

Reference:

The tags and attributes listed below are far from all that there are. These listed are the most used on the classreport.org websites and used in the lessons presented here.

Lesson 1.

Lesson 2.

Lesson 3.

Lesson 4.

Tags	Attributes	Tags	Attributes	Tags	Attributes	Tags	Attributes
 	face=	<!-- -->	scrollamount			<a>	href
<center>	size=	<marquee>	scrollDelay=				src
	color=		direction=				target
<table>	border=		height=				alt
<tr>	cellspace=						
<td>	bordercolor=						
	bgcolor=						
	width=						

Lesson 5.

Lesson 6.

Lesson 7.

Lesson 8.

Tags	Attributes	Tags	Attributes	Tags	Attributes	Tags	Attributes
<form>	type	<p>	target		&item=		
<input>	value		align	<div>		<h1> - <h6>	
<style>	onClick		vspace				
			hspace				

Overview:

I would like to look at the uses of the various tags and attributes we used and elaborate on each.

Tags from Lesson 1.

The first tag listed is `
`. This is known as the Break or Line Break tag. It can be best described as the pressing of the enter key on the keyboard in a document. It terminates the line that you are typing on and starts a new line.

The `<center>` tag is used to place a set of text or a graphic image into the center of a designed space. You can make a text box and place it on the left, the center the text within that box. The box represents the defined space.

The `` tag usually comes with a series of attributes that will be covered separately. It is used to define the font used and the things you can do with fonts in the document world.

The `<table>` tag is like the Table tool in most word document programs. You divide a given space into boxes to place information into. We normally think of words and numbers being the contents of these divisions. In fact, graphics fit very well also. The same holds true of the table tag. It also can have attributes that will define what the inside of the box is to look like.

The `<th>`, `<tr>` & `<td>` tags work within the confines of the table. They must be situated between the `<table>` and the `</table>` tags. The one not used in the lessons was the `<th>`, Table Header, tag. Being a header tag, it gets lumped with the other header tags discussed later. It causes the text that comes after it to be bold but within the preset font limits. The `<tr>`, Table Row, tag indicates the start of a new row within the defined table. Once the row has been established, you start to place your data in that row. To divide a row into sections, you can use the `<th>` to create a number of boxes or use the `<td>`, Table Data, tag. The difference between the `<td>` and `<tr>` tags is that the `<tr>` forces the font to be bold and the `<td>` is normal text. The `<th>` replace the `<thead>` tag from HTML 1.1.

Attributes from Lesson 1.

Only two of the tags from the lesson use attributes. The `` tag uses `face` to define the font style. The most common used in the windows environment are Arial and New Times Roman. Others may come to mind. If you are working in the Mac or X Windows world, others are more prominent. If you want to cover all platforms with your font declaration, you could chain them in an attribute like: `face= "Geneva, Helvetica, Arial, sans-serif"`. The sans serif would be like a default if none of the other fonts were installed on the computer being used. If I define Arial as my font of choice and it is not an installed font, the browser will select its default font. It may not look as good as your choice but it will give you a display.

Another attribute is `color=`. In the font world, it is used to change the color from black to any other color from the list of many. Again the number of colors will depend on the computer. The Video graphics card holds the key and it's setting. You may have the driver set to 16 colors and as high as true color which is thousands of colors. Get the chart listed on the website, <http://www.computerhope.com/htmcolor.htm> but not all colors are listed there either. They are just the more common named colors. Remember this chart as I will reference it later also.

An attribute of `<table>` is `border` and it defines the surrounding line of the table. It is the definition of the outside border width. It also defines whether the table will have a border or not. The absence of this attribute will make a table without a border. The number in the attribute, `border="1"` tells you that the table will have a border and it will be 1 pixel in width.

The attribute, `cellspacing=`, defines the space between each cell in pixels and the border. See `cellpadding`.

The attribute, `cellpadding=`, is not used in these lessons. It defined the distance between a cell and its neighboring cell in pixels.

The attribute, `bordercolor=`, defines the color of the border. Look to the chart for the color you wish to use.

The attribute, `bgcolor=`, defines the background color within the table area. Even if the sides are not defined by the border attribute, the edges still exist. The color will stay in a defined area.

The attribute, `width=`, when used within the `<table>` tag, sets the width of the table in pixels. Some graphics can override this setting and force the table to be wider than the width setting. If you place a graphic that is 490 pixels wide in a table with a width setting of 440 and a border set to 5, you will end up with a total table width of 500 not the set 440 you wanted. This can change the look of the website drastically. If you use the attribute inside the `<th>` tag, you can set the percentage or size of the total header. The use would be `<th width="40%">` to utilize 40 percent of the total table width. Without this setting the cell size will float. This can be used with the `<td>` tag also if no `<th>` is used. Generally the width attribute defines the width of a particular item or display.

Tags from Lesson 2.

Probably the most used and least appreciated tag is the comment tag, `<!--{sp} description of the section {sp}-->`. I cannot tell you how important it is to use this to document each section of HTML code you enter. In these lessons, you should document each step with a comment. Later you will be able to find the location of each step so you can remove the step in its entirety and put a set of replacement data in its place. Also, with these comments in the block of code, you can find the beginning and end of such a HTML block within the complete Site source.

The `<marquee>` tag will define a piece of moving data. This data usually is text but not confined to just text, as we will find out in a future lesson. There are many attributes that are used within the tag. I will speak to 4 of them that are most commonly used.

Attributes from lesson 2.

The attributes, `scrollamount=` and `scrolldelay=`, are used to set the speed of the scroll. It sets how many pixels are stepped in the direction of the scroll and how long before the next step is made. I have found very little information on this attribute.

The attribute, `direction=`, defines the direction of travel. You have up, down, right and left. Left is the default so unless it is defined, all scrolling will be from the right to left.

The attribute, `height=`, defines the height, in pixels, of the marquee. Remember that this height is subject to the size of the font. If the number is too small for the font, the font will override the setting.

Tags & Attributes from lesson 3.

There were not any new tags or attributes introduced in Lesson 3.

Tags from lesson 4.

The tag, `<a>`, comes with attributes. It is called the anchor tag. Most of the anchor tag is defined in the first attribute.

The tag, ``, allows the embedding of an image directly into the page. The source of the image must be defined.

Attributes from lesson 4.

The attribute, `href=`, is mainly associated with the anchor tag. It indicates a Web address will follow.

The attribute, `src=`, is used to indicate the web source of a graphic through a URL or links an image to the page that is stored within the computer.

The attribute, `target=`, provides an alternate if the Web address fails in some way. Many times it is made equal to "blank".

The attribute, `alt=`, is very similar to the attribute `target=`. It provides an alternate to the image that could not be displayed. Usually some text is used to display what the graphic would have shown.

Tags from lesson 5.

The tag, `<form>`, creates a form that holds controls for the user input.

The tag, `<input>`, defines controls used in forms. It may represent clicking on text or entry of some text like dates.

The tag, <style>, creates an internal style sheet. The attributes control the actual style settings.

Attributes from lesson 5.

The attribute, type=, is used to define the parameter of the tag. It can be used to change the leading numbers for a numbered outline from the 1, 2, 3 .. to roman numerals. It can define the type of display used for the input tag like making it a button.

The attribute, value=, sets the parameters of the tag. It can be used to set the text that is displayed in a link click area.

The attribute, onClick=, defines what happens if the user clicks on a particular area, usually a button of some kind. You can use it for opening an Email to changing to a new page on the site.

Tags from lesson 6.

The tag, <p>, is the paragraph tag. It starts a new paragraph and is similar to the line break,
, but forces a space between sentences where the line break where you have to manually insert the correct number of line break tags to complete the same visual effect. The addition of text the blocks may give a double space at times using the line break.

Attributes from lesson6.

The attribute, target=, defines an alternate link if the designed link is not available. It keeps you from going to never-never land.

The attribute, align=, is used to set the position of a block text. You can use left, right or center, as an example, to place the text in a box. It is much like the settings in MS Word or other word processors.

The attribute, vspace=, defines a space above and below of a graphic.

The attribute, hspace=, defines a space on each side of a graphic.

Tags from lesson 7.

The tag, , organizes the document by defining a span of text.

The tag, <div>, is used to structure a block of text and/or graphics. It can not be used with the paragraph tag, <p>.

Attributes from lesson 7.

The attribute, &item=, indicates a selection from a group of data. This may be one line of data or a page of data. In classreport.org, it represents a profile number of a particular member and is used to identify their profile and the data stored there.

Tags from lesson 8.

The tag, , has an older tag, that was used in HTML 1.1. The tags are used to emphasize the text and make it bold. Either can be used but you have to close the tag with what you opened the emphasis with. You cannot open with one and close with the other.

The tags, <h1> - <h6>, are similar to the <th> tags but have the number to change the font size, 1 being the smallest and 6 being the largest. The number represents the Point size.

Attributes from lesson 8.

There were not any new attributes introduced in Lesson 8.

Tags not discussed but need to be covered.

The tag, , has an older tag, <i> that was used in HTML 1.1. The tags are used to emphasize the text and make it italicized. Either can be used but you have to close the tag with what you opened the emphasis with. You cannot open with one and close with the other.

The tag, <big>, and was used in HTML 1.1. The tag is used to emphasize the text and make it bold and large.

The tag, <small>, and was used in HTML 1.1. The tag is used to make the text small. This is not the smallest point setting.

The tag, <s>, is used to strikethrough the text. Also the tag, <strike> can be used but you have to close the tag with what you opened the emphasis with. You cannot open with one and close with the other.

The tag, <u>, is used to underline the text.

The tag, <tt>, is used to mimic the old Teletype, mono-spaced text.

