INFO 151 Web Systems and Services

Week 2 (T2)

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Overview

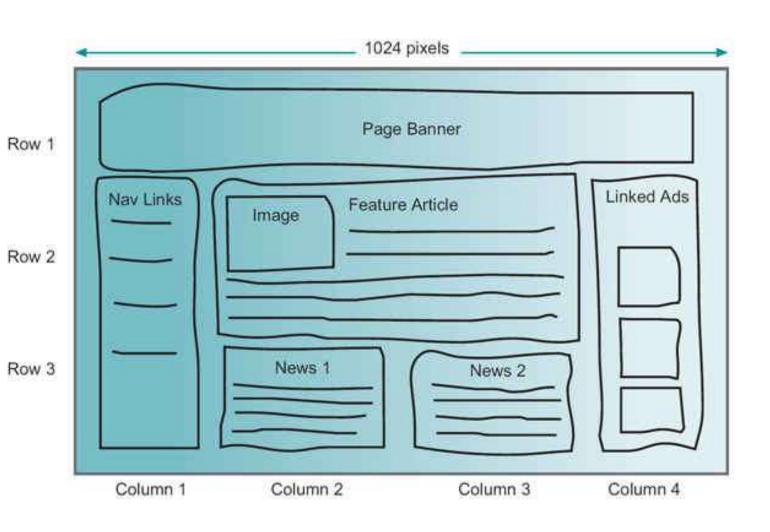
- In this session we will consider:
 - Creating Frames
 - Inline frames (<iframe>)
 - The use of frames
 - Forms
 - Data input methods in forms
 - Adding multimedia
 - The future of the WWW

Frames Forms Adding Multimedia

Frames Inline frames

Frames in Web-Page Layout

- Web-page creation requires the page layout to be designed
- As shown in the figure areas of a web-page can be allocated for specific uses
- Frames (and nested frames can be used) to build a web-page layout and navigation



Frames

- To create frames two HTML tags are used:
 - The <frameset> tag (which replaces the <body> tag in the HTML document)
 - The <frame> tag
- HTML support:
 - Frames and the <frameset> and <frame> tags are supported in HTML 4
 - The <frameset> and <frame> tags are not supported in HTML 5
 - Frames are deprecated in HTML 5
 - The frames element has been replaced in HTML 5 by HTML Layouts with CSS
- Important: to validate a web-page with frames:
 - It is essential that the <!DOCTYPE> is set to either
 - HTML Frameset DTD (or)
 - XHTML Frameset DTD

<frameset>

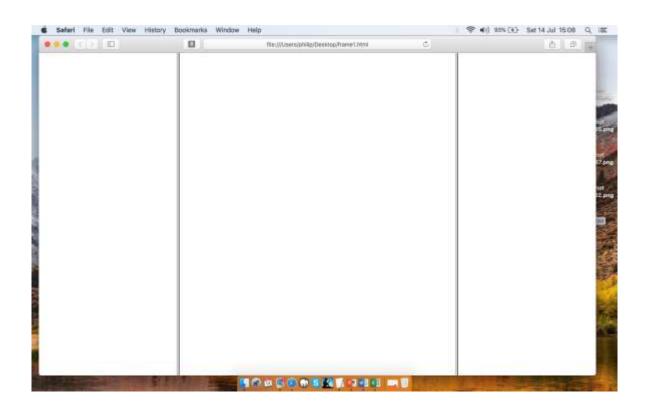
- The <frameset> element
 - Holds one or more <frame> element(s)
 - Each <frame> element can hold a separate HTML document
 - Specifies the number of columns and / or rows in a <frameset>
 - Specifies the size (the amount of space occupied by the frame)
 - The size is represented as either
 - A percentage (%) of the width of the browser window
 - The actual size varies according to the browser and the screen resolution
 - In pixels
 - This will produce a fixed size the browser will introduce scroll bars where needed

<frame>

- The <frame> tag defines one particular window (or frame) within a <frameset> and each <frame> in a <frameset> can have different attributes:
 - frameborder: specifies whether or not to display a border around a frame
 - longdesc: specifies a page that contains a long description of the content of a frame
 - marginheight: specifies the top and bottom margins of a frame
 - marginwidth: specifies the left and right margins of a frame
 - name: specifies the name of a frame
 - noresize: specifies that a frame is not resizable
 - scrolling: specifies whether or not to display scrollbars in a frame
 - src: specifies the URL of the document to show in a frame

Horizontal Frames

```
<!DOCTYPE html>
<html>
<frameset cols="25%, *, 25%">
  <frame src="frame a.htm">
  <frame src="frame b.htm">
  <frame src="frame c.htm">
</frameset>
</html>
```



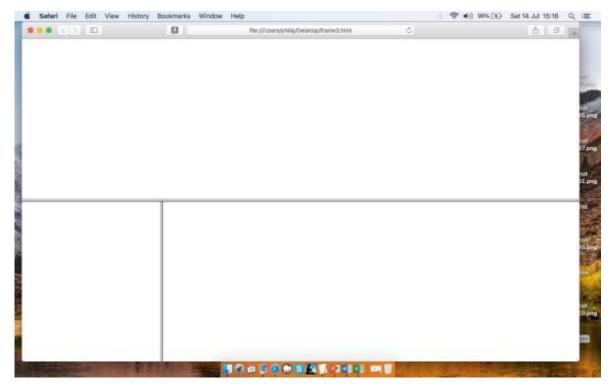
Vertical Frames

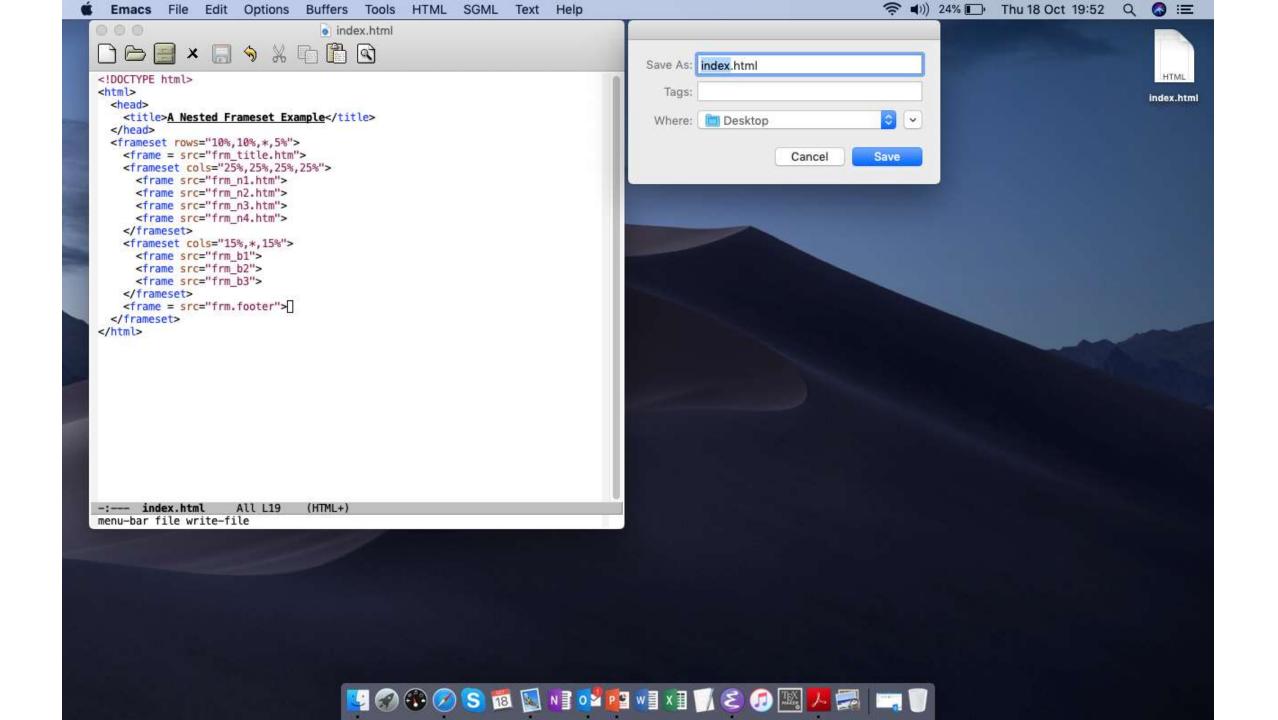
```
<!DOCTYPE html>
<html>
<frameset rows="25%, *, 25%">
  <frame src="frame a.htm">
  <frame src="frame b.htm">
  <frame src="frame c.htm">
</frameset>
</html>
```

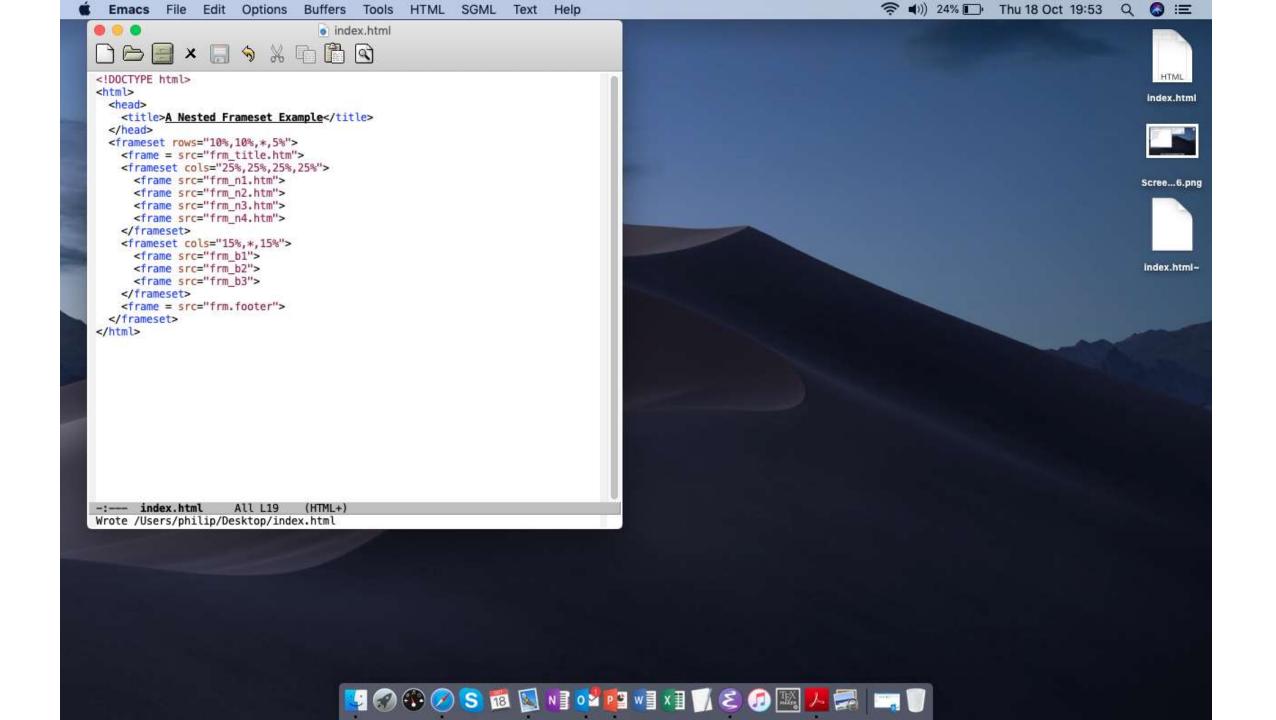


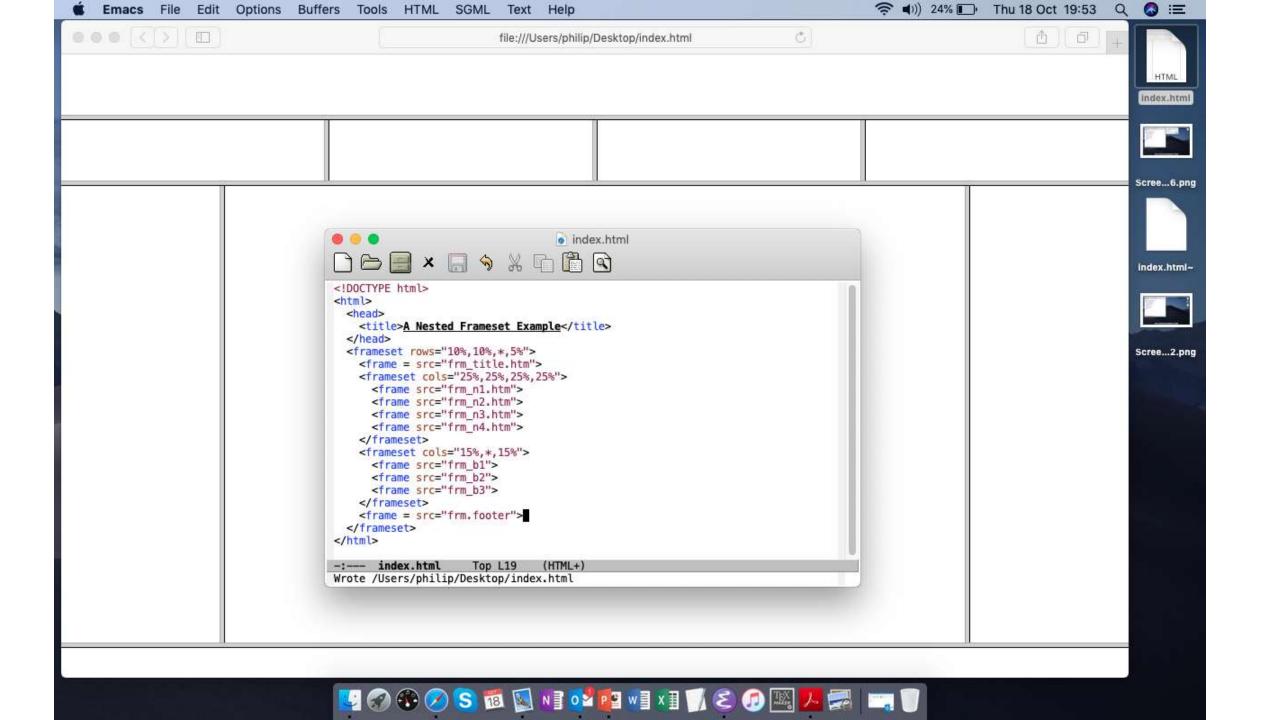
Nested Frames

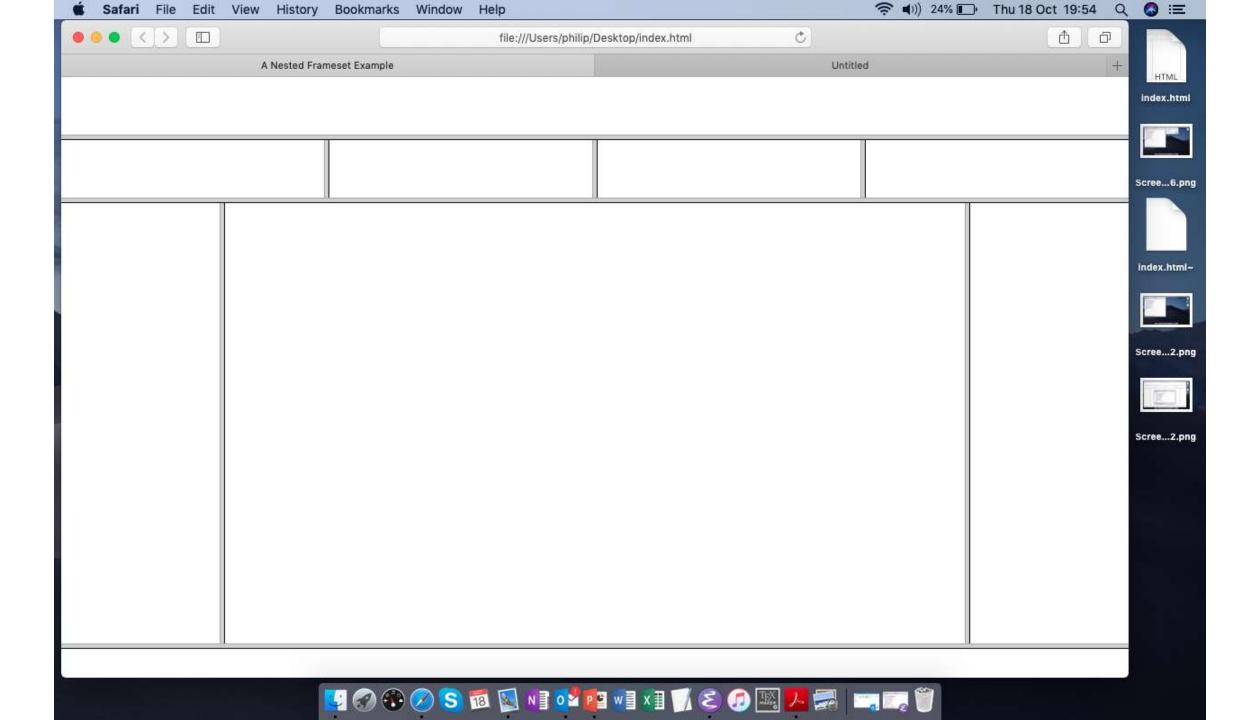
```
<!DOCTYPE html>
<html>
<frameset rows="50%,50%">
  <frame src="frame a.htm">
  <frameset cols="25%,75%">
    <frame src="frame b.htm">
    <frame src="frame c.htm">
  </frameset>
</frameset>
</html>
```







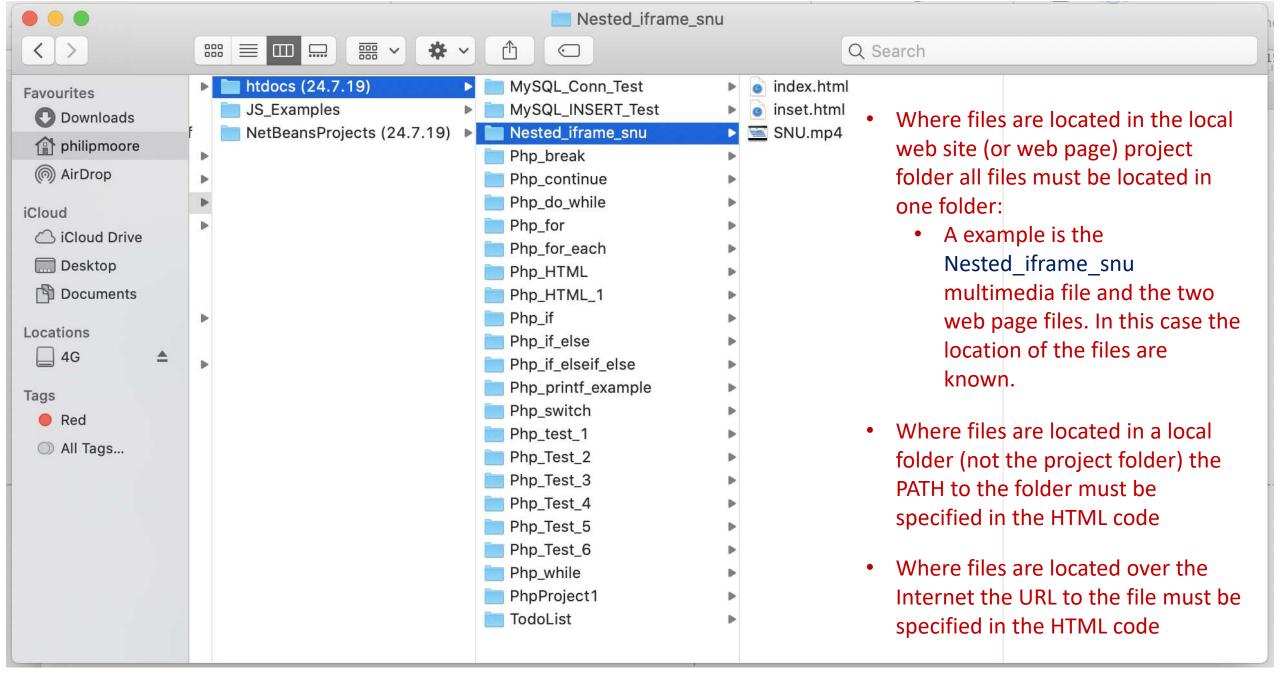




Inline Frames (<iframe>)

- The <iframe> tag specifies an inline frame which is used to embed another
 document within the current HTML document: the same function achieved using the
 <frameset> and <frame> tags
- To work with browsers that do not support <iframe>
 - add an alternative text between the opening <iframe> tag and the closing </iframe> tag
- While style may be embedded in an HTML document it is recommended that a CSS is used to style <iframe> (including scrollbars)
- There are differences Between HTML 4 and HTML5: in HTML5 there are additional new attributes with several HTML 4.01 attributes are removed from HTML5
- There are differences Between HTML and XHTML: in XHTML the <name> attribute is deprecated and will be removed use the global id attributes (w3schools.com)

Example <iframe> Implementation

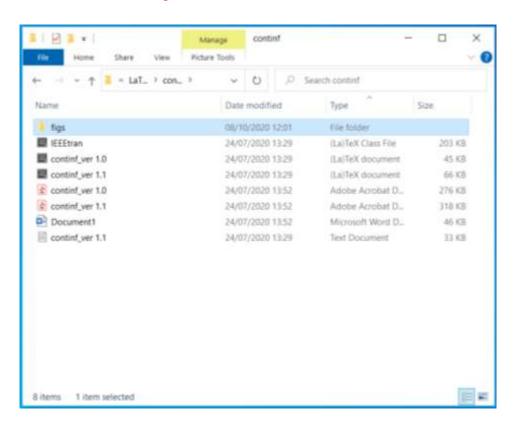


inset.html Link

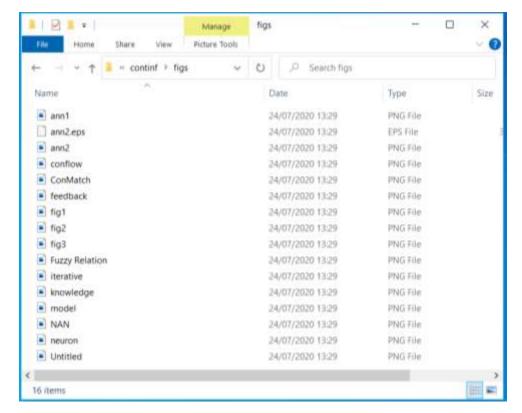
```
<!DOCTYPE html>
<!--In this example I have used a local file
You may also use a url such as: https://www.google.co.uk/...
-->
<html>
                                                       Where the mp4 file is located in a separate folder
  <head>
                                                       e.g., figs) the link to the mp4 file would be:
    <meta charset="utf-8">
                                                       src="figs/SNU.mp4"
    <title>nested iframe</title>
  </head>
  <body>
    <iframe width="600" height="355" <a href="ref">src="SNU.mp4" style="border:0"></iframe>
  </body>
</html>
```

Example File Structure

Project File Structure

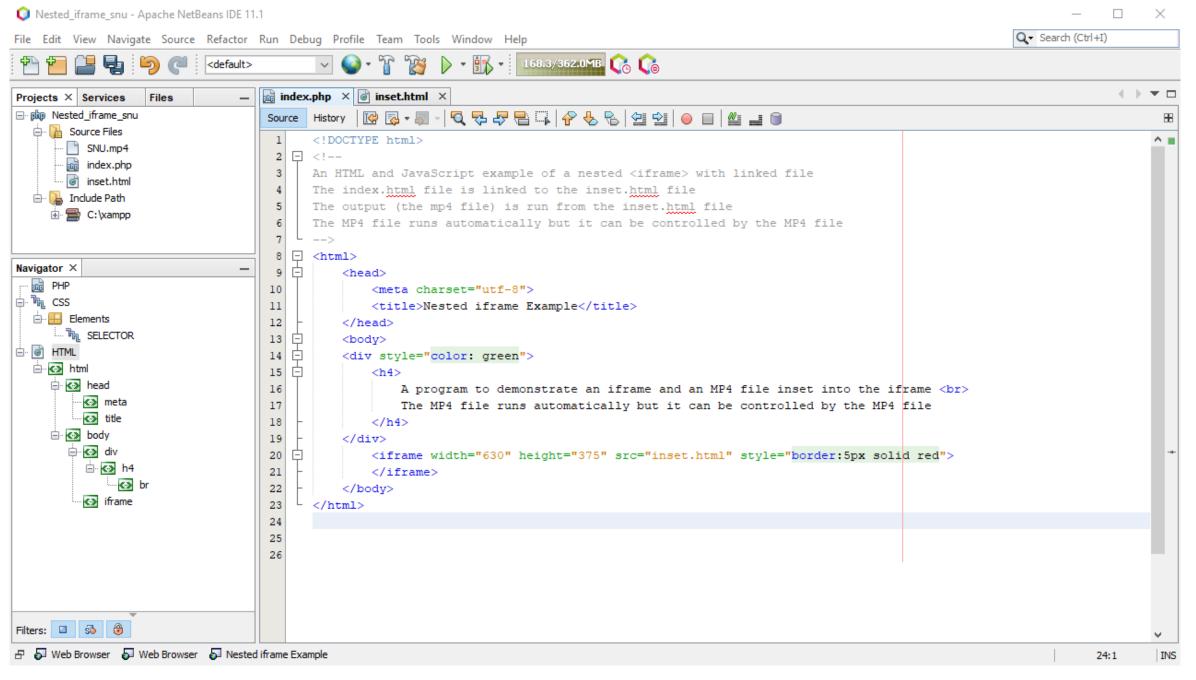


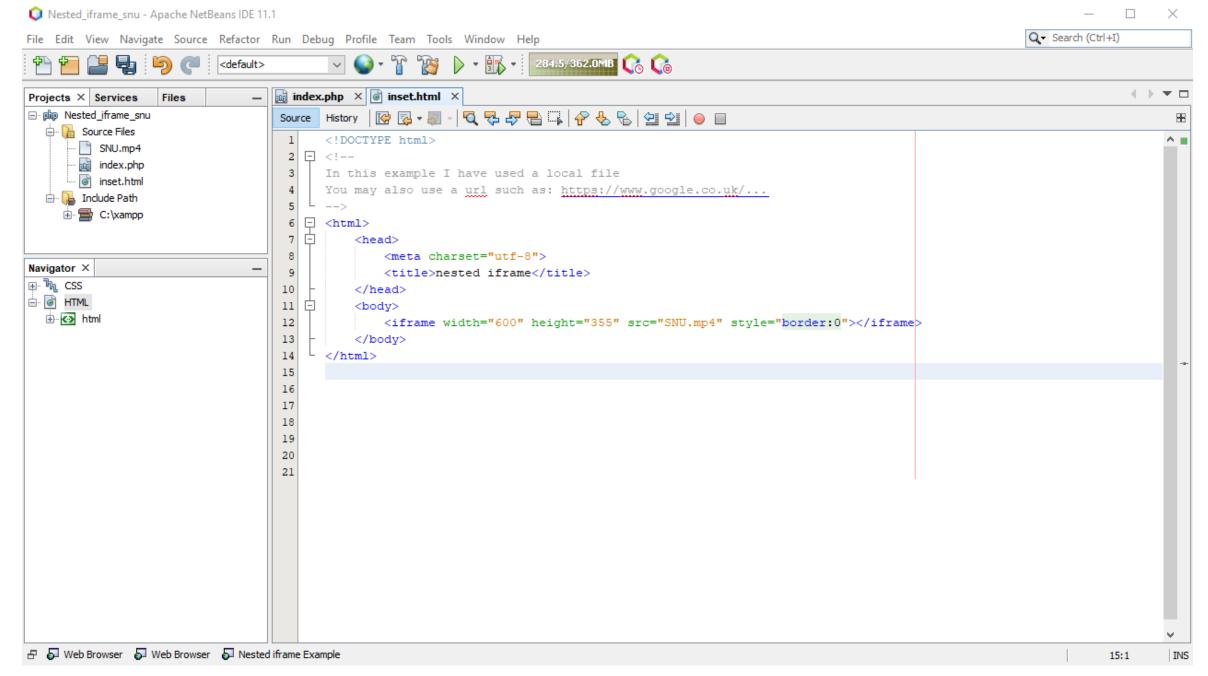
figs Folder Structure



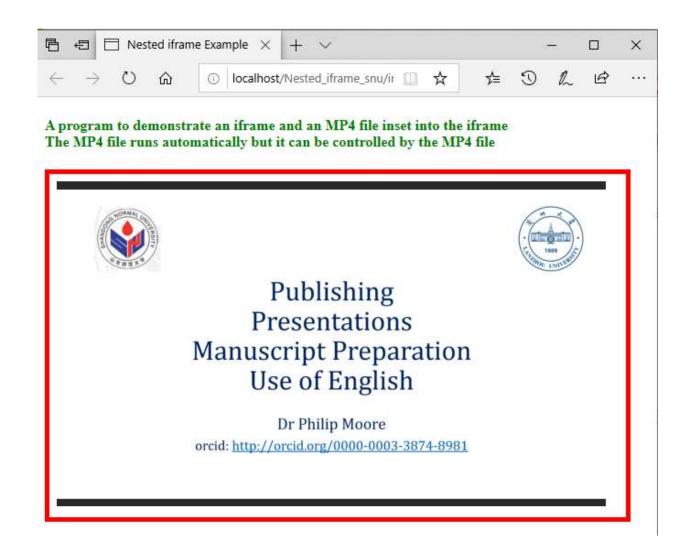
index.html

```
• <html>
    <head>
      <meta charset="utf-8">
      <title>Nested iframe Example</title>
    </head>
    <body>
    <div style="color: green">
      <h4>
        A program to demonstrate an iframe and an MP4 file inset into the iframe <br/> <br/>br>
        The MP4 file runs automatically but it can be controlled by the MP4 file
      </h4>
    </div>
      <iframe width="630" height="375" src="inset.html" style="border:5px solid red"></iframe>
    </body>
</html>
```

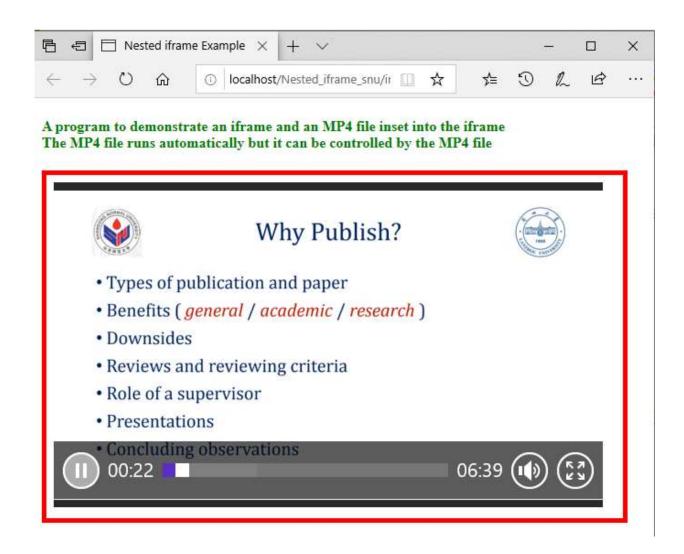




The Output



The Output Control



Forms

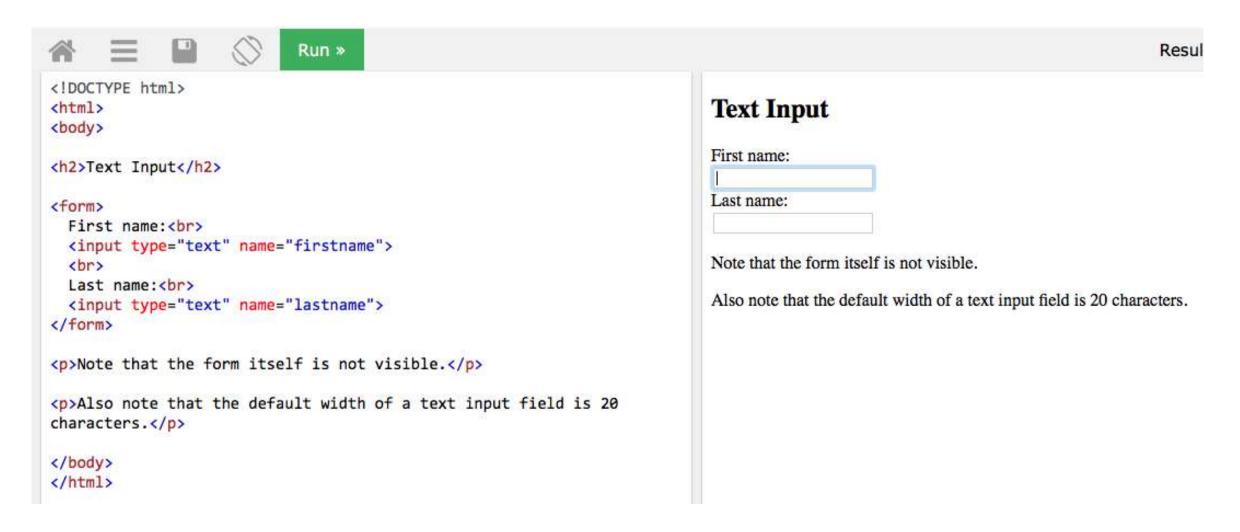
Creating Forms

- Creating forms is an important feature in web-systems created using HTML 5.
- A comprehensive introduction to forms can be located at
 - w3schools.com
- Creating forms uses form functions:
 - HTML form elements
 - HTML form input types
 - HTML form *attributes*

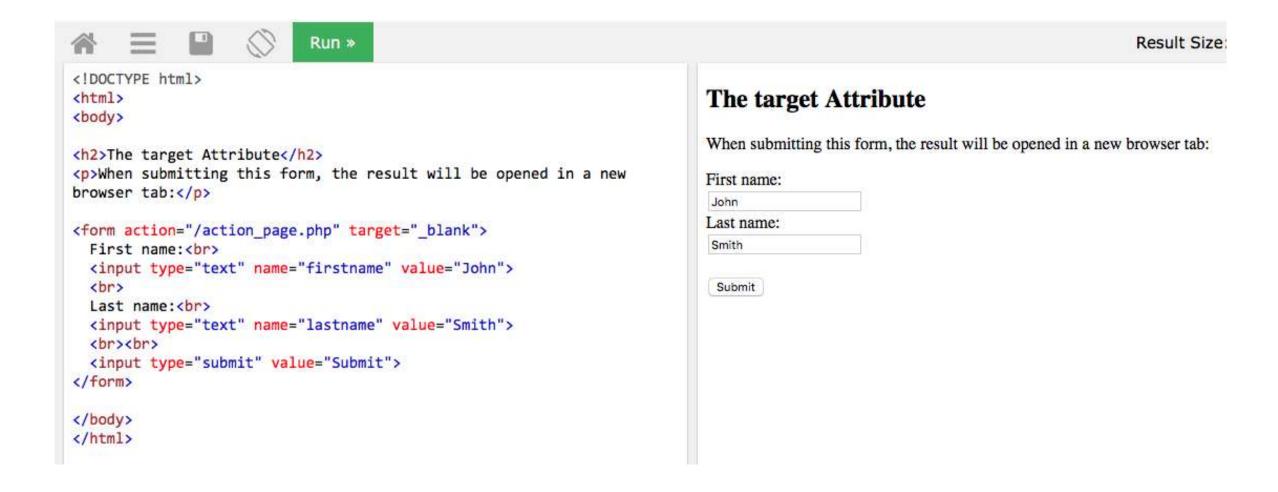
Defined Text Area



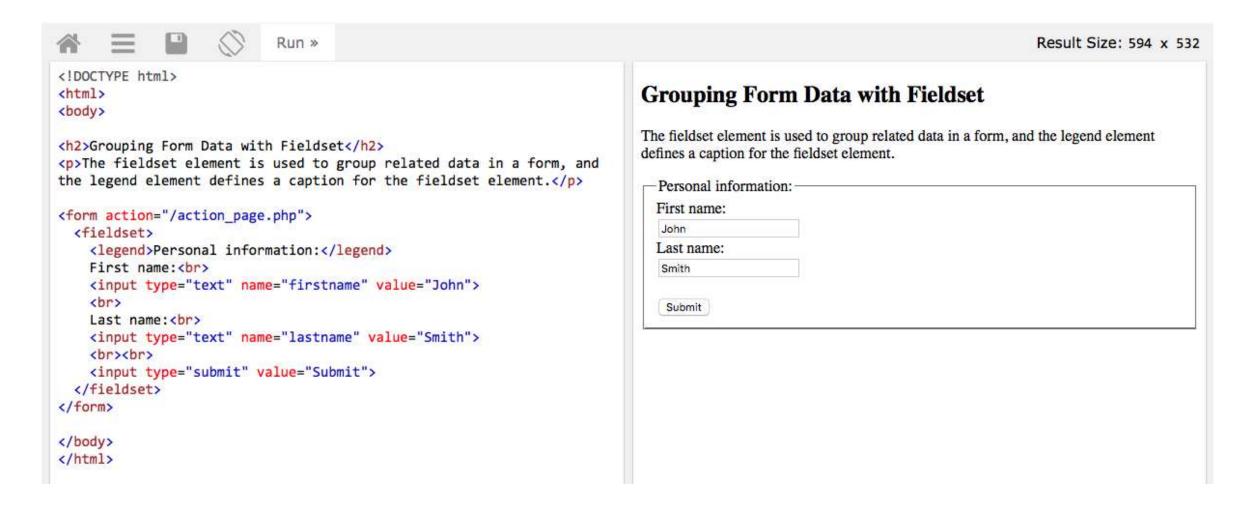
Text Form Input



Submit Form Input



Grouping Form Data



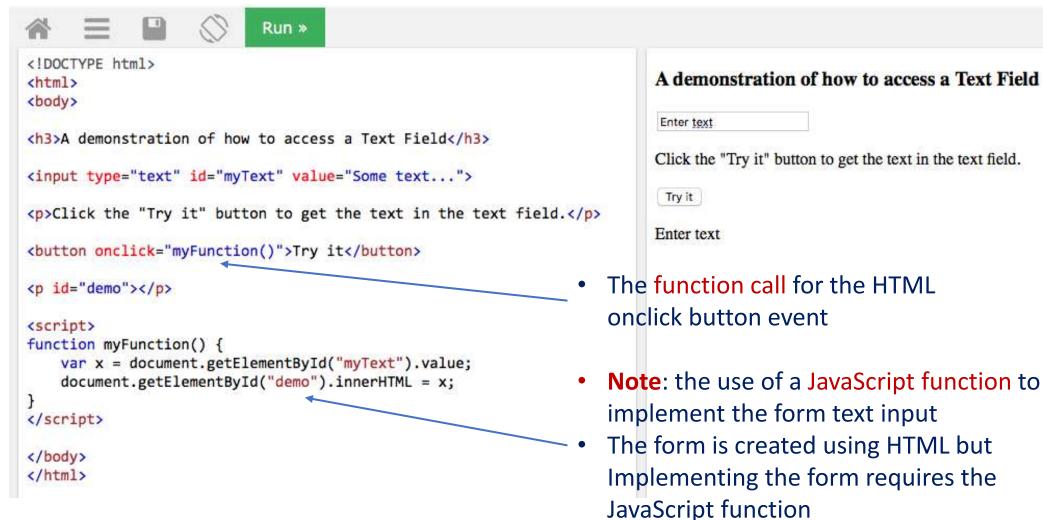
Checkbox



Radio Button



Accessing a Text Field



Forms and Data Input

Forms and Data Input

- When considering the creation of forms and data input and processing we must consider:
 - Usability
 - Security
 - We will explore the usability / security 'trade-off' later
- Forms are used to collect data and information from users
- The data which may be collected includes:
 - email, personal information, text input
 - The processing of the information (requires JavaScript and PHP)
- In considering data input and processing there are 2 methods:
 - There are 2 methods for managing data input: GET and POST

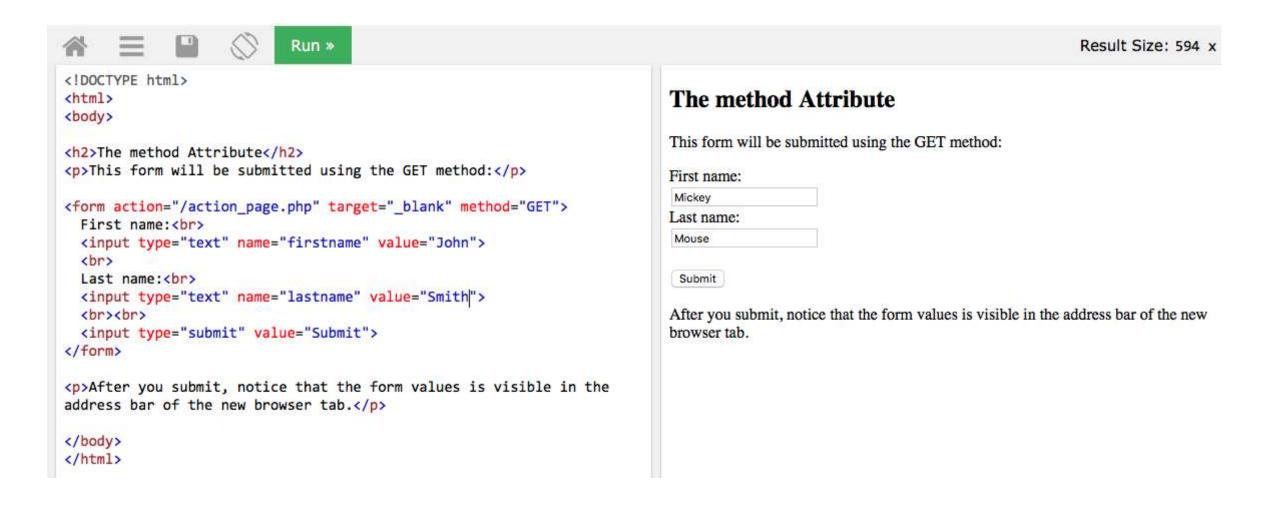
Why use GET (or) POST

- GET and POST are HTTP methods
- The motivation for selecting GET method (or) POST method
 - Essentially relates to Internet security
- The default input method is GET
 - However there are significant security implications for users if GET input method is used
- The alternative input method is **POST**
 - Where data security and sensitive personal information is entered and processed
 - The **POST** input method achieves improved security
- An overview of HTTP request and input methods can be found in the course resources

GET Input

- The GET input method is the default method for data submission to an HTML
 5 form
- When the GET method is used:
 - The form data submitted form data will be visible in the web-page address field
 - The form-data is appended to the URL in name/value pairs
 - The length of a URL is limited (approximately 3000 characters)
- In summary the GET method it is:
 - Never used for sensitive data (it will be visible in the URL)
 - Useful for form submission for bookmarking
 - Restricted to non-secure data (such as query strings)

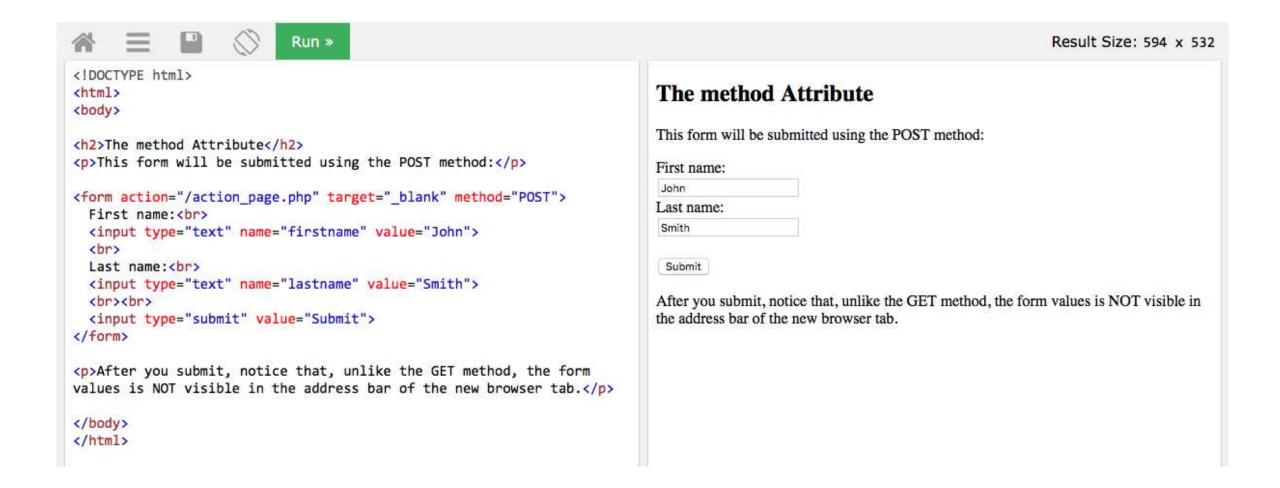
GET Example



The POST Input Method

- The **POST** input method is the:
 - Preferred input method where data and information security is important
 - The form data contains sensitive or personal information.
- The *POST* input method:
 - Does not display the submitted form data in the page address field
 - Can be used to send large amounts of data
 - Form submissions using POST cannot be bookmarked with certainty

POST Example



Adding Multimedia

Adding Images and Multimedia

- We have shown how to add images to a web page in week #1
- We can combine frames with images by inserting an image within a frame
- We can also insert multimedia files Into web pages using frames
- Here we show how to display multimedia files in a web page and consider browser support

Multimedia

- Multimedia forms a central role in modern Internet applications
- In the early days of the Internet users were restricted to viewing text and static images
- In the current Internet users may
 - Access multimedia (video and sound files)
 - Interact with web sites and add / change / delete content
 - These developments are often termed Web 2.0
- Multimedia has many formats as it can be almost anything you can hear or see.
 - Examples include sound, videos, and animations, etc
- In this course we will limit our study to adding and viewing multimedia files

Web Browser Support

- The early web browsers were limited in the support to text and colour rendering
- Later web browsers improved support for colours, fonts, and images
- Current web browsers support multimedia however
 - Audio, video, and animation have been handled differently by the major browsers
 - Different formats have been supported, and some formats require extra helper programs (plug-ins) to work.
- A motivation for the development of HTML 5 is to enable improvements in the accessing and viewing of multimedia

Digital Formats

- Multimedia is stored in a digital format in media files.
- To identify the type of multimedia file
 - See the file extension
 - For example a Windows notepad file (a text file) has a .txt extension
- Multimedia files have formats and different extensions
 - .swf, .wav, .mp3, .mp4, .mpg , .wmv (a Windows media player specific file), .avi. Etc

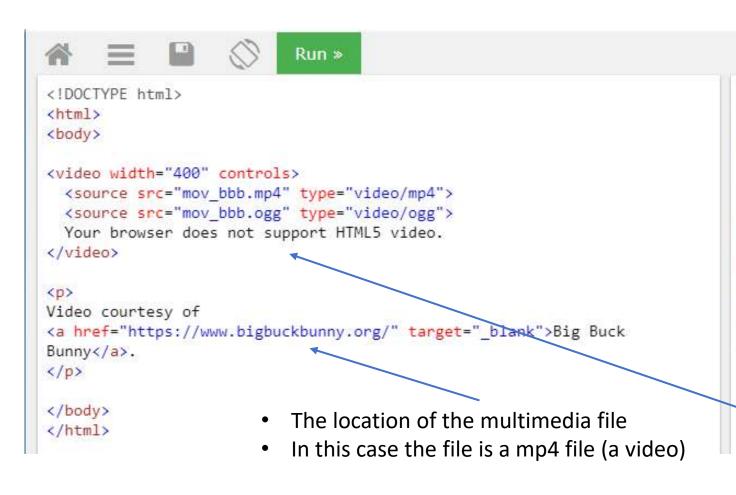
Multimedia Formats

- Common video formats:
 - .mp4 is the current video format for the Internet
 - .mp4 is supported by "YouTube", "Flash Players", and HTML 5
- A full list of multimedia file types may be found at:
 - https://blog.filestack.com/thoughts-and-knowledge/complete-listaudio-video-file-formats/
- Only MP4, WebM, and Ogg video are supported by the HTML5 standard.

Typical Multimedia HTML

```
<!DOCTYPE html>
<html>
<body>
<video width="400" controls>
  <source src="mov bbb.mp4" type="video/mp4">
  <source src="mov bbb.ogg" type="video/ogg">
  Your browser does not support HTML5 video.
</video>
>
Video courtesy of
<a href="https://www.bigbuckbunny.org/" target=" blank">Big Buck Bunny</a>.
</body>
</html>
```

Multimedia Example





Video courtesy of Big Buck Bunny.

 Note: the alternative text which will appear if the browser does not support the HTML 5 video (old browsers)

Video and Audio on the Internet

- In earlier versions of HTML (such as HTML versions 1-4)
 - Audio and video files were only playable in a web-browser with a "plug-in" (a software application) such as "Adobe Flash"
- In HTML 5
 - The <audio> and <video> elements provide a common standard which specifies how to embed video and audio files into a web-page
- HTML5 defines DOM methods / properties / events for the
 <audio> and <video> elements to manage the
 - loading /starting/ playing / pausing / stopping / volume / duration
- For the full DOM reference see w3schools.com

The World Wide Web and The Future

The World Wide Web (WWW)

- Original HTML (termed Web 1.0) only allowed users to view a web page
- The Web has entered a new phase of evolution:
 - The new phase is often termed Web 2.0
 - There has been much debate over a term for the new phase
 - Some prefer to not name it all while others suggest continuing to calling it Web 2.0
 - However the new phase of evolution has quite a different focus from what Web 2.0 has come to mean

Web 2.0

- Developments in the WWW (termed Web 2.0):
 - Provide a basis upon which users could interact with web sites
 - For example: interactions in social media platforms
- While there is no generally agreed definition of the term Web 2.0:
 - There is agreement that Web 2.0 focuses on several major themes including: AJAX, social networking, folksonomies (a classification system in which end users apply public tags to online items), lightweight collaboration, social bookmarking, interactive interactions, and media sharing

Web 3.0

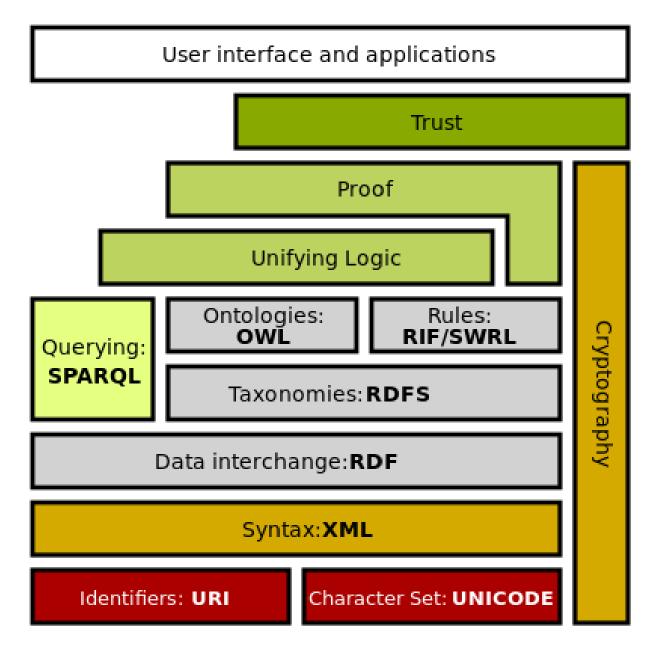
- Web 3.0 is Coming!
 - Web 3.0 is the third generation of internet services for websites and applications
- Web 3.0 focuses on:
 - Using a machine-based understanding of data to provide data-driven and semantic web based applications and services
- The ultimate goal of Web 3.0:
 - Is to create more intelligent, connected and open websites

The Semantic Web

- The Semantic Web is an extension of the World Wide Web through standards set by the World Wide Web Consortium (W3C).
 - The goal of the *Semantic Web* is to make Internet data *machine-readable*
- To enable the encoding of semantics (including linguistics with qualitative and quantitative metrics) with the data:
 - Technologies such as Resource Description Framework (RDF) and the Web Ontology Language (OWL) are used

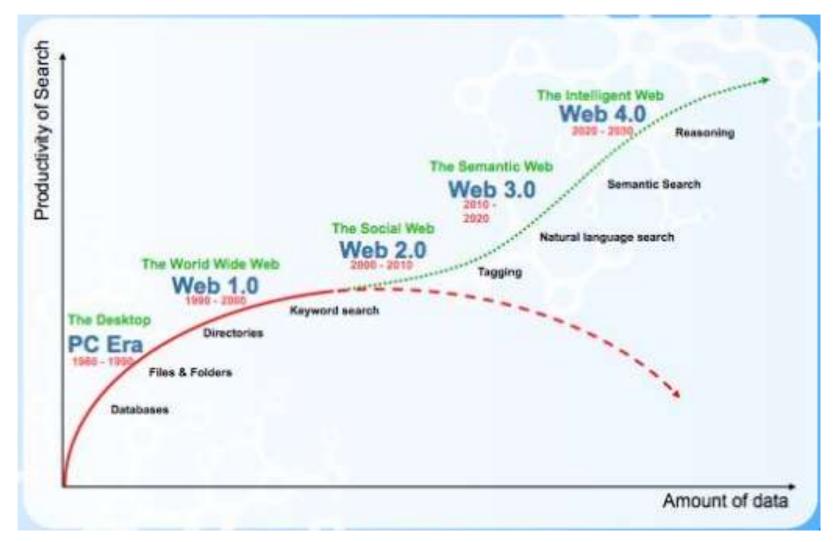
The Semantic Web Stack





The Future

The Semantic Web



Conclusion

- In this session we have introduced:
 - The creation of frames and inline <iframe> frames with their uses
 - Introduced forms and data input methods including the GET and POST
 - Introduced adding multimedia
- In considering HTML:
 - We have very briefly considered the current state of the WWW and how it may develop in the future to realise intelligent semantic systems
 - Future development with Web 3.0 (and Web 4.0) remain uncertain but will result in existential socio-technical change which must be reflected in our approach to web systems and services design