

# HTML Jump Start

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# Introduction

- HTML is a markup language for structuring and presenting content for the World Wide Web.
- HTML5 is the newest version. HTML5 has new elements, attributes and behaviors (JavaScript APIs).
- HTML5 is also the term many people use when referring a larger set of technologies that allow the development of more sophisticated web applications.

# Introduction

index.html

```
<!DOCTYPE html>
<html>
<head>
  <title>HTML Jump Start</title>
</head>
<body>
  <H1>HTML Jump Start</H1>
  Samples in HTML.
  <ul>
    <li><a href="links.html">links</a></li>
    <li><a href="images.html">images</a></li>
    ...
  </ul>
</body>
</html>
```

# Hyperlinks

- An hyperlink is a URL address to specific resource on the web.
- This resource can be any sort of file or a specific address that executes a server side application or a specific location within a web document (anchor).

```
<a href="url_address">text</a>
```

# Hyperlinks

- The `target` attribute can be added within the `<a>` tag. It defines where the linked web page will be opened. The possible pre-defined values we can assign the `target` attribute include the following:

`_blank`

`_parent`

`_top`

`_self`

# Hyperlinks

- It is also possible to assign `target` a value which is the name of a specific opened window in which we want to display the web document.

# Hyperlinks

[links.html](#)

```
<!DOCTYPE html>
<html>
<head>
  <title>Simple Links</title>
</head>
<body>
  <h1>Abelski Free Learning Resources</h1>
  <ul>
    <li><a href="http://abelski.lifemichael.com"
      target="_blank">abelski (_blank)</a></li>
    <li><a href="http://abelski.lifemichael.com"
      target="_self">abelski (_self)</a></li>
    <li><a href="http://abelski.lifemichael.com"
      target="_parent">abelski (_parent)</a></li>
    <li><a href="http://abelski.lifemichael.com"
      target="_top">abelski (_top)</a></li>
  </ul>
</body>
</html>
```



# Anchors

- The anchor is an hyperlink destination within a web document. Both hyperlinks and anchors are defined using the `<a>` element.
- In order to place an anchor within the web document you should use the `name` attribute.

# Anchors

```
<!DOCTYPE html>
<html>
<head>
  <title>Simple Anchors</title>
</head>
<body>
  <ul>
    <li><a href="#blabla">bla bla</a></li>
    <li><a href="#gaga">ga ga</a></li>
    <li><a href="#dada">da da</a></li>
  </ul>
  <p>
    <a name="blabla"><b>bla bla bla</b></a>
    <br/>
    bla bla bla is a great word!...
  </p>
```

[anchors.html](#)

# Anchors

```
<p>  
  <a name="gaga"><b>ga ga ga</b></a>  
  <br/>  
  ga ga ga is a great word! ...  
</p>  
<p>  
  <a name="dada"><b>da da da</b></a>  
  <br/>  
  da da da is a great word! ...  
</p>  
</body>  
</html>
```

# Images

- Images can be displayed using the `<img />` empty tag and the `src` attribute.

```

```

- The URL address points to the image file. The web browser presents the image where the tag shows.
- We can add various attributes in order to refine the image display

# Images

```
<!DOCTYPE html>
<html>
<head>
  <title>Simple Images</title>
</head>
<body>
  <p>
    
  </p>
  <p>
    
  </p>
</body>
</html>
```

images.html

# Tables

- Using the `<table>` tag it is possible to define tables. We define each row using `<tr>` and we define each cell using `<td>`.
- Within the `<table>` tag we can place the `border` attribute in order to specify the border thickness.
- We can differentiate the heading of the columns by using `<th>` instead of `<td>`.
- We can use `<caption>` in order to display a caption for our table.

# Tables

```
<!DOCTYPE html>
<html>
<head>
  <title>Simple Table</title>
</head>
<body>
  <table border="1">
    <caption>student names</caption>
    <tr>
      <th>first name</th><th>last name</th><th>id</th>
    </tr>
    <tr>
      <td>danidin</td><td>casuto</td><td>123123</td>
    </tr>
  </table>

```

tables.html

# Tables

```
<tr>
  <td>spiderman</td><td>lukasho</td><td>523543</td>
</tr>
<tr>
  <td>superman</td><td>jenkins</td><td>789789</td>
</tr>
</table>
</body>
</html>
```



# Lists

- We can create an unordered list of items marked with bullets (usually small black filled circles) using the `<ul>` element. Each item will be represented using the `<li>` element.
- We can create an ordered list of items marked with numbers using the `<ol>` element. Each item will be represented using the `<li>` element.

# Lists

```
<!DOCTYPE html>
<html>
<head>
  <title>Ordered List Sample</title>
</head>
<body>
  <ol>
    <li>PHP</li>
    <li>HTML5</li>
    <li>JavaScript</li>
    <li>UML</li>
    <li>SQL</li>
    <li>Chrome Extensions</li>
    <li>Android Applications</li>
    ...
  </ol>
</body>
</html>
```

lists.html

# Forms

- The `<form>` element includes elements that allow the user to enter information (e.g. text fields, radio buttons, checkboxes etc.).
- Most elements we can have in our form are created using the `<input/>` element. The `type` attribute defines the exact element type.

# Forms

- Using the `action` attribute we can specify the URL address of the server side application that will be called when the form is submitted.
- Using the `method` attribute we can specify the HTTP method to be used when the form is submitted.

# Forms

forms.html

```
<!DOCTYPE html>
<html>
<head>
  <title>Simple Form</title>
</head>
<body>
  <form method="get" action=
    "http://www.abelski.com/courses/xhtmll/bmi.php">
    weight (in kg): <input type="text" name="weight"/>
    <br/>
    height (in meters): <input type="text" name="height"/>
    <br/>
    <input type="submit"/>
  </form>
</body>
</html>
```

# Video

- We can display video using the `<video>` element. We can add various attributes in order to configure the video display.

# Video

```
<!DOCTYPE html>
<html>
<head>
  <title>Video Sample</title>
</head>
<body>
  <h1>This is a Sample for Video in HTML5</h1>
  <video src="http://archive.org/.../BigBuckBunny.ogv"
    width="400" controls="controls" />
</body>
</html>
```

video.html

# Audio

- We can play sound using the `<audio>` element. We can add various attributes in order to configure the play.

```
<audio src="mymusic.ogg" controls="controls">
</audio>
```

- We can add the `<source>` child elements in between the audio element tags. The browser will use the first supported format.

```
<audio controls="controls">
  <source src="mymusic.ogg" type="audio/ogg">
  <source src="mymusic.mp3" type="audio/mpeg">
  browser does not support html 5.0
</audio>
```



# Audio

```
<!DOCTYPE html>
<html>
<head>
  <title>HTML5 Audio Sample</title>
</head>
<body>
  <h1>Simple Audio Sample in HTML5</h1>
  <audio controls="controls">
    <source src="http://...Harrison_violin.ogg"
      type="audio/ogg" />
  </audio>
</body>
</html>
```

audio.html

# HTML5 JavaScript APIs

- GeoLocation API
- Camera API
- Fullscreen API
- Drag & Drop API
- Web GL API
- Canvas API
- Web Sockets API
- Web Workers API
- Offline Storage APIs
- Communication API

# Questions & Answers

- Two courses you might find interesting include  
PHP Cross Platform Mobile Applications  
[more info](#) [detailed plan](#)  
Android 4.2 Applications Development  
[more info](#) [detailed plan](#)
- If you enjoyed my lecture please leave me a comment  
at <http://speakermix.com/life-michael>.

Thanks for your time!

Haim.