HTML: Hypertext Markup Language

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Lecture 15

- Hypertext Markup Language
- ☐ Key ideas:
 - 1. Connect documents via (hyper)links
 - Visual point-and-click to get a new document
 - Distributed, decentralized set of documents
 - 2. Describe content of document, not style
 - Structure of document from semantics
 - □ Separation of concerns: style vs content
- □ Rephrasing these key ideas:
 - 1. Hypertext
 - 2. Markup

WYSIWYG

- A paragraph or bulleted list in MS Word
- Benefits:
 - No surprises in final appearance
 - Quick and easy
 - Control: Author can use visual elements to stand in for structural elements

WYSIWYM

- A paragraph or list in LaTeX
- Benefits:
 - More information in document (visual & semantic)
 - □ Lack of Control: Author doesn't know how to apply visual elements properly for structure

To Do List

- 1. Study for midterm
- 2. Sleep



```
\section{To Do List}
\begin{enumerate}
  \item{Study for midterm}
  \item{Sleep}
\end{enumerate}
```

Iteration D1: Finding a Cart

As users browse our online catalog, they will (we hope) select products to buy. The convention is that each item selected will be added to a virtual shopping cart, held in our store. At some point, our buyers will have everything they need and will proceed to our site's checkout, where they'll pay for the stuff in their carts.

This means that our application will need to keep track of all the items added to the cart by the buyer. To do that, we'll keep a cart in the database and store its unique identifier, cart.id, in the session. Every time a request comes in, we can recover that identifier from the session and use it to find the cart in the database.

Evolution of HTML

- ☐ HTML (Berners-Lee, early 90's)
- □ HTML 2.0 (W3C, '95)
- □ HTML 3.2 (W3C, '97)
- □ HTML 4.0 (W3C, '97)
 - To form a more perfect union...
- □ HTML 4.01 (W3C, '99)
 - To smooth out the edges... big dog for years
- ☐ The great schism
 - W3C: XHTML 1.0 ('00), 1.1 ('01), 2.0
 - Everyone else: HTML Forms, WHAT...
- □ Capitulation ('09): W3C abandons XHTML 2.0
- □ HTML5 (W3C, 2014), 5.1, 5.2, ... snapshots of WHATWG standard
- □ Since 2019: W3C backs WHATWG's HTML "Living Standard"
 - html.spec.whatwg.org/dev
 - All W3C versions (including HTML5) retired in 2021

Design-by-contract:

Page Validation

- Weak requires, but strong ensures
- Permissive in input, but strict in output
- Browsers (taking HTML as input) are permissive
 - "Tag soup" still renders
- Web authors (writing HTML as output) should be as strict as possible
 - But permissive browsers hide errors!
- □ Solution: use a validator
 - See validator.w3.org
 - Checks for syntax problems only

Example HTML Source

```
<!DOCTYPE html>
<html lang="en">
  <head>
   <title>Something Short and Sweet</title>
   <meta charset="utf-8" />
 </head>
  <body>
   >
     Hello <a href="planet.html">World</a>!
     <br />
     <img src="pic.png" alt="a globe" />
   </body>
</html>
```

```
<!DOCTYPE html>
<html lang="en">
  <head>
   <title>Something Short and Sweet</title>
   <meta charset="utf-8" />
  </head>
  <body>
   >
     Hello <a href="planet.html">World</a>!
     <br />
     <img src="pic.png" alt="a globe" />
   </body>
</html>
```



Example Rewritten

```
<!DOCTYPE html> <html lang="en"> <head> <title>Something
Short and Sweet</title> <meta charset="utf-8" /> </head>
<body>  Hello <a href="planet.html">World</a>! <br /> <img
src="pic.png" alt="a globe" />  </body> </html>
```

Type Declaration

```
<!DOCTYPE html>
<html lang="en">
  <head>
   <title>Something Short and Sweet</title>
   <meta charset="utf-8" />
 </head>
  <body>
   >
     Hello <a href="planet.html">World</a>!
     <br />
     <img src="pic.png" alt="a globe" />
   </body>
</html>
```

Choices for Document Type

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```
☐ HTML 5
<!DOCTYPE html>
```

□ HTML 4.01

```
<!DOCTYPE HTML
PUBLIC "-//W3C//DTD HTML 4.01//EN"
"http://www.w3.org/TR/html4/strict.dtd">
```

□ XHTML 1.0 Strict

```
<!DOCTYPE html
PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
```

Type Declaration for HTML 5

```
<!DOCTYPE html>
<html lang="en">
  <head>
   <title>Something Short and Sweet</title>
   <meta charset="utf-8" />
  </head>
  <body>
   >
     Hello <a href="planet.html">World</a>!
     <br />
     <img src="pic.png" alt="a globe" />
   </body>
</html>
```

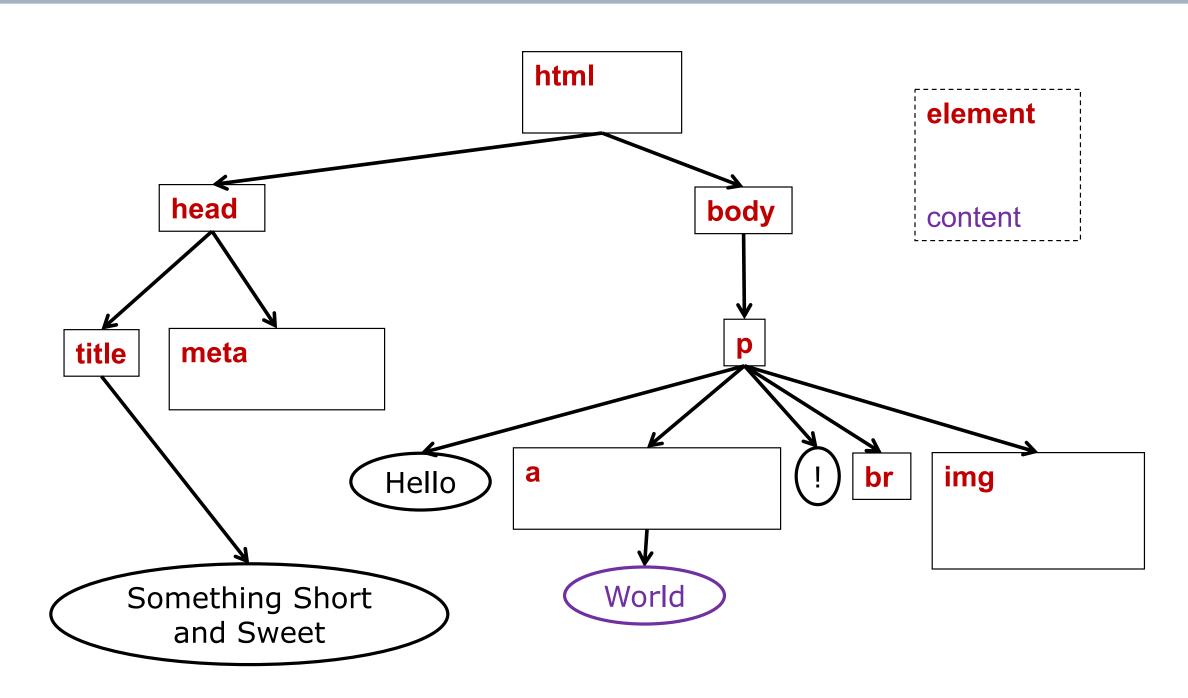
Element Tags: Nested Start/End

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```
<!DOCTYPE html>
<html lang="en">
  <head>
   <title>Something Short and Sweet</title>
   <meta charset="utf-8" />
  </head>
  <body>
   >
     Hello <a href="planet.html">World</a>!
     <br />
     <img src="pic.png" alt="a globe" />
   </body>
</html>
```

start tag
content
end tag

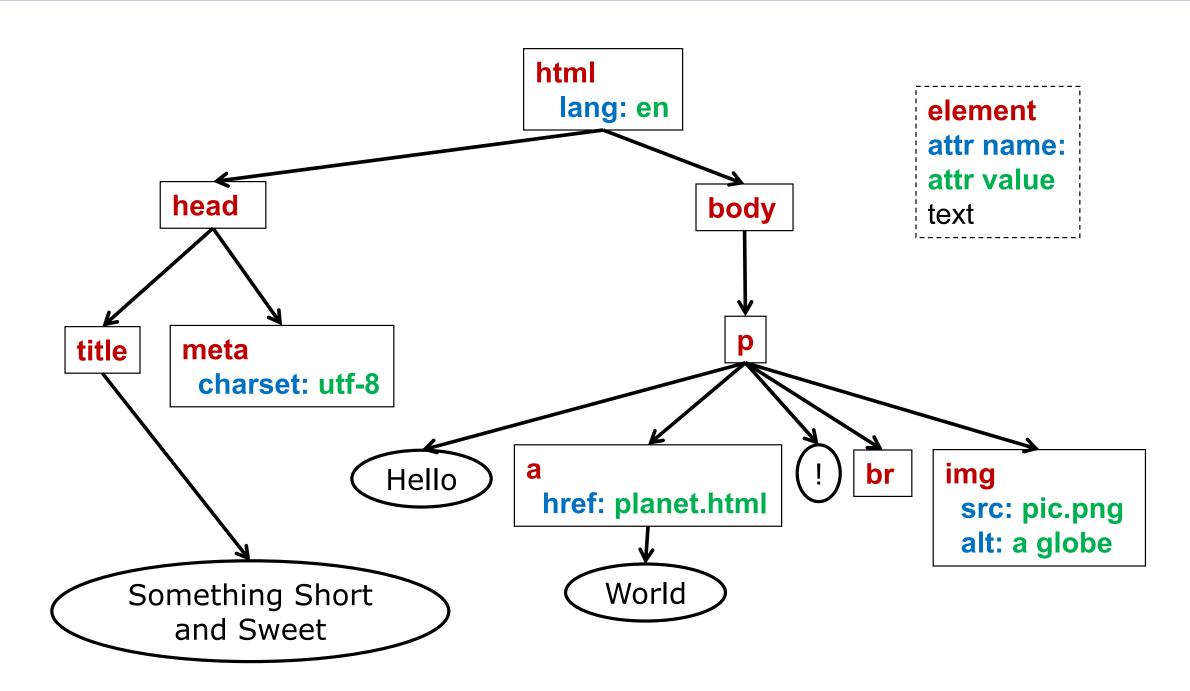
Structure: Nesting of Elements



Attributes: Name/Value Pairs

```
<!DOCTYPE html>
<html lang="en">
 <head>
   <title>Something Short and Sweet</title>
   <meta charset="utf-8" />
 </head>
  <body>
   >
     Hello <a href="planet.html">World</a>!
     <br />
     <img src="pic.png" alt="a globe" />
   </body>
</html>
```

Structure of Example



- Familiar problem: Encoding

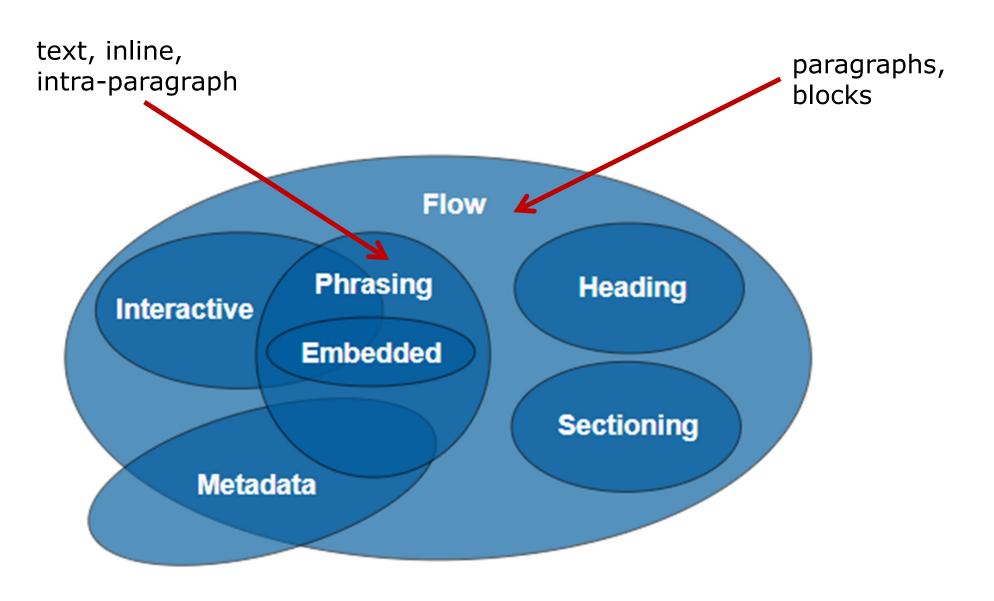
 - Meta-characters (e.g. '<') need to be escaped</p>
- HTML entities represent a literal &#dddd;
 - Where dddd is the "unicode code point" (as a decimal number) &#xhhhh;
 - Where hhhh is the code point in hex &name;
 - Where *name* is from a small set (lt, gt, amp...)
- Examples:

```
< &#0060; &#x3C; &#x03c; &lt; &#9829; &#x2665; &hearts;
```

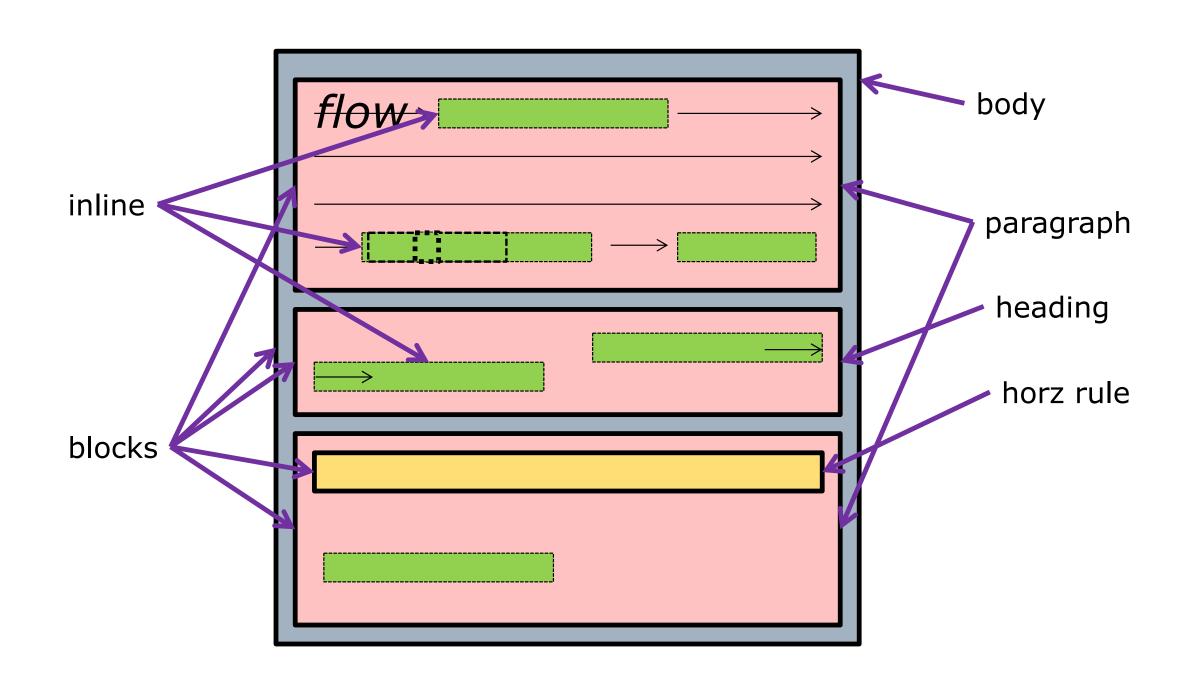
- 1. Top-level document structure elements
 - The root of tree is <html>
 - The root has two children: <head>, <body>
- 2. Head elements
 - (Meta) information about document
- 3. Body elements, (roughly) two kinds:
 - 1. Block
 - Content that stands alone
 - □ Starts new line of text (interrupts the "flow")
 - May contain other elements (block or inline)
 - 2. Inline (aka phrasing)
 - □ Intimately part of surrounding context
 - □ Does not interrupt "flow" of text
 - May contain other inline elements

HTML 5 Content Model

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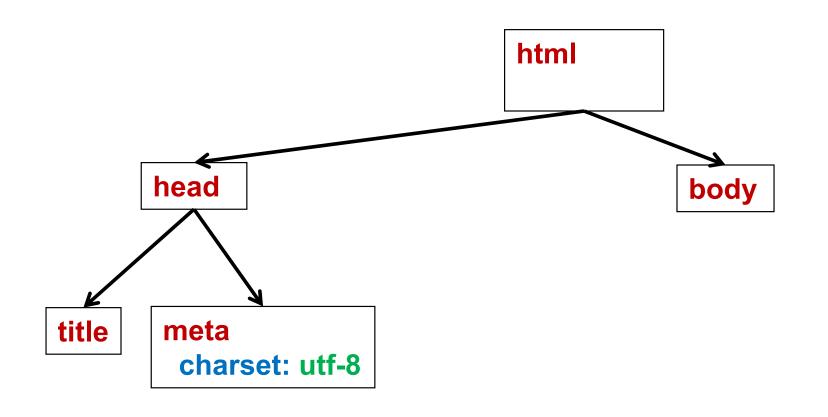


https://www.w3.org/TR/2011/WD-html5-20110525/content-models.html#kinds-of-content



Required Structure for HTML5

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element attr name: attr value text

- <title>: required, must be only text
 - May be displayed in window title bar
- <script>: client-side code to run
- to use
 - Commonly used for style information
- - <meta http-equiv="..." content="..." /> can become a header field in HTTP response!
 - <meta http-equiv="Content-Type" content=</pre>
 - <meta http-equiv="Location" content=...</pre>
 - <meta http-equiv="Last-modified" content=...</pre>
 - <meta name="keywords" content="..." />

- □ Text
 - Paragraph , horizontal rule <hr>
 - Headings <h1> <h2> ... <h6>
 - Preformatted , quotations <blockquote>
- Lists
 - Ordered , unordered , definition <dl>
 - Item in list (<dt> <dd> for definitions)
- □ Table
- □ Form <form> (and some form elements)
- □ Sectioning (HTML 5)
 - Article <article>, section <section>
 - Header <header>, footer <footer>
 - Canvas < canvas >
- □ Generic container for flow content <div>

- □ Anchor <a>
- Phrasing and text
 - Emphasis , strong emphasis
 - Code snippet <code>
 - Inline quotation <q>
 - Inserted text <ins>, deleted text
- □ Image
- □ Form elements
- ☐ Generic container within flow content
- Visual markup: deprecated
 - Bold , italic <i>, underline <u>
 - Typewriter font <tt>
 - Font control

And Don't Forget Comments

- □ Comments set off by <!-- ... -->
- ☐ Beware: they do not nest

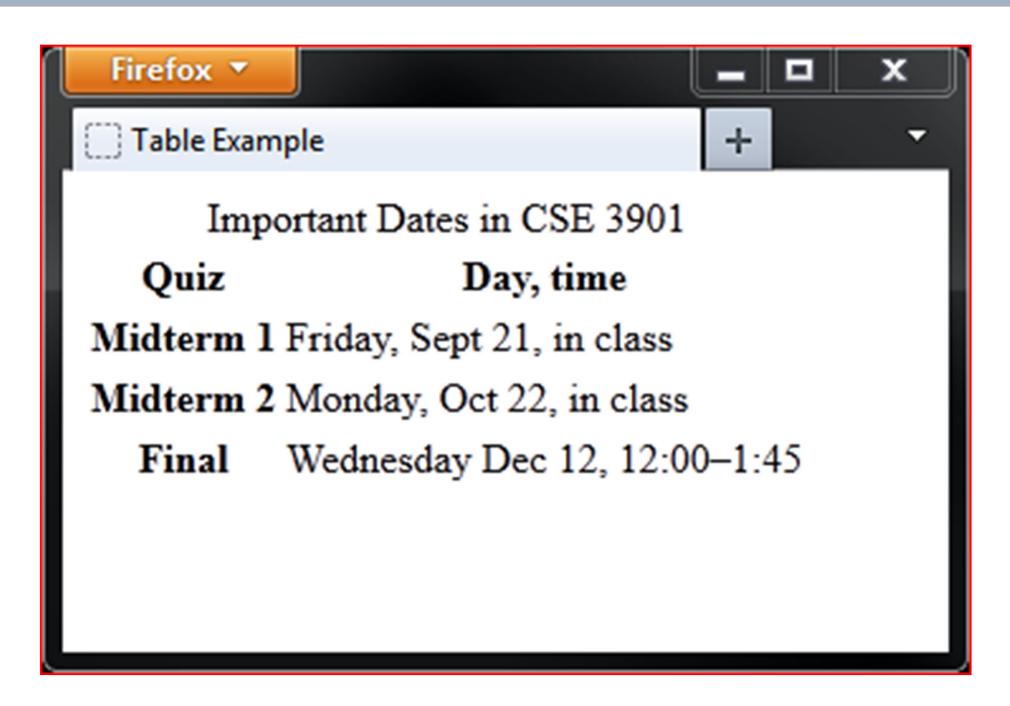
Tables

- □ Row
- □ Cell of data
- □ Header cell (for row or column)
- □ Caption < caption >
- And some more exotic ones too
 - Header (repeat if splitting) <thead>
 - Body
 - Footer (repeat if splitting) <tfoot>

Table Example

```
<caption> Important Dates in CSE 3901 </caption>
 Quiz
  Day, time
 Midterm 1
  Friday, Sept 21, in class
 Midterm 2
  Monday, Oct 22, in class
 Final
   Wednesday Dec 12,
    12:00–1:45
```

Table Example Rendered



Hyperlinks

- □ Anchor tag with href attribute some text
 - some text
- Clickable element
- ☐ Click results in: an HTTP request
 - GET request
 - URL from value of href attribute
- What about arguments?
 - Must be "hard coded" in attribute value
 - notes

- □ General mechanism for client to make HTTP requests
 - GET or POST

```
<form action="path" method="get">
```

HTTP arguments come from nested inputs

```
<input... name="color">
```

- □ User input: <input name="..." type="..." />
 - Text fields <input type="text"...
 - Radio buttons <input type="radio"...
 - Checkboxes <input type="checkbox"...</p>
 - Hidden <input type="hidden"...</p>
- □ Button <button type="...">
 - Default type is submit, which sends the request
- □ Information (not input): <label>

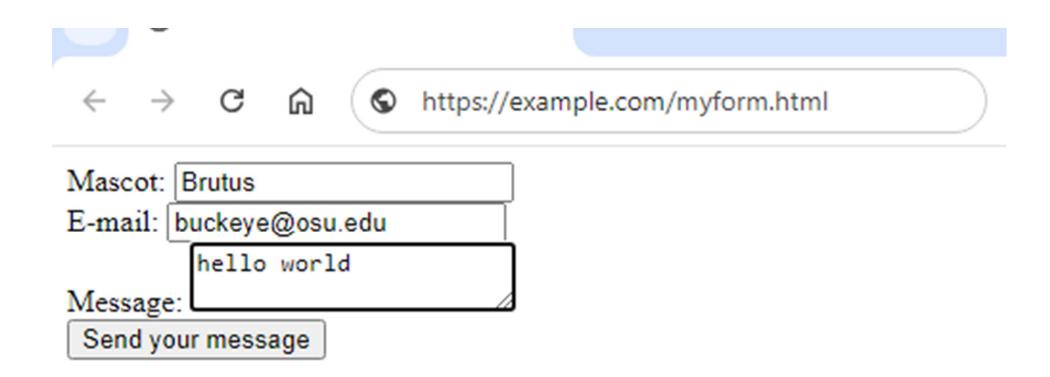
Example

```
<form action="/my-handling-form-page" method="post">
    <div>
        <label for="name">Mascot:</label>
        <input type="text" id="name" name="mascot name" />
    </div>
    <div>
        <label for="mail">E-mail:</label>
        <input type="email" id="mail" name="mascot mail" />
    </div>
    <div>
        <label for="msg">Message:</label>
        <textarea id="msg" name="message"></textarea>
    </div>
    <div class="button">
        <button>Send your message</button>
    </div>
</form>
```

Form Rendered

\leftarrow \rightarrow G	⋒ S https:/	//example.com/myform.html	
Mascot: E-mail:			
Message: Send your mess	sage		

Form Modified by User



- When button (with type submit) is clicked
- HTTP request is sent, with
 - Verb per form's method
 - URL per form's action
 - Arguments per form's inputs
 - Input's name attribute is the argument name
 - □ Value (usually user controllable) is the argument value

■ Example:

```
POST /my-handling-form-page HTTP/1.1
Host: www.example.com
Content-Type: application/x-www-form-urlencoded
Content-Length: 68
```

```
mascot_name=Brutus&mascot_mail=buckeye%40osu.edu
&message=hello+world
```

Summary

- □ Evolution of HTML: HTML 5
 - Tension between permissive and strict
 - Page validation
- □ An HTML document is a tree
 - Elements are nodes, text is leaves
 - Elements have attributes
- Head elements: meta information
- Body elements: content
 - Block elts: para, heading, list, table, div
 - Inline elts: anchor, img, emphasis, span
- □ Forms: user-controlled HTTP params