Table of Contents

Introduction xvi

Part I Introducing HTML, XHTML, and CSS 1

Chapter 1 Web Page Development 101 3

Project Preview: The HTML Joke Page 4
Introducing HTML, XHTML, CSS, and Other Web Development Technologies 5
HTML and XHTML 6
Cascading Style Sheets 8
Getting Interactive with JavaScript 9
Introducing the Document Object Model 10
DOM Basics 10
Navigating the DOM Tree 10
Understanding How Things Get Done on the World Wide Web 13
Linking Everything Together 14
Working with Absolute Paths 15
Relative Paths 16
Working with an (X)HTML Editor 17
Creating a Simple Web Page 17
Back to the HTML Joke Page 19
Designing the Application 19
Step 1: Creating a New HTML Document 20
Step 2: Developing the Document's Markup 20
Step 3: Loading and Testing the Web Page 22
Summary 23

Chapter 2 HTML and XHTML Basics 25

Project Preview: Linked Jokes Application 26
Separating Presentation from Content 27
The Six Flavors of (X)HTML 28
HTML Standards 28
XHTML Standards 29
The html Element 31
Dissecting (X)HTML Markup 32

Tag Pairs ... 32
Single Tags ... 33
Learning More about Tags ... 34
Markup Validation ... 35
Configuring Element Attributes ... 38
Standard Element Attributes ... 39
Understanding Element Levels ... 40
Working with Block-Level Elements ... 40
Embedding Inline Elements ... 40
Nesting Elements ... 41
Commenting Your Markup ... 42
Improving Document Organization with White Space ... 42
Finding a Web Host for Your Web Pages ... 44
Back to the Linked Jokes Project ... 45
Designing the Application ... 45
Step 1: Creating New HTML Document ... 45
Step 2: Developing the Document's XHTML ... 45
Step 3: Loading and Testing Your New Web Documents ... 48
Summary ... 48

Part II **Working with (X)HTML ... 51**

Chapter 3 **Creating (X)HTML Document Headings ... 53**

Project Preview: The Math Quiz Application ... 54
Establishing a Document Framework ... 55
Building a Document Template ... 55
Making the Document Template Well Formed ... 56
Adding Elements to the head Section ... 57
The <title> tag ... 58
The <meta> tag ... 59
The <base> tag ... 61
The <style> tag ... 63
The <link> tag ... 66
The <script> tag ... 67
Back to the Math Quiz Page ... 69
Designing the Application ... 69
Step 1: Creating a New HTML Document ... 69
Step 2: Developing the Document's Markup ... 69
Step 3: Performing a Quick Test of the Document ... 72
Step 4: Spicing Things Up with an Internal Style Sheet ... 73
Step 5: Loading and Testing the Math Quiz ... 76
Summary ... 77

Chapter 4 ADDING CONTENT TO YOUR WEB PAGES..... 79

Project Preview: A Knight's Tale..... 80
Developing the body Section..... 81
Properly Managing Content..... 82
Grouping Content..... 84
The div Element..... 85
The span Element..... 86
Paragraphs and Headings..... 86
The p Element..... 86
Heading Elements..... 88
Working with Smaller Blocks of Text..... 89
Displaying Preformatted Test..... 89
Displaying Quotes..... 92
Working with the blockquote Element..... 92
Managing Address Information..... 93
Working with Inline Elements..... 94
Working with the em Element..... 94
Working with the strong Element..... 95
Working with the small Element..... 96
Working with the big Element..... 96
Organizing Text with Lists..... 97
Creating Unordered Lists..... 97
Creating Ordered Lists..... 98
Creating Definition Lists..... 99
Line Breaks and Horizontal Rules..... 100
The br Element..... 100
The hr Element..... 102
Introducing JavaScript..... 103
Integrating JavaScript into Your Web Documents..... 103
A JavaScript Example..... 104
Learning More About JavaScript..... 105
Back to the Knights Tale Project..... 105
Designing the Application..... 105
Step 1: Creating a New XHTML Document..... 105
Step 2: Developing the Document's Markup..... 106
Step 3: Creating the Document's Script..... 106
Step 4: Loading and Testing the Knight's Tale Project..... 109
Summary..... 110

Chapter 5 DELVING INTO IMAGES AND LINKS..... 111

Project Preview: The (X)HTML Typing Quiz..... 112
Let's Get Graphical..... 114

Image Types 114
Storing Graphic Files Externally 115
Connecting Things Together with Links 121
Creating Links 121
Don't Let Links Send Your Visitors Away 125
Using Links to Set Up Document Downloads 126
Using Links to Facilitate Emailing 127
Other Forms of Content 129
Integrating Video as Content 129
Adding Audio Playback to Your Web Pages 131
Displaying PDF Documents 132
Back to the (X)HTML Typing Quiz 133
Designing the Application 134
Step 1: Creating a New XHTML Document 134
Step 2: Developing the Document's Markup 134
Step 3: Creating the Document's Script 135
Step 4: Loading and Testing the Typing Quiz 140
Summary 140

Chapter 6 **Designing Tables and Forms 143**

Project Preview: The Number Guessing Game 144
Using Tables to Display Information 145
Basic Table Elements 146
Adding Borders to Your Tables 147
Playing Nice with Non-Graphic Browsers 148
Assigning a Table Heading 150
Defining Heading Row and Column Headings 151
Merging Table Cells 153
Collecting User Input through Forms 154
Defining Controls Using the input Element 156
Adding Buttons Using the button Element 165
Adding a Multiline Text Field Using the textarea Element 165
Adding Drop-Down Lists to Forms 167
Refining Form Structure 173
Adding Descriptive Test to Controls Using the Label Element 173
Working with the fieldset Element 174
A Complete Form Example 176
Advice on Good Form Design 179
Back to the Number Guessing Game 180
Designing the Application 181
Step 1: Creating a New XHTML Document 181
Step 2: Developing the Document's Markup 181
Step 3: Developing the Document's Script 183

Step 4: Loading and Testing the Number Guessing Game 188
Summary 188

Part III CASCADING STYLE SHEETS 189

Chapter 7 AN INTRODUCTION TO CASCADING STYLE SHEETS 191

Project Preview: The Rock, Paper, Scissors Game 192
Introducing CSS 193
Understanding the Basics of CSS Syntax 195
Crafting Rule Selectors 196
Universal 196
Element 196
Class 197
Pseudo Class 197
ID 197
Specifying More Complex Selectors 198
Integrating CSS into Your HTML Pages 198
Using Inline Styles 198
Managing Individual Documents with Embedded Style Sheets 199
Leveraging the Power of External Style Sheets 203
Understanding How CSS Rules Are Applied 206
Specificity 206
Cascading 208
What to Do When All Else Fails 208
Styling Fonts and Color 209
Influencing Font Presentation 209
Controlling the Presentation of Text 213
Specifying Foreground and Background Properties 215
Validating CSS Syntax 217
Back to the Rock, Paper, Scissors Game 217
Designing the Application 218
Step 1: Creating a New XHTML Document 218
Step 2: Developing the Document's Markup 218
Step 3: Adding meta and title Elements 219
Step 4: Specifying Document Content 219
Step 5: Creating the Document's Script 220
Step 6: Creating an External Style Sheet 223
Step 7: Loading and Testing the Rock, Paper, Scissors Game 224
Summary 227

Chapter 8 DIGGING DEEPER INTO CSS 229

Project Preview: The Fortune Teller Game 230
Working with Containers 231
Setting Container Margins 231
Padding Space Between the Container and Its Border 232
Configuring a Container's Border 232
Taking Control of Element Placement 234
Static Positioning 235
Absolute Positioning 237
Relative Positioning 238
Fixed Positioning 240
Float Positioning 242
Using CSS to Style Your Lists 244
Customizing Markers for Ordered Lists 244
Changing Markers for Unordered Lists 247
Creating Custom List Markers 249
Styling Links 251
Modifying the Presentation of Text Links 251
Creating Graphical Links 252
Using CSS to Better Integrate Text and Images 256
Wrapping Text Around Graphics 256
Adding a Background Image to Your Web Page 258
Styling Your Tables 260
Styling Your Forms 267
Styling Based on Output Device 270
Back to the Fortune Teller Game 271
Designing the Application 271
Step 1: Creating a New XHTML Document 272
Step 2: Developing the Document's Markup 272
Step 3: Adding meta and title Elements 272
Step 4: Specifying Document Content 272
Step 5: Creating the Document's Script 274
Step 6: Creating an External Style Sheet 276
Step 7: Loading and Testing the Fortune Teller Game 277
Summary 280

Part IV CLIENT-SIDE SCRIPTING 283

Chapter 9 CLIENT-SIDE SCRIPTING 285

Project Preview: The Word Decoder Challenge 285
Introducing JavaScript 287

Working with JavaScript 288
What about Browsers That Do Not Support JavaScript? 289
Creating a Simple JavaScript 290
Running Your JavaScripts 290
Different Ways of Integrating JavaScript into Your Documents 291
Embedding JavaScripts in the head Section 291
Embedding JavaScripts in the body Section 293
Storing Your JavaScripts Externally 294
Embedding JavaScript Statements inside HTML Tags 294
Documenting Your Scripts 294
Dealing with Different Types of Values 295
Storing and Retrieving Data 295
Defining JavaScript Variables 296
Working with Collections of Data 297
Accessing Array Elements 298
Processing Arrays with Loops 299
Manipulating and Comparing Data 300
Performing Mathematic Calculations 300
Assigning Values to Variables 301
Comparing Values 303
Making Decisions 304
Working with the if Statement 304
Generating Multiline if Statements 305
Handling Alternative Conditions 306
Nesting if Statements 307
Evaluating Conditions with the switch Statement 308
Using Loops to Work Efficiently 310
Creating a Loop Using the for Statement 310
Creating a Loop Using the while Statement 312
Creating a Loop Using the do. . .while Statement 313
Breaking out of Loops 314
Organizing Your JavaScripts into Functions 315
Defining Functions 315
Executing Functions 316
Creating Interactive Web Pages Using Event-Driven Scripts 318
Different Types of Javascript Events 318
Managing Window Events 319
Handling Mouse Events 320
Back to the Word Decoder Challenge Project 322
Designing the Application 322
Step 1: Creating a New XHTML Document 322
Step 2: Developing the Document's Markup 322
Step 3: Adding meta and title Elements 323
Step 4: Specifying Document Content 323

Step 5: Creating the Document's Script 324
Step 6: Creating an External Style Sheet 328
Step 7: Loading and Testing the Word Decoder Challenge Game 330
Summary 330

Chapter 10 **Building Websites 331**

Project Preview: www.tech-publishing.com 331
Designing a Website from the Ground Up 335
Document Project Objectives 335
Organization Content 336
Outlining a Common Page Structure 337
Creating a Rough Mockup of the Web Page Template 337
Creating a Common Document Template 337
Developing a Common CSS Style Sheet for the Website 337
Build-out the Documents That Make Up the Website 338
Back to the www.tech-publishing.com Website 338
Designing the Website 338
Step 1: Outlining Objectives for the Website 338
Step 2: Sketching Out the Site's Structure 339
Step 3: Outlining Template Content 339
Step 4: Sketching Out a Web Page Design 340
Step 5: Creating Template Markup 341
Step 6: Developing the Site's External CSS File 344
Step 7: Assembling Document Files 350
Step 8: Testing the New Website 362
Summary 363

Part V **Appendixes 365**

Appendix A **What's on the Companion Website? 367**

Downloading the Book's Source Code 368

Appendix B **What Next? 369**

HTML Resources 369
Wikipedia's HTML and XHTML Pages 370
WC3's HTML 4.01 Specification Page 370
WC3's XHTML Specifications 371
Resources for Cascading Style Sheets 371
Wikipedia's Cascading Style Sheets Page 372

WC3's Cascading Style Sheets Page 372
XML Resources 373
Wikipedia's XML Page 373
W3C's Extensible Markup Language (XML) Page 374
JavaScript Resources 375
Wikipedia's JavaScript Page 375
JavaScript Tutorial 376
Essential Development Tools 377
Web Page Editors 377
Graphics Editors 379
FTP Clients 382
Link Checkers 383
The Author's Website 384

Glossary 387

Index 393