



Overview 9

Tables, Image Maps, Editors

| | |
|--|-----|
| Are you getting the best possible grade? | 205 |
| Reminder on Test 2 | 208 |
| Complex Tables | 208 |
| More on Formatting | 210 |
| HTML Editors | 212 |
| NVu (Limited, but Free) | 213 |
| Dreamweaver | 217 |
| Image Maps | 220 |
| W3C World Wide Web Consortium | 225 |
| Lab 6 | 226 |
| How to check for HTML errors | 42 |
| Submitting the Lab | 79 |
| Zipping | 80 |
| D2L Dropbox | 81 |
| Completing the Overview | 228 |

Are you getting the best possible grade?

First things first: Are you spending enough time on this class?

When you registered for class, it probably said you are expected to attend a lab period, outside of the regular meeting times. Normally this lab is not scheduled; you may work on any computer anywhere if it has the right software... that includes the computer lab in the WTC building. But, usually on your registration slip, it is suggested that you come to the Wednesday, 12:30-2:30 lab in room 522, as I am there to help you with labs and answer questions. I am the only person on campus that schedules an open lab like this. So, are you using the lab time afforded to you to work on labs, and ask questions?

Most colleges advise their students to spend at least one hour outside of the classroom for every hour in the classroom. This is the time you will need to read the class material before you come to class, and take notes on questions you wish to ask. Class material includes your book(s), my notes on my web site, and the videos provided with the book or on the class web site. Most of my classes meet a bit over two hours a week; are you spending two hours a week outside of the class, preparing?

Are you getting the most out of my lecture?

Not all students learn best by reading. That is why many of you sign up for lecture classes, instead of e-learning classes. You want to hear the lecture, and see the demonstrations. You want to follow along with the guided activities. But, if you have not read the required material BEFORE class (the class schedule is on your syllabus, on the class web site, and there are reminders in D2L), you won't be prepared for my lecture.

So what to do if you didn't 'get it'?

Raise your hand or email. Ask questions.

Come by my office hours. They are listed on the class web site. Come to my lab times, or attend other similar classes.

Next, are you using the feedback forum in D2L to get prompt feedback, or to suggest areas in my notes that might benefit from more or new information?

<http://www.templejc.edu/dept/cis/CCollins/d2l/index.html#d2l9> to see if you are posting to all the forums you should be, to get the best participation grade possible.

What your Instructor won't do.

Instructor's want to help you learn, but don't expect them to constantly repeat what was already said, or what is already written down for you. After a bit, Instructor's will simply point out the relevant information.

It is up to you to review the steps until you master them. Instructor's can provide insight, provide some learning tips, or refer you to campus institutions that can help with your reading or learning skills; Instructor's can provide info on where the material resides on my web site or in your book, but Instructor's can't sit by you the entire time... other people may have questions too.

Don't expect the faculty member to do your lab. Instructor's will show you the steps, but it is up to you to string those steps together... use your notes until the steps are second nature.

A final note on using the material to assist you during the learning phase. Between the book and my notes, EVERYTHING is covered. Nothing is said in lecture classes that isn't available for you in the book or on my web site. Many software related items have videos to demonstrate the techniques, but you simply can't learn by skipping to the videos. You must read the material first. You may turn to that part of the book, then, as you watch the videos provided...stop the video, and compare the notes to what you see.

Okay, as a student I am paying attention, doing my reading, but my grade is low. What is going on?

Most people in this class that are not getting As or Bs can attribute that to not turning in work.

Are you turning in all parts of the lab? Almost every lab has two parts, a software related activity, and a quiz over a related topic.

The activities are turned in by using the D2L dropbox.

Lab quizzes are open book, open note, and taken using the quizzes feature in D2L.

To find out at anytime what your scores are, go to the grades area in D2L, and scroll down for feedback on what can be redone to improve your grade. A separate section on feedback is in the orientation at the beginning of the book.

If you are not doing the labs, you will not be prepared for the Tests.

To get the best test grade: do the labs, and really spend some time on the provided test reviews. Almost everything on the test comes from the review. You may complete and email me a test review for feedback on your material.

And remember, your lowest test score can be improved by doing well on that section of the Final exam.

Reminder on Make Up Work

All material is due on a specified date, electronically submit the material if you cannot attend class. Late work may not be accepted, or may be heavily penalized.

A missed test grade is generated as a percentage of the relevant section of the Final Exam; the lowest test grade may be replaced by a percentage of a markedly improved relevant section of the Final.

Reminder on the Key to success in my classes

Spending time on the class, participating, and turning in your homework almost guarantees passing; test grades build on that success. The majority of my tests are short answer/fill in the blank, to ascertain what you have actually learned, to duplicate the real test before getting a job, the job interview.

Cheating prevents me from seeing what you are weak in, which prevents you from learning it. So, don't cheat, or break the rules.

Reminder on Test 2




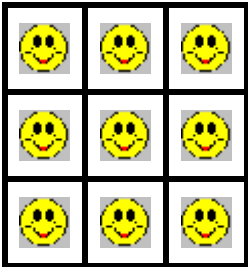
See Overview 8 for the test review, study tips and how to take a test.

Complex Tables



Several videos on tables/editors are available on the class web site.

Border, cellspacing, and cellpadding

| | |
|--|---|
| <p>A basic table</p>  <pre><table> <tr><td>...</td><td>...</td><td>...</td></tr> <tr><td>...</td><td>...</td><td>...</td></tr> <tr><td>...</td><td>...</td><td>...</td></tr> </table></pre> | <p>A table with borders</p>  <pre><table border="1"></pre> <p>You may also use <code><table frame="type"> ... </table></code>, where type could be above, below, etc. <i>or</i> You may also use <code><table rules="type"> ... </table></code>, where type could be all, cols, rows, or none</p> |
| <p>Cellspacing The amount of room the <i>border</i> takes up <i>between</i> cells, measured in pixels</p>  <pre><table border="1" cellpadding="5"></pre> | <p>Cellpadding The amount of room around the object <i>in</i> the detail, measured in pixels</p>  <pre><table border="1" cellspacing="5"></pre> |

Header

HEADER If you wish to create a header row that automatically 'bolds' the contents, use `<th> </th>` instead of `<td> </td>` on the first row...

“Merging” Cells with rowspan or colspan

ROWSPAN To create a detail that extends into the space below, use `<td rowspan="x">`, where x = the number of rows to be occupied.

Note: omit a `<td> </td>` on the next row.

Example

| | | | |
|----|----|----|---|
| 01 | 02 | 03 | <code><table border="1"></code> |
| 04 | 05 | 06 | <code><tr><td>01</td><td>02</td><td>03</td></tr></code> |
| 07 | 08 | | <code><tr><td>04</td><td>05</td><td colspan="2">06</td></tr></code> |
| 09 | 10 | 11 | <code><tr><td>07</td><td>08</td></tr></code> |
| | | | <code><tr><td>09</td><td>10</td><td colspan="2">11</td></tr></code> |
| | | | <code></table></code> |

COLSPAN To create a detail that extends into the space to the right, use `<td colspan="x">`, where x = the number of columns to be occupied.

Note: omit a `<td> </td>` in that row.

Example

| | | | |
|----|----|----|---|
| 01 | 02 | 03 | <code><table border="1"></code> |
| 04 | 05 | 06 | <code><tr><td>01</td><td>02</td><td colspan="2">03</td></tr></code> |
| 07 | 08 | | <code><tr><td>04</td><td>05</td><td colspan="2">06</td></tr></code> |
| 09 | 10 | 11 | <code><tr><td>07</td><td colspan="2">08</td><td colspan="2">11</td></tr></code> |
| | | | <code></table></code> |

width, align, valign

WIDTH You may control how wide a table is by using `<table width="x">` where 'x' is either a value in pixels, or a percentage of the screen ("x%").

You may control how wide a detail is by using `<td width="x">` where 'x' is either a value in pixels, or a percentage of the screen ("x%").

Note: This only needs to be defined once for a column,

as all details below that will 'inherit' this value.

ALIGN You may control where information is placed horizontally in a detail by using `<td valign="x">` where 'x' is left, right, or center.

VALIGN You may control where information is placed vertically in a detail by using `<td align="x">` where 'x' is top, bottom, or middle.

background, bgcolor

BACKGROUND You may control the texture in a detail by using `<td background="x">` where 'x' is a .jpg or .gif file.

Note: not all browsers support this feature.

BGCOLOR You may control the background color in a detail by using `<td bgcolor="#x">` where 'x' is a six digit hex color.

Note: not all browsers support this feature.

thead, tfoot, tbody

Table rows may be grouped into a table head, table foot, and one or more table body sections, using the THEAD, TFOOT and TBODY tags, respectively. This division enables users browsers to support scrolling of table bodies independently of the table head and foot. When long tables are printed, the table head and foot information *may* be repeated on each page that contains table data.

thead, tfoot, tbody are not a large consideration in *this* book.

More on formatting

For web page basic format options, many are similar to features in word processing:

`<i>text</i>` for italic

`text` for bold

and modifying tags to center text, etc.

The following section introduces

-spaces, tabs, and form feeds,

-a preview of In-line formatting with `<tag style="..."> </tag>`, and

-block formatting with `<div align="..."> </div>`

More fun with spaces and text placement (on screen, or printed)

You know about non-breaking spaces, (` `), but if your computer reads ASCII (Windows reads ASCII), you might also try the ASCII tab (`	`). Or, if you wish items to print on separate pages, insert the ASCII form feed (``)

In-Line Formatting, using `<tag style=...> </tag>` or ` `

This is a preview of Overview 12; For more information, check out the W3C material at <http://www.w3.org/Style/>

Up until now, if you just wish to change the appearance of a few words, you used `text`.

As mentioned earlier, `` has been deprecated; one of the preferred methods now is using in-line formatting, such as ` text`.

That is, you add a style *property* and *value* to an *existing tag*, such as a headline, or a paragraph. I like to use *span*; like paragraph, it surrounds some text, but does not force the line breaks that `<p></p>` does.

Style Examples

Style property declarations have the form "property: value" and if there are several options to be used, they are separated by a semi-colon.

```
<h1 style="text-align: center"> </h1>
<p style="text-align: center"> </p>
<span style="color: red; font-size: 14pt"> </span>
<span style="font-weight:bold; font-family: Arial, Helvetica, sans-serif"> </span>
<img style="float: right" ... > </img>
```

It is often confusing to do too much style formatting early on, as this type of HTML is very rich, with many, many options; so, styles are best implemented if you are using an editor, such as Dreamweaver or NVu. First you create a style, then you apply the style to whatever text you wish to format; more on creating styles in Overview 12.

Formatting by dividing your page into blocks, or divisions: `<div>`

One step up from applying placement to a paragraph or headline, such as `<p align="right">Text </p>`, is the idea of blocks or divisions. Using `<div></div>` we can surround a section of a web page, including headlines, horizontal rules, images, and text, and align all of them at once.

DIV Examples

```
<div align="left">... </div>
<div align="center">... </div>
<div align="right">... </div>
<div align="justify">... </div>
```

HTML Editors

HTML editors automate the use of tags and attributes when developing a web page. Using an HTML editor can allow you browse to a file, and the editor will create the path statement. Using an HTML editor can allow you to choose a color, and the editor will insert the hex value. Using an HTML editor can allow you to quickly format an existing document, and will not generate typos in your HTML code.

So why did we wait until now to start using HTML editors?

A 747 captain may make well over \$250,000.00 a year to basically watch the airplane fly itself. The reason he is paid well over \$250,000.00 is because *he knows what to do if the airplane STOPS flying itself.*

If you had simply started learning Dreamweaver, for example, instead of learning HTML, you would not have any idea on what is being done for you, and therefore would have no idea on how to modify the code when the editor generates something that doesn't match your needs. Tables especially are a pain to develop well with editors, as they often default to variable widths as you add content. In future overviews, you'll learn about frames, and editors have trouble letting you editing the component parts of a frame. If you had no knowledge of HTML, you just wouldn't know which parts of the document you control, or which areas may need to be modified to get the end result you wish.

As it turns out, if you know what the editor is doing for you, it is much easier to learn an editor, instead of visa-versa. Further, new editors are released every year or so... only knowledge of HTML and what the editor is doing for you can allow you to adapt to *any* editor, regardless of version.

This book will introduce you to two HTML editors that can help you design and build web pages: NVu and Dreamweaver. NVu is an older, free, open source editor, while Dreamweaver is what 90% of professional developers use.

Several videos on tables/editors are available on the class web site.



Editor tips, NVu

Tip 1

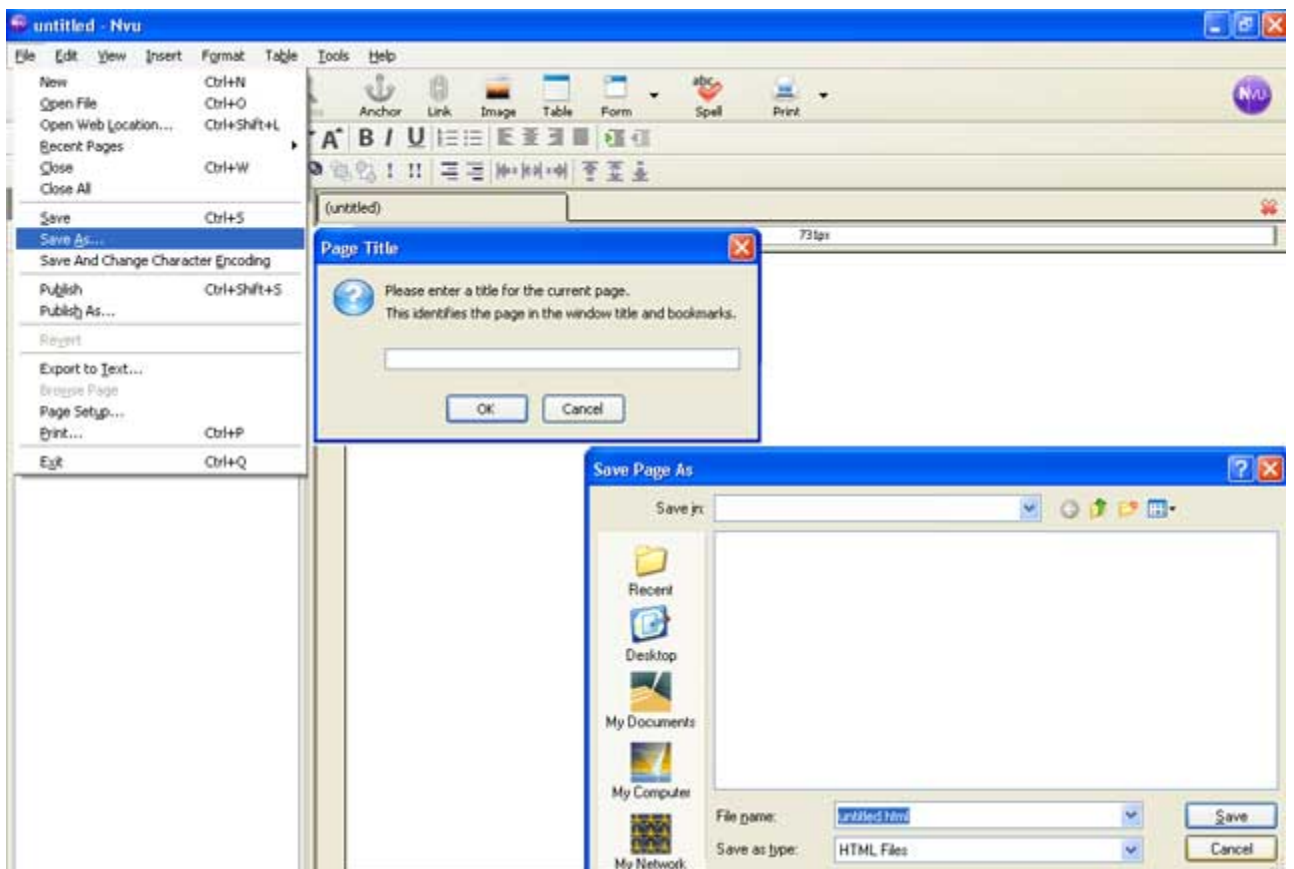
Put your structure in first...

- create a folder to hold your site on your computer, inside this new folder
 - you will make your default document, index.html
 - create a folder called pages and
 - create a folder called images

Tip 2

If starting a new file, save your new file **immediately**, otherwise link paths will be broken

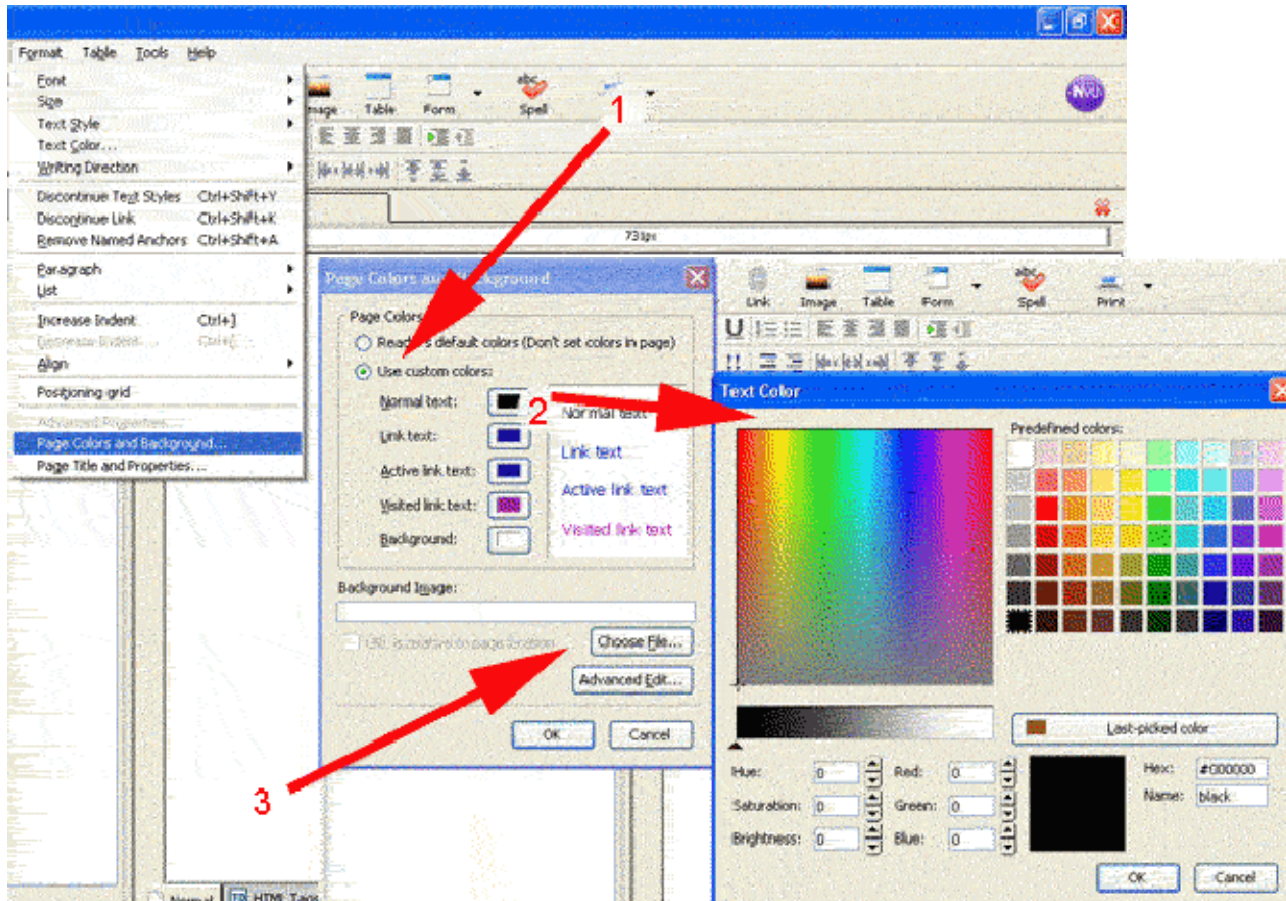
- File\Save As...
 - you will be prompted first for the page title,
 - then you will need to provide the filename and location
- (remember, the default document **does not** go in the pages folder, and normally is named index.html).



Tip 3

To Format\Page Colors and Background...

1. Choose Use custom colors...
2. Click the color button you wish to change to open the color palette
3. You may also browse to existing files for background images



Tip 4

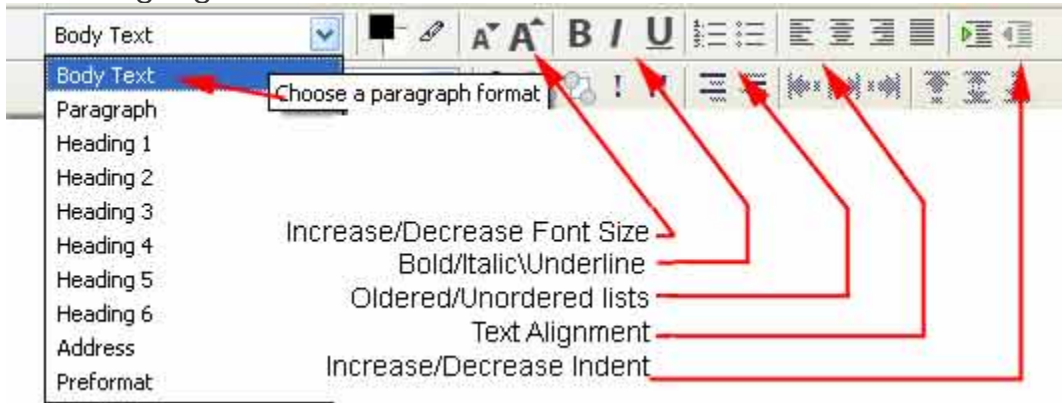
To format

- Type and format text as you would with a word processor...
- To Spell check



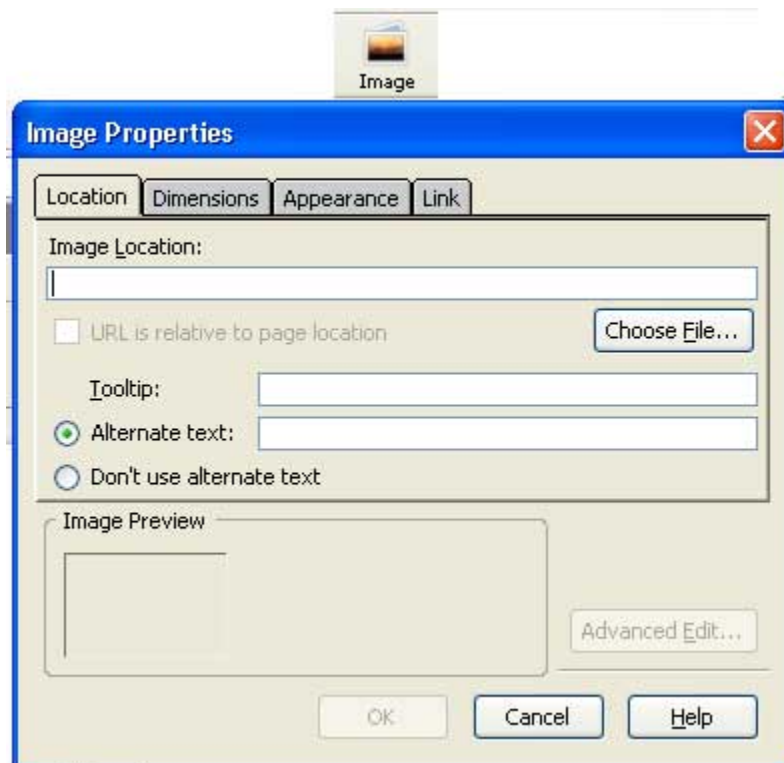
Tip 4, formatting, continued

- Type and format text as you would with a word processor...
- Highlight text, then choose one of tools shown below



Tip 5

- To Insert images
 - Browse to the file location using Choose File...
 - Add alt
 - May adjust dimensions
 - Under appearance you may control spacing, or add image map
 - May set image as link



Tip 6

- To Insert named **anchors**, also known as bookmarks



Tip 7

- To Converting text to **links**
 - Highlight text



- type in URL, or browse to local web page using Choose File

Tip 8

- Using Tables
 - remember, text or images has to go in each cell
 - NVu **will not** automatically place an ` ` in and empty cell
 - you can resize cell width
 - highlight multiple cells, right click: you can join cells
 - right click: you can add background to the table or cells
 - highlight single or multiple cells, then right click: you can align text

Several videos on tables/editors are available on the class web site.



Tip 9

- Using Forms (Overview 11)
 - remember to name textboxes, checkboxes, etc.
 - more on forms in Overview 11.

Tip 10

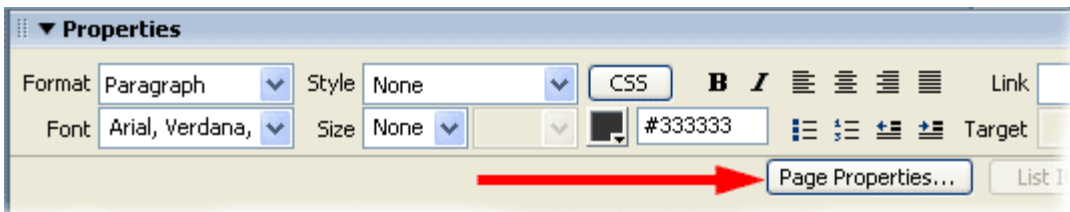
- NVu doesn't do frames,
but can create or edit the pages your frame will open
 - more on frames in Overview 12

Intro to Dreamweaver

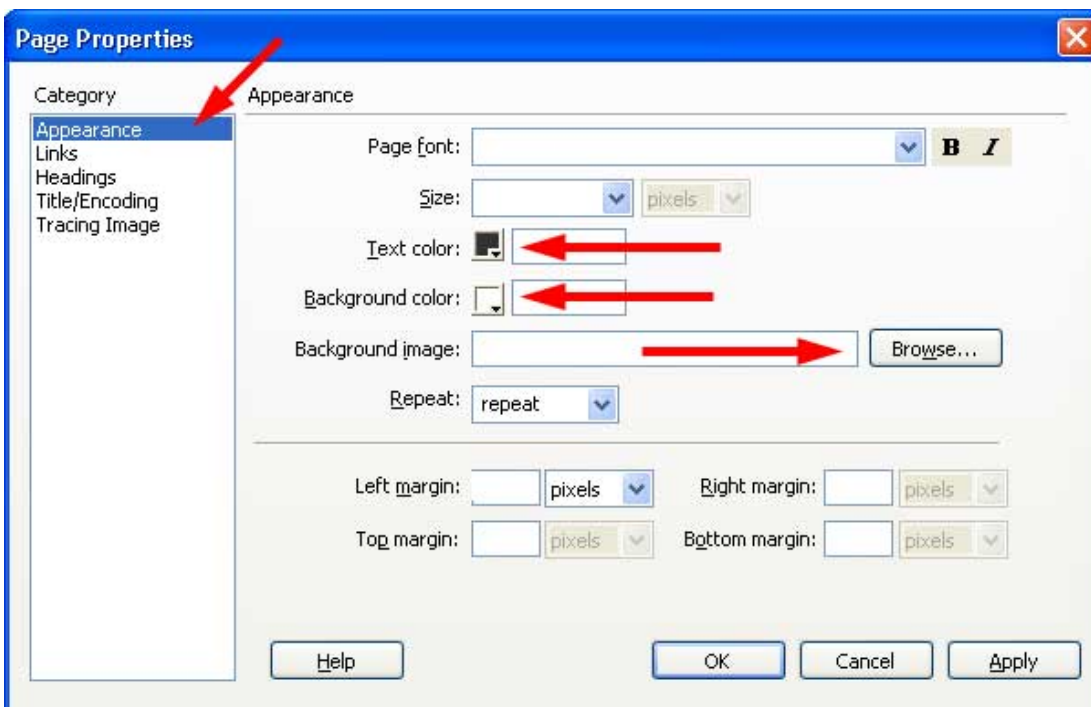
These instructions are not specific to a particular version of Dreamweaver, you may have to adapt the topics to your version; use Dreamweaver 'Help' as needed to locate and use the tools discussed.

To begin with, after starting Dreamweaver, SAVE the blank file, such as O:\labx\index.html. As with NVu, this must be done now in order for relative addresses and relative paths to work; also, 'Save' your work after each major change to your page.

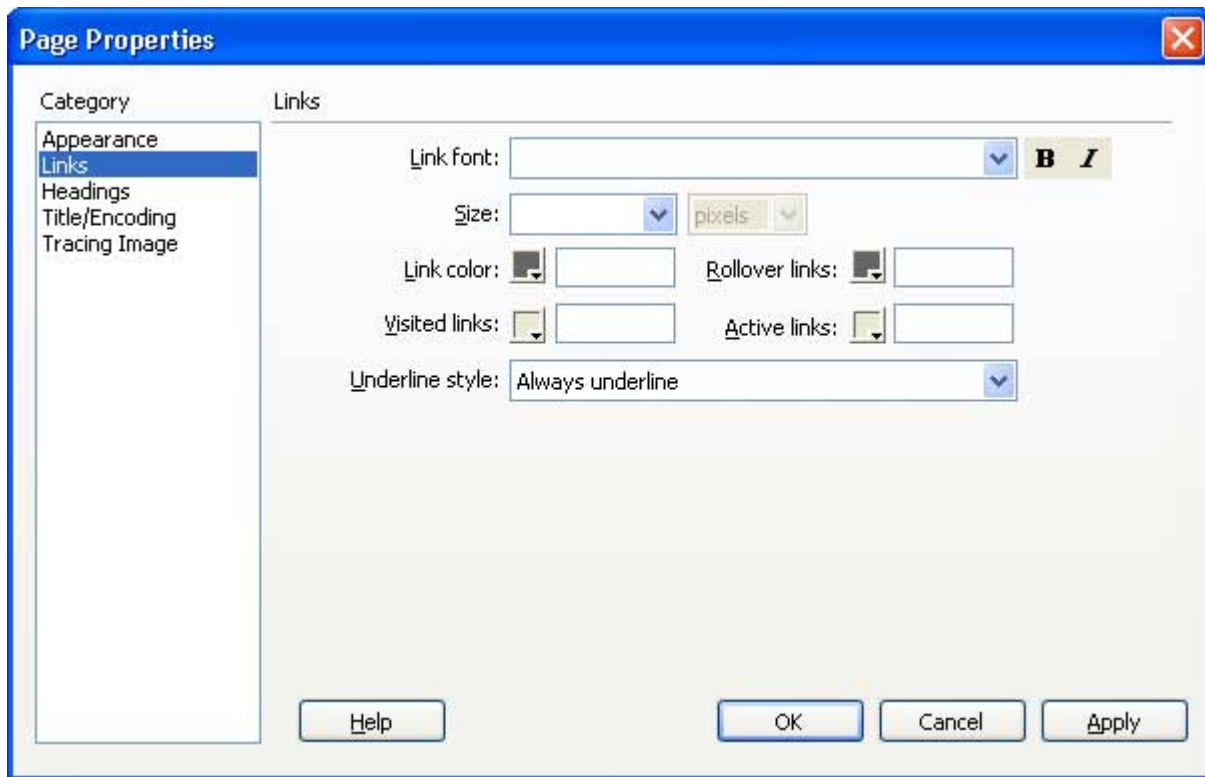
Next, click the Page Properties button at the bottom of the page. Note: whatever is selected has properties that can be modified at the bottom of the screen... again, as with NVu, notice the word processor type controls.



Next, on the Appearance menu, set your text color, background color, and browse to a background image you have created and saved in a folder accessible to the web page, such as O:\labx\images.

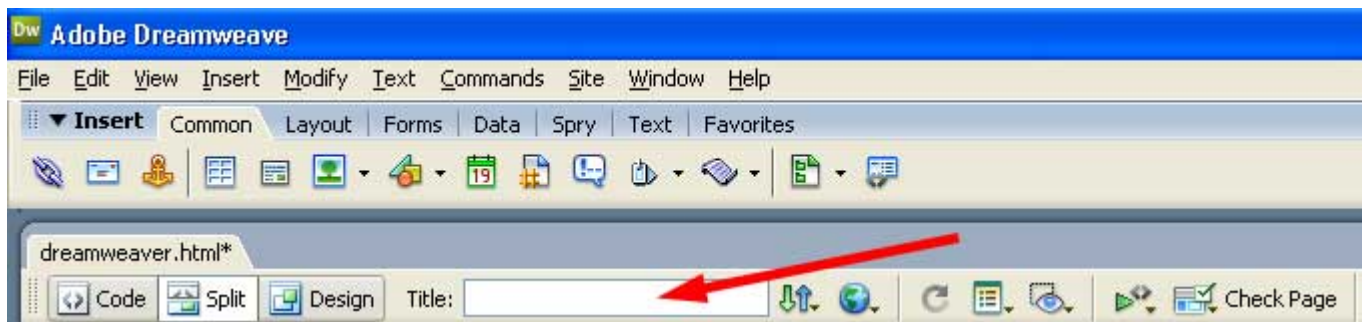


Now choose the links menu, and set the colors for the links... these should complement the text color and background.

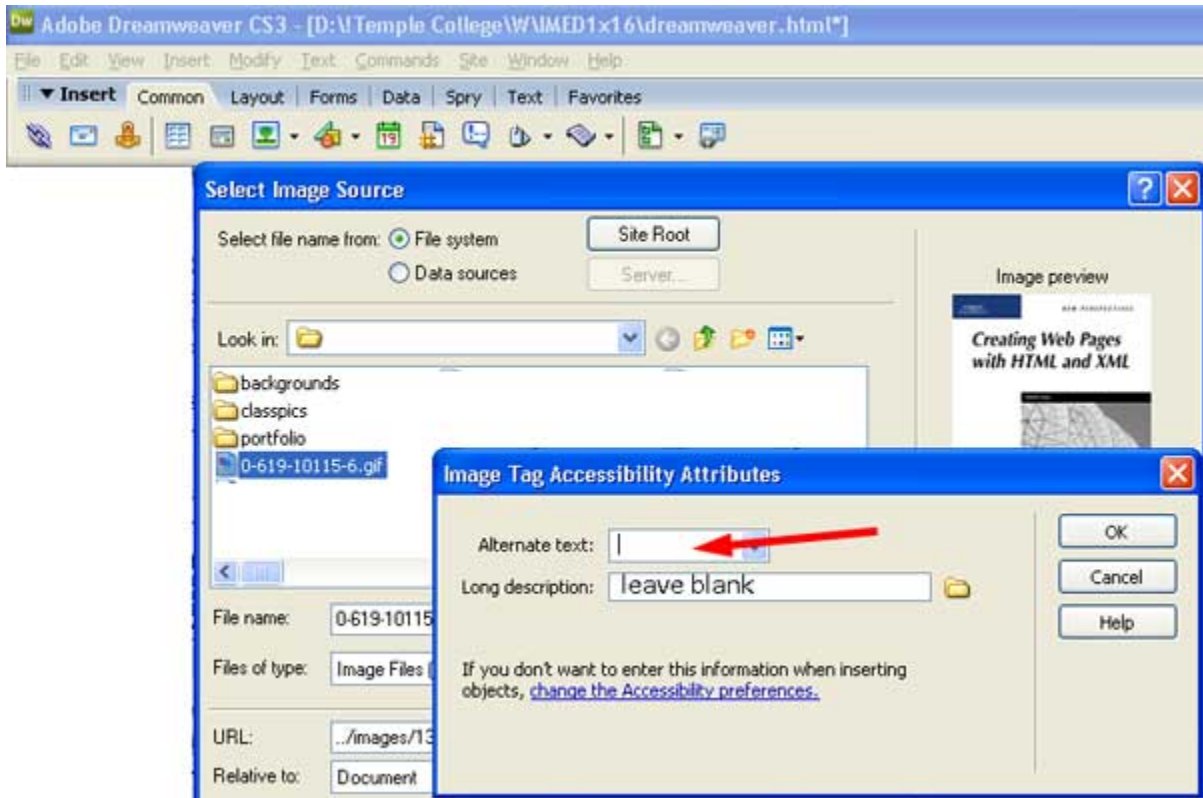


You may now save your changes by choosing [OK].

Next, you must set the title that you wish to display in the browser, above the main window.



You may 'Insert' images... after browsing to the file, you must provide Alternative text for the visually challenged.



As with a word processor, you may 'Insert' a table to organize your page.



Several videos on tables/editors are available on the class web site.

Note on Dreamweaver use:

More advanced classes, such as Web Design II focus on using a tool such as Dreamweaver; but this class, akin to Web Design I or Intro to Web Design, focuses on HTML foundations.

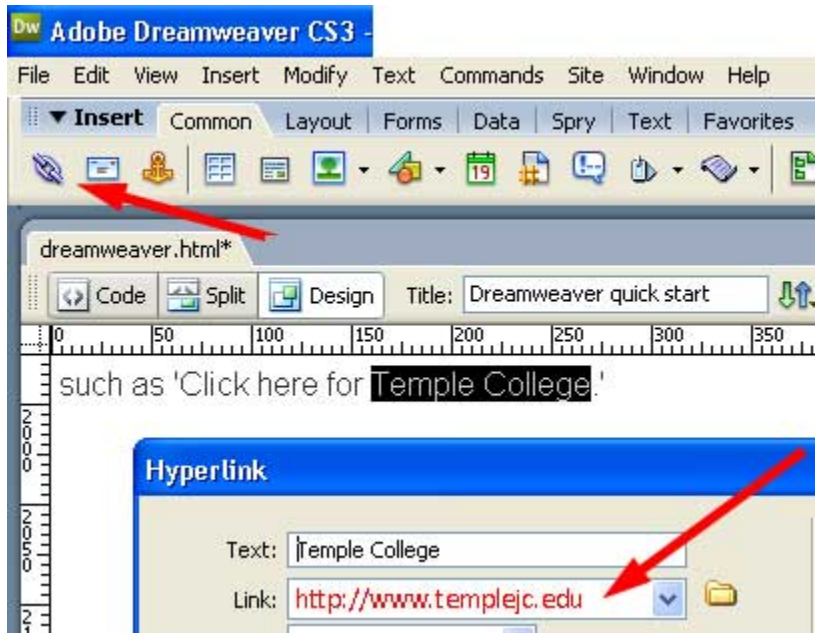
So from this point on, you may continue to code in HTML, you may use the freely distributed NVu, or you may use Dreamweaver if you have access. (Any editor, aside from Word or Front Page, are fine.)

This book cannot anticipate which version of Dreamweaver you may have, so topics covered will be in a generic format, and not specific to any version.

Links in Dreamweaver

Finally, to link to an Internet site, type some text, such as 'Click here for Temple College.'

Highlight the text, and choose the Chain icon.



For now, only fill in a full URL for the link... leave other fields as is. To link to an existing page on your site, choose the Folder button to the right, and browse to the file.

Image Maps

An image map is simply an image that can be used to link to different sites by clicking on various areas of an image, called hot spots. The hotspots are rectangles, circles, or polygons defined in HTML; the defined hotspots are then associated with a web site as a link.

Example image with hotspots
(the dotted lines around particular parts of the image):

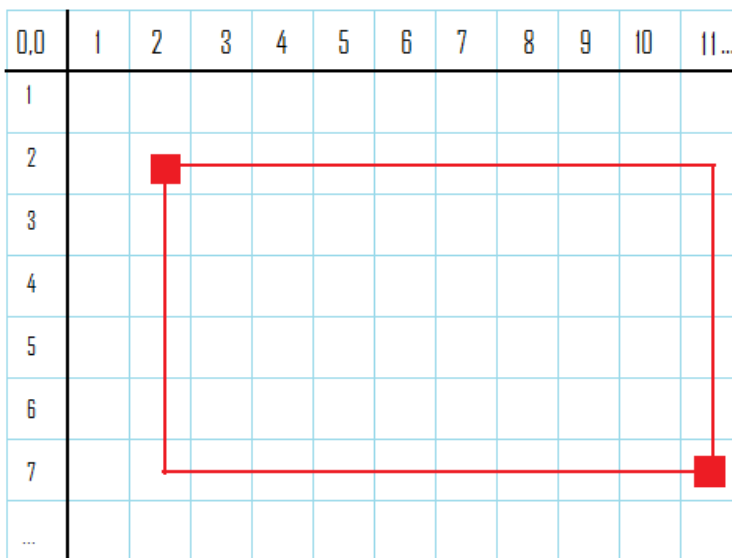


Rectangular Hot Spot Circular Hot Spot Trapezoidal Hot Spot

While, in theory, you can make an image map simply with a text editor, most people use their HTML editor or their graphics editor to not only define the hotspot, but also create the HTML code. Below are instructions for using an HTML editor or a graphics editor to create an image map, and then the final section of 'image maps' is some sample code; if you have the related image (available on the class web site) you could copy/paste the code to a web page to turn the image into an image map.

What is an image map?

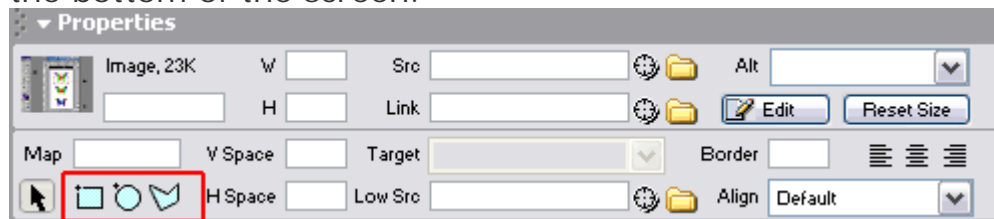
Image maps read coordinate values, x and y values as you may have done in geometry.



The rectangular image map above is 2,2 to 11,7 (the origin being the upper left hand corner of the monitor, in this example).

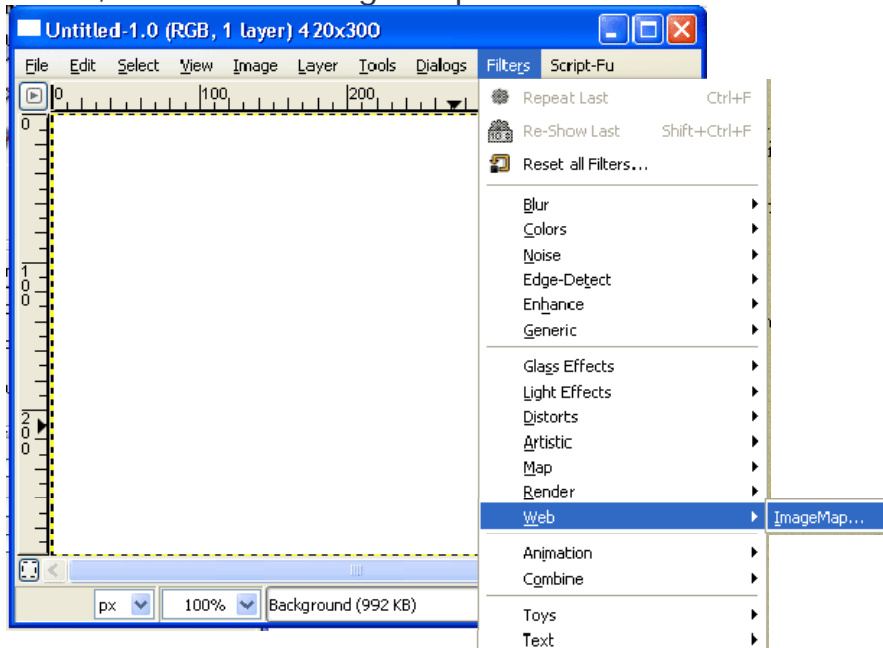
Image Maps with an HTML editor or photo editing software

If you are using Dreamweaver, after inserting the image, select the image; this will activate the image map tools in the Properties area, at the bottom of the screen.

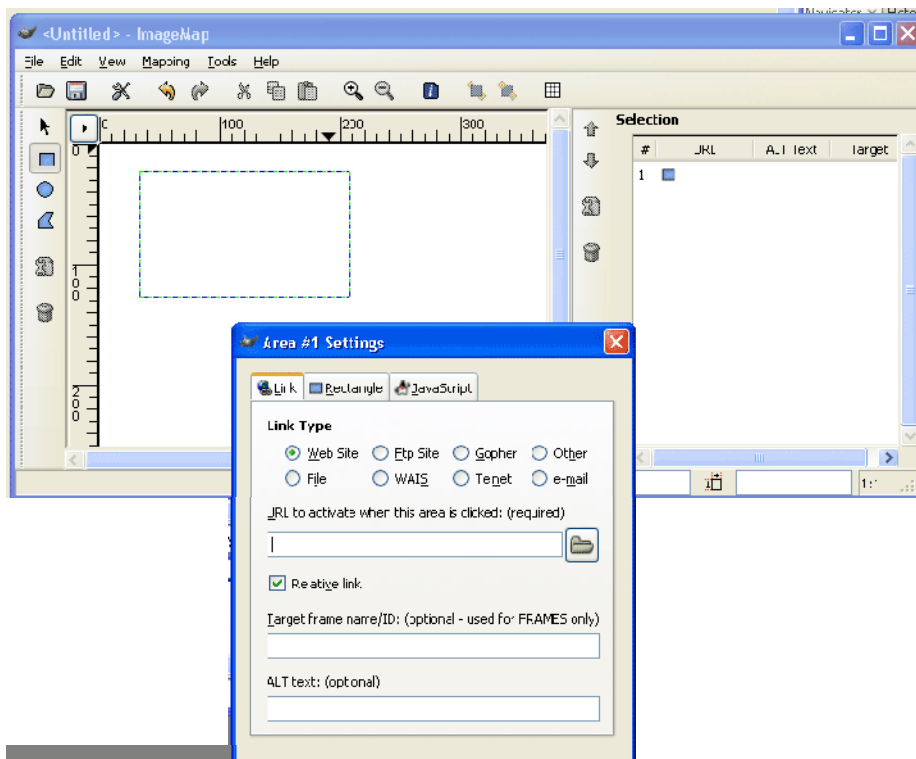


Choose a hotspot tool, and draw your shape. Once you finish, you will then get a new addition to the properties area: a place for the link and a place for the URL. It's that simple when using a full featured editor.

If using GIMP, start with an image, and then choosing Filters/Web menu, and select Image Map.



The Image Map window opens, allowing you to choose a hotspot shape to drag over parts of your image. As soon as an area has been defined, the Settings dialog appears. This is used to specify the hyperlink associated to the selected area.



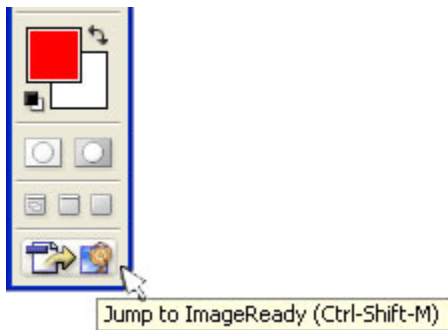
After all the desired areas have been selected and hyperlinks defined, you can save the work by clicking on the disk icon or selecting the Save As function from the File menu.

This creates a web page with the image map information, so the file extension should be .html or .htm.
No changes are actually made to the image.

You can then copy and paste the relevant image map info into another web page, as you may choose to do in this week's lab.

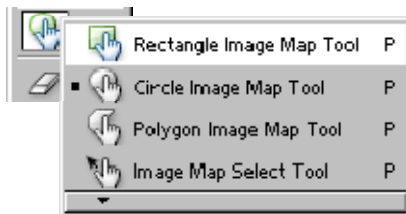
Image Maps in Adobe Creative Suite

If you have Adobe Creative Suite, the Image Map tool is not in Photoshop, but is available in the Fireworks Toolbar as the Hotspot Tool. It works similarly to the method listed below for older versions of Photoshop.



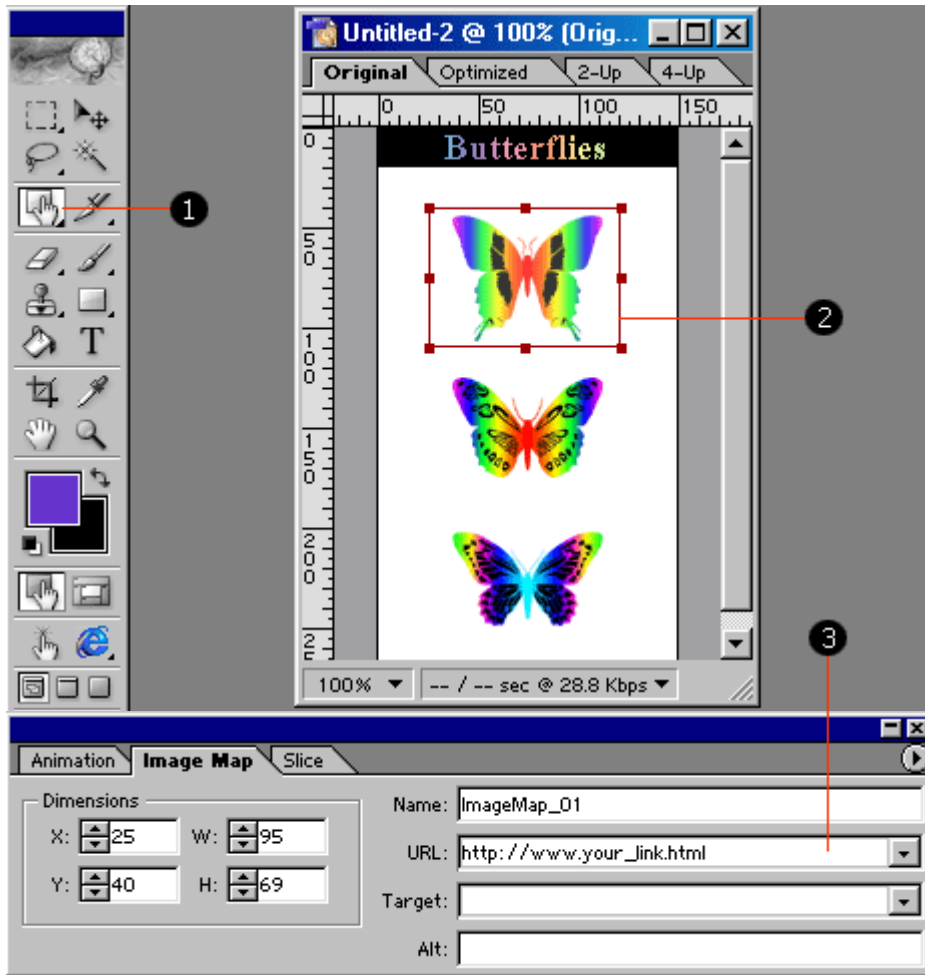
If you use an older version of Photoshop: Open your image in Photoshop; after prep, click the ImageReady icon, bottom right of the tool box.
Or, just open **ImageReady**, and open your file directly. Now go to **Window > Image Map**.

Select the appropriate **Image Map** tool (Item #1 in the image on page 224; you have choices here, rectangle, circle, or polygon.).



Use the cursor to select the hotspot on the image, as in item #2 in the image on page 224.

In the **Image Map** palette (item #3 in the image on page 224), Enter **URL** to page for Link. You may also add a **Target** and **Alt** tag as needed.



Repeat until all area's are mapped.

To Save image and code...Simply go to **Save Optimized As...**
 (Be sure to select "HTML and Image"). This will save the image and create an html
 page; you can copy the image map code into another page.

Image Map Sample Code

| | |
|--|---|
| | <p>If you have copied the file 'folders.gif' to your images folder, you could insert the following code to make just the top IMED 1316 folder a link to Temple College.</p> <pre> <map id="folders" name="folders"> <area shape="rect" coords="132,29,204,88" href="http://www.templejc.edu" alt="Temple College" /> </map></pre> |
|--|---|

W3C: World Wide Web Consortium

Remember Tim Berners-Lee from the Timeline in Overview 1? He didn't just sit on his laurels after coming up with the World Wide Web. He became associated with a volunteer group that approves new standards for HTML, and which also provides resources. The appendix lists many tags and attributes, but the W3C has all of them. So, if you would like to see other tags, or examples of how tags are used, check out:

Table of contents for HTML 4

<http://www.w3.org/TR/html401/cover.html#minitoc>

List of Tags (Elements)

<http://www.w3.org/TR/html401/index/elements.html>

List of Attributes

<http://www.w3.org/TR/html401/index/attributes.html>

Notes:

Lab 6

You may now start using Web Editors, if you are so inclined!

General Lab Directions

Note: There is not enough time in lecture to cover all the material; read your book BEFORE you begin the lab

Note: Typically labs will require you to invest some time in the lab, outside of class lecture hours

Check with your Instructor for due date, typically Friday, 11:59PM (see due dates on web site)

• **NOTE:** Do NOT use CAPITAL letters OR spaces in file names.

• **NOTE:** Do NOT use curly quotation marks, such as " "; only use straight quotation marks, such as "".

No Documentation for Lab 6 Refer to Lab 5 documentation

Part 2, Activity (100%): You will later transfer this information into a D2L dropbox

- Copy the contents of lab5 to a lab6 folder

Part 2a, Activity (50%):

- Using a text editor or a html editor, such as Dreamweaver or NVu, add a table to one of your existing pages, such as page1.htm; include with align=, valign=, background= or bgcolor=, and either a rowspan or colspan, as described in this overview.

Part 2b, Activity (50%): Two options, choose ONE option only.

- Option One

Copy the image 'folders.gif' from the class website to your images folder (verify the file is saved as *folders.gif*), then add the following code to one of your existing pages, such as page2.htm (the code makes the IMED1316 folder a link)

I strongly suggest you **copy from the class website, rather than type**, the lines below, then paste them into your document.

```

<map id="folders" name="folders">
<area shape="rect" coords="132,29,204,88" href="http://www.templejc.edu" alt="Temple College" /> </map>
```

or

- Option Two

Using an editor, such as Dreamweaver or NVu or GIMP, add an image map to one of your existing pages, such as page2.htm.

Grading Points

- page1.html has a table with
 - a table with text or an image in every cell (10%)
 - the table (or individual cells) has background color or background image (10%)
 - at least two cells are merged/joined (10%)
 - text in at least one cell is visibly vertically aligned (10%)
if you put a few
 in an adjacent cell, this will be easier to see
 - text in at least one cell is visibly horizontally aligned, center or right (10%)
- page2.html has a working image map with
 - a working visible image, such as the "folders.gif" (10%)
 - a working alt attribute, such as "folders" (10%)
 - a working hotspot, such as the rectangle over the IMED 1316 folder (15%)
 - the hotspot links to another page, such as www.templejc.edu (15%)

No Quiz for Lab 6 (30%) Wasn't Test #2 enough?

SUBMITTING THE LAB

In Windows, zip the entire lab6 directory, and rename to yourname-lab6.zip. Directions on page 70.

Log into Desire2Learn, choose this class, choose Dropbox, select Lab 6. Browse to yourname-lab6.zip and upload it. (See page 70 or class website for detailed instructions)

No quiz for Lab 6.

Completing Overview 9

- Submit by 11:59 pm, Friday, of the current week (see due dates on course web site)
 - Lab 6

MUD 9 (My Understanding, Details)

Respond in the class D2L Discussion forum to the following:

What topics, if any, during this time frame do you feel very comfortable with? Why?

What topics, if any, during this time frame do you not feel comfortable with?

- Participation Discussion 9 Respond in the class D2L Discussion forum to the following:
Why did we wait until now to start using HTML editors?
-

For the next time frame:

- Read Overview 10
- Each test has a review; you may wish to write out pertinent information from the readings and activities
- After completing this overview, you may wish to preview Lab 7