

What Is HTML?

- Hypertext Markup Language
- Structures content and relationships on the web
- The lingua franca of the web
- Allows websites and computers to talk to each other
- Hypertext: linked documents
- Markup: structures content
- Brief history of HTML, CSS, JavaScript
- HTML5, web standards, and why we're working with HTML5
- XHTML and its relationship to HTML (polyglot code)
- Many of the things you'll learn are polyglot code, since it's more compatible
- Make sure you're working with a plain text editor or, preferably, a code editor (not a word processor and not an HTML editor)

Tags and Elements

- The basic building block of HTML
- Composed of a tag name inside angle brackets
- Start/begin tags `<nameoftag>` and end tags `</nameoftag>`
- Start/begin and end tags work together to form an element
- Elements are essentially containers, meaning all content within them is structured according to that element
- Parent and child elements, root and branch elements (tree of elements)
- Inline and block elements
- Standalone tags are different from containers since they don't specify content that they work with (e.g., meta, link)
- Standalone tags can be made either as empty tags `<meta></meta>` or with a shortcut `<meta />`

Attributes and Values

- Attributes and values extend a tag by providing more information about that tag
- They're always contained within the angle brackets of the tag itself
- Values follow an attribute and specify what that attribute is selecting
- Tags can have multiple attributes and attributes can have multiple values (but often only have one)
- Values don't always need to be inside quotation marks, but your code will be more compatible if they are; single quotes or double quotes are fine as long as you're consistent
- Common attributes include id, style, class, title, alt, href, rel, src, align, color, target, width, height, etc.
- Explain concept of attributes and values by looking at hyperlink element
- Explain difference between attributes and tags by changing color using style as attribute and as a tag

Content Models in HTML5

- Each element has a certain kind of content that it expects to describe

- Those types of content are divided into categories:
 - Flow: most of the content of the page
 - Metadata: anything that describes the larger structure, doesn't render
 - Phrasing: describes paragraph-level content
 - Embedded: embedded videos and other content
 - Interactive: involves some kind of user interaction
 - Heading: divides page into headings
 - Sectioning: defines scope of sections
- <http://www.w3.org/TR/2011/WD-html5-20110525/content-models.html>

Setting Up a Basic HTML Document

- Always start by adding a Doctype declaration (DTD) `<!DOCTYPE HTML>`
- Adding comments `<!-- Comment here. -->`
- Core tags: `<html>`, `<head>`, `<title>`, `<body>`, `<p>`
- Indent your tags when applicable
- Whitespace in HTML; `<p>` and `<pre>`; ` `;

Working with Tags

- `<html>` `<head>` `<title>` `<body>`
- `<meta>` `charset=` `http-equiv=refresh content=5; url=URL`
- `<link>` `rel=` `type=` `href=`
- `<h1-6>`
- `<p>` `<div>` ``
- `<section>` `<article>` `<nav>` `<aside>` `<header>` `<footer>` `<hgroup>`
- `
` `<hr>`
- `` `` `<samp>` `<code>`
- `` `<i>` `<u>` `<s>` `<sub>` `<sup>` `<small>` `<big>` `` `<mark>`
- `` `` `` `<dl>` `<dt>` `<dd>` `type=` `style=list-style-type`
- `<blockquote>` `<q>`
- `<style>` `<class>` `<id>`
- `<a>` `target` `<base>` `#` `<id>`
- `` `src=` `width=` `height=` `style=`
- `<audio>` `<video>` `src=` `width=` `height=` `controls`
<http://www.iguessimfloating.net/assets/mp3s/Isle%20-%20Bayview.mp3>
- `<meter>` `<progress>` `value=` `max=`