

# XHTML

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February 5, 2006



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# What's in a name?

- *eXtensible* by more than the W3C
- *Hyper* links allowed
- *Text* is medium
- *Markup* tags are used to describe actions
- *Language* has syntax just like other programming languages



# Pulled in many directions . . .

- Designers want to be able to place things precisely so the pages look good.
- Computer parsers want to be able to “understand” the pages.
- People want to be able to read the markup.
- Current consensus is to separate content from presentation (HTML vs. CSS) so that everyone can be happy.



# How to generate?

- Text editor
- Web page editor
  - FrontPage
  - DreamWeaver
- Algorithmicly
  - CGI scripts on server
  - Javascript on client



# What does XHTML look like?

- Text
- Tags
  - `<html> </html>`
  - `<br />`
- Misc
  - `<!DOCTYPE ...>`
  - `<!-- comment -->`



# Some tags (from book)

- `<html>`
- `<head>`
- `<body>`
- `<title>`
- `<p>`
- `<h1>`, `<h2>`, `<h3>`, ...
- `<br />`
- `<blockquote>`
- `<b>` and `<i>`
- `<big>` and `<small>`
- `<hr />`
- `<img />`
- `<a>`
- `<ol>`, `<ul>`, and `<li>`

# Simple Example

## Simple Example Link

```
<html>
  <head>
    <title>Simple Example</title>
  </head>

  <body>
    <p>This is a very simple HTML example.</p>
  </body>
</html>
```



# HTML tables

- `<table>` tag used to do the same thing as tables in a word processor
- Many web page editors use them for layout to ensure the pages look exactly “right”
  - Makes them hard to read
  - Using wrong tool for job (CSS is correct tool)
- `<tr>` contains a table row
- `<td>` contains table data
- `<th>` contains a table header information



- Allow client to send information to server
- `<form method="..." action = "scriptname">`
  - 1 `method="get"` appends message to end of URL
  - 2 `method="post"` puts message in different location of the client request

# “Widgets”

Widgets are components from which you can build a larger page from (`<input type=“...” />`).

- text
- checkbox
- radio
- select
- textarea
- reset
- submit



<, >, &, and some other characters might need to be put in HTML. Use the following entities:

- &lt;
- &gt;
- &amp;
- &frac12;

- Somewhat controversial
- Easy to understand and think of potential uses
- Can be mimic'd with CGI programs
- Should always include `<noframes>` section for browsers that don't understand or render frames
- Requires a different DTD (removed from 1.1 XHTML standard altogether)

- Your book mentions XML and similar technologies
- We will cover these in detail later
- XHTML is the XML variant of HTML and to be preferred in most cases over older versions (e.g., HTML 4.01)<sup>1</sup>

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<sup>1</sup>See the preface to DTHML Utopia for a differing opinion.

# How do I create HTML documents on the CSS domain?

- `public_html` is where HTML documents accessible to the world are located via `www.css.tayloru.edu` (P: drive or `\\paul\public_html`)
- `local_html` is where HTML documents are located that are only accessible to computers at Taylor via `www2.css.tayloru.edu` (L: drive or `\\paul\local_html`)
  - Do your homework for cos264 here
  - Do your testing here, then move to `public_html` when you confirm things work properly

