**Test Study Guide**

*Specific Topics:*

1. **HTML**

* General questions
* Be able to use the elements that we have used in class/labs when necessary.
* Be able to identify and correct simple errors in the code.
* What is a comment tag?
* Where can a comment tag be placed?
* User defined elements
* How is div element used?
* Anchor Element
* What is a hyperlink? (Clickable text)
* How to create a hyperlink using the anchor element
* Relative link v.s. Absolute link
* Creating an image that is a link. Be able to write the code
* Internal/fragment identifiers, external
* Image Element
* How to create an image element in HTML webpage?
* Attributes used in the img element. What are the two mandatory attribtues?
* Thumbnail: creating an image link that links to another image.
* Lists
* List types: ordered, unordered, definition/description
* Be able to write the code to create a list.
* Be able to write the code to create a nested list (lecture notes)
* Table
* Be able to write the code to create a table
* Be able to write the code to use colspan and rowspan

1. **CSS**

* What are Cascading Style sheets?
* Be able to look at the code and figure out the exact style using classes, id, local styles
* How to put a comment in CSS? Be able write a CSS comment.
* What are the three types of CSS and how to use them? ( internal/ embedded, external, and local/inline )
* Internal Style Sheets - What are they? How is the <style> element used?
* External style sheets How to create? What is the file extension? How to use the <link> element?
* Creating inline/local styles. When would a local style be used?
* Classes – what is it? When should it be used?
* Id – what is it? When should it be used?
* What are properties? How are they used? What is the format to set a style to a given property?
* The use of color. Using color hexadecimal value representation (#six-digit representation )
* Absolute and relative positioning
* Magazine style layout

1. **JavaScript**

* Know the syntax so that you can write the code correctly.
* What is an event handler? (What is an event?)
* Be able to write the code to solve a problem, by making a web page interactive using an event handler.
* Pop up boxes: alert, prompt (built in methods/functions of the windows object) Be able to use to solve a given problem.
* Two types of JavaScript comments (**Single line: //comment**

**Multi-line: /\* comment \*/**)

* Giving a value to a property. Example: document.body.style. backgroundColor ="red"
* Variables (In your lecture notes and DOM Scripting book, chapter2)
* Declare a variable
* Define a variable
* Naming variables
* How to assign a value to a variable?
* Data types - Web Design Chapter 2 - DOM
* How to change the values of CSS properties with JavaScript
* Using:
* this.style.
* document.body.style.
* document.getElementById().style.
* Functions **(notes and quizzes)**
* Naming, defining, and calling functions (with or without parameters)
* What does an assignment statement do?
* After a few assignment statements what is the value of a variable
* HTML forms and form controls: use <input> element
* Using type = "button" in input elements
* Using type = "text" in input elements
* Access the information in a textbox and to display new information in a textbox using

**document.getElementById('theIdGoesHere').value**

and **document.nameofform.nameoftextbox.value**

* Use JavaScript to change **src** property of img element, so when clicking a thumbnail the image appears on the same page.
* **innerHTML** (in your notes)
* How to create an image rollover. Be able to write the code to solve the problem.
* For loop
  + for (var i = 0; i < 5; i ++) {

document.write(i);

}

This for loop will print out 01234;

* Do while loop
  + var i = 0;

do {

document.write(i);

i++;

}

while (i < 5);

This do while loop will print out 01234;

* while loop
  + var i =0

while (var i < 5) {

document.write(i);

i ++;

}

This while loop will print out 01234;