The Courseware Shop

HTML Programming Fundamentals

One Day Course

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HTML PROGRAMMING: FUNDAMENTALS

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MODULE 1: HTML FUNDAMENTALS

OBJECTIVES:

At the completion of this session you will be able to:

- Use HTML terms in your work and studies
- Understand Web Browser Issues
- Discuss Good Practices in HTML Programming
- Take Style into Account

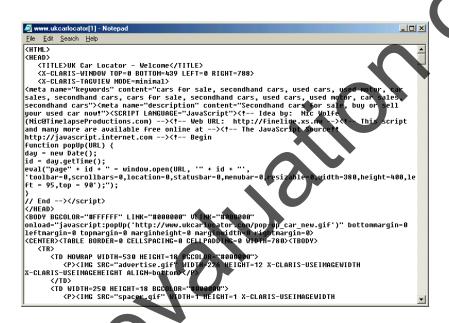
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WHAT IS HTML?

HTML is the HyperText Markup Language that your browser understands to bring you web pages into view in your browser window

WHAT DOES HTML LOOK LIKE?



Typically a HTML document will look like this (You can see this for yourself if, in Internet Explorer or Firefox, you go to VIEW at the top of the browser and then DOCUMENT SOURCE. This will show you the HTML of any webpage you may be at.

HTML TERMS

There are a few common terms which we will use again and again in learning HTML programming. We can quickly define them here.

CONTENT

The actual 'meat' of a document -- all of the words, images, and links which a user can read and interact with. This terms is used a lot to mean "whatever you put in the document."

HYPERLINK

A link from one document to another, or to any resource, or within a document. The default is usually blue, underlined text, but your display may vary and you can force alternative colours in your more advanced programming.

IN-LINE

Almost always used in the context "in-line image," this refers to a resource of some type which is placed directly into a document. Nearly always an image, but the future could see things like in-line animations.

URL

The **U**niform **R**esource **L**ocator is a "standard" way of easily expressing the location and data type of a resource. URLs in general take the form "protocol//address" where *protocol* is something like gopher, FTP, telnet, and so on, and the *address* is merely the server and pathname (if any) of a given resource or page.

YOUR WEB BROWSER

The part of your Web browser mentioned most often is the *browser* display window (also the display window or browser window). This is the part of the Web browser where the actual contents of an HTML document are displayed.

The other thing used often is the *history list* (sometimes called the *go list*) That's the list of pages you've visited during the current session. In most browsers, it is available as either a menu or a pop-up dialog box.

WRITING TO THE NORM

This is a fundamental issue every Web author needs to know about and appreciate.

Web browsers themselves are written (or made) by different people. Each person has their own idea about how Web documents should look. Therefore, any given Web document will be displayed differently by different browsers. In fact, it will be displayed differently by different copies of the *same* browser, if the two copies have different preferences set.

Therefore, you need to keep this principle foremost in your mind at all times: you cannot guarantee that your document will appear to other people exactly as it does to you. In other words, don't fall into the trap of obsessively re-writing a document just to get it to "fit on one screen," or so a line of text is exactly "one screen wide." This is as pointless as trying to take a picture that will always be one foot wide, no matter how big the projection screen. Changes in font, font size, window size, and so on will all invalidate your attempts.

On the other hand, you want to write documents which look acceptable to most people. How? Well, it's almost an art form in itself, but the recommendation is that you assume that most people will set their browser to display text in a common font such as Times at a point size of somewhere between 10 and 15 points. While you shouldn't spend your time trying to precisely engineer page arrangement, you also shouldn't waste time worrying about how pages will look for someone whose display is set to 27-point Garamond.