

HTML

Web Building Basics for RPG programmers

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HTML: what is it?

- ◆ HyperText Markup Language
- ◆ Originally derived from SGML
 - ◆ Simple Generalized Markup Language
 - ◆ Used for document markup
 - ◆ Mostly technical, legal
- ◆ HTML created for Web

HTML history

- ◆ Invented at CERN European Particle Physics Lab
- ◆ Browser implemented at U of I Mosaic
- ◆ Standards from W3C
 - ◆ World wide web consortium - w3.org
- ◆ Varied support of standards
- ◆ Best to use what works for most

Client requests document

- ◆ Uses HTTP hypertext transfer protocol
- ◆ Names equated to IP by DNS
- ◆ http:// hypertext transfer protocol
- ◆ www. server name
- ◆ omniuser domain name
- ◆ .org high level domain - .com, etc.

Server returns document

- ◆ Content
 - ◆ text and images about subject
- ◆ Markup Instructions
 - ◆ tags specify structure and formatting
 - ◆ simplest is HTML, many other flavors

Browser renders document

- ◆ According to standards
- ◆ Watch out for browser differences

Compose and test offline

- ◆ Create documents in most any editor
- ◆ Open... File... in browser
- ◆ Iterative development cycle
 - ◆ Edit and save document
 - ◆ Open or refresh in browser
 - ◆ and so on...

Root of related technologies

- ◆ XML - extensible markup language
- ◆ CGI - web server extensions
- ◆ .asp, .jsp, .php - server-side scripting
 - ◆ Insert db info in template page with scripting evaluated at retrieval time
- ◆ For any of these, need a good understanding of how HTML works

Start with static pages

- ◆ can generate/convert with many tools...
 - ◆ Word, Excel, Access... export to .html
- ◆ Frontpage, Dreamweaver... “CASE” tools
- ◆ Useful, but no replacement for understanding how code constructs work
- ◆ To generate or “script” first understand using constructs “raw” or by hand

HTML as XML: XHTML

- ◆ XML is eXtensible Markup Language
- ◆ Like SGML, XML is a meta-language
 - ◆ a language for expressing languages
- ◆ XHTML is HTML implemented in XML
- ◆ Stricter syntax, more machine verifiable

Extensions to Standards

- ◆ Browser compatibility issues
- ◆ Extensions for competitive advantage
- ◆ Often adopted eventually
- ◆ Know your audience
- ◆ Lowest common denominator or multiple choices for different usages

Tools inventory

◆ Text or WYSIWYG editor

- ◆ Either way, become fluent in “native” HTML
- ◆ WYSIWYG “generated code” can be annoying
- ◆ If you understand, you can leverage

◆ Browsers

- ◆ Internet Explorer, Netscape Navigator
- ◆ Other browsers (many) exist, but not as important
- ◆ Must adhere to IE and Netscape standards

Hello, World (Wide Web)

```
<html>
```

```
<head>
```

```
<title>My HTML document</title>
```

```
</head>
```

```
<body>
```

```
<h2>My HTML document</h2>
```

```
Hello, <b>World Wide Web!</b>
```

```
<p>
```

```
Go to <a href="http://omniuser.org">omniuser.org</a>
```

```
<p>
```

```
&copy; 2002 omniuser.org
```

```
</body>
```

```
</html>
```


Save .html, open in browser

- ◆ Browser renders file, showing text, reacting to markup (tags)
- ◆ Tags are text bracketed between less than (<) and greater than (>) symbols
- ◆ Tags are embedded into text document opened and viewed with browser

Tags start and end

- ◆ `<tag>` opens a “section” of code, continues until matching `</tag>`
- ◆ For some tags, `</tag>` end tag is optional
- ◆ Opening `<tag>` can specify attributes
 - ◆ `<tag option="value">`
- ◆ Closing tag doesn't specify attributes, closes effect of opening tag

<head> and <body> tags

- ◆ Two parts of document
- ◆ Both inside <html> ... </html> “container”
- ◆ Both are containers as well
- ◆ <head> = information about document
 - ◆ important: <title> displayed as window title
- ◆ <body> = document content
 - ◆ where most work occurs

Comments

- ◆ Opening comment tag is `<!--`
- ◆ Nothing after it is processed until
- ◆ Closing comment tag is `-->`
- ◆ Allows explanations
- ◆ Also useful to “turn things off”

Text

- ◆ What's between the tags
- ◆ What the user sees
- ◆ It's the content that matters most!

“Anchor” tags for links

- ◆ To other documents
 - ◆ `Omni home page`
- ◆ To images
 - ◆ ``
 - ◆ ``

A link that's also an image

- ◆ ``
- ◆ Containers hold other elements
- ◆ Formatting tags (deprecated)
 - ◆ `<i> ... </i>`, ` ... `
- ◆ Character entities
 - ◆ `©` ` ` `>` `<` `&` (!)

Text processing is different

- ◆ White space is ignored
- ◆ Returns are ignored
- ◆ Use `<div>` `<p>` and `
` to force display
 - ◆ All break to newline
 - ◆ `<div>`, `<p>` define section, break line
 - ◆ `
` just causes a line break

Headings and rules

- ◆ Headings

- ◆ `<h1>` through `<h6>`

- ◆ Bolded, sized accordingly

- ◆ Rules

- ◆ `<hr>`

- ◆ Separation lines

Hyperlink sites & documents

- ◆ Also called “anchor” tags
- ◆ absolute
 - ◆ `Omni User`
 - ◆ without document, defaults `index.html`
- ◆ relative
 - ◆ `Interesting!`
 - ◆ links to documents in your own site

Inserting images

- ◆ Inline images

- ◆ ``

- ◆ ``

- ◆ Flowed with text like big characters

- ◆ Vertically align with align attribute

- ◆ ``

Image maps

- ◆ In `<a ... >` tag, use `` attribute to define areas
- ◆ Browser returns x, y coordinates when image clicked
- ◆ Processed by server program

Lists

- ◆ Unordered lists

- ◆ `item 1item 2`

- ◆ Indented with bullets

- ◆ Ordered lists

- ◆ `item 1item 2`

- ◆ Indented with numbers

More lists...

- ◆ Definition lists

- ◆ `<dl><dt>title1</dt><dd>defn1</dd>`
- ◆ `<dt>title2</dt><dd>defn2</dd></dl>`
- ◆ List of titles and indented related definitions

Forms handle user input

- ◆ `<form>` input elements `</form>`
- ◆ Fields, text boxes, radio buttons, check boxes (more on these later...)
- ◆ Submit button sends information to be processed by server

Tables divide page space

- ◆ `<table>...table specs...</table>`
 - ◆ within, one or more `<tr>...row specs...</tr>`
 - ◆ within, one or more `<td>...data specs...</td>`
 - ◆ Span attribute allows bridging cells
- ◆ `<table>`
 - ◆ `<tr><td>r1c1</td><td>r1c2</td></tr>`
 - ◆ `<tr><td>r2c1</td><td>r2c2</td></tr>`
- ◆ `</table>`

Frames

- ◆ Divide window, load multiple .html documents into divisions
- ◆ `<body>` replaced with one or more `<frameset>` tags
- ◆ Each `<frameset>` tag tells browser what document to load in that window space

Tag syntax

- ◆ All tags have a name, some have attributes
- ◆ HTML is case insensitive, XHTML is all lowercase, so use lowercase for future
- ◆ `<tagname {att1="val1" {att2="val2"}}>`
- ◆ Order of attributes does not matter
- ◆ XHTML requires value quotes, so use 'em

Nesting tags

- ◆ End embedded tag before ending enclosing tag
 - ◆ this `omni`
 - ◆ not `omni`

Some tags have no end tag

- ◆ In HTML, especially `
`, `<hr>`, ``
- ◆ XHTML requires end tags, well formed
- ◆ Also, some tags are ignored
 - ◆ Redundant tags `<p><p>` vs. `

`
 - ◆ Especially tags incorrectly specified

Combine and investigate

- ◆ Look at examples on the web
- ◆ Or Save As... .html from Word
- ◆ Display in browser, then use View.. Source
- ◆ Copy text, modify, redisplay
- ◆ Replace content with your content

Colors and backgrounds

- ◆ `<body bgcolor="#FF0000">`
- ◆ `<body bgcolor="black">`
- ◆ `<body background="images/backg.gif">`
 - ◆ Backgrounds tile or repeat if they aren't big enough, small graphics create interesting effects when tiled
- ◆ `<body text="white">`
 - ◆ change text color to contrast

Link colors

- ◆ link, vlink, alink color attributes
 - ◆ link, visited link, active link
- ◆ but should such things be specified for each link?

CSS externalizes formatting

- ◆ Cascading Style Sheets separate content and format
- ◆ `<link rel="stylesheet" type="text/css" href="/std.css" />`
- ◆ “This sort of tag, in this situation, should look like this”
- ◆ `selector {property: values; property: values;... }`
 - ◆ `p,table,li,h1,h2,h3`
`{`
`font-family: verdana, arial, 'sans serif';`
`}`

Cascading?

- ◆ Many styles can apply to an element
- ◆ Browser checks, first to last...
 - ◆ Inline Style (inside HTML element)
 - ◆ Internal Style Sheet (inside the <head> tag)
 - ◆ External Style Sheet
 - ◆ Browser default

Styled links (internal sheet)

- ◆ `<style type="text/css">`
`a:link {color: #FF0000}`
`a:visited {color: #00FF00}`
`a:hover {color: #FF00FF}`
`a:active {color: #0000FF}`
`</style>`
- ◆ good start point: add to head, remove html formatting
- ◆ when comfortable, externalize and reference

Source style concerns

- ◆ How it looks in document does not equal how it looks in browser
- ◆ In document, arrange for understandability and maintenance
- ◆ Can look same in browser, but be easier to live with
- ◆ Nesting is your friend

Forms for user input

- ◆ Can be many on a page
- ◆ A typical form
- ◆ `<form action="http://omniuser.org/process">`
 - ◆ ... form elements, including text boxes, buttons, etc.
- ◆ `</form>`
- ◆ When submit button pressed, action document requested with current form element values passed along to server in request

Method - POST or GET

- ◆ `<form>` also requires method attr
- ◆ Values are POST and GET
- ◆ POST encodes form data in stream
 - ◆ Good for lots of fields, secure
- ◆ GET appends form data on URL
 - ◆ Good for few fields, direct links

Form example

- ◆ `<form method=GET action="http://omniuser.org/process">`
 - ◆ Name:
 - ◆ `<input type=text name=name size=30 maxlength=80>`
 - ◆ `<p>Sex:`
 - ◆ `<input type=radio name=sex value="M" >`
 - ◆ `<input type=radio name=sex value="F">`
 - ◆ `<p><input type=submit>`
- ◆ `</form>`

Email from forms

- ◆ `<form method=POST action="mailto:jromeh@aol.com" enctype="text/plain" onSubmit="window.alert('This form is being sent by email...')">`
- ◆ ...
- ◆ `</form>`
- ◆ Sends form values as email, process transactions manually until automation required
- ◆ CGI better, but if security not paramount...

Text fields and file control

- ◆ `<input type=text name=comment>`
- ◆ `<input type=text name=address size=30
maxlength=256>`
- ◆ `<input type=password name=pwd>`
 - ◆ Only masked on screen, sent clear, be careful
- ◆ `<input type=file size=20 name=myfile>`
 - ◆ Displays file selection control

Checkboxes

- ◆ `<input type=checkbox name=sys value="iSeries" />iSeries`
- ◆ `<input type=checkbox name=sys value="AS/400" />AS/400`
- ◆ Allows multiple selections, sends as
 - ◆ `sys=iSeries`
 - ◆ `sys=AS/400`

Radio Buttons

- ◆ Like checkboxes, but only one in group may be selected
 - ◆ `<input type=radio name=sys value="iSeries"/>iSeries`
 - ◆ `<input type=radio name=sys value="AS/400"/>AS/400`
 - ◆ Returns `sys=iSeries` or `sys=AS/400`

Action buttons

- ◆ Send entire form when clicked
 - ◆ Submit button
 - ◆ `<input type=submit>`
 - ◆ `<input type=submit value="Send It!">`
 - ◆ Reset button
 - ◆ `<input type=reset>`
 - ◆ Image button
 - ◆ `<input type=image src="images/btn.gif">`
- ◆ Use value attribute to identify multiple submit buttons

Hidden fields

- ◆ Used to identify “author-time” constant values, like compile time constants
- ◆ `<input type=hidden name=formnbr value=“002”>`
- ◆ Passed through to server, not under user control

Text Areas

- ◆ `<textarea name=address cols=40 rows=4>default data</textarea>`
- ◆ Wrap attribute controls wrapping style
 - ◆ `wrap=off` - one line sent, displayed
 - ◆ `wrap=virtual` - one line sent, broken in display
 - ◆ `wrap=physical` - two lines sent

Multiple choice elements

- ◆ `<select name=lang size=3 multiple>`
 - ◆ `<option>RPG</option>`
 - ◆ `<option>COBOL</option>`
 - ◆ `<option>Java</option>`
- ◆ `</select>`
- ◆ Shows 3 of 3, allows multiple selections

Multiple choice elements

- ◆ `<select name=lang size=1>`
 - ◆ `<option selected>RPG</option>`
 - ◆ `<option>COBOL</option>`
 - ◆ `<option>Java</option>`
- ◆ `</select>`
- ◆ Shows 1 of 3, starts with RPG selected, allows only one selection

JavaScript automates client

- ◆ Not Java at all!
- ◆ Treats document elements and browser as objects with properties
- ◆ Used in many tools (ECMA Script)
- ◆ Great for edits before submitting form

Explore & express content

- ◆ Clone some pages, adjust content and layout to your needs
- ◆ Pay attention to content and consistency
- ◆ Use web resources
- ◆ Get some server space and post pages
- ◆ Regular content change = regular visits!

Web resources

- ◆ Google
 - ◆ Search on html tutorial
 - ◆ NCSA, WebMonkey, w3.org, w3schools.org and on and on...
- ◆ Have fun!

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