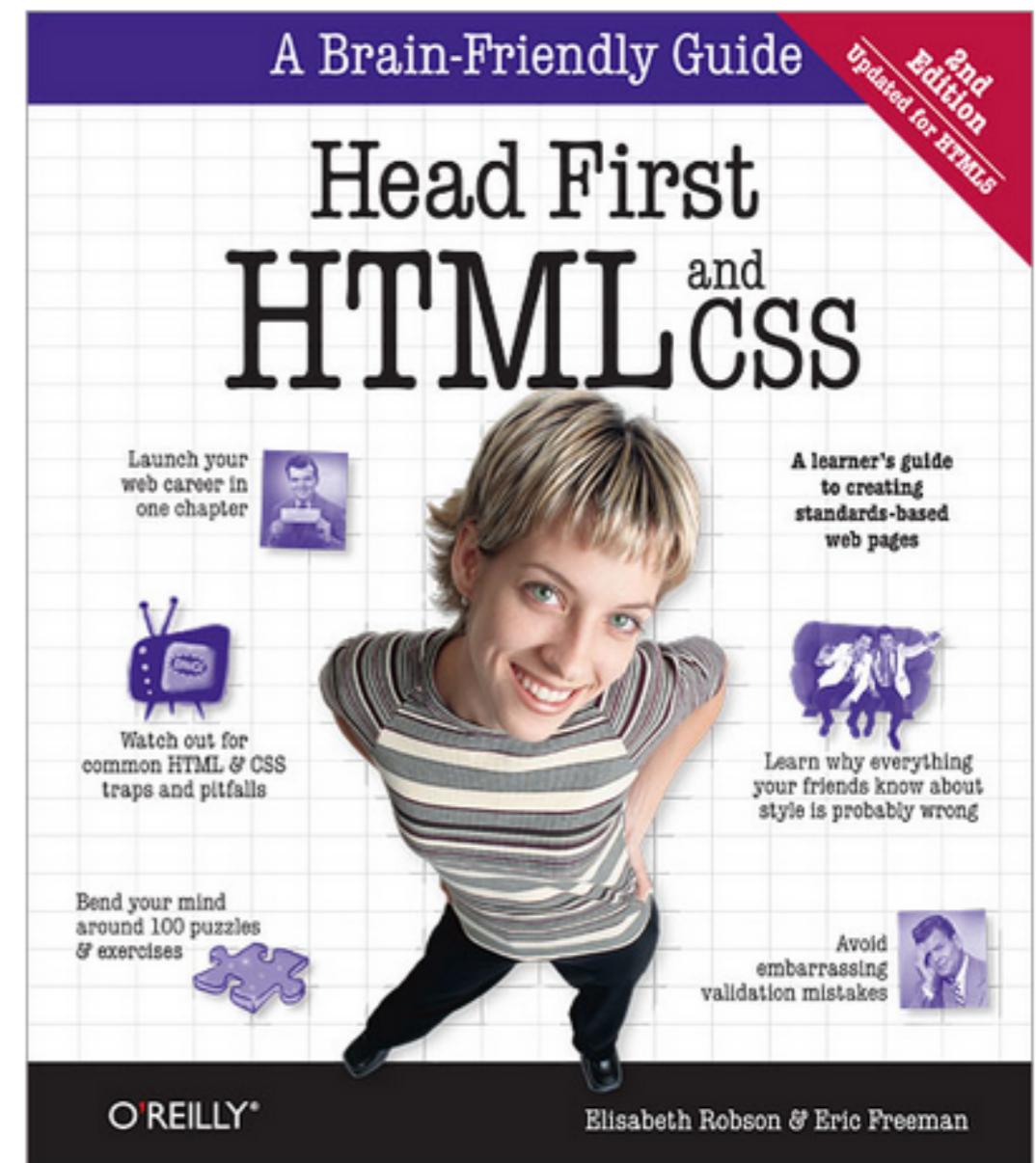
[Practical positioning examples](#)

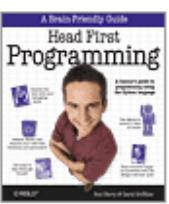
[Flexbox](#)

[Grids](#)

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
- £17 on amazon (new)





Head First Programming

By David Griffiths, Paul Barry

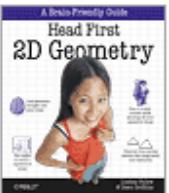
November 2009

Print: \$49.99

Ebook: \$39.99

Bundle: \$54.99

If you have little or no programming experience, this book will help you get started with the core concepts of writing computer programs -- variables, 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 theorem, and other calculations just make your head spin? Relax. With Head First 2D Geometry, everything from triangles, quads, and... [Read more](#).



Head First iPhone Development

By Dan Pilone, Tracey Pilone

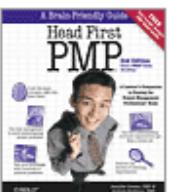
October 2009

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 built... [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 for the PMP exam. Fourth Edition, in a unique and inspiring way with Head First PMP, this 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, analyze it, and present it effectively.



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](#).

Head First Labs

Brain-Friendly Guides from O'Reilly Media, Inc.



[Home](#) [Books](#) [Forums](#) [Blog](#) [About](#) [write for us](#)





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.

Search Head First Labs and O'Reilly.com

[Go](#) [Search Tips](#)

 [SUBSCRIBE TO OUR RSS FEED](#)

 [FOLLOW US ON TWITTER](#)

 [VISIT OUR FACEBOOK PAGE](#)

Looking for [source files](#), [code](#), [exercise answers](#), and [other materials](#) to go along with your Head First book? Go to [this page](#), find your book on the list, and click on the title.

The Latest Head First Tweets!

Head First (Excel and Data Analysis) author @michaelmilton's Google Apps for Business course starts today! <http://oreil.ly/9X4IIa> 2 days ago

RT @mikehatora: Potential free book: 2 Question Survey-Mobile Platform for development, & why? <http://bit.ly/aQwnid> 7 days ago

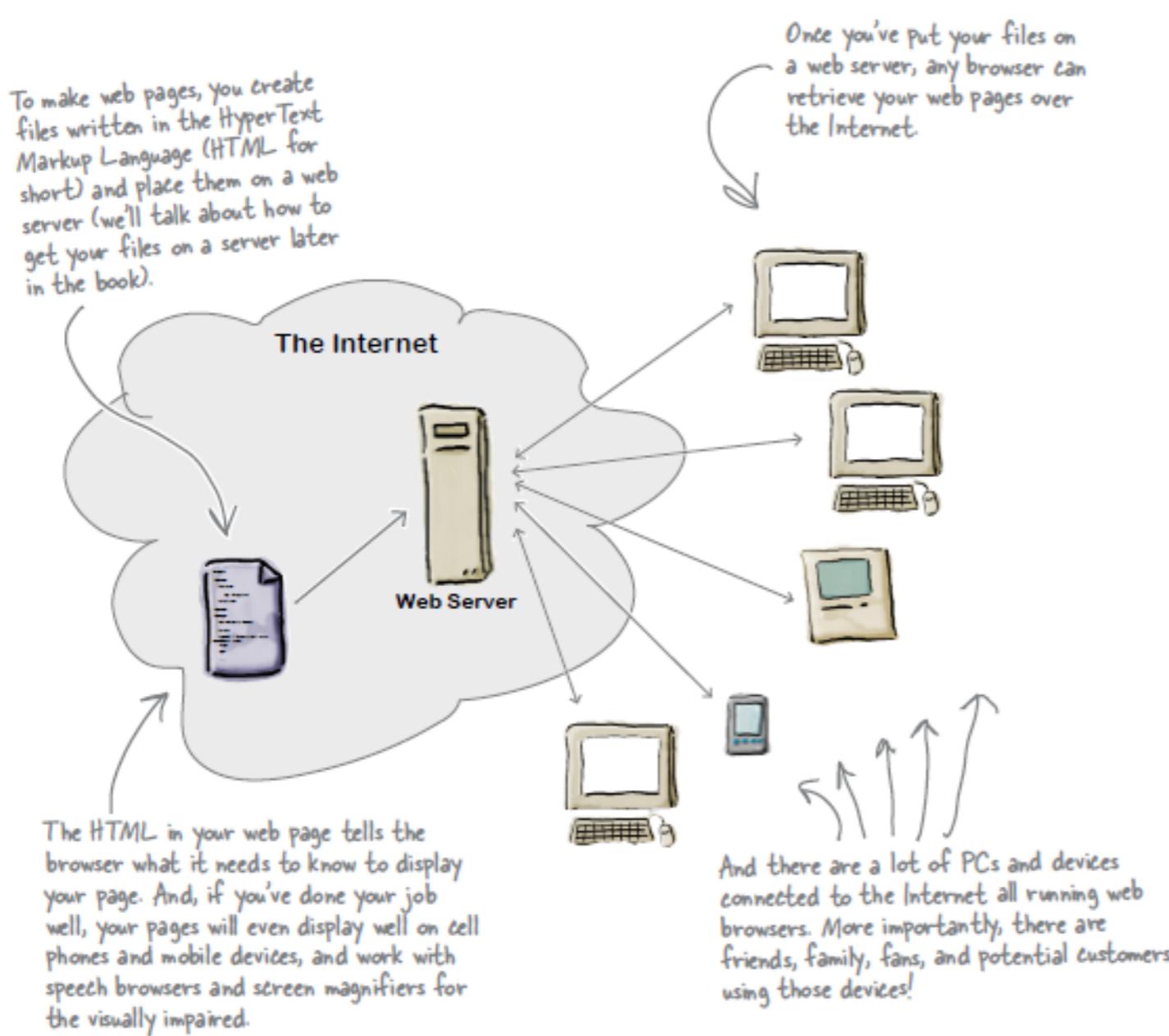
Follow Head First Labs on Twitter!

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>
```



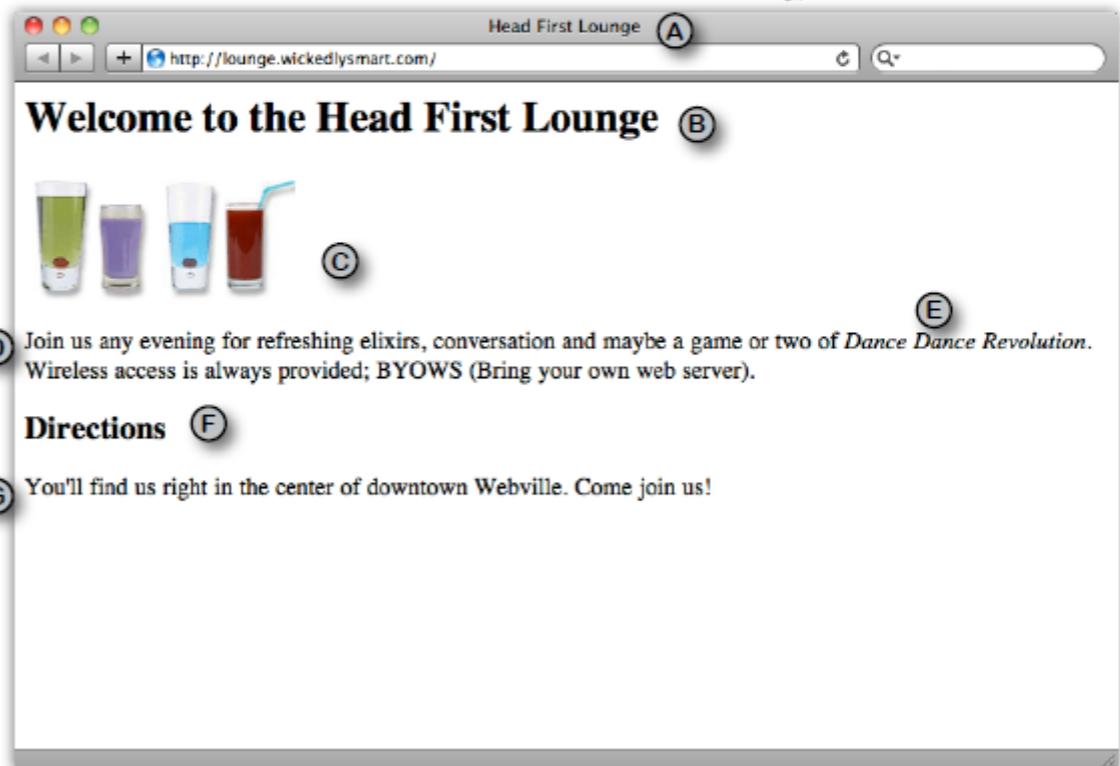
We don't expect you to know HTML yet.

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...