


Part

V

Appendixes



APPENDIX

WHAT'S ON THE COMPANION WEBSITE?

Now that you have made your way through all the chapters in this book, you have a strong foundation on which you can continue to build and learn. Do not think of this book as the end of your HTML, XHTML, and CSS education; think of it as the beginning. There is a lot left to learn and experience—a lot more than can be covered in any single book.

As you continue working with all of the different web development languages and technologies that you learned in this book, you will find that it helps to have a collection of reliable examples and source code upon which you can draw for inspiration and use as examples as how to perform certain types of tasks. If you have been faithfully following along and re-creating all of the sample projects, then you already have access to such a collection of code and examples. As you continue experimenting, learning, and tackling more and more challenging projects, you should continue to add to this collection.

By continuing to refer to and study these examples, you will learn to be a better web developer. Further, by copying and pasting portions of source code from these examples into new applications, you can modify and adapt them to perform different types of tasks. This will allow you to work smarter and faster and will save you from having to reinvent the wheel every time you start a new web development project.

DOWNLOADING THE BOOK'S SOURCE CODE

The best way to use this book is to set aside the time required to re-create every project that has been presented. However, in the event that you do not have the time to re-create all of this book's projects, you can download all of the (X)HTML code, CSS style sheets, and JavaScripts that were presented. This way you can still work with and learn from them. You will find copies of all these resources available for download on the book's companion website, located at <http://www.courseptr.com/downloads>.

Table A.1 provides an overview of all the project code presented in this book, which you will find ready for download on this book's companion website. This includes all of the (X)HTML code, CSS style sheets, and JavaScripts that were used in the creation of these projects.

TABLE A.1 PROJECT SOURCE CODE AVAILABLE ON THE COMPANION WEBSITE

Chapter	Overview
Chapter 1	The HTML Joke Page —Displays a joke and its punch line.
Chapter 2	The Linked Jokes Application —Tells two jokes, displaying the punch lines on different web pages.
Chapter 3	The Math Quiz —A 15-question math quiz.
Chapter 4	A Knight's Tale —Tells a story that incorporates user input.
Chapter 5	The (X)HTML Typing Quiz —A game that evaluates the player's typing skills.
Chapter 6	The Number Guessing Game —Challenges the player to guess a randomly generated number in as few guesses as possible.
Chapter 7	The Rock, Paper, Scissors Game —Pits the player against the computer as both attempt to outguess one another.
Chapter 8	The Fortune Teller Game —Simulates a session with a fortune teller, answering the player's every question.
Chapter 9	The Word Decoder Challenge —Challenges the player to decode a series of scrambled words.
Chapter 10	The www.tech-publishing.com Website —A complete sample website.

WHAT NEXT?

To truly become an effective web developer, you must put in the time and effort required to learn and master your craft. This means developing all kinds of websites and projects, experimenting as you learn more about how and why things work. By reading this book cover to cover and taking the time to re-create all of the projects that have been presented, you are off to an excellent start as a web developer. To keep the momentum going and further your understanding of all of the technologies and programming languages involved, this appendix provides a list of online resources that you can visit to learn more about (X)HTML, CSS, XML, and JavaScript. This appendix also provides you with a list of tools you may find will make valuable additions to your development toolset. These tools include web page editors, graphics editors, FTP clients, and link checkers.

HTML RESOURCES

This book has taught you a lot about HTML and XHTML. While you should now be familiar with all the basics, there is a lot more to be learned. The following set of websites provide you with names and URLs where you can go to learn more about both of these markup languages.

Wikipedia's HTML and XHTML Pages

If you want to stay abreast of the latest happenings about HTML and XHTML then two of the best places to visit are Wikipedia's HTML and XHTML pages. As shown in Figure B.1, Wikipedia's HTML page is located at <http://en.wikipedia.org/wiki/HTML>. You will find a lot of good information about HTML, its origins, and major elements. You will also find lots of links, including links to numerous online tutorials.

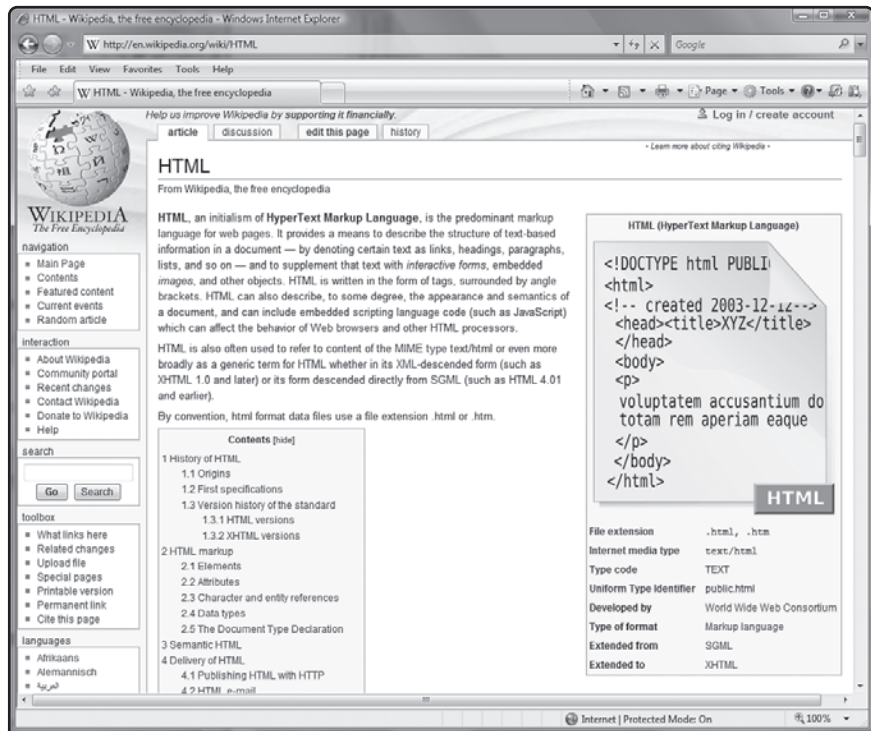


FIGURE B.1

You can frequent Wikipedia's HTML page to keep up with the current and future status of HTML.

Similarly, an easy way to stay on top of what is going on with XHTML is to visit Wikipedia's XHTML page, located at <http://en.wikipedia.org/wiki/XHTML>.

WC3's HTML 4.01 Specification Page

Another essential source of HTML information that every serious web developer should be aware of is the W3C HTML 4.01 Specification page located at <http://www.w3.org/TR/html401>, as shown in Figure B.2. Here you will find everything there is to know about HTML 4.01.

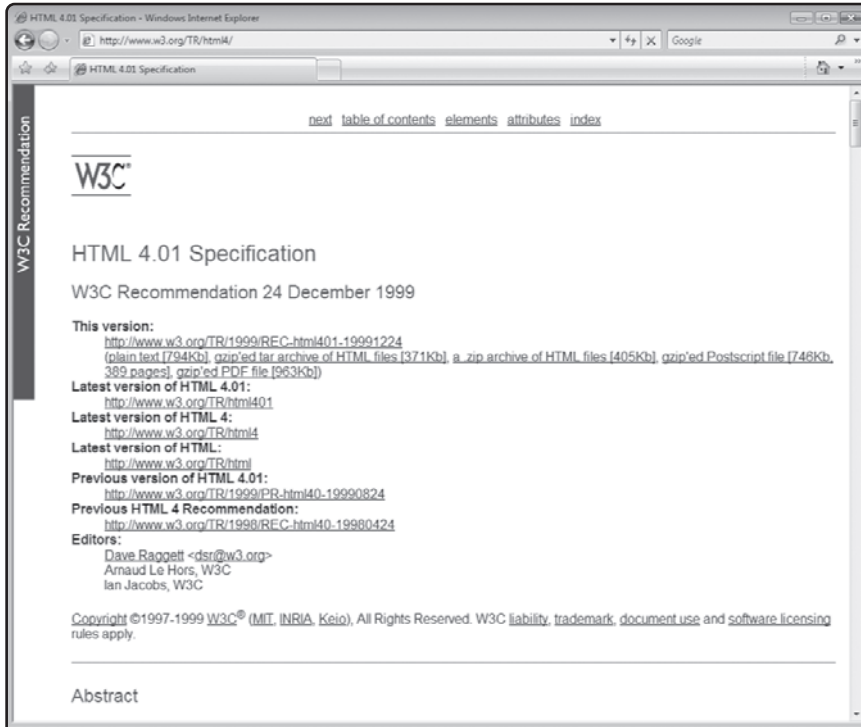


FIGURE B.2

W3C's HTML 4.01 Specification page is the Holy Grail of information on HTML.

W3C's XHTML Specifications

As with HTML, W3C is also responsible for managing the specification of XHTML. So far, there have been two drafts of XHTML: XHTML 1.0 and XHTML 1.1. In addition, a new XHTML 2.0 standard is currently under development. To review these specifications, visit the following URLs.

- **XHTML 1.0**—www.w3.org/Markup/
- **XHTML 1.1**—www.w3.org/TR/xhtml11/
- **XHTML 2.0**—www.w3.org/TR/xhtml1/

RESOURCES FOR CASCADING STYLE SHEETS

Cascading Style Sheets (or CSS) is a style sheet language whose purpose is to facilitate the presentation of documents written using a markup language like HTML and XHTML. CSS allows you to create style templates that specify the layout of web page items. CSS lets web developers define font attributes, spacing, borders, and many other types of visual and organizational characteristics that govern the display on web pages.

Wikipedia's Cascading Style Sheets Page

An understanding of the proper use of cascading style sheets in controlling content presentation on web pages is essential to web developers. One of the easiest and fastest ways of staying abreast of the latest developments of CSS is to keep an eye on the Wikipedia Cascading Style Sheets page located at http://en.wikipedia.org/wiki/Cascading_style_sheets as shown in Figure B.3.

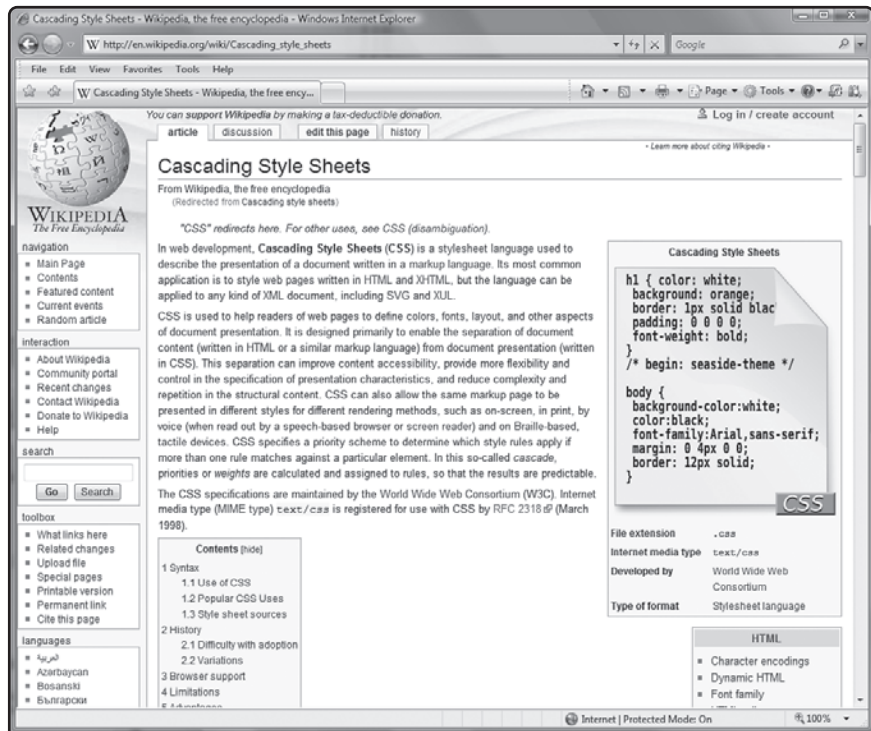


FIGURE B.3

Wikipedia's Cascading Style Sheets page provides up-to-date information on the latest happenings with CSS.

Wikipedia's Cascading Style Sheets page provides background information about CSS and provides an overview of its many uses and limitations. Just as important, this web page is an excellent source of links to other websites dedicated to CSS.

WC3's Cascading Style Sheets Page

Like HTML and XHTML, CSS specifications are managed by W3C. So far, there have been two major versions. To review these specifications, visit the following URLs.

- **CSS Level 1**—www.w3.org/TR/CSS1
- **CSS Level 2**—www.w3.org/TR/CSS21

In addition to these two versions, there is a third version currently in the process of being defined. To learn more about the future of CSS development, visit <http://www.w3.org/Style/CSS/current-work>, as shown in Figure B.4.

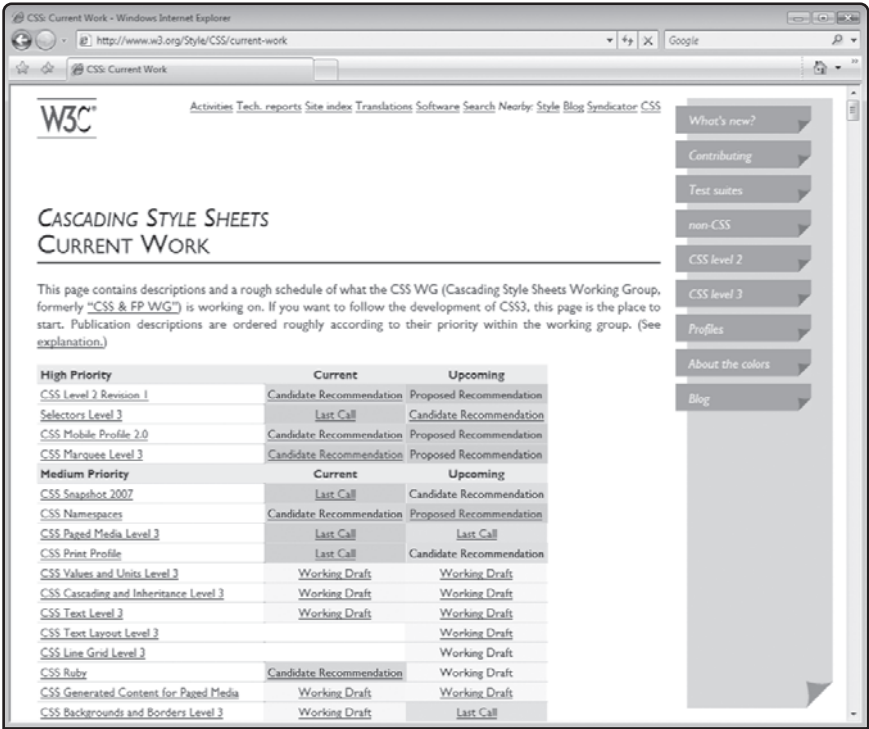


FIGURE B.4 WC3's Cascading Style Sheets Current Work page provides information on the future development direction of CSS.

XML RESOURCES

XML is a document processing standard that describes the structure of data. XML is an integral part of XHTML. XML allows web developers to create custom tags and define a structure for describing data. A good understanding is therefore important to any web developer.

Wikipedia's XML Page

This book has provided you with a basic overview of XML. However, there is a lot more to XML than could be fit into this book. To learn more, visit <http://en.wikipedia.org/wiki/XML>, as shown in Figure B.5.

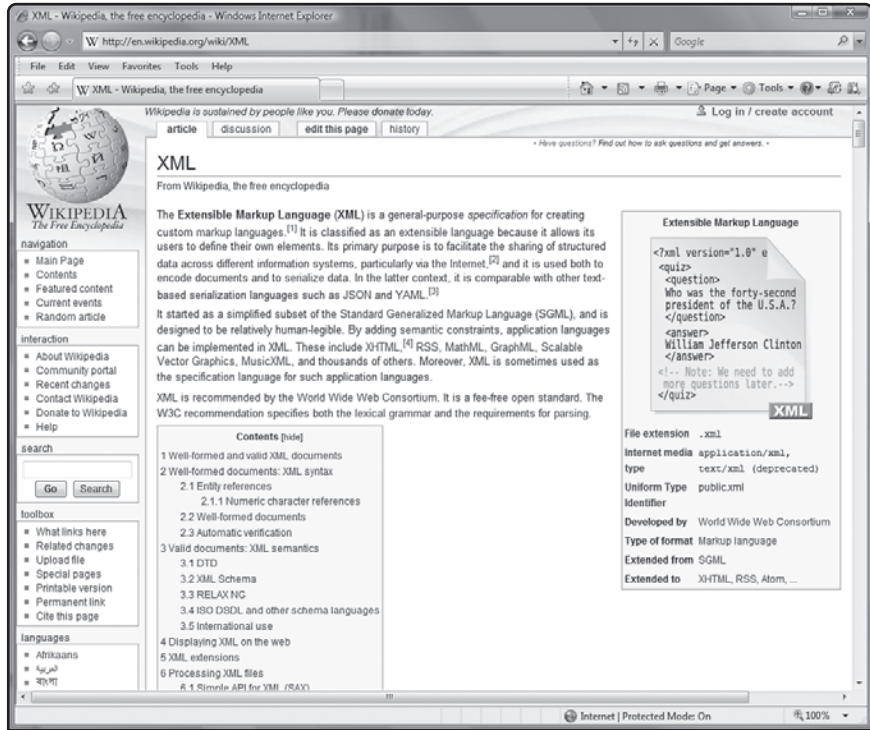


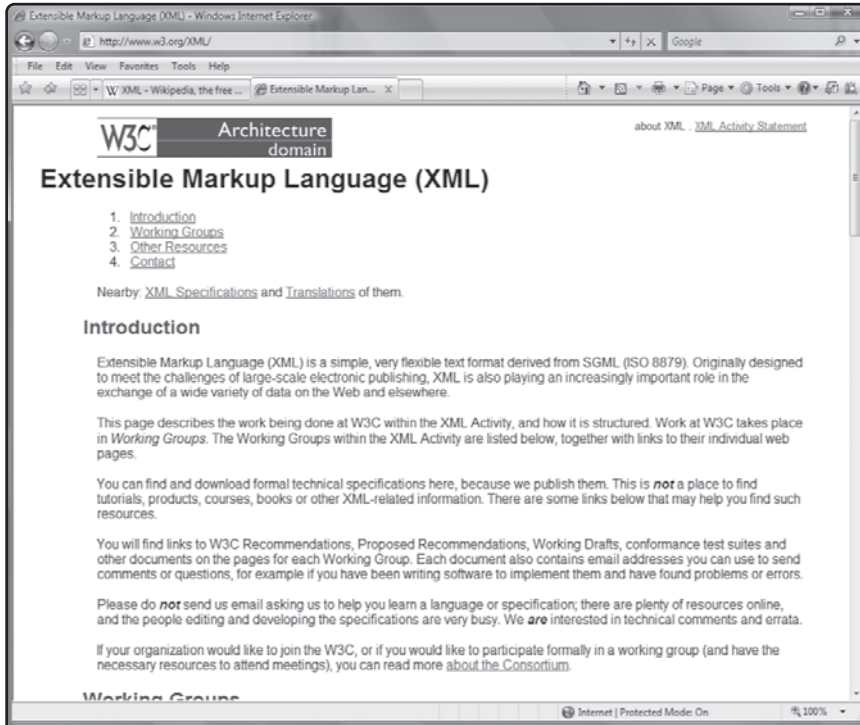
FIGURE B.5

Wikipedia's XML page provides an excellent overview of XML.

Wikipedia's XML page explores the history behind XML and outlines its advantages and disadvantages. In addition, it supplies an abundance of links to other websites.

W3C's Extensible Markup Language (XML) Page

The ultimate authority on XML is the W3C's XML page located at <http://www.w3.org/XML/>, as shown in Figure B.6. You will not only find a good overview of XML but will find plenty of information and links to different groups dedicated to the development of XML.

**FIGURE B.6**

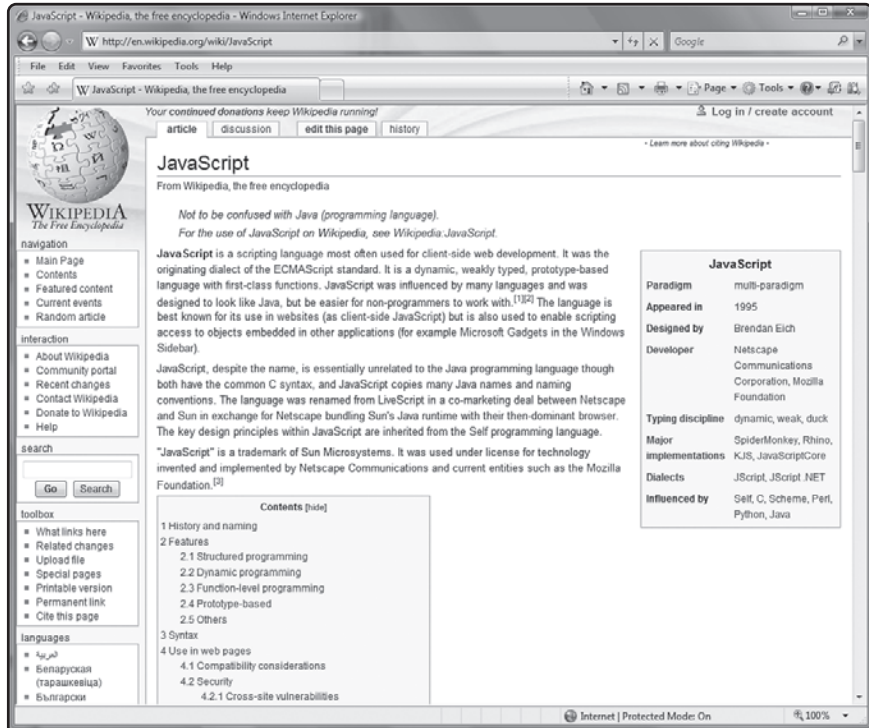
The W3C's Extensible Markup Language (XML) page is the ultimate resource for XML.

JAVASCRIPT RESOURCES

JavaScript is the most broadly supported web page scripting language. Web developers use JavaScript to create scripts that make web pages more dynamic and interactive. Originally developed by Netscape, JavaScript's development is now overseen by the European Computer Manufacturers Association (ECMA), which now refers to it as ECMAScript.

Wikipedia's JavaScript Page

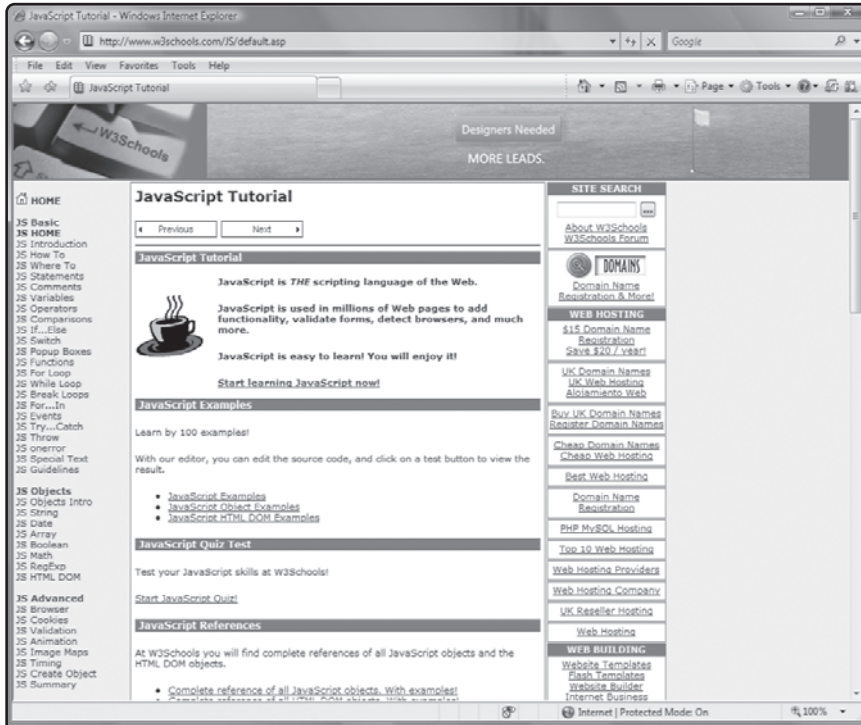
JavaScript appeared in 1995 and has been the dominant web scripting language ever since. A good working knowledge of JavaScript is important to your success as a web developer. To further your understanding of JavaScript, visit <http://en.wikipedia.org/wiki/Javascript>, as shown in Figure B.7.

**FIGURE B.7**

Wikipedia's JavaScript page provides a good overview of JavaScript and its roots.

JavaScript Tutorial

To learn more about how to develop scripts using JavaScript, you may benefit from completing a JavaScript tutorial located at <http://www.w3schools.com/JS/default.asp>, as shown in Figure B.8. This website will also provide access to all kinds of examples and sample code from which you can learn.

**FIGURE B.8**

The tutorial provides a step-by-step walk through of JavaScript programming.

ESSENTIAL DEVELOPMENT TOOLS

Web developers need to know how to work with many different types of technologies and languages. Web development involves different disciplines, like programming and graphics development. As such, web developers assemble a collection of software tools designed to assist them in working with all of the different aspects of web page development. These tools include things like:

- Web page editors
- Graphic editors
- FTP clients
- Link checkers

Web Page Editors

Although you can create a web page using a simple text editor like Windows Notepad or the Mac Text Edit application, there are a number of very good web page editors that you can use when developing your web pages. These web page editors provide web page editing features like tag color coding and spell checking. These web editors also may include a WYSIWYG

editor that automatically generates markup for you using features similar to those provided by word processors and desktop publishing software.

CoffeeCup

CoffeeCup HTML Editor 2008 provides a robust code editor as well as a WYSIWYG editor. It even provides CSS code completion assistance and works well with JavaScript. It also provides a web library that includes plenty of graphics from which to choose. At the time this book was being published, you could purchase CoffeeCup HTML Editor 2007 for \$49 from the CoffeeCup website located at www.coffeecup.com, as shown in Figure B.9.

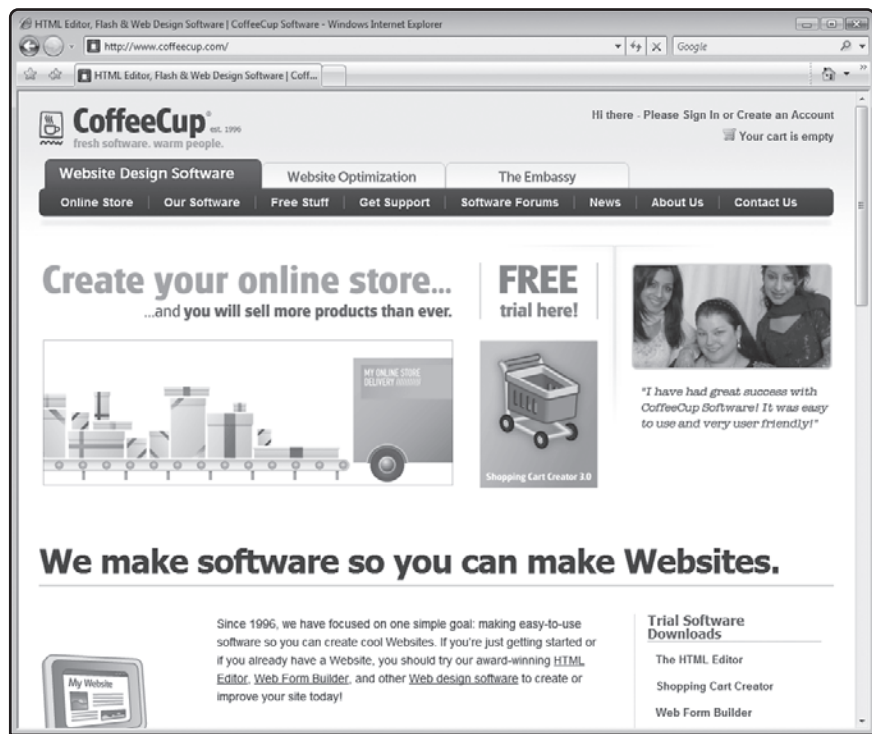
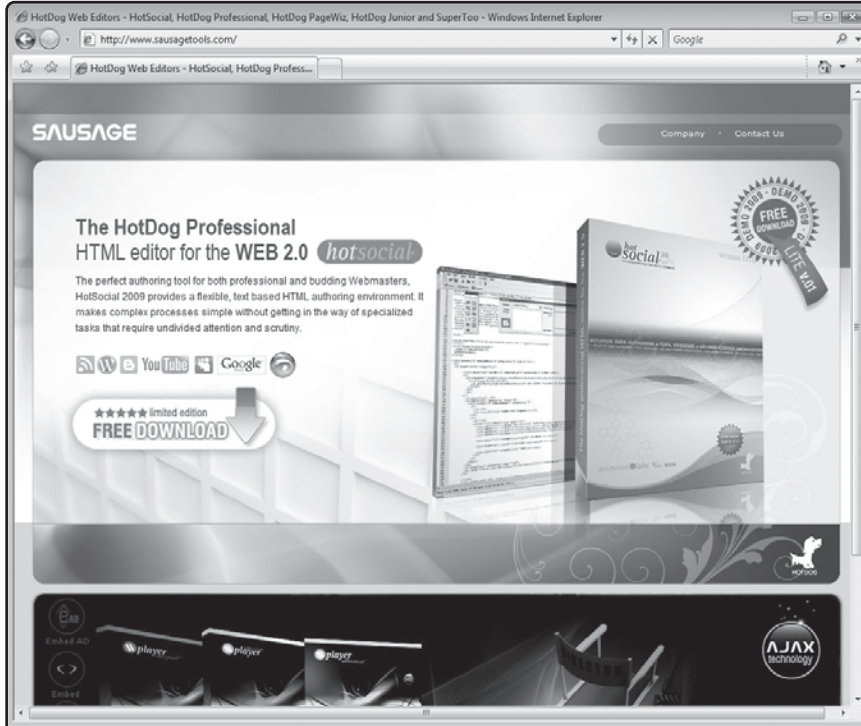


FIGURE B.9

CoffeeCup provides powerful web page editor features at a reasonable price.

HotDog

HotDog Pro provides both code editing and WYSIWYG editing. It provides native support for HTML and JavaScript and simplifies working with CSS through the use of wizards. It includes tools for editing images and managing your websites. You can download and try HotDog Pro from various shareware sites on the Internet. It costs around \$100 to purchase. To learn more about HotDog Pro, visit <http://www.sausagetools.com/>, as shown in Figure B.10.

**FIGURE B.10**

HotDog Pro provides an advanced (X) HTML authoring environment.

Graphics Editors

One of the most challenging components of website development is figuring out how to come up with all the graphics and images needed to create exiting eye-catching web pages. One way of meeting this challenge is to learn how to create graphics from scratch using graphic editors. Another option is to purchase a graphic tool that specializes in creating web graphics. Of course, you can always partner with a graphic artist or try finding content on the Internet.

Paint Shop Pro Photo X2

There are many different graphic editors available today. One of the easiest and most affordable to work with is Paint Shop Pro Photo X2. Paint Shop Pro Photo X2 runs on Microsoft Windows and costs \$79. You can download and purchase it by visiting www.corel.com, as shown in Figure B.11.

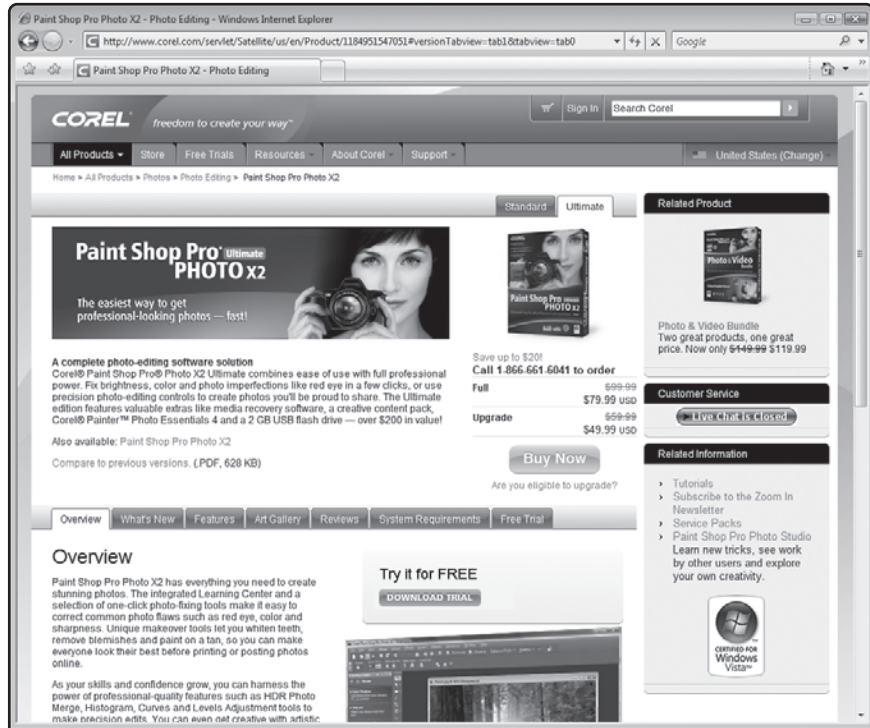


FIGURE B.11

Paint Shop Pro Photo X2 provides an affordable collection of graphic features that you can use to create and modify web graphics.

Paint Shop Pro Photo X2 has everything you need to create web graphics. You can use it to import pictures from your digital camera and then edit them. In addition, you can use it to edit any graphic images and apply a host of special effects to them.

Adobe Photoshop Elements

Adobe Photoshop Elements is another low-cost graphics editor you can download and purchase from www.adobe.com, as shown in Figure B.12. Adobe Photoshop Elements cost \$139.99 and can be run on either Windows or the Mac.



FIGURE B.12

Adobe Photoshop Elements provides everything you need to create graphic content for your web pages.

Using Adobe Photoshop Elements, you can create and edit graphic files. You can use it to download photos from your digital camera and apply any of a large number of special effects.

NetStudio

Rather than creating graphics from scratch, you might want to consider buying an application like NetStudio, which is specifically designed to support the development of web graphics. Using wizards, NetStudio quickly guides you through the process of creating things like buttons, web page banners, and custom navigation bars.

NetStudio runs on Windows and sells for \$199. To learn more about it or to download and purchase it, visit www.netstudio.com, as shown in Figure B.13.

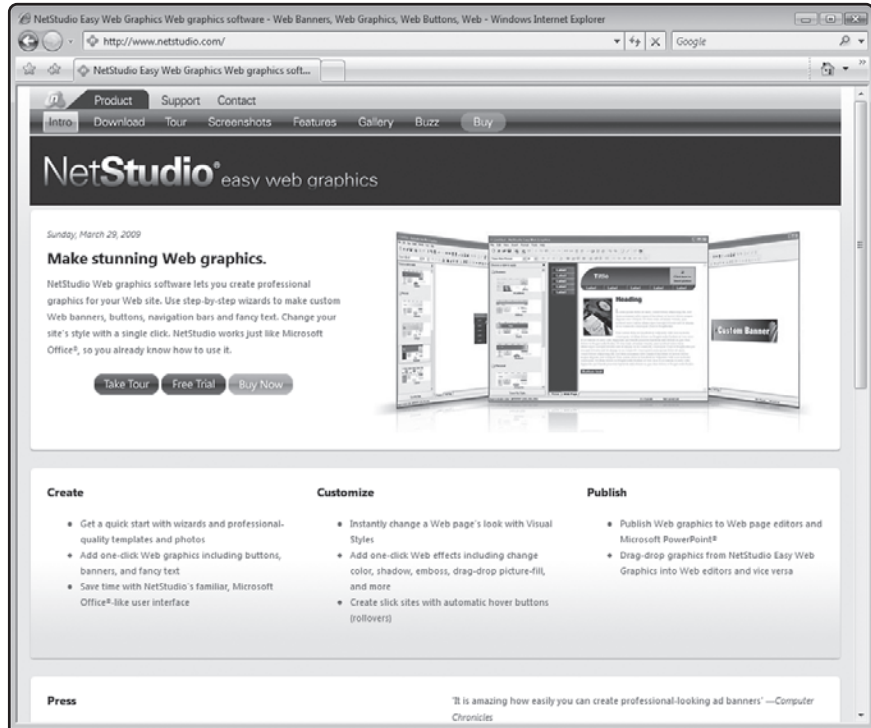


FIGURE B.13

NetStudio looks and works a lot like Microsoft Office.

FTP Clients

Many web server hosts allow you to upload web pages via a graphical administrator interface. This works well in situations where you have a limited number of files to upload. Another option provided by most web server hosts is the ability to use the file transfer protocol or FTP. The easiest way of using FTP is to download and install a good FTP client application.

One such FTP client is FileZilla. FileZilla is a free open source FTP client that runs on either Windows or the Mac. It sports an intuitive graphical user interface that is easy to learn and allows you to upload files to your website using drag and drop. FileZilla supports many advanced features that allow you to configure things like transfer speed and logging. You can download FileZilla by visiting www.filezilla-project.org, as shown in Figure B.14.

**FIGURE B.14**

FileZilla is an FTP client that can be used on Windows, Mac, and Linux.

Another FTP client that is popular with Mac users is Fetch. Fetch costs just \$25 and runs on Mac OS X 10.3.9 or higher. To learn more about Fetch, or to download and try it, visit www.fetchsoftworks.com.

If you are a Windows user, you might want to try SmartFTP, which at the time this book was published cost \$36.95 and could be downloaded from www.smartftp.com. SmartFTP has a very handy thumbnail preview feature that allows you to easily preview the files you are transferring, without having to actually open them. Like FileZilla and Fetch, SmartFTP supports drag and drop. It also provides a command-line FTP interface.

Link Checkers

One of the worst things that can happen on any website is the occurrence of broken links, resulting in the display of a 404 Object Not Found message. Maintaining links to web pages within your own website is easy but when you start linking to web pages on websites that you do not manage, you run the risk that somewhere along the way the developers in charge of these other sites may make changes that break your links. It is therefore important that you keep a close eye on all of your links so that you can identify when they break and fix them

before your visitors find them. The easiest way of doing this is to use a link validation program or service.

An easy way of checking on your site's links is to use the free online W3C Link Checker services located at <http://validator.w3.org/checklink>, as shown in Figure B.15.

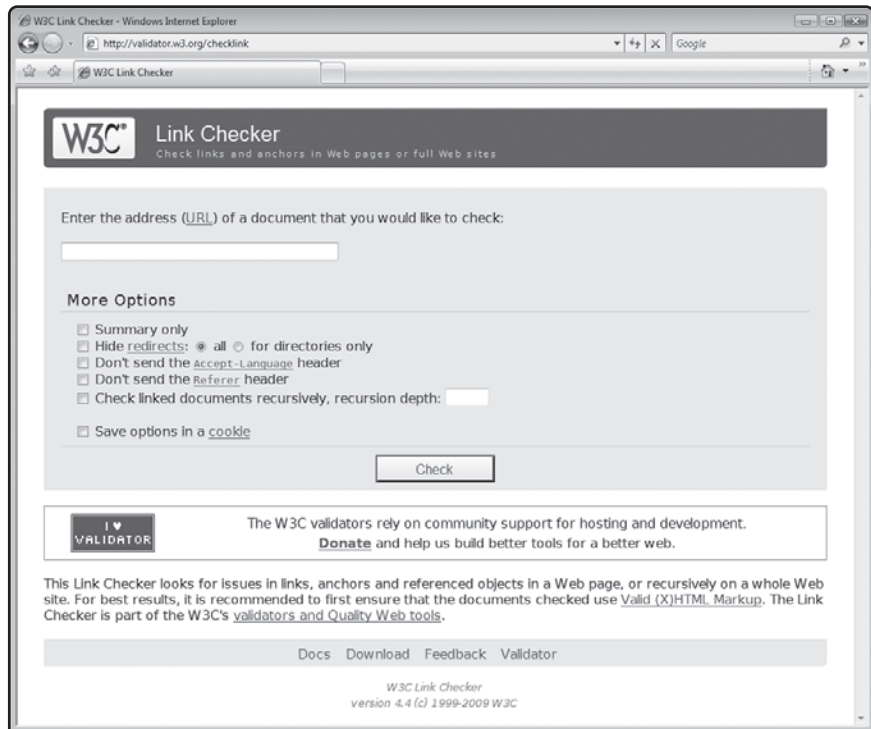


FIGURE B.15

W3C Link Checker is a free online link checker service.

Alternatively, you can download and install a link checker program on your computer. Several examples of such programs are listed here:

- Link Checker Pro—<http://www.link-checker-pro.com> (\$75)
- HTML Link Validator—<http://lithopsoft.com/hlv/> (\$35)
- Inspyder InSite—<https://secure.inspyder.com> (\$59.95)

THE AUTHOR'S WEBSITE

If you enjoyed this book and are interested in learning about other web development technologies like Ajax or other programming languages, visit my website located at <http://www.tech-publishing.com>, as shown in Figure B.16. While you are there drop me a message to let me know what you think of the book or how you think it might be improved.

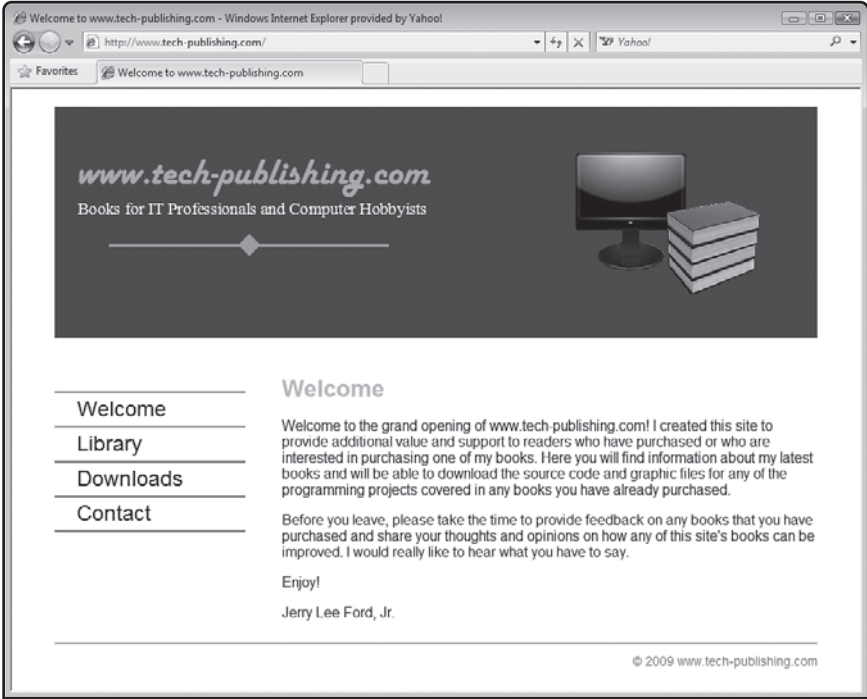


FIGURE B.16

Visit www.tech-publishing.com and provide your feedback on this book.