

CS 1100: Web Development: Client-Side Coding / Fall 2016

Assignment 2: Getting started with HTML & CSS

Due: Friday, September 2, 2016, by 11:59 p.m.

Assignment Description

The goal of this assignment is to get you started with writing HTML and CSS code. You will create a basic web page and add some simple content. Then you will create a stylesheet (which is what we usually call a CSS file), link it to your web page and add some basic styling to your HTML. Once you are done, you will upload both of your files to the UNI weblab server.

Step 1. Create your files

On your computer, create a new folder and call it "1". Inside this folder, create two text files:

- index.html (this is your web page)
- style.css (this is your stylesheet)

Step 2. Add essential HTML

Open your index.html file in your favorite text editor and add the following code:

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <title>Assignment 2</title>
    <meta charset="utf-8">
    <link rel="stylesheet" href="style.css">
  </head>
  <body>

</body>
</html>
```

Step 3. Add your content

Now, copy the following text and insert it between `<body>` and `</body>` (ignore the border around the content):

Assignment 2: Writing basic HTML and CSS

Vision

W3C's vision for the Web involves participation, sharing knowledge, and thereby building trust on a global scale.

Web for Rich Interaction

The Web was invented as a communications tool intended to allow anyone, anywhere to share information. For many years, the Web was a "read-only" tool for many. Blogs and wikis brought more authors to the Web, and social networking emerged from the flourishing market for content and personalized Web experiences. W3C standards have supported this evolution thanks to strong architecture and design principles.

Web of Data and Services

Some people view the Web as a giant repository of linked data while others as a giant set of services that exchange messages. The two views are complementary, and which to use often depends on the application.

Web of Trust

The Web has transformed the way we communicate with each other. In doing so, it has also modified the nature of our social relationships. People now "meet on the Web" and carry out commercial and personal relationships, in some cases without ever meeting in person. W3C recognizes that trust is a social phenomenon, but technology design can foster trust and confidence. As more activity moves on-line, it will become even more important to support complex interactions among parties around the globe.

Source: [The World Wide Web Consortium](https://www.w3.org/Consortium/mission)

Step 4. Add essential markup to your content

I strongly suggest you save the file and view it in the browser (refresh the page each time to see the updated version) after making each change: that way you will see the effect of each edit.

- 4.1. Surround the first line with `<h1>`, `</h1>` tags: now this is a level-1 heading
- 4.2. Surround the word "Vision" with `<h2>`, `</h2>` tags: this is a level-2 heading
- 4.3. Surround the three remaining headings with `<h3>`, `</h3>` tags: these are level-3 headings
- 4.4. Add `<p>` tags to each of the 5 paragraphs (that's the grey text)
- 4.5. Change the last line to the following (that adds a hyperlink to the W3C website):

```
<p>Source: <a href="https://www.w3.org/Consortium/mission">The World Wide Web Consortium</a>
```

That's all you need to do in this file!

This is what you HTML code should look like:

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <title>Assignment 2</title>
    <meta charset="utf-8">
    <link rel="stylesheet" href="style.css">
  </head>
  <body>

    <h1>Assignment 2: Writing basic HTML and CSS</h1>
    <h2>Vision</h2>

    <p>W3C's vision for the Web involves participation, sharing knowledge, and thereby building trust on a global scale.

    <h3>Web for Rich Interaction</h3>
    <p>The Web was invented as a communications tool intended to allow anyone, anywhere to share information. For many years, the Web was a "read-only" tool for many. Blogs and wikis brought more authors to the Web, and social networking emerged from the flourishing market for content and personalized Web experiences. W3C standards have supported this evolution thanks to strong architecture and design principles.

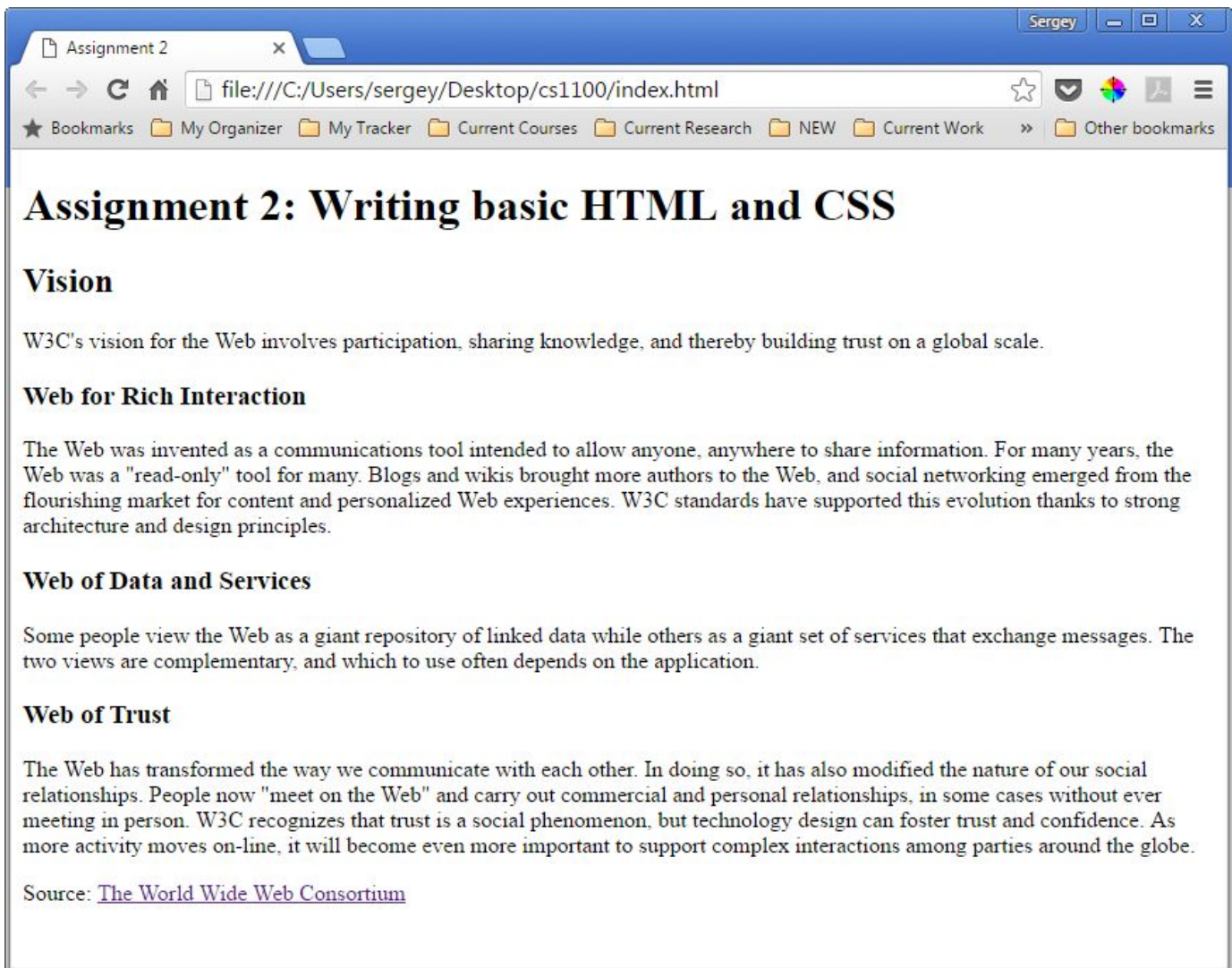
    <h3>Web of Data and Services</h3>
    <p>Some people view the Web as a giant repository of linked data while others as a giant set of services that exchange messages. The two views are complementary, and which to use often depends on the application.

    <h3>Web of Trust</h3>
    <p>The Web has transformed the way we communicate with each other. In doing so, it has also modified the nature of our social relationships. People now "meet on the Web" and carry out commercial and personal relationships, in some cases without ever meeting in person. W3C recognizes that trust is a social phenomenon, but technology design can foster trust and confidence. As more activity moves on-line, it will become even more important to support complex interactions among parties around the globe.

    <p>Source: <a href="https://www.w3.org/Consortium/mission">The World Wide Web Consortium</a>

  </body>
</html>
```

And that's what your browser will display:



Step 5. Validate your HTML

Use the W3C validation service to validate your HTML code by uploading your index.html file:

https://validator.w3.org/#validate_by_upload

If you see a long list of errors, look at the line number of the first one and find what's causing it (you must have made a typo or missed a character). Fix it and revalidate (you must re-upload the updated file). Repeat until you have no errors.

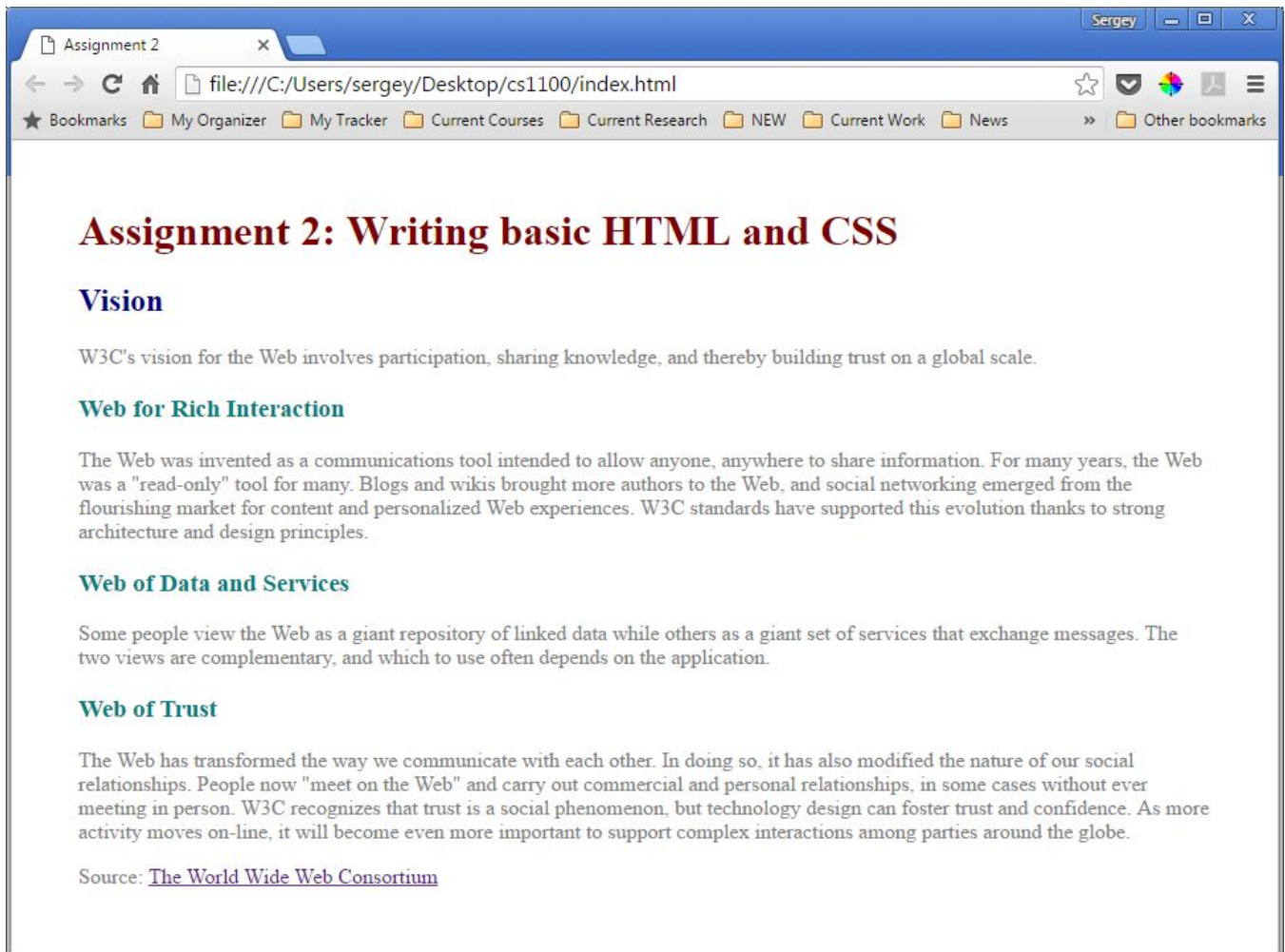
Step 6. Add CSS

Open your style.css file. Add the following code:

```
body {
  margin: 50px;
}
h1 {
  color: maroon;
}
h2 {
  color: navy;
}
h3 {
  color: teal;
}
p {
  color: grey;
}
```

Like with your HTML editing, I strongly suggest you save the file and view it in the browser (refresh the page each time to see the updated version) after making each change: that way you will see the effect of each edit.

Save and close your style.css file. Your web page should look like this:



Step 6. Validate your CSS

Use the W3C validation service to validate your CSS code by uploading your style.css file:

https://jigsaw.w3.org/css-validator/#validate_by_upload

If you see a long list of errors, look at the line number of the first one and find what's causing it (you must have made a typo or missed a character). Fix it and revalidate (you must re-upload the updated file). Repeat until you have no errors.

Step 6. Upload to the server

Use an FTP client to connect to the weblab server. Use lab 1 ([available on the course web site](#)) for detailed instructions on how to connect to a server. As a reminder, here're your configuration settings:

- host: weblab.uni.edu
- protocol: SFTP
- logon type: ask for password
- user: your UNI ID
- password: your UNI password

IMPORTANT REMINDER: make sure you place your files into the **web** directory, which is inside your home directory. (the home directory is your default directory - that's what you see when you connect). Check Lab 1 for details.

Inside your **web** directory:

6.1. Create a new directory (e.g., folder) and call it homework . Step into into this new directory.

6.2. Move your "1" folder (which contains index.html and style.css) from your local computer into your homework directory on the server.

Your web page should be available at this URL: <http://weblab.uni.edu/your-username/homework/1/>

(The filename index.html is special: the server will display this file by default, so we don't have to add it to the end of our URL.)

Submit your work

Submit 2 files to eLearning: index.html and style.css

Grading

This assignment is worth 50 points (which accounts for approximately 2.7% of your grade).

- Your index.html file contains all the required HTML code **(10 points)**
- Your style.css file contains all the required CSS code **(10 points)**
- Your HTML code validates without errors **(10 points)**
(1 point deducted for each non-trivial error (max 10 points))
- Your CSS code validates without errors **(10 points)**
(1 point deducted for each non-trivial error (max 10 points))
- Your web page available at correct address **(10 points)**