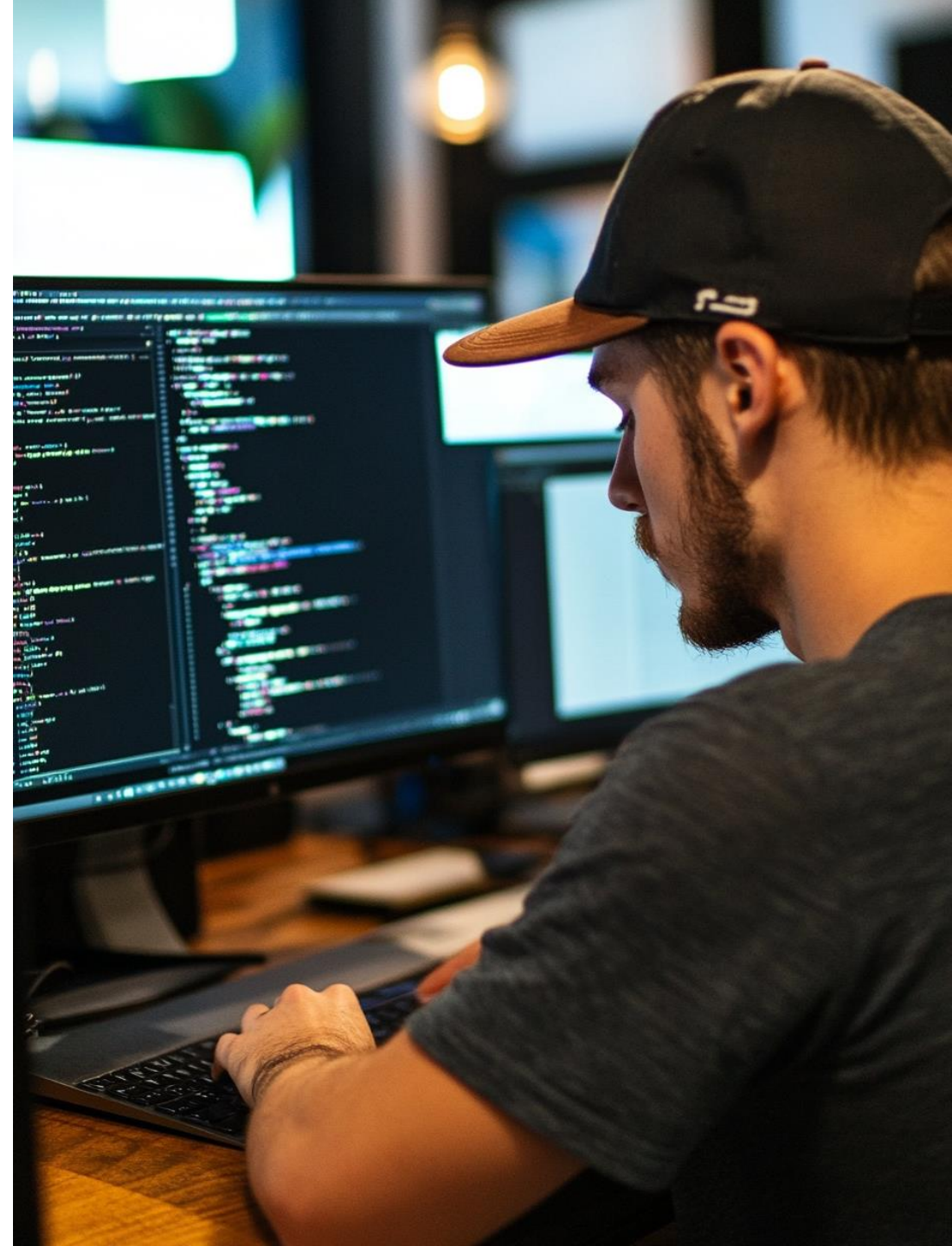


Development of Internet Applications

HTML and CSS

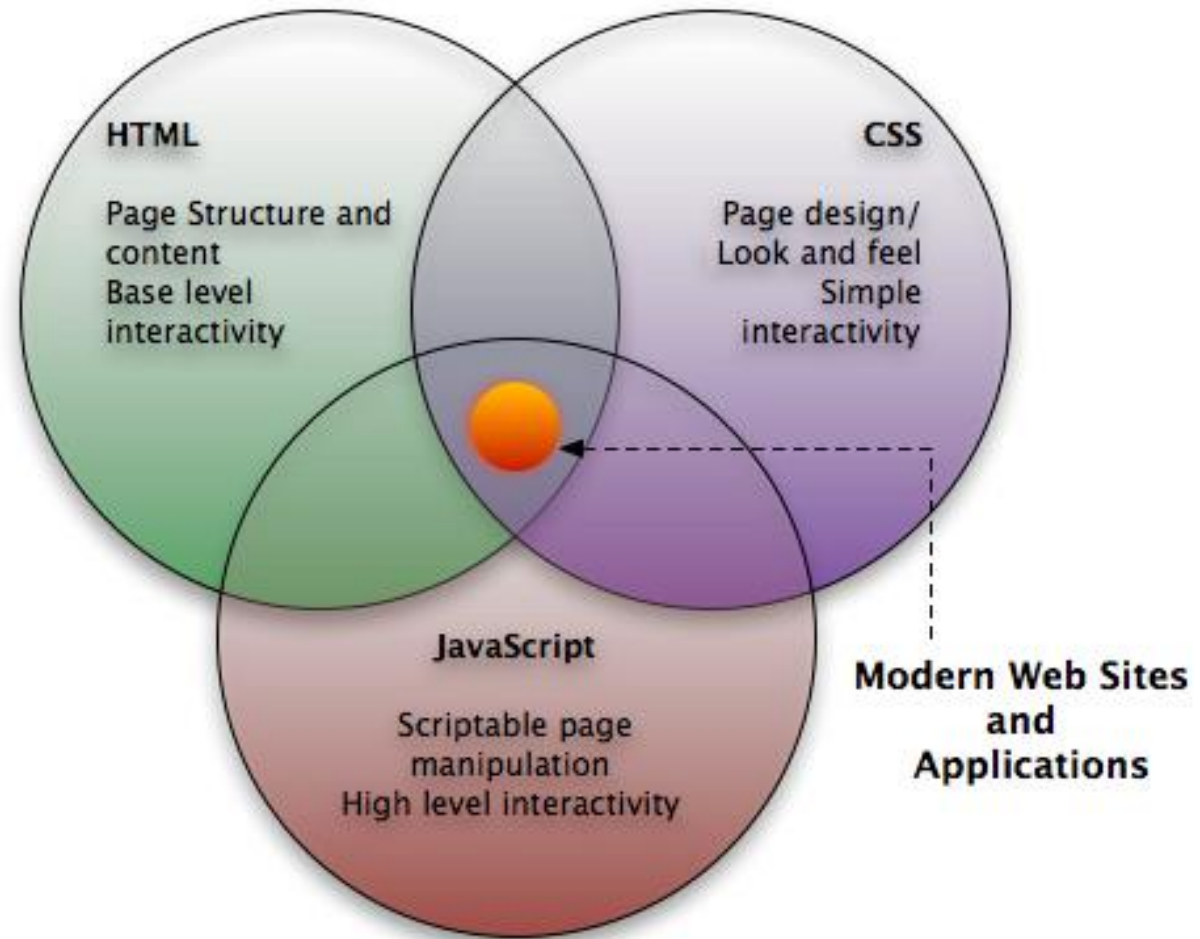
Ing. Michal Radecký, Ph.D.
www.cs.vsb.cz/radecky



HTML and CSS

Development of web pages

- Structure
- Content
- Look and feel
- Functionality



HTML

HyperText Markup Language

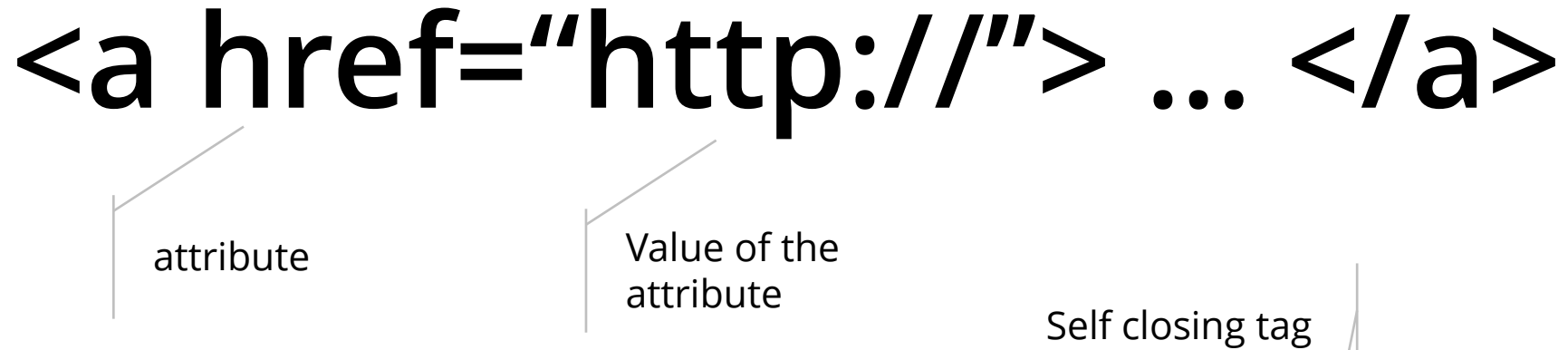
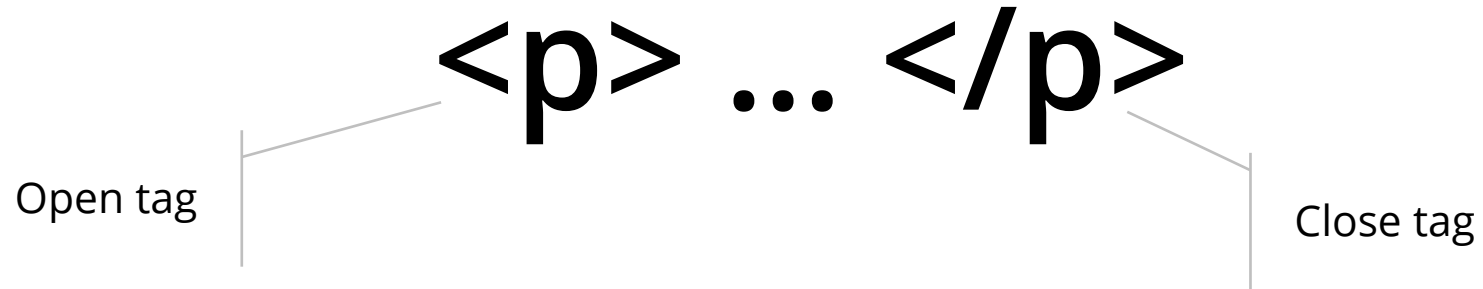
- Markup language for creating of hypertexts – WWW pages
- Based on universal markup language SGML
- Standard W3C.
- Version 4.01 from 1999 was milestone.
- Last version 5.3 – specifications were „finish“ in 2021
- HTML Living Standard – WHATWG (<https://whatwg.org>)
- Web/HTML pages are text documents
- Desktop/mobile platforms (Universal Windows Apps, PhoneGap, Cordova)

HTML

- It is a markup language for layouting and linking documents. It specifies the structure of information in a document.
- It defines the syntax and placement of elements, with no direct link to their visualization.
- It uses tags (according to SGML)
 - Structural tags (p, h1)
 - Descriptive (semantic) tags (title, address) - increasingly important today
 - Stylistic tags (b, i) - nowadays deprecated with respect to CSS
- Paired and unpaired tags
- Problems are mainly related to different interpretation of content description on different devices/browsers and maintaining backward compatibility

HTML tags

<!-- ... -->



HTML structure

<!DOCTYPE html>

Root element of a HTML document

<html>

<!-- this is comment -->

<head>

header

<title>Title of the page</title>

</head>

<!-- body of document -->

<body>

body

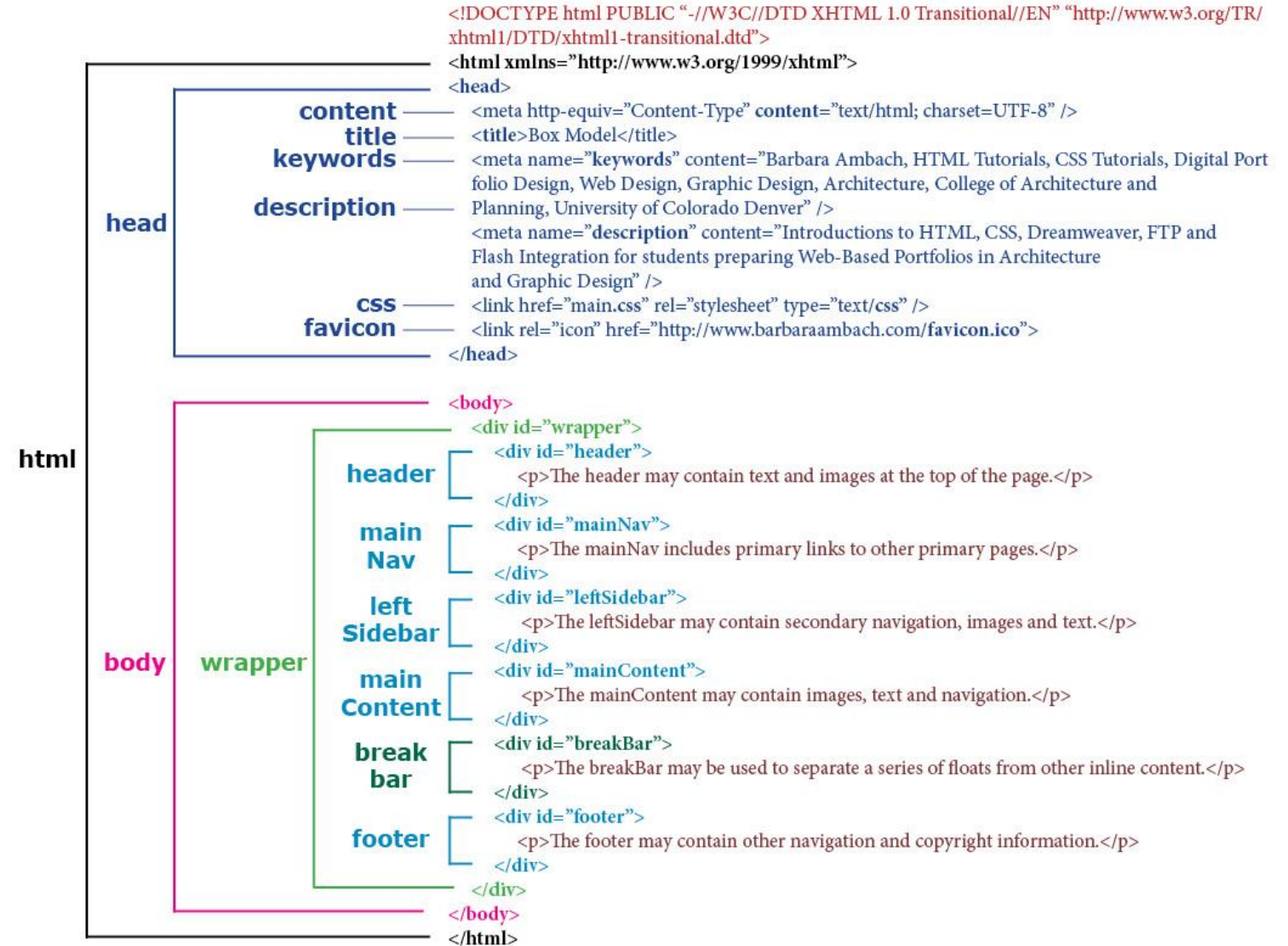
<h1>Headline</h1>

<p>Body of the document</p>

</body>

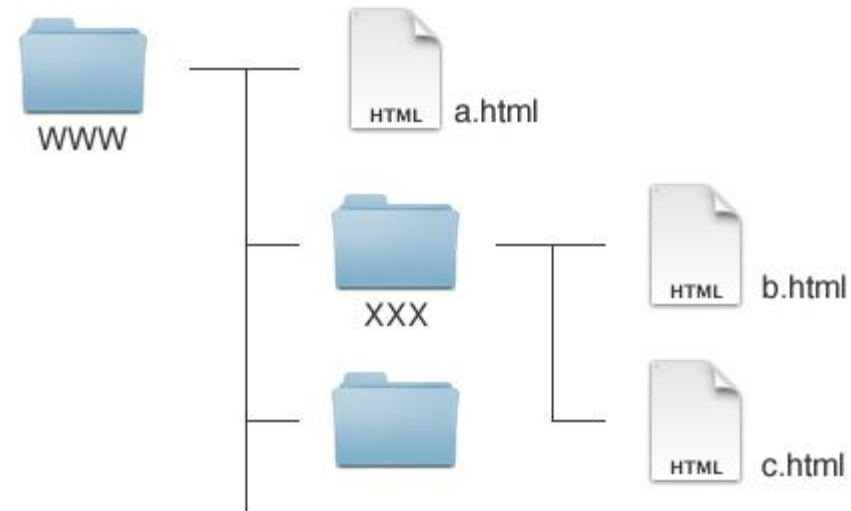
</html>

(X)HTML structure



References in HTML

- References, images, external styles, external JavaScripts, etc.
- Absolute URL – http://, /
- Relative path - ./, ../, a.jpg, images/a.jpg



XHTML

Extensible HyperText Markup Language

- HTML closer to XML, more strict requirements to code creation
- Restrictions:
 - Only pair tags
 - All values of parameters need to be quoted
 - No crossing
 - Small caps
 - XML prolog, etc.
- Version (standards W3C):
 - XHTML 1.0 transitional
 - XHTML 1.0 strict
 - XHTML 1.1
 - XHTML 2.0

```
<p> </p>  
<br />  
<img src="" />
```

XHTML

`<?xml version="1.0" encoding="UTF-8"?>` XML prolog

`<!DOCTYPE html`

`PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"`

`"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">`

`<html>`

`<!-- this is comment -->`

`<head>`

`<title>Title of the page</title>`

`</head>`

`<!-- document body -->`

`<body>`

`<h1>Headline</h1>`

`<p>This is body</p>`

`</body>`

DOCTYPE specification

CSS (Cascading Style Sheets)

Cascading Style Sheets

- An indispensable tool when using (X)HTML today
- Allows you to separate the content and structure (semantics) of a document from its graphical form
- Using the textual notation of various parameters linked to different HTML elements, it is possible to specify their visual (and functional) capabilities.
- Again, significant dependence on specific interpretation by the browser, use of so-called hacks - the situation is already stabilizing
- Possibility of applying different styles to one content, responsive design
- Latest version of CSS3 - individual parts have their own development and specifications

Location of styles

- Location of styles when using
 - In a separate file (import using the style element in the header)
 - In the header of an HTML document
 - Directly in the element (using the style attribute)
- Bindings between style and elements (selectors)
 - By element name
 - By element identifier (id)
 - By element class (class)
 - By structural location in the document (branching and inheritance)
 - Pseudoselectors

CSS rules

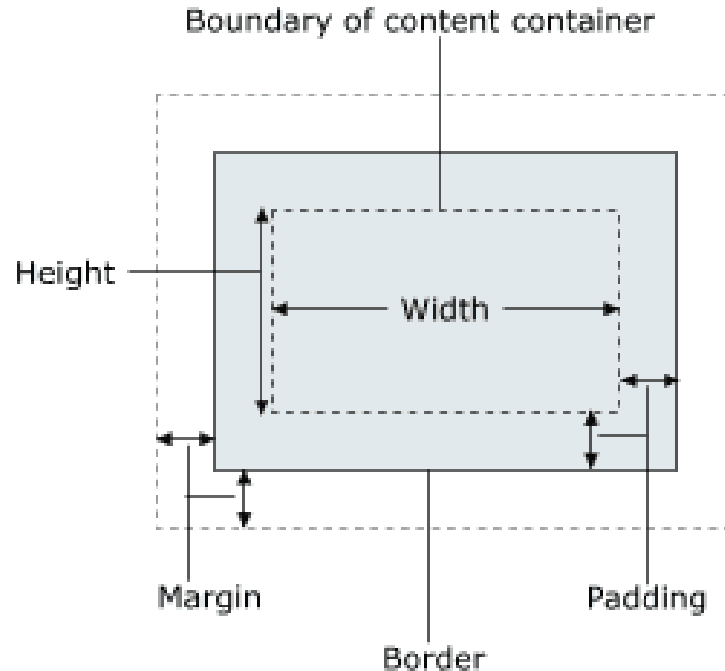


CSS

```
h1 {  
    margin: 5px;    /* margin width 5 pixels    */  
    font-size: 12pt /* font size 12 points */  
}  
  
p .odstavec {  
    text-align: center; /* centered text    */  
    line-height: 10pt; /* height of the line 10 points */  
}  
  
#header{}  
. without-margin{}  
div#menu li a {}  
.text a:hover {}  
div.text p strong {}
```

CSS and HTML

- Block vs. Inline elements
- Values (colors, size, enumerations, functions, references)
- Box model

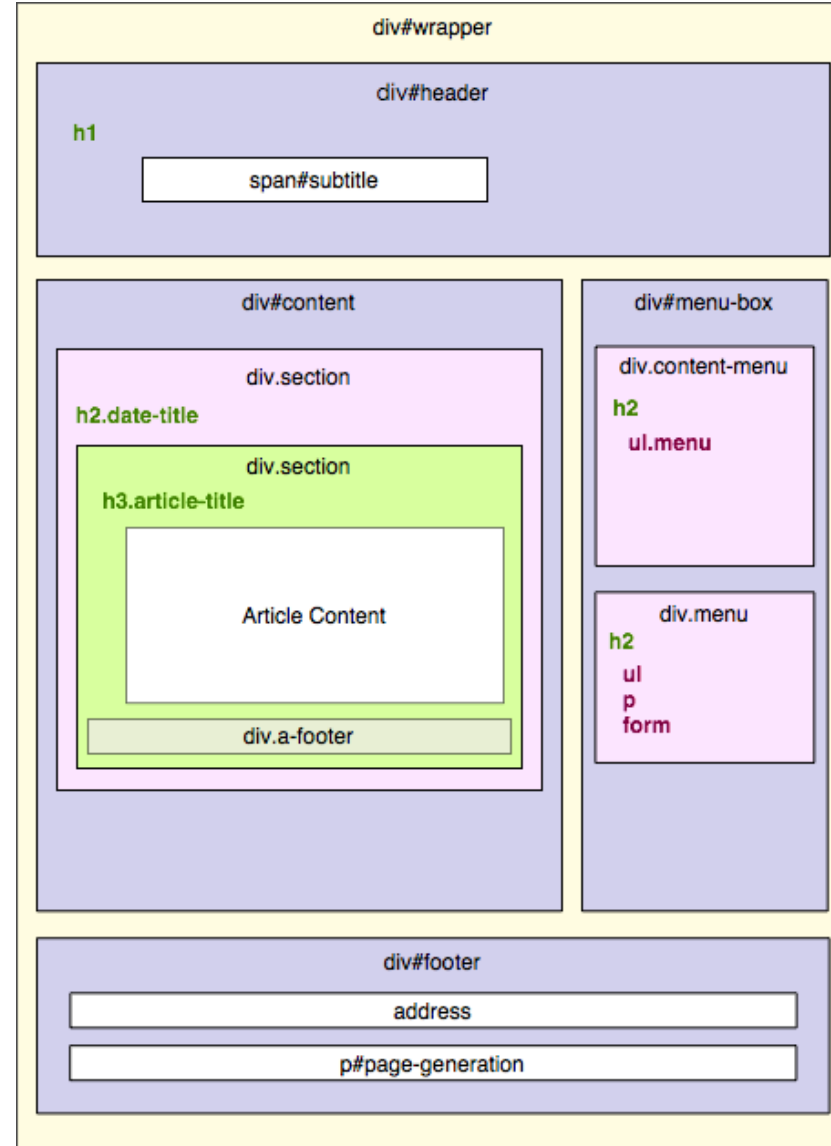


- Multiple declarations
padding: 1px 2px 5px 10px;

CSS Ordering for margin, padding and border



CSS and HTML structure



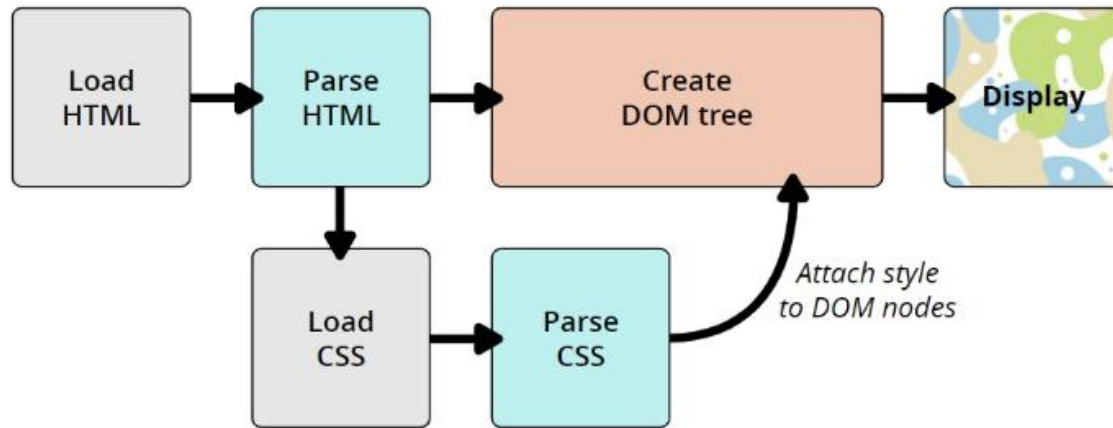
Wireframe, Prototype and Mockup

<http://www.slideshare.net/mtreder/wireframing-prototyping-mockuping>



DOM - Document Object Model

- Cross-platform and language-independent convention for representing and interacting with objects in HTML, XHTML, and XML documents.
- Tree structure built from HTML.
- Accessible using API - node selection, creation, modification and deletion.
- Used by modern browsers for internal representation of web page structure – as a source for direct visualization



How DOM works. Source: Mozilla 2020c.

What is Document Object Model ?

HTML Document

```
1 <html>
2 <head>
3   <title>My HTML Document</title>
4 </head>
5
6 <body>
7   <h1>Heading</h1>
8   <div id="div1">
9     <p>P Tag 1</p>
10 </div>
11 <div id="div2">
12   <p class="p2">P Tag 2</p>
13 </div>
14 </body>
15 </html>
```

Document Object Model (DOM)

```
graph TD; Document[Document] --> HTML[HTML]; HTML --> head[head]; HTML --> body[body]; head --> title[title]; body --> h1[h1]; body --> div1["div id = 'div1'"]; body --> div2["div id = 'div2'"]; div1 --> p1["p"]; div2 --> p2["p class = 'p2'"]; p1 --> PTag1["P Tag 1"]; p2 --> PTag2["P Tag 2"];
```

HTML document and its equivalent DOM. Source: Sakpal 2018.

HTML/XHTML

Validation – validation of syntax rules

- <http://validator.w3.org/>
- <https://pagespeed.web.dev/>
- Lighthouse

Development

- WYSIWYG
- Direct writing of HTML/XHTML code
- Content management systems