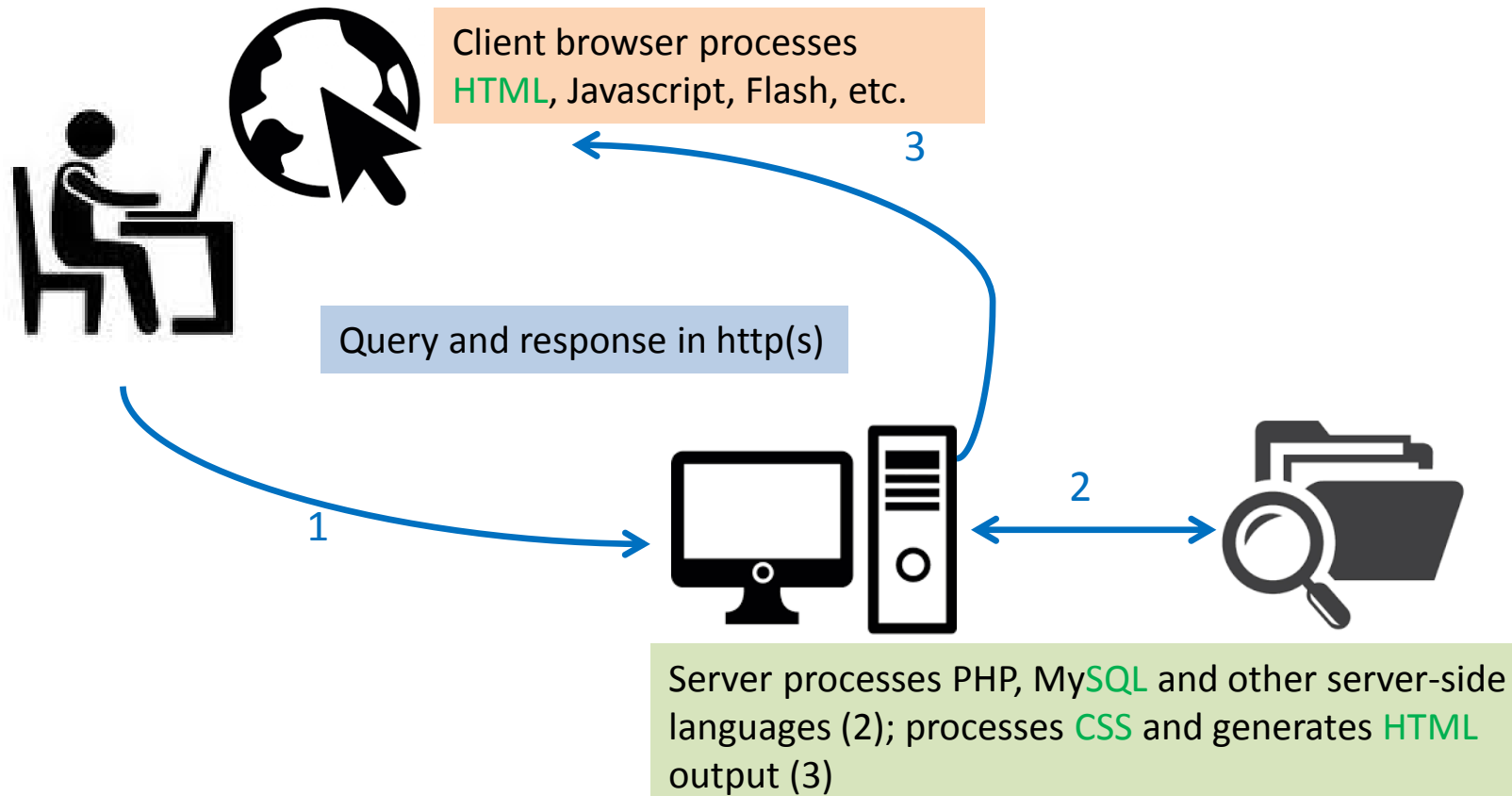


Servers

If you surf to a website or download a file, your computer connects with another computer to obtain the requested information

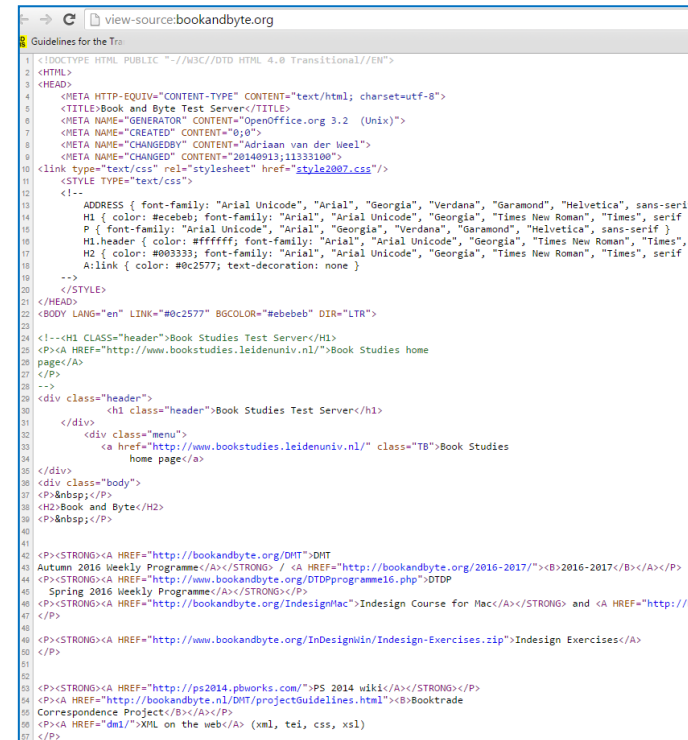
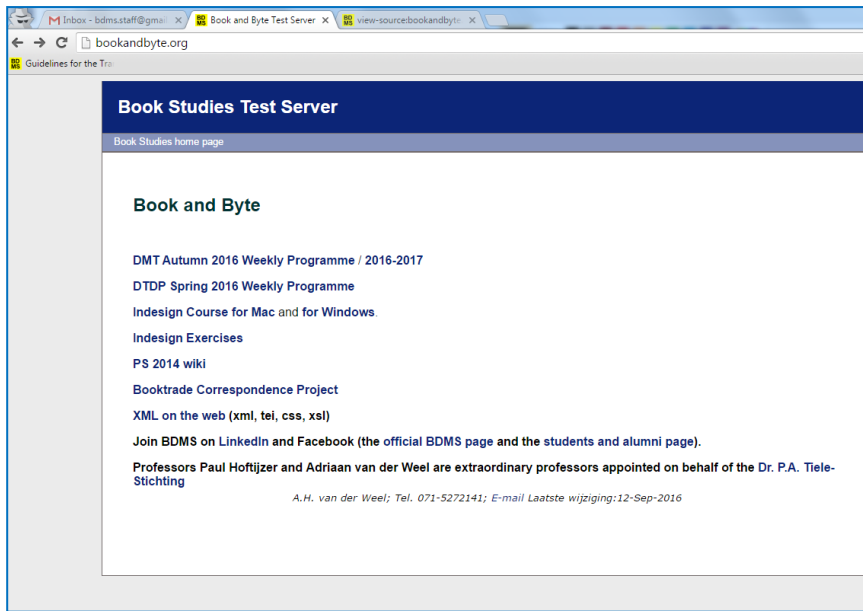


Browsers

Websites are files too: HTML, Javascript, etc.

Browsers show the file in 'presentation', as it should look from the client side:

But they can also show the source code, with which the file is constructed:



<http://bookandbyte.org/>

Browsers

So, in order to make your own content available online, you will need to:

1. Compile code in a file format that can be read by browsers
 - Tool: (code) editor [[Oxygen](#), Notepad++, Netbeans]
 - File format (for this course): [HTML](#)
2. Store that file on a server (as well as on your pc)
 - Tool: ftp client [[WinSCP](#), Cyberduck]
3. Make sure that the server can exchange the file with the client
 - By storing it in accessible directory
4. Request the file from the server
 - Tool: browser [[IE](#), Firefox, Safari, Chrome] and full URL
 - Note: a Universal Resource Locator is a path through directories on the server; give in the precise file name and location (or use an index)

HTML Basics (I)

- HyperText Mark-up Language: to specify presentation of web pages
- Document Type (file format): adheres to specified rules
- Rules in Document Type Definition or schema
- Validation = testing conformity to DTD/schema

HTML Basics (II)

```
<html>  
  <head>  
    <title>Test page  
    </title>  
  </head>  
  <body>  
    <p>Hello world!  
    </p>  
    <a href="http://bookandbyte.org">  
    Please click this link  
    </a>  
  </body>  
</html>
```

Element

Attribute

Attribute value