

Curs 2

2023/2024

Programarea aplicațiilor web

- Programarea aplicațiilor web
 - An V RC
 - 1.5C/1L/1P

Program

- An V
 - Saptamana 1
 - Luni 17-20 Curs (Intro/HTML/CSS)
 - Saptamanile 2-8
 - Luni 16:30-18 Curs
 - Luni 18-20 Laborator
 - Saptamanile 9-14
 - Luni 16:30-18 Curs
 - Luni 18-20 Proiect

Orar

- <https://orar.etti.tuiasi.ro/> : C->16:30-18, L/P -> 18

Group: Professor: Classroom:



FACULTATEA DE ELECTRONICA, TELECOMUNICATII SI TEHNOLOGIA INFORMATIEI

55RC
ETTL

	1 8:00 - 8:50	2 9:00 - 9:50	3 10:00 - 10:50	4 11:00 - 11:50	5 12:00 - 12:50	6 13:00 - 13:50	7 14:00 - 14:50	8 15:00 - 15:50	9 16:00 - 16:50	10 17:00 - 17:50	11 18:00 - 18:50	12 19:00 - 19:50
L												
Ma												
Mi												
J												
V												
Sa												

Nota

- An V
 - 33% E
 - 66% Aplicatii
 - 33% L
 - 33% P

Site



Microwave and Optoelectronics Laboratory



We are enlisted in the Telecommunications Department of the Electronics, Telecommunication and Information Technology Faculty (ETTI) from the "Gh. Asachi" Technical University (TUIASI) in Iasi, Romania

We currently cover inside ETTI the fields related to:

- Microwave Circuits and Devices
- Optoelectronics
- Information Technology

Courses

Nr.	Course	Shortcut	Code	Type	Semester	Credits	Weekly	Examination	Link
1	Microwave Devices and Circuits for Radiocommunications	DCMR	DOS412T	DOS	7	4	0P,1L,0S,2C	Exam	
2	Monolithic Microwave Integrated Circuits	CIMM	RD.IA.207	DOMS	11	6	1.5L,0S,2C,0P	Exam	
3	Advanced Techniques in the Design of the Radio-communications Systems	TAPSR	RD.IA.103	DIMS	9	6	1.5P,0L,0S,2C	Exam	
4	Optical Communications	CO	DOS409T	DOS	7	5	0P,1L,0S,3C	Colloquiu	
5	Optical Communications	OC	EDOS409T	DOS	7	5	0P,1L,0S,3C	Exam	
6	Satellite Communications	CS	RC.IA.104	DIMS	9	6	0L,0S,2C,1.5P	Exam	
7	Applied Informatics 1	IA1	DOF135	DOF	1	4	0P,1L,0S,2C	Verificati	
8	Applied Informatics 1	AI1	EDOF135	DOF	1	4	0P,1L,0S,2C	Verificati	
9	Databases, Web Programming and Interfacing	DWPI	ITT.IA.601	DIS	11	5	1P,1L,0.25S,1C	Verificati	
10	Web Applications Design	PAW	RC.IA.108	DIMS	10	5	1L,0S,1.5C,1P	Exam	
11	Optoelectronics	OPTO	DID405M	DID	8	4	0P,1L,0S,2C	Colloquiu	
12	Microwave Devices and Circuits for Radiocommunications (English)	MDCR	EDOS412T	DOS	8	4	0P,1L,0S,2C	Exam	




Curs

- Curs strict orientat spre laborator/proiect
 - se predă ceea ce se folosește în aceeași zi la laborator/proiect
 - curs exact înainte de laborator/proiect
- Orientat spre practică
 - 90% practică
 - 10% teorie
- Memorarea lui inutilă la examen
- Prezența
 - 3pz = 0.5p Examen (maxim 2p)


Proiect

- Teme in **echipa**: 2/3 membri
- Evaluare **individuala**
- Variabile ca dificultate (cu note diferite)

Notare 2024 (preconizat – Sg final)

- 1p – functionalitate
- 1p – mutarea **personală** a site-ului (restaurare backup + setare server) pe un server de referinta **Ubuntu/Debian** 
- 1p – cunoasterea codului
 - raspunsul la intrebari de genul: "unde ai facut aceasta", "ce face acest cod"
- 1p – planul aplicatiei
- Teme "de nota 10,10+"
 - Initiativa. Investigarea posibilitatilor de imbunatatire
 - Explicatii relativ la functionarea unei anumite secvente de cod
 - Utilizare sesiune, Javascript, **CSS media**

Documentatie

- RF-OPTO
 - <http://rf-opto.etti.tuiasi.ro>
- Fotografie
 - ~~de trimis prin email:~~ [examen online](#)
 - necesara la laborator/curs
 - +1p ex. (S4), +0.5p ex (S6) 
- Adresa de email
 - necesara pentru accesul la zonele sensibile de pe server
 - **obligatorie** pentru activitatea **online**
- Exemplu de teme si specificatii detaliate pentru proiect

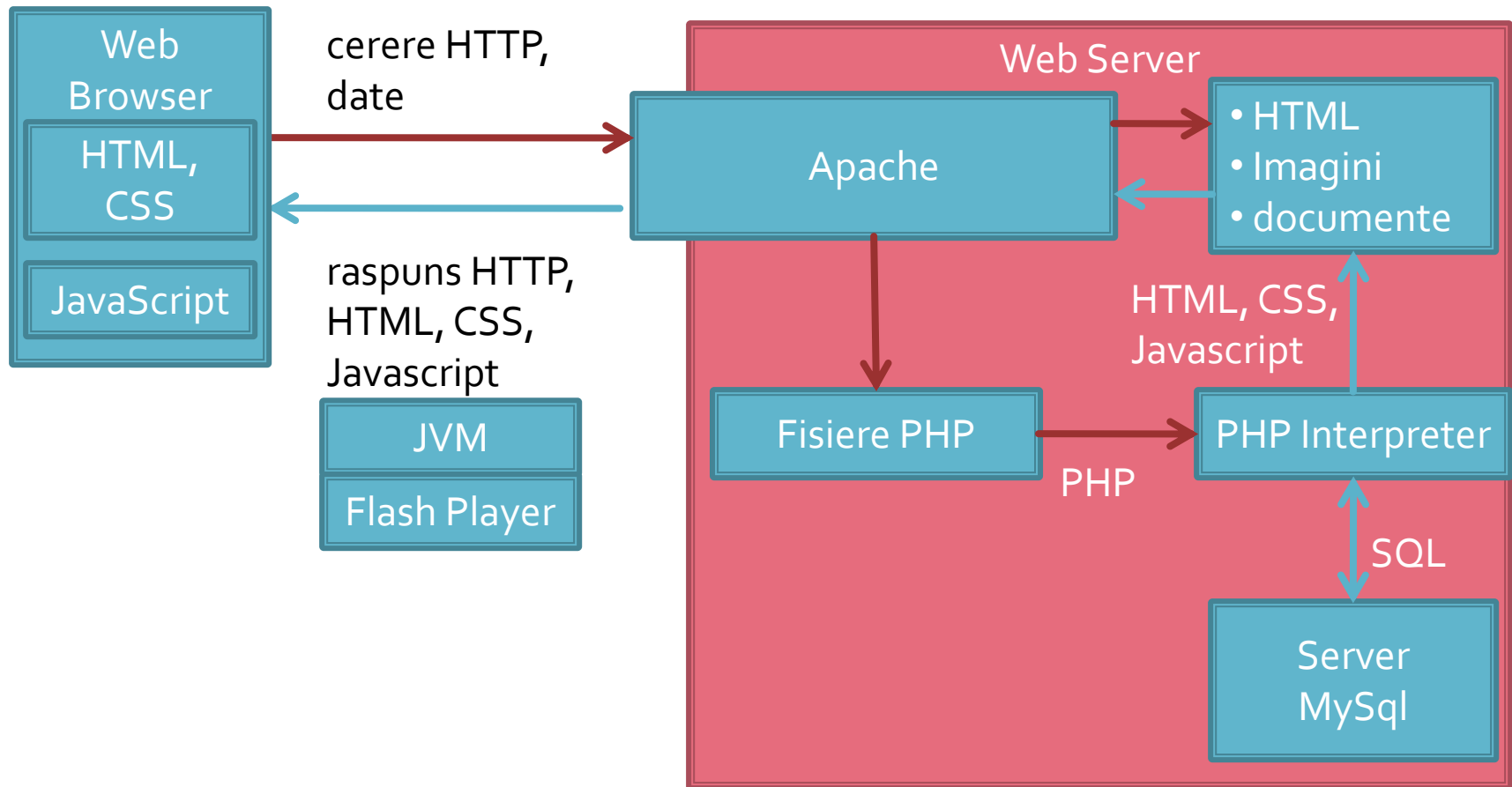
CURS

I.	HTML si XHTML (recapitulare)	1 oră
II	CSS	2 ore
III	Baze de date, punct de vedere practic	1 oră
IV	Limbajul de interogare SQL	4 ore
V	PHP - HyperText Preprocessor	8 ore
VI	XML - Extended Mark-up Language si aplicatii	4 ore
VII	Conlucrare intre PHP/MySql, PHP/XML, Javascript/HTML	2 ore
VIII	Exemple de aplicatii	6 ore
	Total	28 ore

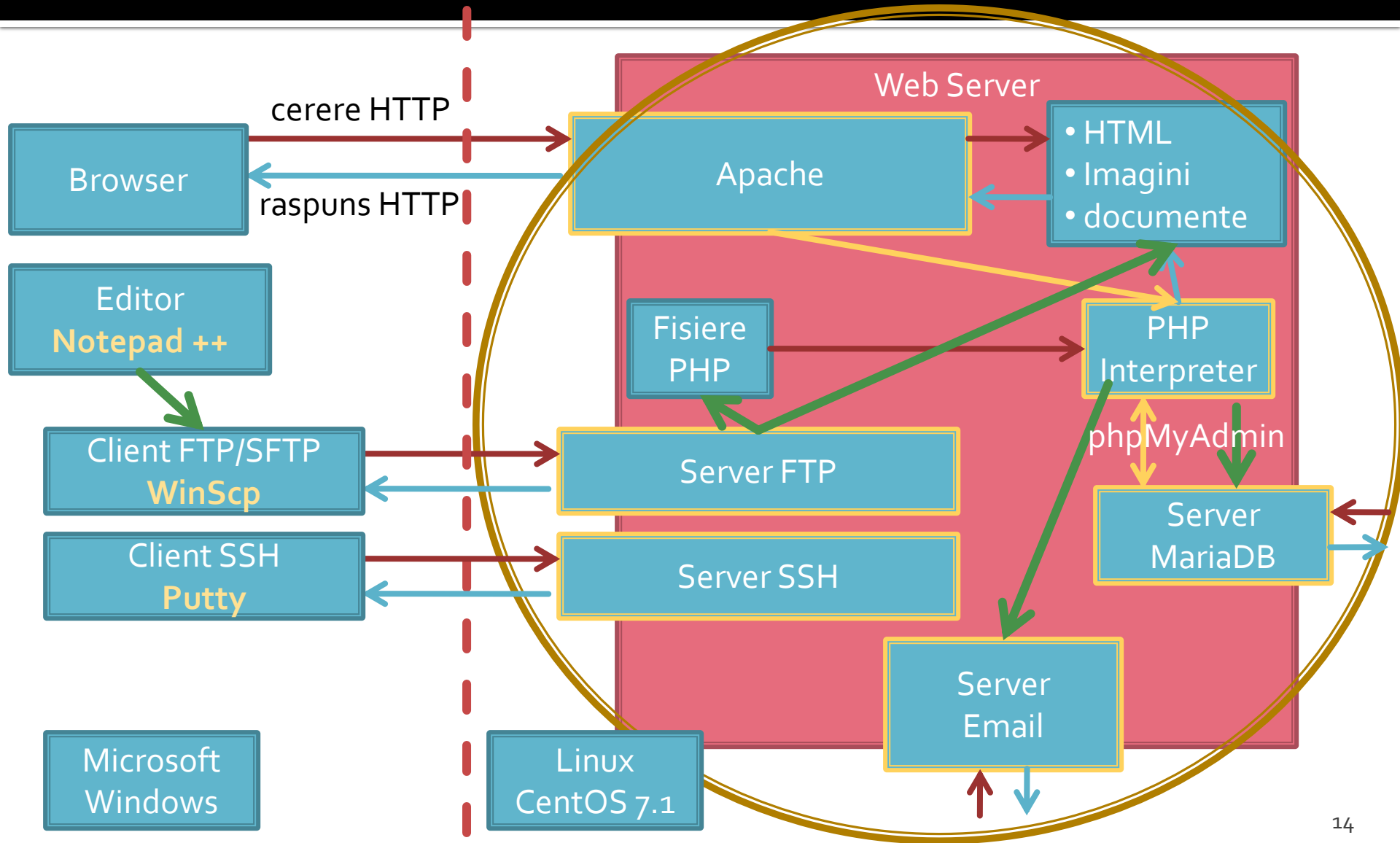
LABORATOR

I.	Implementarea unui sistem de dezvoltare a aplicatiilor Web, instalare PHP, MySql, Apache si legaturile dintre ele	2 ore
II	Design web avansat folosind CSS	2 ore
III	Interogarea unei baze de date. Exercitii SQL	2 ore
IV	Utilizare PHP I	2 ore
V	Utilizare PHP II	2 ore
VI	Utilizare PHP pentru accesul la o baza de date	2 ore
VII	Aplicatie distribuita complexa	2 ore
	Total	14 ore

Structura tipica LAMP



LAMP



Necesitate

```
556     }
557     if ($total>0)
558     {?>
559     <table align="center">
560         <tr class="lista_titlu">
561             <td align="center">Nr.</td>
562             <td>Numar</td>
563             <td>Data</td>
564             <td>Nr. pui</td>
565             <td>Gr. pui</td>
566             <td>Nr. pui morti</td>
567             <td>Gr. pui morti</td>
568             <td>Ferma</td>
569             <td>Documente</td>
570             <td>Creat</td>
571             <td>Comenzi</td>
572         </tr>
573         <?php $index=1;
574         do { ?>
575             <tr class="<?php if ($index%2) echo "lista_impar"; else echo "lista_par";?>">
576                 <td align="center"><?php echo $index; ?>&nbsp;</td>
577                 <td><?php echo $row['Numar'];?>&nbsp;</td>
578                 <td><?php echo date("d/m/Y", strtotime($row['Data']));?>&nbsp;</td>
579                 <td><?php echo $row['Pui'];?>&nbsp;</td>
580                 <td><?php echo $row['Greutate'];?>&nbsp;</td>
```



HTML (+ CSS)

E:\Documents\Pagini Web\Safir dep\lista_lot.php - Notepad++

File Edit Search View Encoding Language Settings Tools Macro Run Plugins Win

logfile.php lista_lot.php

```
539 <?php ?>
```

```
540
```

```
541 <div id="maincontent"><!-- InstanceBeginEditable name="Conti
```

```
542 <p><span class="title">Adauga</span><br/>
```

```
543 <a href="control_lot.php?id=0">Lot nou</a></p>
```

```
544 <p class="title">Loturi active</p>
```

```
545 <?php
```

```
546 $query = "SELECT l.*, c.`nume_user` AS `user_creat`
```

```
547 FROM `lot` AS l
```

```
548 LEFT JOIN `users` AS c ON (l.`User`=c.`id_user`)
```

```
549 WHERE l.`Activ` <> 0 ORDER BY l.`ID_LOT` DESC";
```

```
550 $result = mysql_query($query);
```

```
551 $total=0;
```

```
552 if ($result && (mysql_num_rows($result) > 0))
```

```
553 {
```

```
554 $total=mysql_num_rows($result);
```

```
555 $row = mysql_fetch_assoc($result);
```

```
556 }
```

```
557 if ($total>0)
```

```
558 {
```

```
559 <table align="center">
```

```
560 <tr class="lista_titlu">
```

```
561 <td align="center">Nr.</td>
```

```
562 <td>Numar</td>
```

```
563 <td>Data</td>
```

```
564 <td>Nr. pui</td>
```

```
565 <td>Gr. pui</td>
```

```
566 <td>Nr. pui morti</td>
```

```
567 <td>Gr. pui morti</td>
```

```
568 <td>Ferma</td>
```

```
569 <td>Documente</td>
```

```
570 <td>Creat</td>
```

```
571 <td>Comenzi</td>
```

```
572 </tr>
```

```
573 <?php $index=1;
```

```
574 do { ?>
```

```
575 <tr class="<?php if ($index%2) echo "lista_in
```

```
576 <td align="center"><?php echo $index; ?>&nbsp;</td>
```

```
577 <td><?php echo $row['Numar']; ?>&nbsp;</td>
```

```
578 <td><?php echo date("d/m/Y", strtotime($row['Data']))
```

```
579 <td><?php echo $row['Pui']; ?>&nbsp;</td>
```

```
580 <td><?php echo $row['Greutate']; ?>&nbsp;</td>
```

```
581 <td><?php echo $row['Pui_Morti']; ?>&nbsp;</td>
```

```
582 <td><?php echo $row['Greutate_Morti']; ?>&nbsp;</td>
```

```
583 <td><?php echo $row['Ferma']; ?>&nbsp;</td>
```

```
584 <td><?php echo $row['Documente']; ?>&nbsp;</td>
```

```
<table align="center">
  <tr class="lista_titlu">
    <td align="center">Nr.</td>
    <td>Numar</td>
    <td>Data</td>
    <td>Nr. pui</td>
    <td>Gr. pui</td>
```

HTML + PHP

```
E:\Documents\Pagini Web\Safir dep\lista_lot.php - Notepad++
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
logfile.php lista_lot.php
539 <?php ?>
540
541 <div id="maincontent"><!-- InstanceBeginEditable name="Continut" -->
542 <p><span class="title">Adauga</span><br/>
543 <a href="control_lot.php?id=0">Lot nou</a></p>
544 <p class="title">Loturi active</p>
545 <?php
546 $query = "SELECT l.*, c.`nume_user` AS `user_creat`
547 FROM `lot` AS l
548 LEFT JOIN `users` AS c ON (l.`User`=c.`id_user`)
549 WHERE l.`Activ` <> 0 ORDER BY l.`ID_LOT` DESC";
550 $result = mysql_query($query);
551 $total=0;
552 if ($result && (mysql_num_rows($result) > 0))
553 {
554 $total=mysql_num_rows($result);
555 $row = mysql_fetch_assoc($result);
556 }
557 if ($total>0)
558 {
559 <table align="center">
560 <tr class="lista_titlu">
561 <td align="center">Nr.</td>
562 <td><?php echo $row['Numar']; ?></td>
563 <td><?php echo $row['Data']; ?></td>
564 <td><?php echo date("d/m/Y", strtotime($row['Data'])); ?></td>
565 <td><?php echo $row['Pui']; ?></td>
566 <td><?php echo $row['Pui Morti']; ?></td>
567 <td><?php echo $row['Greutate Morti']; ?></td>
568 <td><?php echo $row['Ferma']; ?></td>
569 <td><?php echo $row['Documente']; ?></td>
570 <td><?php echo $row['Creat']; ?></td>
571 <td><?php echo $row['Comenzi']; ?></td>
572 </tr>
573 <?php $index=1;
574 do { ?>
575 <tr class="<?php if ($index%2) echo "lista_impar"; else echo "lista_p
576 <td align="center"><?php echo $index; ?></td>
577 <td><?php echo $row['Numar']; ?></td>
578 <td><?php echo date("d/m/Y", strtotime($row['Data'])); ?></td>
579 <td><?php echo $row['Pui']; ?></td>
580 <td><?php echo $row['Greutate']; ?></td>
581 <td><?php echo $row['Pui Morti']; ?></td>
582 <td><?php echo $row['Greutate Morti']; ?></td>
583 <td><?php echo $row['Ferma']; ?></td>
584 <td><?php echo $row['Documente']; ?></td>
```

HTML

- Oferă structura logică a documentului
- Necesare
 - rezultatul final al programării pentru o aplicație web este cod HTML (structura HTML eventual manipulată prin “client side scripting”/Javascript)

HTML

- HyperText Markup Language
- bazat pe SGML - Standard Generalized Markup Language (ISO 8879:1986 SGML)
- Tim Berners Lee, 1989
- Mosaic – 1993



Capitolul I

Recapitulare HTML/XHTML

CURS

I.	HTML si XHTML (recapitulare)	1 oră
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HTML Concepte 1

- Un document HTML e un document **ASCII** (Notepad) care contine etichete, interpretat si afisat de browser (View Source)
- Tags: etichete, marcaje, `<>`
 - individuale: `<X/>`
 - ex: `
` (`
` - HTML)
 - pereche (container): `<X> Continut_oarecare</X>`
 - ex: `<p>Un paragraf</p>`
 - Eticheta **X** afecteaza cu sensul ei modul in care apare pe ecran **Continut_oarecare**
 - majoritatea etichetelor sunt pereche

Attribute

- Optiuni ale etichetelor utilizate pentru detalierea efectului etichetei
- Apar in eticheta de inceput in cazul perechilor
 - `<p id="un_id" align="left">ceva </p>`
- Ca si etichetele sunt cuvinte cheie care trebuie respectate (XML permite definirea atributelor dar HTML si XHTML nu)

HTML Concepte 3

x
`<x> Continut afectat de x</x>`

Legal in
XHTML/HTML

x si atrib si val
`<x atrib="val"> Continut afectat de x si atrib si val </x>`

Legal in
XHTML/HTML

x
`<x> Continut <y> Continut afectat de x si y</y> afectat de x</x>`

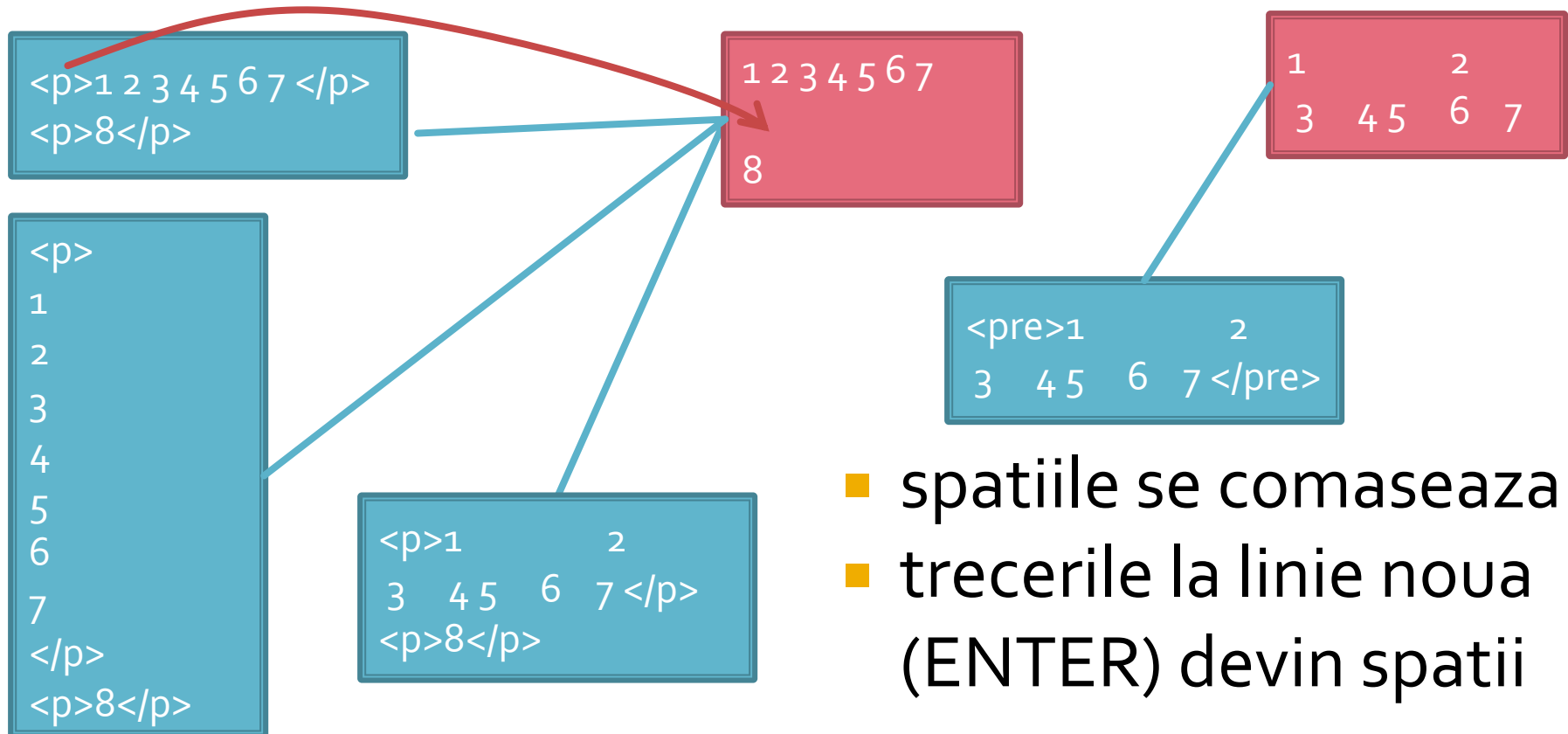
Legal in
XHTML/HTML

x
y
`<x> C. afectat de x <y> C. afectat de x si y </x> C. afectat de y</y>`
y

Legal **numai** in
HTML
nerecomandat

Formatare

- Nu recunoaste aranjarea documentului ASCII sursa
 - singura exceptie: `<pre>....</pre>`



- spatiile se comaseaza
- trecerile la linie noua (ENTER) devin spatii

Document HTML minimal

```
<!DOCTYPE .....
```

```
<html>
```

```
<head>
```

```
....
```

```
</head>
```

```
<body>
```

```
....
```

```
</body>
```

```
</html>
```



The diagram illustrates the structure of an HTML document. It shows a sequence of tags: `<!DOCTYPE`, `<html>`, `<head>`, `....`, `</head>`, `<body>`, `....`, `</body>`, and `</html>`. A large green curved line connects `<html>` to `</html>`. A yellow curved line connects `<head>` to `</head>`. A red curved line connects `<body>` to `</body>`. A red arrow points from `<body>` to the `<frameset>` tag in the right-hand box.

```
<!DOCTYPE .....
```

```
<html>
```

```
<head>
```

```
....
```

```
</head>
```

```
<frameset>
```

```
....
```

```
</frameset>
```

```
</html>
```

HTML

3. Liste

3.1. Liste neordonate/ordonate, elemente

- Liste neordonate ...
- Liste ordonate ...
- Element in lista ...
- Attribute:
 - type = "tip lista"
 - UL tip lista : "disc, circle, square"
 - OL tip lista : "1, a, A, i, I"
 - start = "numarul de la care porneste lista" (OL)
 - value = "fortarea numarului curent" (LI)

HTML

5. Tabele

5.1. TABLE

- `<table>...</table>`
- definește o zonă în care alte date vor fi așezate sub formă de tabel (linii și coloane rectangulare)
- attribute:
 - `summary = "text de descriere"`
 - `align = "left | center | right"`
 - `width = "latime in pixeli sau procente"`
 - `width = "50"`
 - `width = "75%"`
 - `border = "latimea liniilor despartitoare in pixeli"`
 - altele: `id`, `class`, `title`, `bgcolor` etc.

5.1. TABLE

- in lipsa indicatiilor relative la dimensionare (width si altele) browser-ul decide dimensiunea tabelului **numai** in functie de datele continute
 - pentru aceasta trebuie sa astepte primirea **tuturor** datelor din tabel
- `<table>` **nu are efect vizual** de sine statator
 - e folosit doar in calitate de container pentru **linii**, care vor contine **celule**, care vor contine efectiv **datele**
- este preferat pentru realizarea impartirii paginii in zone fata de `<frame>... </frame>`
 - `<frame>` dispare in HTML5
 - CSS e conceput pentru a inlocui aceasta utilizare a tabelelor

5.2. CAPTION

- `<caption>...</caption>`
- definește titlul tabelului
- poate apare numai:
 - imediat după definirea tabelului `<table>`
 - o singură etichetă pentru fiecare tabel
- attribute:
 - `align = "top | bottom | left | right"`

5.3. Grupuri de linii

- `<thead>...</thead>` : antetul tabelului
- `<tfoot>...</tfoot>` : subsolul tabelului
- `<tbody>...</tbody>` : corpul tabelului
- `<tbody>` poate aparea de mai multe ori definind gruparea datelor
- `<thead>` si `<tfoot>` pot aparea o singura data, imediat dupa `<table>` si eventual `<caption>`
- toate grupurile trebuie sa contina macar o singura linie (`<tr>`)
- **scopul** este de a ajuta browser-ul sa afiseze si sa imprime corespunzator tabelele mari
 - suportul browser-elor este **deficitar**

5.3. Grupuri de linii

```
<table>
<caption> </caption>
<thead>
    <tr> ...header information...
</thead>
<tfoot>
    <tr> ...footer information...
</tfoot>
<tbody>
    <tr> ...first row of block one data...
    <tr> ...second row of block one data...
</tbody>
<tbody>
    <tr> ...first row of block two data...
    <tr> ...second row of block two data...
</tbody>
</table>
```

5.4. Grupuri de coloane

- `<colgroup>...</colgroup>` definește un grup de coloane
- `<col />` definește o coloană individuală
- definesc numărul de coloane și dimensionarea acestora în avans
- **scopul** este de a permite afișarea **incrementală**
- suport limitat în browser-e
- attribute:
 - `span` = "numărul de coloane", implicit 1
 - `width` = "lățime"
 - `align` = "left | center | right | justify | char"
 - `char` = "caracterul la care se face alinierea", (`. ' sau ` , ')
 - `charoff` = "poziționarea caracterului special"

5.4. Grupuri de coloane

- Latimea coloanelor (si a celulelor)
 - pixeli : width = "50"
 - procentaj : width = "50%"
 - relativ : width = "nr *"
 - col 1: width = "*"; col2: width = "2*"; col3: width = "3*"
 - browser-ul calculeaza cat va reprezenta "*" si multiplica corespunzator latimile celorlalte coloane
 - "o*" : minimul necesar pentru reprezentarea datelor

5.4. Grupuri de coloane

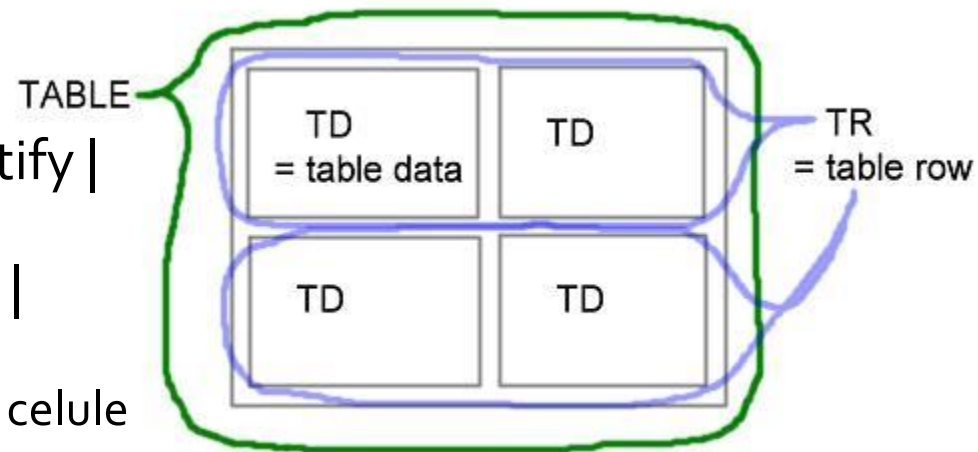
```
<table>
<colgroup>
  <col width="30">
</colgroup>
<colgroup>
  <col width="30">
  <col width="0*">
  <col width="2*">
</colgroup>
<colgroup align="center">
  <col width="1*">
  <col width="3*" align="char" char=":">
</colgroup>
<thead>
  <tr><td> ... ..rows...
</table>
```

- se alocă mai întâi 30 px pentru prima și a doua coloană
- apoi minimul necesar pentru coloana 3
- dimensiunea rămasă se împarte la 6 ($2^*+1^*+3^*$) pentru a afla valoarea elementară "*"
- se calculează latimile corespunzătoare ale coloanelor

5.5. Linii

- `<tr>...</tr>` ("table row")
- definește o linie în tabel
- fără efect vizual, este un container **necesar și obligatoriu** pentru celulele tabelului

- attribute:
 - `bgcolor` = "culoare"
 - `align` = "left | center | right | justify | char"
 - `valign` = "top | middle | bottom | baseline"
 - alinierea pe verticală a datelor în celule
 - implicit: "middle"
 - altele: `id`, `class`, `title`, `style` etc.



5.6. Celule

- `<td>...</td>` ("table data")
 - `<th>...</th>` ("table header") – bold si align = "center"
- defineste o celula, care va contine datele efective
- attribute:
 - `rowspan = "numar"`
 - implicit: 1
 - numarul de linii pe care se intinde celula ("merge cells" pe verticala)
 - `colspan = "numar"`
 - implicit: 1
 - numarul de coloane pe care se intinde celula ("merge cells" pe orizontala)

Rowspan si colspan

colspan = "2" →

rowspan = "2"
colspan = "2" ↗

rowspan = "3" ↗

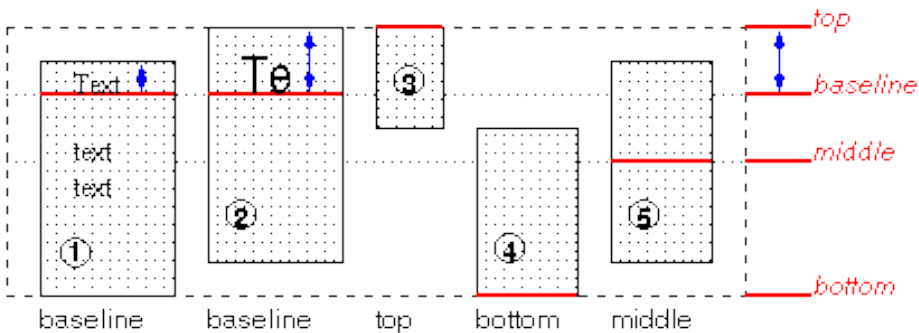
5.6. Celule

- attribute:
 - align = "left | center | right | justify | char"
 - char = "character", implicit: "."
 - valign = "top | middle | bottom | baseline"
 - nowrap = "nowrap"
 - width = "latime", height = "inaltime"
 - informatii despre celula – suport limitat
 - headers = "nume (id = ...) separate de spatiu"
 - scope = "row | col | rowgroup | colgroup"
 - abbr = "text scurt"
 - altele: id, class, title, bgcolor, style etc.

5.7. Chenare

- se aplica ca atribut la <table>...</table>
- attribute:
 - frame = "void | above | below | hside | lhs | rhs | vside | box | border"; pentru **exterior**
 - void = fara; box, border = toate
 - above/below/lhs/rhs = o singura linie
 - hside/vside = 2 linii (orizontale/verticale)
 - rules = "none | groups | rows | cols | all"; pentru **interior**
 - none = fara; all = toate
 - rows/cols = numai intre linii/coloane
 - groups = intre grupurile de linii/coloane
 - border = "latime in pixeli"
 - border = "0" echiv. cu frames = "void" rules = "none"
 - border = "orice inafara de 0" echiv. cu frames = "border" rules = "all"

5.8.1. Aliniere verticala



```
<table border="1">
<tr valign="aliniere">
<td><font size="+3">rand 1</font></td>
<td><font size="+2">rand 1</font><br
/>rand 2</td>
<td>rand 1<br />rand 2<br />rand 3</td>
<td>rand 1<br />rand 2<br />rand 3<br
/>rand 4</td>
</tr>
</table>
```

aliniere	efect			
top	rand 1	rand 1 rand 2	rand 1 rand 2 rand 3	rand 1 rand 2 rand 3 rand 4
middle	rand 1	rand 1 rand 2	rand 1 rand 2 rand 3	rand 1 rand 2 rand 3 rand 4
bottom	rand 1	rand 1 rand 2	rand 1 rand 2 rand 3	rand 1 rand 2 rand 3 rand 4
baseline	rand 1	rand 1 rand 2	rand 1 rand 2 rand 3	rand 1 rand 2 rand 3 rand 4

5.8.2. Aliniere orizontala

- align = "char" nu este implementat de nici un browser actual
- align = "justify" nu este respectat de Internet Explorer

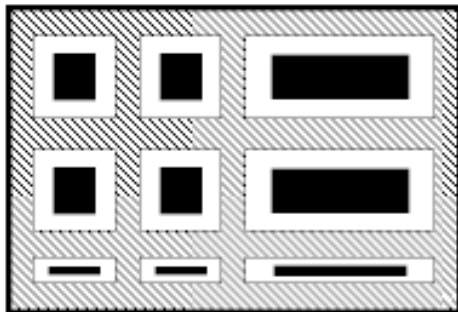
```
<table border="1"><tr>
<td width="150" align="left">0.1<br />10000<br />0.00005<br />linie_cu_text mai_lung
care_se desparte pe_trei_randuri</td>
<td width="150" align="right">_._.</td>
<td width="150" align="center">_._.</td>
<td width="150" align="justify">_._.</td>
<td width="150" align="char" char=".">_._.</td>
</tr></table>
```


0.1 10000 0.00005 linie_cu_text mai_lung care_se desparte pe_trei_randuri	0.1 10000 0.00005 linie_cu_text mai_lung care_se desparte pe_trei_randuri	0.1 10000 0.00005 linie_cu_text mai_lung care_se desparte pe_trei_randuri	0.1 10000 0.00005 linie_cu_text mai_lung care_se desparte pe_trei_randuri	0.1 10000 0.00005 linie_cu_text mai_lung care_se desparte pe_trei_randuri
--	--	--	--	--


5.9. Spatierea celulelor

- se aplica ca attribute la <table>...</table>
- attribute:
 - cellpadding = "lungime"
 - lungime = pixeli
 - cellspacing = "lungime"
 - lungime = pixeli sau %

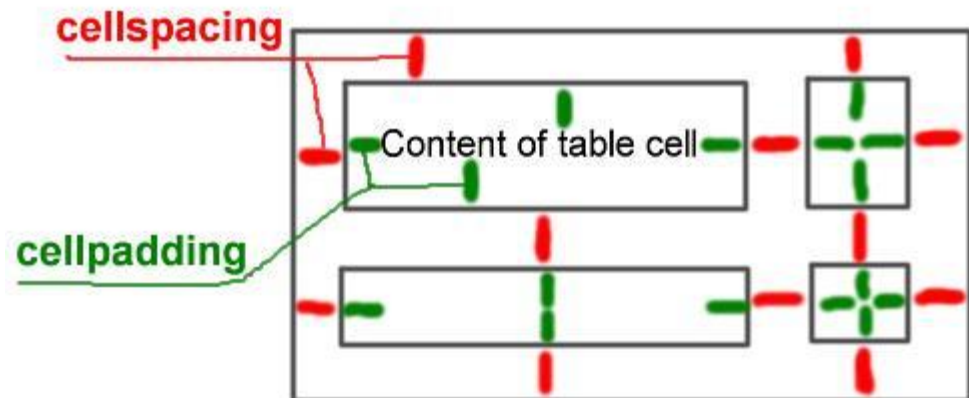
Table border _____



Cellspacing 

Cellpadding 

Cell content 



HTML

6. Legaturi (Link)

Link-uri si ancore

- `<a>...`
- poate fi folosita pentru a realiza o legatura intre doua resurse, legatura care are doua :
 - punct de plecare spre un alt document la activarea cu mouse, tastatura, vocal, etc. (**A ca link**)
 - ex: <http://www.w3.org/TR/html401/struct/links.html> activeaza in browser documentul de la adresa (URI) indicata
 - punct destinatie in interiorul unui document, caz in care constituie tinta pentru alte trimiteri (**A ca ancora**)
 - ex: <http://www.w3.org/TR/html401/struct/links.html#edef-name-A> activeaza acelasi document, dar cu pozitionare in dreptul zonei identificata de ancora "**edef-name-A**"

A

- attribute:
 - name = "text": numele de identificare la definire de ancora
 - href = "URI": adresa tinteii la utilizarea ca link
 - target = "_blank | _self | _parent | _top": modalitatea de deschidere a paginii:
 - _blank: o noua fereastră (cu pastrarea paginii anterioare)
 - _self, _parent, _top: la utilizarea frameset, specificarea modalitatii de afisare in pagina curenta: in acelasi frame, in frame-ul parinte sau ca pagina independenta, inlocuind orice alt frame existent
 - type = "text MIME caracterizand tipul documentului tinta"
 - ex: "text/html", "text/css", "application/pdf", "image/gif", etc. pentru a permite interpretarea corecta de catre browser a tinteii. Implicit este "text/html"
 - altele: id, class, title, etc.

A

■ utilizarea tipica:

■ A ca link:

- `Dati click aici pentru a ajunge la Google`
- are efect vizual: [Dati click aici pentru a ajunge la Google](#) (afisare diferentiata, tipic albastru subliniat si cu activarea unui cursor diferit pentru mouse la survolare)

■ A ca ancora:

- `Aici incepe capitolul 1`
- fara efect vizual dar cu definire interna a unei tinte pentru alte link-uri de tipul: `http://document.html#cap1`

■ A ca link si ancora simultan :

- ``

A – indicarea resursei de accesat

- **absolut**: prin indicarea URL complet.
 - `...`
 - obligatoriu cu specificarea protocolului (e.g. "**http://**") altfel interpretarea este facuta relativ.
 - exemplu **pozitiv**: daca in documentul de la adresa <http://www.etti.tuiasi.ro/doc/ceva.html> exista un link: `...` va exista o trimitere spre server-ul Google
 - exemplu **negativ**: daca in documentul de la adresa <http://www.etti.tuiasi.ro/doc/ceva.html> exista un link: `...` va exista o trimitere spre <http://www.etti.tuiasi.ro/doc/www.google.com> ?

A – indicarea resursei de accesat

- **relativ**: la o cale indicata de (se verifica in ordine)
 - eticheta BASE, in sectiunea HEAD: <base href="http://www.etc.tuiasi.ro">
 - indicata de server in protocolul utilizat (HTTP in acest caz)
 - adresa documentului curent (cazul cel mai frecvent si recomandat)
 - exemplu 1: daca in documentul de la adresa <http://www.etti.tuiasi.ro/ceva.html> exista un link: ... va exista o trimitere spre documentul <http://www.etti.tuiasi.ro/images/poza.gif>
 - exemplu 2: daca in documentul de la adresa <http://www.etti.tuiasi.ro/doc/ceva.html> exista un link: ... va exista o trimitere spre documentul <http://www.etti.tuiasi.ro/images/poza.gif>

HTML

7. Obiecte

Imagini

- ``
- attribute:
 - `src = "URI"`: adresa imaginii care trebuie introduse
 - `alt = "text"`: descriere alternativa, de multe ori afisat ca tool-tip in browser-ele vizuale, si ca inlocuitor al imaginii in browser-ele tip text
 - `longdesc = "URI"`: adresa unui alt document cu explicatii detaliate: suport minimal in browser-e
 - altele: `ismap`, `usemap` (pentru utilizarea ca zona activa), `name`, `id` etc.

Obiecte

- `<object> ...</object>`
- mai general, pentru incluziunea diferitelor tipuri de obiecte
- in particular se poate folosi pentru a afisa imagini:
 - ``
 - `<object data="poza_pasaport.gif" type="image/gif">Poza de pasaport</object>`
- permite oferirea de indicatii suplimentare browser-ului si eventual initializarea obiectului cu eticheta **param**>

Obiecte

- cea mai raspandita utilizare curenta, introducerea continutului multimedia, in special filme sau aplicatii Flash.
- exemplu:

```
<object classid="clsid:d27cdb6e-ae6d-11cf-96b8-444553540000"  
codebase="http://fpdownload.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#ve  
rsion=8,0,0,0" width="224" height="99" id="sigla" align="middle">  
<param name="allowScriptAccess" value="sameDomain" />  
<param name="movie" value="sigla.swf" /><param name="quality" value="high" /><param  
name="bgcolor" value="#585d4b" /><embed src="sigla.swf" quality="high"  
bgcolor="#585d4b" width="224" height="99" name="sigla" align="middle"  
allowScriptAccess="sameDomain" type="application/x-shockwave-flash"  
pluginspage="http://www.macromedia.com/go/getflashplayer" />  
</object>
```

Media



- HTML 5 imbunatateste semnificativ (cu suport din partea browser-elor) capacitatea de a afisa date multimedia fara aplicatii externe
 - `<audio>...</audio>`
 - MP3, Wav, Ogg
 - `<video>...</video>`
 - MP4, WebM, Ogg

```
<video width="320" height="240" controls  
autoplay loop>  
  <source src="movie.mp4" type="video/mp4">  
  <source src="movie.ogg" type="video/ogg">  
  Your browser does not support the video tag.  
</video>
```

HTML

Bibliografie

Bibliografie HTML

- World Wide Web Consortium (W3C), HTML 4.01 Specification
 - <https://www.w3.org/TR/html401/>
- World Wide Web Consortium (W3C), HTML 5
 - <https://html.spec.whatwg.org/multipage/>
- W3schools.com – Try it Yourself
 - <https://www.w3schools.com/html/default.asp>
- HTML - manual interactiv on-line (lb. romana)
 - <https://profs.info.uaic.ro/~val/htmllearn.html>

Consideratii generale

Aplicatii

Aplicatii

★ Favorites BCC e-SMART

BANCA COMERCIALA CARPATICA BCC e-SMART internet banking inteligent

Conturi Plati Depozite Rapoarte Setari

Rulare raport Vizualizare rapoarte

ATENTIE!
Va reamintim ca BCC nu solicita informatii confidentiale (user, parola, numar de card, data expirarii cardului, codul PIN) prin e-mail.
Aceste informatii nu trebuie divulgate nimanui, sub niciun motiv.
Pentru alte lamuriri, puteti apela 0800.807.807 (numar accesibil din retea Romtelecom).
Aveti posibilitatea sa alegeti procesarea in regim de urgenta a platilor. Aceasta optiune se comisioneaza suplimentar.

Rulare raport

Raport

Ruleaza raportul

☒ imediat

☐ la data 03.03.2010 ora 23:59

Ruleaza

top

surati activitate pe Internet, va rugam sa consultati periodic documentul [SECURITATE INTERNET](#) *** BCC informeaza ca SWIFT poate furniza autor

Aplicatii

Internet Explorer browser window showing the BCR (Banca Comerciala Romana) website. The address bar displays www.bcr.ro.

The website header includes the BCR logo and navigation links: Home, Contact, English, Contact center, Go, Cauta, Go.

The main navigation menu includes: CLICK 24Banking, 24 Banking, Persoane fizice, Private banking, Timeri, PFA, Micro, Corporatii, IMM, Municipalitati, Despre noi, Cariere, Presa.

The sub-navigation menu includes: Lista de conturi, Conturi curente, Economisire, Finantare.

The left sidebar contains a "Favorite" section with a dropdown menu and a list of links:

- Ordin de Plata
- Istoricul tranzactiilor
- Lista ordine de plata
- Sabloane
- Plata repetitiva
- Schimb Valutar
- Cumpara produse
- Deschidere cont curent
- Constituire depozite la termen
- Deschidere cont de economii
- Cumparare CDD
- Ataseaza card de debit
- Aplica pentru un credit
- Curs valutar
- Mesaje(4)
- Contul meu de CLICK 24Banking (Favorite)
- Demo Click 24 Banking

The main content area displays the "Ordin de Plata - Creare" (Create Payment Order) form. The form includes a table with columns: Stare cont, Tip, Numar cont, Sold disponibil, Valuta. The table shows a single row with the following data:

Stare cont	Tip	Numar cont	Sold disponibil	Valuta
Activ	Conturi curente	[Redacted]	[Redacted]	RON

Below the table, there is a "Detalii" section with dropdown menus for "Sablou personal" and "Sablou furnizor", and a text input field for "IBAN beneficiar". A "Verificare IBAN" button is also present.

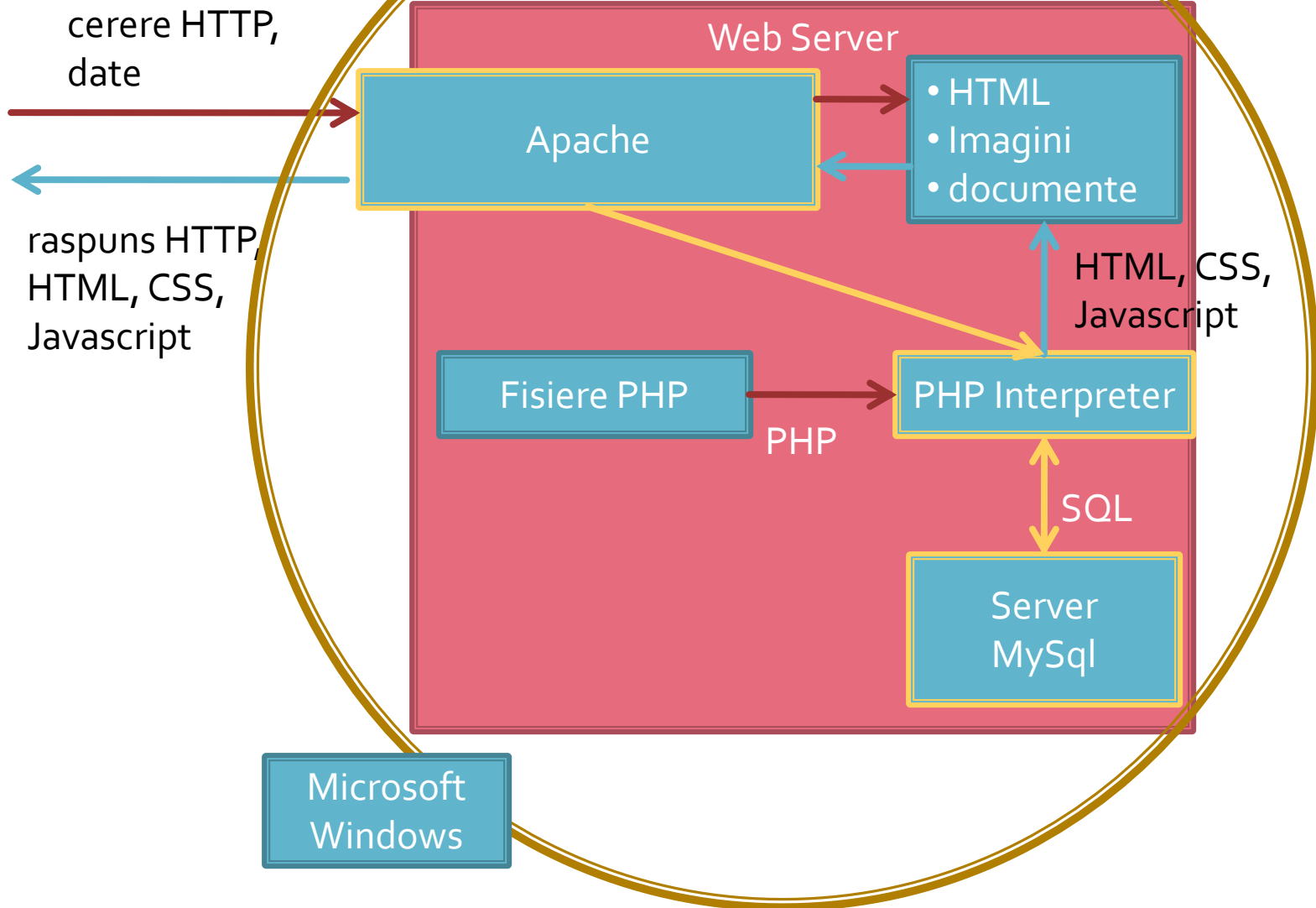
A note states: "Nota: Pentru a ordona o plata, va rugam fie sa introduceti IBAN beneficiar, fie sa selectati un sablon personal sau pentru furnizori. Atentie: Transferurile se pot efectua doar catre conturi deschise in aceeași valuta!"

The bottom of the page features several promotional tiles:

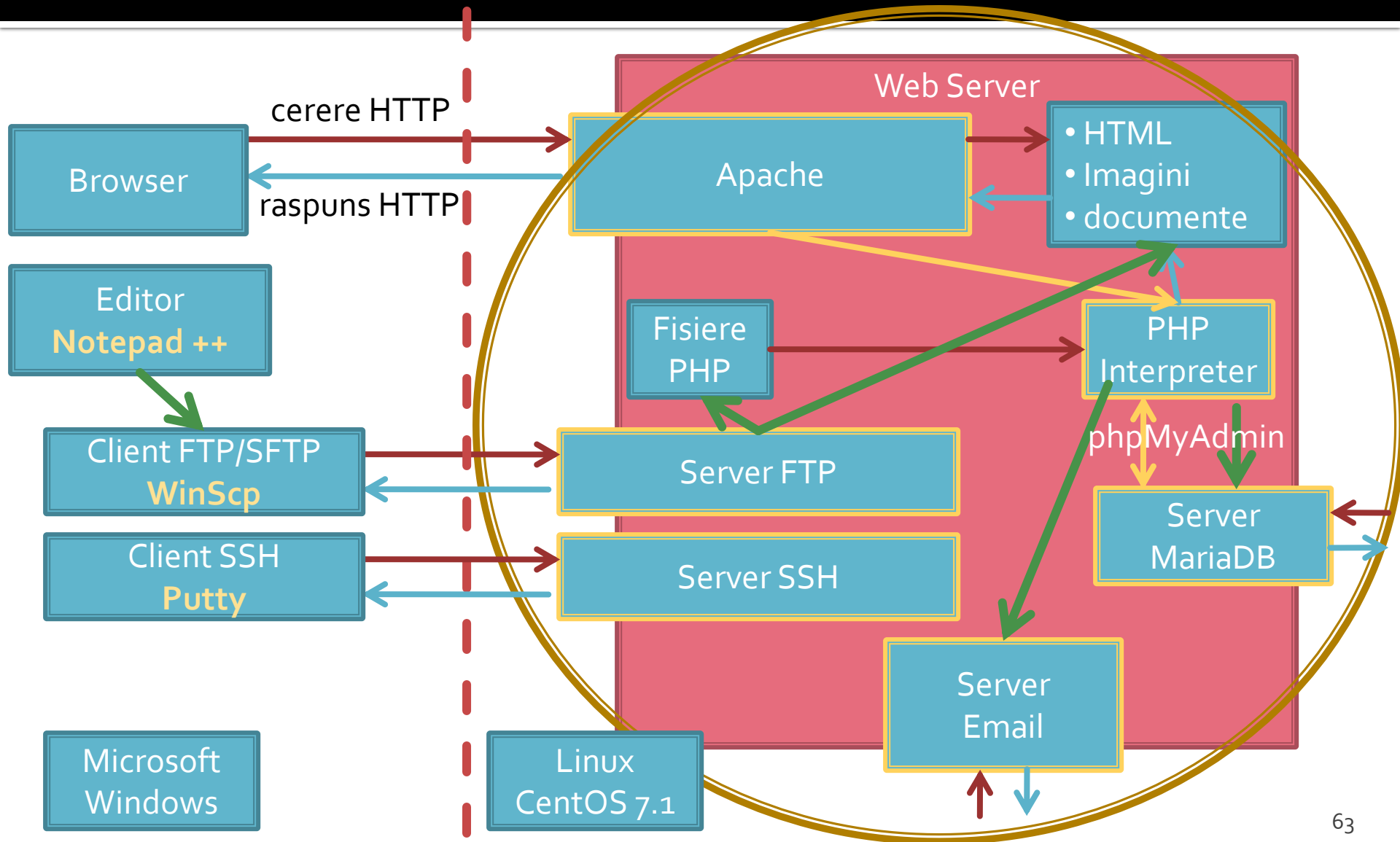
- Tarife si comisioane
- Intrebari si Raspunsuri
- 24 Banking
- Contact center

The footer contains the text: "BANCA COMERCIALA ROMANA - SOCIETATE ADMINISTRATA IN SISTEM DUALIST, Bucuresti, B-dul Regina Elisabeta nr.5, Sector 3 | mentiuni legale - © 2008 BCR SA - Toate drepturile rezervate | site map |

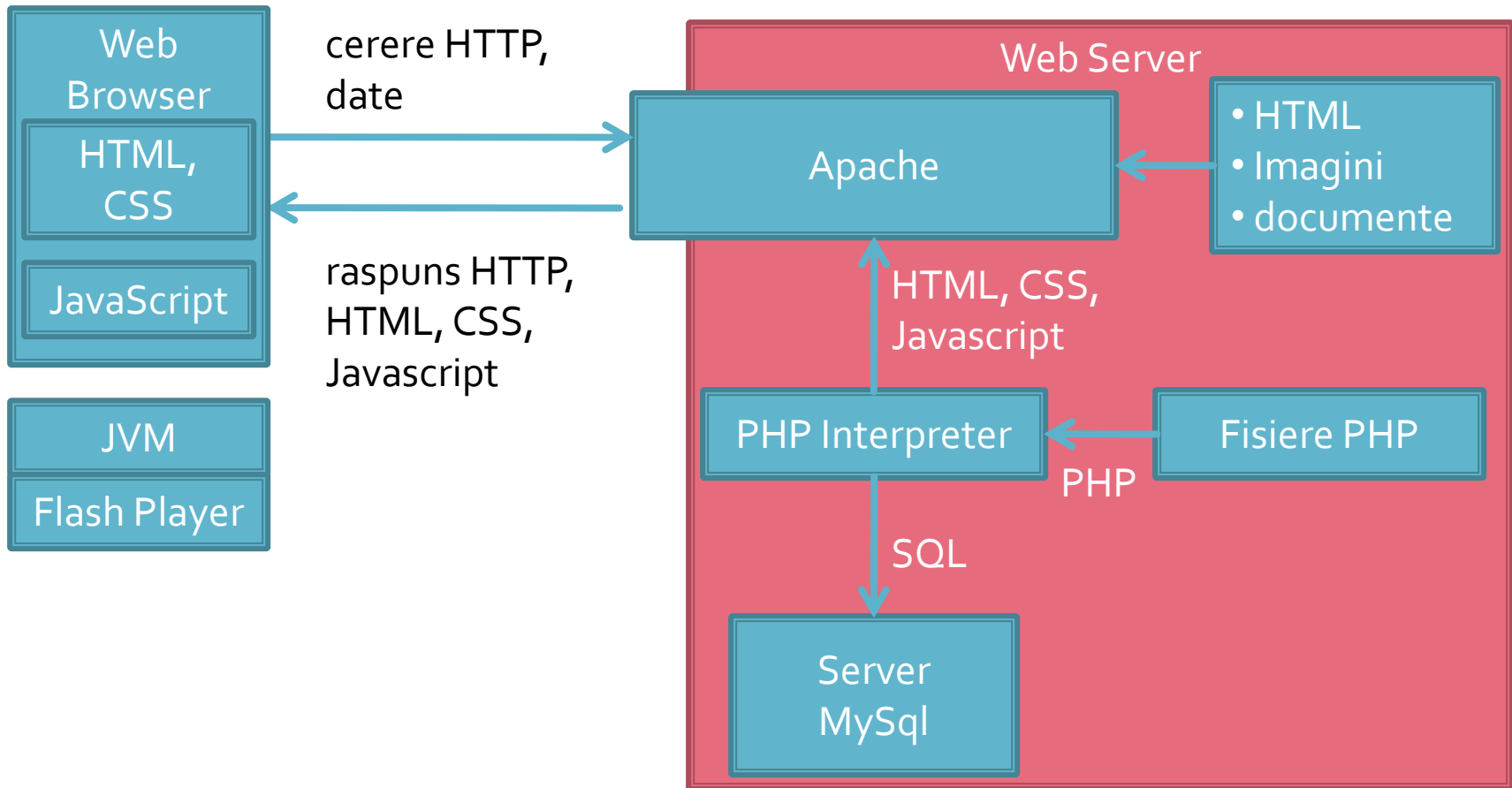
WAMP



LAMP



Client/Server Scripting



client
side
scripting

server
side
scripting

Exemple reale

- View Source (sau echivalent) ofera acces **TOTAL** la surse:
 - HTML
 - CSS
 - Javascript
- numai pentru observatorul “avizat”
- Firefox/Chrome beneficiaza de cateva extensii extrem de utile pentru web designer
 - Web Developer/Developer Tools
 - Firebug
 - Dom Inspector (implicit pana la 3.0)

Exemple reale

- Nu e valabil pentru sursele PHP/MySQL care nu ajung pe calculatorul client decat in caz de eroare
- Flash si Java ajung de asemenea in forma binara, compilata
- cateodata apar artificii de “ascundere” a codului: se ingreuneaza citirea de un utilizator uman

HTML

Forme

Aplicatie Web

- presupune prelucrarea unor date si oferirea unui document personalizat (rezultat al datelor respective)
- datele pot fi obtinute:
 - de la utilizator
 - o sursa externa (baze de date)
 - **combinatie** utilizator/baze de date

Forme in HTML

- necesare pentru ca utilizatorul sa poate trimite date server-ului
- **<form>...</form>**
- Attribute specifice:
 - action: adresa documentului care preia datele
 - `<form action="<?php echo $_SERVER['PHP_SELF'];?>">`
 - `<form action="actiuni/fisier2.html">`
 - method: modalitatea de transmitere a datelor: post sau get
 - `<form method="post" action= ... >`

Metode de transmitere

- **post** datele sunt transmise in bloc
- **get** datele sunt atasate adresei documentului de procesare : results.php?prob=81&an=2009
- **get** trebuie folosit numai cand datele sunt “idempotente”,
 - nu cauzeaza efecte colaterale
 - nu modifica starea server-ului (baze date, etc)
- se poate simula realizarea unei forme (**get**) prin scrierea corespunzatoare a link-urilor

Elemente de interactiune cu utilizatorul – <form>

- in interiorul etichetei <form>...</form>
 - input
 - select/option
 - textarea
 - button
- **toate** elementele vor avea un nume
 - atribut: name=""
 - numele va fi intalnit in uri-ul generat prin get, sau in numele variabilei trimisa prin post
- trimiterea datelor se face prin intermediul unui buton cu tipul type="submit"

INPUT

- `<input .../>`
- Attribute:
 - type: text | password | checkbox | radio | submit | reset | file | hidden | image | button
 - name: numele variabilei
 - value: valoarea trimisa server-ului la selectie (valoarea initiala in anumite cazuri)
 - checked/src/size/maxlength in functie de tip

Example

```
<input name="textfield" type="text" value="ceva" />
```

```
<input name="Ok" type="submit" value="Trimite" />
```

```
<label><input name="check" type="checkbox" value="5" checked />check1</label>
```

```
<label><input name="RG1" type="radio" value="a" checked="checked" />but1</label>
```

```
<label><input name="RG1" type="radio" value="b" />but2</label>
```

```
<input name="hid" type="hidden" value="6" />
```

ceva

Trimite



check1



but1



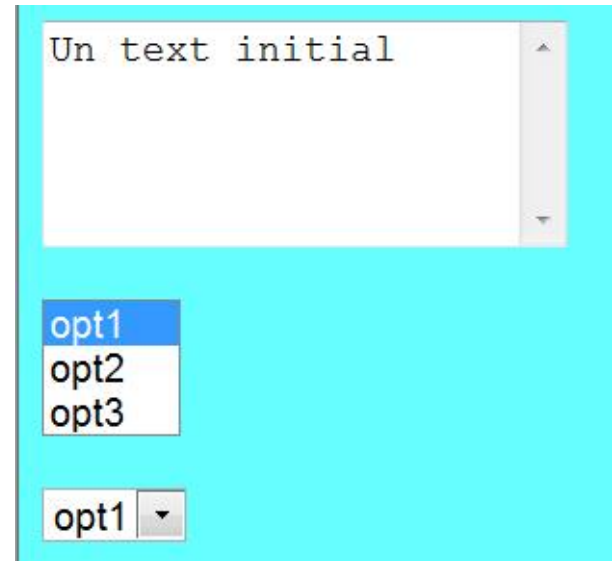
but2

TEXTAREA/SELECT

```
<textarea name="textarea" cols="20" rows="5">Un text  
initial</textarea><br /><br />
```

```
<select name="select." size="3">  
  <option value="1" selected="selected">opt1</option>  
  <option value="2">opt2</option>  
  <option value="3">opt3</option>  
</select><br /><br />
```

```
<select name="select...">  
  <option value="1" selected="selected">opt1</option>  
  <option value="2">opt2</option>  
  <option value="3">opt3</option>  
</select>
```



Un text initial

opt1
opt2
opt3

opt1 ▼

BUTTON

```
<button type="button" onClick="do ( );">Click Here</button>
```

```
<button type="submit" value="infoOnly">Request Info</button>
```

```
<button type="reset">Clear</button>
```

```
<button type="submit" id="sender"  
value="infoOnly">Request<br />Info<br /></button>
```

```
<button type="submit" id="sender"  
value="infoOnly"><p>Request</p><p><b><i>Info</i></b></p>  
</button>
```

- introdus pentru a oferi posibilitatea introducerii de continut mai complex (text formatat, imagini) in interiorul butoanelor de pe forma

Click Here

Request Info 

 Clear

Request
Info



Request

Info



HTML 5 – Validare input

- `<input type="email">`
- `<input type="number">`
- `<input type="search">`
- `<input type="tel">`
- `<input type="url">`

HTML 5 – Validare input

```
<label for="email">Email:</label>
<input type="email" id="email" name="email">
<br /><br />
<label for="can">Cantitate (1 - 5):</label>
<input type="number" id="can" name="can" min="1" max="5">
<br /><br />
<label for="gsearch">Cautare Google:</label>
<input type="search" id="gsearch" name="gsearch">
<br /><br />
<label for="phone">Telefon:</label>
<input type="tel" id="phone" name="phone"
placeholder="0123.456.789" pattern="[0-9]{4}.[0-9]{3}.[0-9]{3}"
required>
<br /><br />
<label for="server">Server:</label>
<input type="url" id="server" name="server">
```

Email:

Cantitate (1 - 5):

Cautare Google:

Telefon:

Server:

HTML 5 – Validare input

Email:

Please include an '@' in the email address. 'ceva' is missing an '@'.

ceva@server

Cantitate (1 - 5):

Telefon:



Please match the requested format.

Server:



Please enter a URL.

Email:



Please include an '@' in the email address. 'ceva' is missing an '@'.

Telefon:

Server:



Please fill out this field.

Telefon:

S



Please match the requested format.

Server:

HTML 5 – Interfata nativa browser

- `<input type="color">`
- `<input type="date">`
- `<input type="datetime-local">`
- `<input type="month">`
- `<input type="range">`
- `<input type="time">`
- `<input type="week">`

HTML 5 – Interfata nativa browser

```
<label for="culoare">Culoare:</label>
<input type="color" id="culoare" name="culoare" value="#ff0000">
<br /><br />
<label for="nastere">Data nastere:</label>
<input type="date" id="nastere" name="nastere">
<br /><br />
<label for="examen">Examen (data si ora):</label>
<input type="datetime-local" id="examen" name="examen">
<br /><br />
<label for="fin">Finalizare (luna si an):</label>
<input type="month" id="fin" name="fin">
<br /><br />
<label for="vol">Volum (0 - 50):</label>
<input type="range" id="vol" name="vol" min="0" max="50">
<br /><br />
<label for="ora">Ora intalnire:</label>
<input type="time" id="ora" name="ora">
<br /><br />
<label for="sap">Saptamana:</label>
<input type="week" id="sap" name="sap">
```

Culoare:

Data nastere:

Examen (data si ora):

Finalizare (luna si an):

Volum (0 - 50):

Ora intalnire:

Saptamana:

HTML 5 – Interfata nativa browser

Culoare:

Data nastere:

Examen (data):

Finalizare (data):

Volum (0 - 50):

Ora intalnire:

Saptamana:

R G B ↕

Culoare:

Data nastere:

Examen (data):

Finalizare (data):

Volum (0 - 50):

Ora intalnire:

Saptamana:

March 2023

Su	Mo	Tu	We	Th	Fr	Sa
26	27	28	1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18

HTML 5 – Interfata nativa browser

Examen (data si ora):

Finalizare (luna si an): **March 2023** ↑ ↓

Volum (0 - 50):

Ora intalnire:

Saptamana:

Su	Mo	Tu	We	Th	Fr	Sa
26	27	28	1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	1
2	3	4	5	6	7	8

[Clear](#) [Today](#)

02	21	PM
03	22	AM
04	23	
05	24	
06	25	
07	26	
08		

Finalizare (luna si an):

Volum (0 - 50):

Ora intalnire:

Saptamana:

2023

Jan	Feb	Mar	Apr
May	Jun	Jul	Aug
Sep	Oct	Nov	Dec

[Clear](#) [This month](#)

HTML 5 – Interfata nativa browser

Volum (0 - 50):



Ora intalnire: 05:30 PM

Saptamana: W

Trimite

02	25	PM
03	26	AM
04	27	
05	28	
06	29	
07	30	
08	31	

Saptamana: Week 13, 2023

Trimite

March 2023



Week	Su	Mo	Tu	We	Th	Fr	Sa
9	26	27	28	1	2	3	4
10	5	6	7	8	9	10	11
11	12	13	14	15	16	17	18
12	19	20	21	22	23	24	25
13	26	27	28	29	30	31	1
14	2	3	4	5	6	7	8

Clear

This week

Capitolul II

CSS

CURS

I.	HTML si XHTML (recapitulare)	1 oră
II	CSS	2 ore
III	Baze de date, punct de vedere practic	1 oră
IV	Limbajul de interogare SQL	4 ore
V	PHP - HyperText Preprocessor	8 ore
VI	XML - Extended Mark-up Language si aplicatii	4 ore
VII	Conlucrare intre PHP/MySql, PHP/XML, Javascript/HTML	2 ore
VIII	Exemple de aplicatii	6 ore
	Total	28 ore

CSS vs. HTML

- HTML/XHTML concepute pentru a descrie **structura** documentului, nu **forma**
- Etichete HTML privitoare la **forma** (, color="red") au fost introduse in HTML 3.2 si declarate depreciate in HTML 4.01, disparute in HTML 5
- Intercalarea intre elementele de structura si forma in HTML duce la cresterea complexitatii documentului si creste inutil dimensiunea acestuia
- Exemplu tipic: Microsoft Word -> Save as HTML -> documente de 10 ori mai mari decat un document cu aceeasi forma scris pur in HTML

CSS

CSS



- Cascading Style Sheets
- Introdus pentru a separa **continutul** documentului de **prezentarea** sa (forma, culori, caractere)
- Permite:
 - Accesibilitate crescuta (acelasi document poate fi afisat diferit pe dispozitive diferite)
 - Tratare unitara a mai multor pagini
 - Reduce complexitatea pozitionarii

CSS vs. HTML

```
<!DOCTYPE html PUBLIC
<html>
<!-- created 2003-12-12 -->
<head>
  <title>sample</title>
</head>
<body>
  <p>Voluptatem accusantium
    totam rem aperiam.</p>
</body>
</html>
```

HTML

```
h1 { color: white;
      background: orange;
      border: 1px solid bla
      padding: 0 0 0 0;
      font-weight: bold;
}
/* begin: seaside-theme */

body {
  background-color:white;
  color:black;
  font-family:Arial,sans-serif;
  margin: 0 4px 0 0;
  border: 12px solid;
}
```

CSS

Cascading Style Sheets

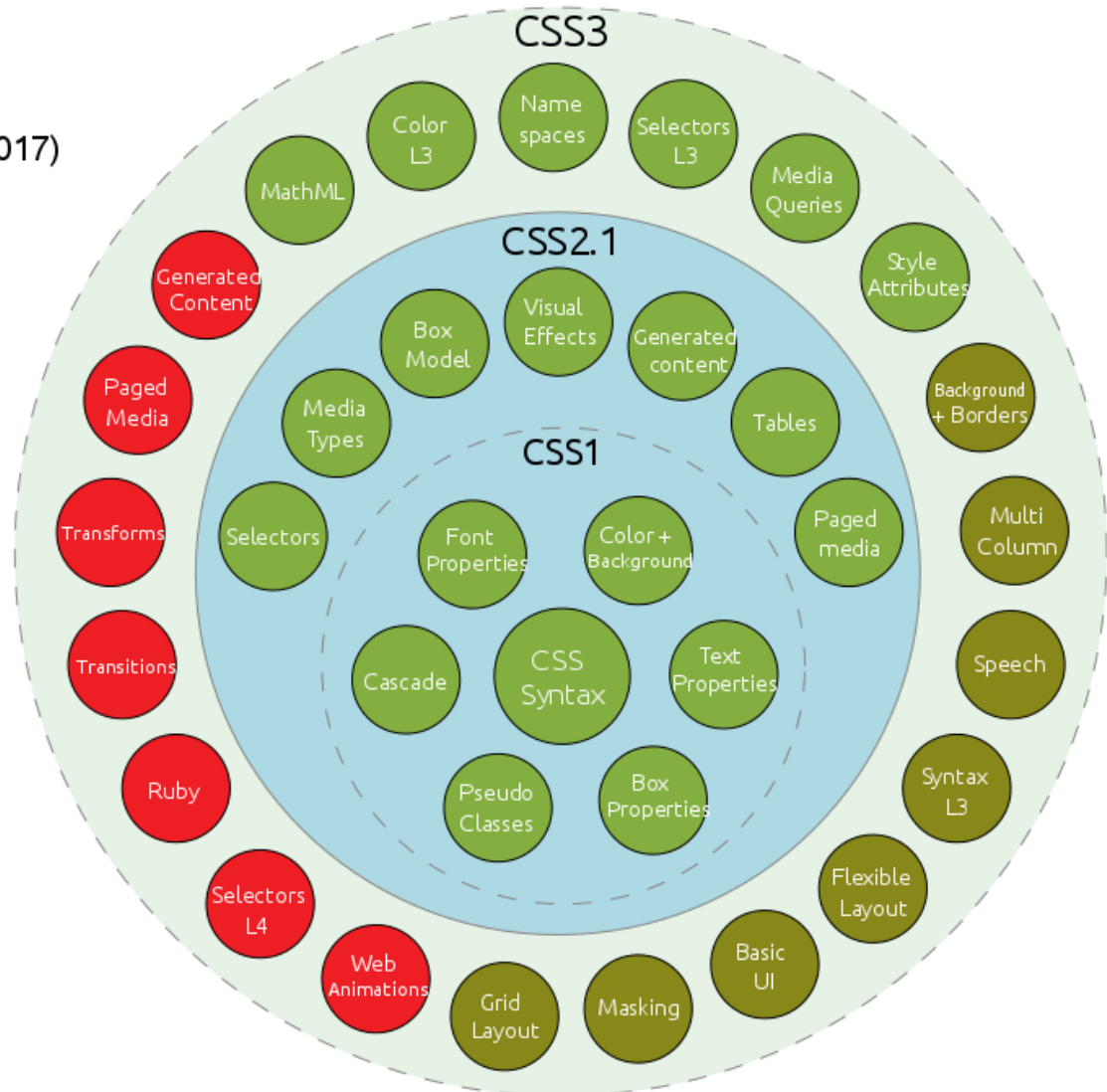
- CSS 1 – 1996 (forma)
- CSS 2 – 1998 (pozitionare)
- CSS 2.1 – 2007 (corectii)
- CSS 3.0 – module independente
 - 2011/2012
- Utilitatea dependenta de suportul din partea dispozitivelor de afisare
- Majoritatea browser-elor suporta CSS 2.
 - suport partial (aproape la zi) CSS 3.0 pentru majoritatea browser-elor moderne
- CSS implica degradare eleganta (“degrade gracefully”)

CSS3

CSS3

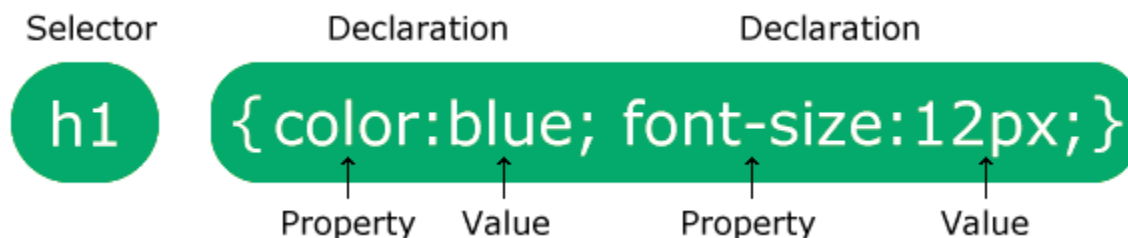
Taxonomy & Status (September 2017)

- W3C Recommendation
- Candidate Recommendation
- Last Call
- Working Draft
- Obsolete or inactive



CSS Concepte

- Specificatiile CSS sunt de forma:
 - **Selector { "regula CSS"; ["regula CSS";] }**
- Reguli CSS de forma:
 - atribut:valoare;
- Comentarii
 - Similar cu C/C++ , PHP, etc.
 - Cuprinse intre `"/*"` si `"*/"`



Selector CSS

- Selector HTML
 - conceput pentru a modifica modalitatea de afisare standard a etichetelor HTML
- Selector clasa
 - conceput pentru a lucra cu atributul HTML `class="..."`
 - util pentru aplicare uniforma a formei mai multor elemente din document
- Selector identificator
 - conceput pentru a lucra cu atributul HTML `id="..."`
 - util pentru aplicarea unei forme specifice unui anume element din document

Selector CSS

- Redefinirea etichetelor HTML standard
 - exemplu: afisarea implicita a tuturor celulelor de tabel din document este schimbata
- Redefinirea se poate face **si** doar in interiorul unei clase
 - exemplu: in interiorul claselor "footer" link-urile vor fi afisate altfel

```
td {  
  font-family:Tahoma, Verdana;  
  font-size:14px;  
  color:#D5A787;  
  vertical-align: top;  
  text-align: center;  
}
```

```
.footer a {  
  color:#FFD2B3;  
  text-decoration:none;  
}  
.footer a:hover {  
  color:#ffffff;  
  text-decoration:none;  
}
```

Selector CSS

- clase – “.”
 - Semnul “.” inaintea numelui
 - permit reutilizarea unei anumite forme grafice
 - `<p class="menu">...</p>`
 - `<h1 class="menu">...</h1>`
 - `<tr class="menu">...</tr>`
- identificador element – “#”
 - Semnul “#” inaintea numelui
 - `<tr class="menu">...`
`<td id="menu_curent">...</td>`
`...</tr>`

```
.menu {  
font-family:Tahoma, Verdana;  
font-size:14px;  
color:#6F3A15;  
text-align:center;  
font-weight:bold;  
}
```

```
#menu_curent {  
font-family:Tahoma, Verdana;  
font-size:15px;  
color:#FFFFFF;  
text-align:center;  
font-weight:bold;  
}
```

Selector CSS

- selector clasa si identificator concepute pentru a fi utilizate cu elementele de grupare HTML
 - `<div>...</div>` : grupare de tip bloc ("block")
 - `...` : grupare inserata ("in-line")
- anumite reguli au efect numai daca sunt atribuite unor elemente corespunzatoare (block sau in-line)

Specificari complexe ale selectorilor

- **.clasa1** {} – pentru orice element caruia i se atribuie atributul HTML class="clasa1"
- **p.clasa1** {} – numai paragrafelor care sunt afectate clasei "clasa1" <p class="clasa1">...
- **.clasa1 p** {} – oricarui paragraf aflat in interiorul unui bloc afectat clasei "clasa1"
 - <div class="clasa1"><p>...</p><p>...</p></div>
- **[attribute=value]** – oricarui element cu un anumit atribut si o anumita valoare
 - [target=_blank]
- in anumite conditii speciale (mai ales pentru eticheta HTML <a>)
 - **a:hover** {}, **a:visited** {}

Specificitati CSS (ponderi)

Selectors	Specificity
H1 {color: white;}	1
P EM {color: green;}	2
.grape {color: red;}	10
P.bright {color: blue;}	11
P.bright EM.dark {color: yellow;}	22
#id218 {color: brown;}	100
style=" "	1000

Exemplu specificitati

- `style="color: blue"`
- `suprascrie`
- `#xyz { color: red; }`

```
< <html>
<head>
<meta charset="utf-8" />
<style type="text/css">
#xyz { color: red; }
</style>
</head>
<body>
<p id="xyz" style="color: blue"> Demonstratie </p>
</body>
</html>
```

Concepte CSS

CSS concepte

- Trei modalitati de a specifica stiluri
 - stiluri externe (External style sheet)
 - stiluri interne (Internal style sheet)
 - stiluri inserate (Inline style)
- Trei entitati care impun stiluri:
 - dispozitivul de afisare (browser)
 - autorul documentului
 - cititorul documentului

CSS concepte

- In orice moment un element din document poate fi sub controlul mai multor reguli care se contrazic
- Ordinea priorităților (in ordinea creșterii acesteia)
 - dispozitivul de afișare (browser)
 - autorul documentului – in ordinea definirii. De obicei:
 - External style sheet
 - Internal style sheet
 - Inline style
 - cititorul documentului (in diverse forme, "text size", "zoom" de ex)
- Prioritatea maxima data cititorului documentului este in dezbatere si inconsistenta (nu la toate regulile)

Ordinea priorităților CSS

High Priority	CSS Source Type	Description
1	Importance	The 'important' value overwrites the previous priority types
2	Inline	A style applied to an HTML element via HTML 'style' property
3	Media Type	A property definition applies to all media types, unless a media specific CSS defined
4	User defined	Most browsers have the accessibility feature: a user defined CSS
5	Selector specificity	A specific contextual selector (#heading p) overwrites generic definition
6	Rule order	Last rule declaration has a higher priority
7	Parent inheritance	If a property is not specified, it is inherited from a parent element
8	CSS property definition in HTML document	CSS rule or CSS inline style overwrites a default browser value
9	Browser default	The lowest priority: browser default value is determined by W3C initial value specifications

External style sheet

- regulile CSS se gasesc intr-un fisier extern, de obicei cu extensia “.css”
- fisierul respectiv este incarcat in document in sectiunea antet
 - `<head><link rel="stylesheet" type="text/css" href="stiluri.css" /></head>`
- utilizare obligatorie cand o suita de documente au o prezentare comuna

```
<head>  
<link rel="stylesheet" type="text/css" href="stiluri.css" />  
</head>
```

External style sheet

- Dezavantaje – minore în condițiile actuale
 - necesitatea unei conexiuni suplimentare la server
 - cantitatea de date mai mare (doar la prima pagină încărcată – se aduc și stilurile care nu sunt folosite)
- Avantaje
 - separa total **conținutul** de **forma**
 - tratare unitară a paginilor, ușurează
 - navigarea, dpdv. al utilizatorului
 - întreținerea și modificarea întregului site, dpdv. al designer-ului
 - dimensiune minimă a documentelor (o regulă se aplică de multe ori dar se scrie o singură dată)
 - începând de la a doua pagină din suită, browser-ul este deja în posesia stilurilor, viteză e sporită

Internal style sheet

- Regulile CSS sunt indicate de asemenea in sectiunea antet (<head>... </head>)
- Se foloseste eticheta HTML <style>...</style>
- Se foloseste cand un document are o forma unica in site

```
<head>  
<style type="text/css">  
hr {color:sienna;}  
p {margin-left:20px;}  
body {background-image:url("b.gif");}  
</style>  
</head>
```

Internal style sheet

- Avantaj
 - se elimina conexiunea suplimentara la server
 - separa **continutul** de **forma**
- **Dezavantaj/Avantaj**
 - Daca in sectiunea antet apare dupa fisierul extern de stiluri, va suprascrie stilurile corespunzatoare
- Dezavantaj
 - nu permite tratarea uniforma a documentelor

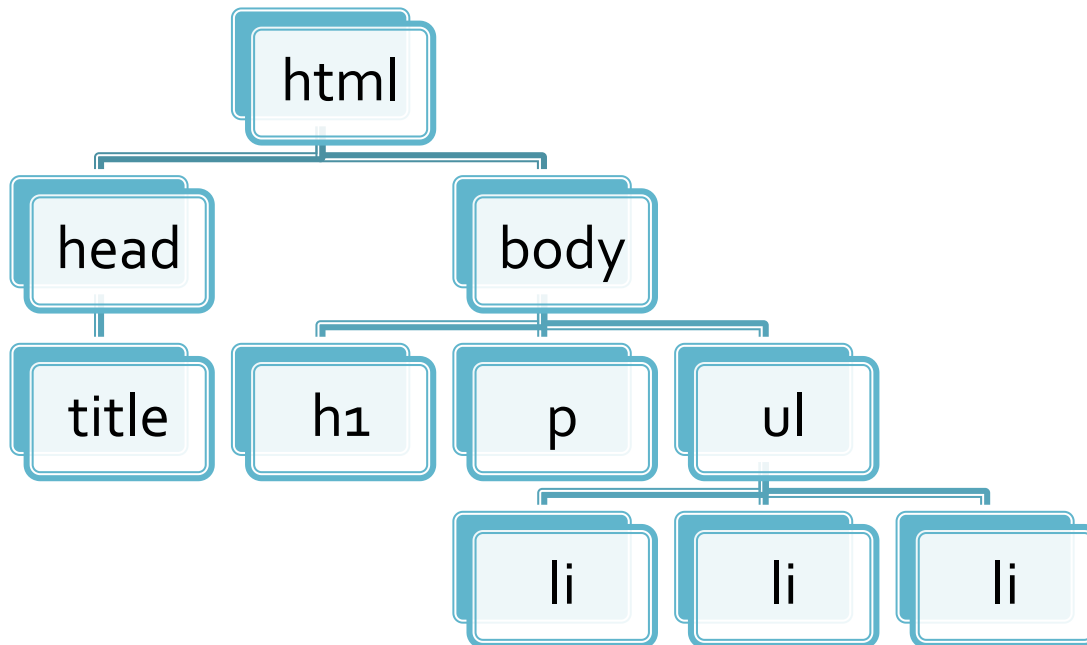
Inline style sheet

- Se utilizeaza **atributul** HTML `style=""`
- Modifica o singura eticheta
- `<p style="color:sienna;margin-left:20px">Un paragraf</p>`
- De obicei utilizat punctual pentru a introduce efecte ce nu pot fi obtinute cu HTML
- De evitat:
 - **nu** separa forma de continut
 - creste dimensiunea documentului (vezi un fisier HTML salvat cu Microsoft Word)

```
<p style="color:sienna;margin-left:20px">Un paragraf</p>
```

Relatia parinte copil si mostenire

- Orice document are o structura de tip graf in care elementele sunt introduse in interiorul altor elemente (DOM)



```
<html>
  <title>pagina mea</title>
  <body>
    <h1>Compozitori:</h1>
    <p>
    <ul>
      <li> elvis costello
      <li> johannes brahms
      <li> georges brassens
    </ul>
  </body>
</html>
```


Relatia parinte copil si mostenire

- in CSS valoarea implicita a multor reguli este **inherit** mostenire de la parinte
- Exemplu:
 - daca pentru body se fixeaza regula: `body {color:#FF0000;}` textul va fi implicit rosu pentru toate elementele incluse (p,li,ul) daca:
 - nu apar reguli suplimentare (p {color:black;})
 - nu exista reguli predefinite (h1 – regula browser-ului – h1 mai mare decat p, dar nu afecteaza culoarea)

```
<html>
<title>pagina mea</title>
<body>
  <h1>Compozitori:</h1>
  <p>
    <ul>
      <li> elvis costello
      <li> johannes brahms
      <li> georges brassens
    </ul>
  </p>
</body>
</html>
```

CSS Zen Garden

CSS Zen Garden

- <http://www.csszengarden.com/>
- un fisier html comun
- schimbarea formei permisa numai prin intermediul CSS

CSS Zen Garden – HTML original

css Zen Garden

The Beauty of CSS Design

A demonstration of what can be accomplished visually through CSS-based design. Select any style sheet from the list to load it into this page.

Download the sample [html file](#) and [css file](#)

The Road to Enlightenment

Littering a dark and dreary road lay the past relics of browser-specific tags, incompatible DOMs, and broken CSS support.

Today, we must clear the mind of past practices. Web enlightenment has been achieved thanks to the tireless efforts of folk like the W3C, WaSP and the major browser creators.

The css Zen Garden invites you to relax and meditate on the important lessons of the masters. Begin to see with clarity. Learn to use the (yet to be) time-honored techniques in new and invigorating fashion. Become one with the web.

So What is This About?

There is clearly a need for CSS to be taken seriously by graphic artists. The Zen Garden aims to excite, inspire, and encourage participation. To begin, view some of the existing designs in the list. Clicking on any one will load the style sheet into this very page. The code remains the same, the only thing that has changed is the external .css file. Yes, really.

CSS allows complete and total control over the style of a hypertext document. The only way this can be illustrated in a way that gets people excited is by demonstrating what it can truly be, once the reins are placed in the hands of those able to create beauty from structure. To date, most examples of neat tricks and hacks have been demonstrated by structurists and coders. Designers have yet to make their mark. This needs to change.

Participation

Graphic artists only please. You are modifying this page, so strong CSS skills are necessary, but the example files are commented well enough that even CSS novices can use them as starting points. Please see the [CSS Resource Guide](#) for advanced tutorials and tips on working with CSS.

You may modify the style sheet in any way you wish, but not the HTML. This may seem daunting at first if you've never worked this way before, but follow the listed links to learn more, and use the sample files as a guide.

Download the sample [html file](#) and [css file](#) to work on a copy locally. Once you have completed your masterpiece (and please, don't submit half-finished work) upload your .css file to a web server under your control. [Send us a link](#) to the file and if we choose to use it, we will spider the associated images. Final submissions will be placed on our server.

Benefits

Why participate? For recognition, inspiration, and a resource we can all refer to when making the case for CSS-based design. This is sorely needed, even today. More and more major sites are taking the leap, but not enough have. One day this gallery will be a historical curiosity; that day is not today.

Requirements

We would like to see as much CSS1 as possible. CSS2 should be limited to widely-supported elements only. The css Zen Garden is about functional, practical CSS and not the latest bleeding-edge tricks viewable by 2% of the browsing public. The only real requirement we have is that your CSS validates.

CSS Zen Garden – HTML original

css Zen Garden

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CSS Zen Garden



Css Zen Garden

the beauty of css design.

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[\[X\] DOWNLOAD THE SAMPLE HTML FILE AND CSS FILE](#)



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by Eric Stoltz
- ☐ [Make 'em Proud](#)
by Michael McGlough and
Scotty Reifsnnyder
- ☐ [Orchid Beauty](#)
by Kevin Addison
- ☐ [Oceanscape](#)
by Justin Gray
- ☐ [CSS Co., Ltd.](#)
by Benjamin Klemm
- ☐ [Sakura](#)
by Tatsuya Uchida
- ☐ [Kyoto Forest](#)
by John Polkowski
- ☐ [A Walk in the Garden](#)
by Simon Van
Hauwermeiren

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RESOURCES:

CSS Zen Garden

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Participation



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CSS Zen Garden

The header image features a vibrant blue sky with fluffy white clouds. On the left, a red Japanese umbrella (wagasa) is partially visible, with white, swirling, smoke-like or mist-like patterns rising from it. The background is framed by green foliage on the left and right sides. In the center, there is a quote and several sections of text.

"A demonstration of what can be accomplished visually through CSS-based design. Select any style sheet from the list to load it into this page."

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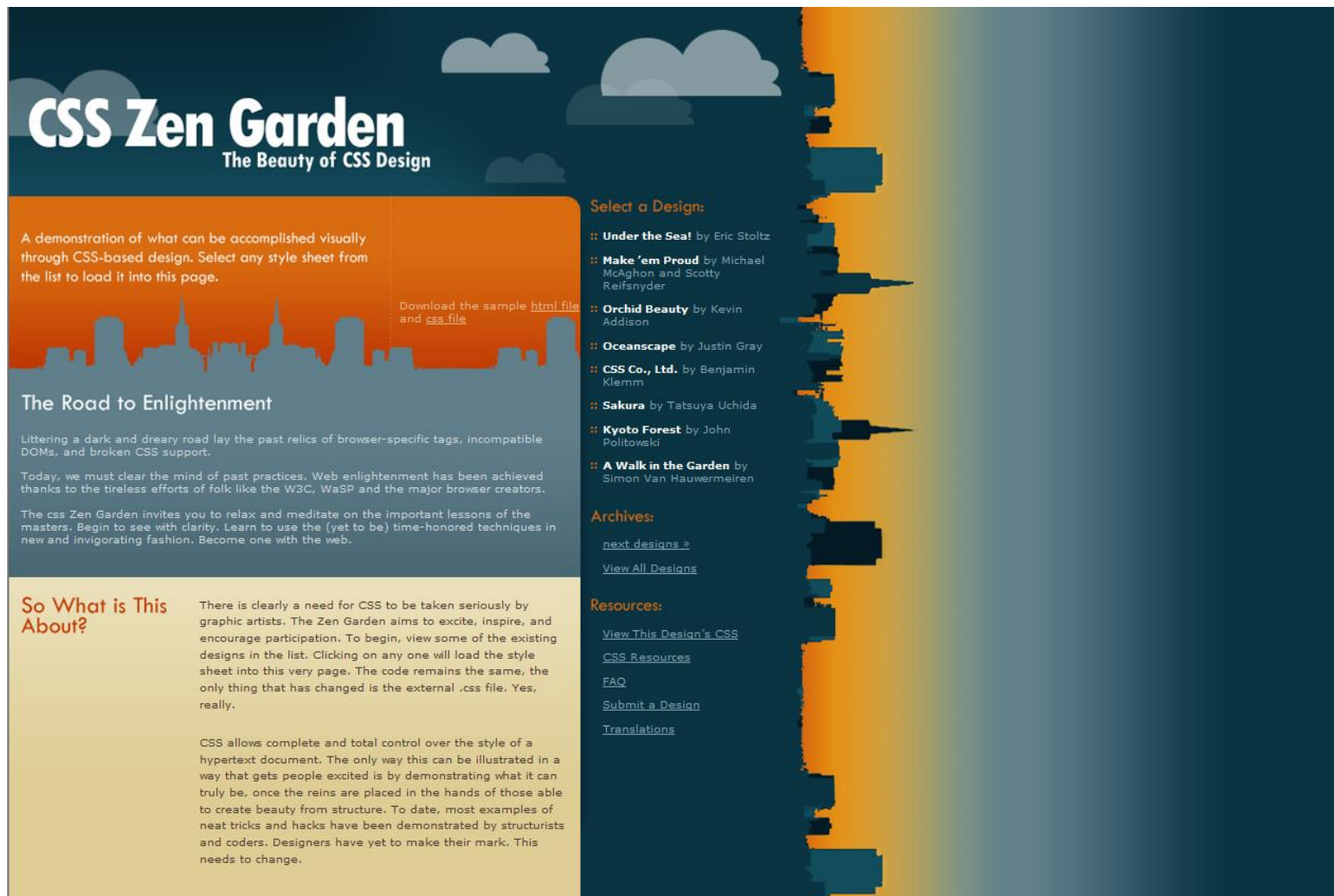
This block contains decorative elements on the left side of the page. It includes a large, stylized white character '禪' (Zen) and the text 'CSS ZEN GARDEN' in a bold, sans-serif font. Below this, there is a section titled 'Select a design' with a list of links to various CSS designs. At the bottom, there is a link to 'Archives'.

Select a design

- ✦ Under the Seal by Eric Stoltz
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[Archives](#)

CSS Zen Garden



CSS Zen Garden

The Beauty of CSS Design

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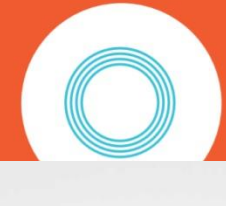
- [View This Design's CSS](#)
- [CSS Resources](#)
- [FAQ](#)
- [Submit a Design](#)
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CSS Zen Garden

The Beauty of CSS Design

A demonstration of what can be accomplished through CSS-based design. Select any style sheet from the list to load it into this page.

Download the example [html file](#) and [css file](#)



The Road to Enlightenment

So What is This About?

There is a continuing need to show the power of CSS. The Zen Garden aims to excite, inspire, and encourage participation. To begin, view some of the existing designs in the list. Clicking on any one will load the style sheet into this very page. The HTML remains the same, the only thing that has changed is the external CSS file. Yes, really.

CSS allows complete and total control over the style of a hypertext document. The only way this can be illustrated in a way that gets people excited is by demonstrating what it can truly be, once the reins are placed in the hands of those able to create beauty from structure. Designers and coders alike have contributed to the beauty of the web; we can always push it further.

HTML
CSS
CC
A11y
GH

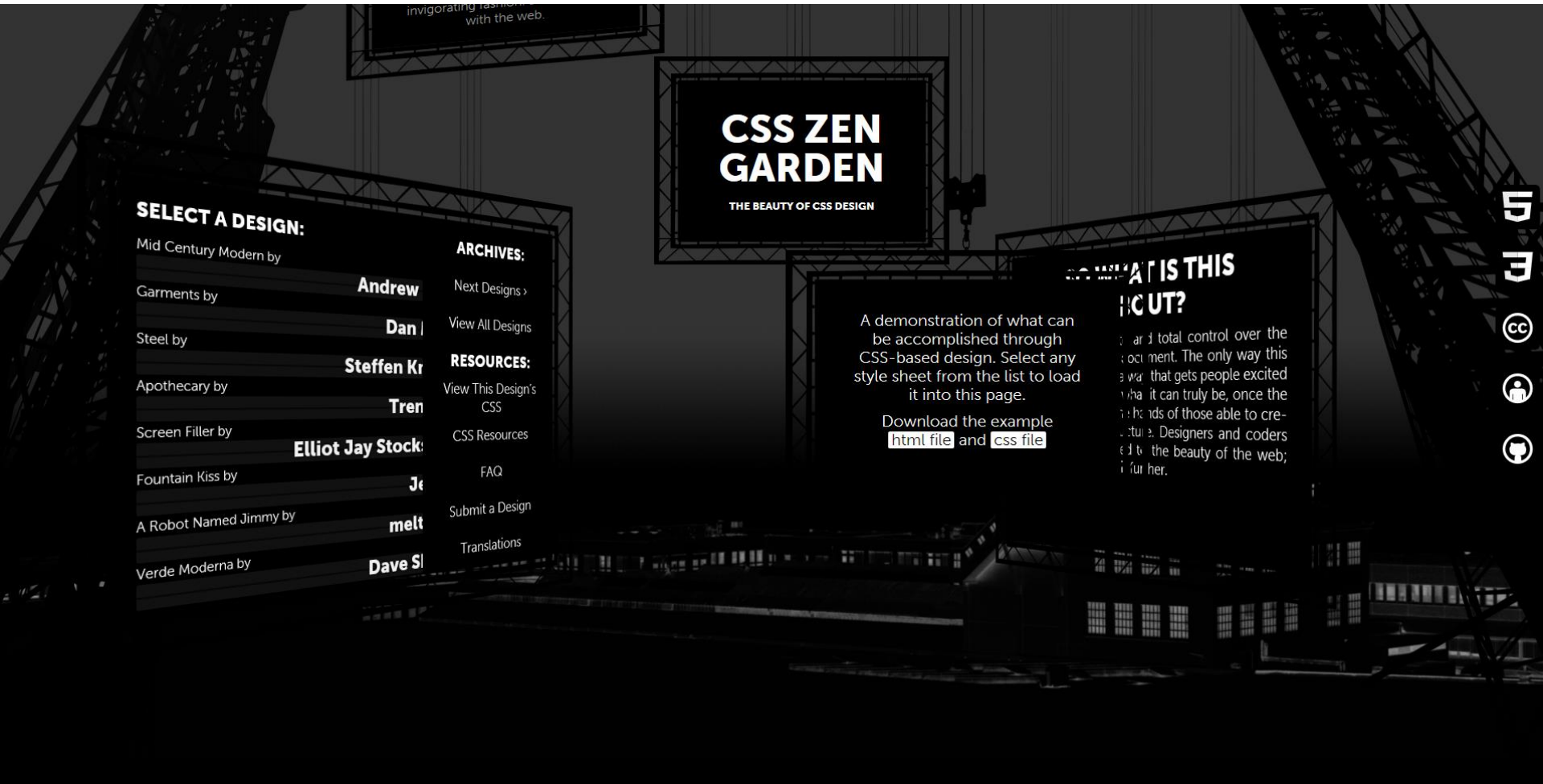
Participation

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CSS Zen Garden



CSS Zen Garden

CSS ZEN GARDEN

The Beauty of CSS Design

A DEMONSTRATION OF WHAT CAN BE ACCOMPLISHED THROUGH CSS-BASED DESIGN. SELECT ANY STYLE SHEET FROM THE LIST TO LOAD IT INTO THIS PAGE.

DOWNLOAD THE EXAMPLE [HTML FILE](#) AND [CSS FILE](#)

Select a Design:

[Mid Century Modern](#) by [Andrew Lohman](#)

[Garments](#) by [Dan Mall](#)

[Steel](#) by [Steffen Knoeller](#)

[Apothecary](#) by [Trent Walton](#)

[Screen Filler](#) by [Elliot Jay Stocks](#)

[Fountain Kiss](#) by [Jeremy Carlson](#)

[A Robot Named Jimmy](#) by [meltmedia](#)

[Verde Moderna](#) by [Dave Shea](#)

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Web Design

Concepte generale

Concepte

- Steve Krug: “**Don't Make Me Think, Revisited**”
- Utilizatorii scaneaza pagina, nu o citesc
- Informatia trebuie redusa la minimul necesar in majoritatea locurilor
- “Daca ceva e greu de utilizat, mai bine nu o utilizez”
- Utilizatorii au comportament de **rechin**
- Originalitatea nu e intotdeauna recomandata

Test – F Shape Reading Pattern

- Obisnuinta utilizatorilor de a urmari anumite zone de pe ecran



Google



Google Search

I'm Feeling Lucky

Google.ro offered in: [Română](#) [magyar](#) [Deutsch](#)

I'm Feeling Lucky 😊

Intel

The screenshot displays the Intel website's homepage. At the top, a blue navigation bar contains the Intel logo, links for 'Products', 'Learn & Develop', and 'Support', and a language selector set to 'USA (English)'. Below this is a large hero image of Tom Brady sitting on a bed in a modern room. Overlaid on the image is the text 'BRADY EVERYDAY #SB51 AD' and a sub-headline: 'Intel® 360 Replay Technology can make anything look epic. Even Tom Brady.' A 'Check it out' button is positioned below the sub-headline. A secondary navigation bar below the hero image features icons and labels for 'Support', 'Product Specs', 'See Products', 'Processor Comparison', and 'Download Center'. The bottom section of the page features another image of Tom Brady holding a football, with a hand-drawn wing graphic and the text 'BRADY NEVER LOOKED BETTER'.

Products Learn & Develop Support

intel

USA (English) Sign In

BRADY EVERYDAY #SB51 AD

Intel® 360 Replay Technology can make anything look epic. Even Tom Brady.

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SUPPORT

Support Home > Drivers & Software > Intel® PROSet/Wireless Software and Drivers for Windows 7*



Intel® PROSet/Wireless Software and Drivers for Windows 7*

Version: 19.20.3 (Latest)

Date: 12/5/2016

Available Downloads

Windows 7, 64-bit*

Language: English

Size: 89.39 MB

MD5: 02f828f9a0d4edc62b5ba927d6eff4f1

[Wireless_19.20.3_PROSet64_Win7.exe](#)

Windows 7, 32-bit*

Language: English

Size: 76.95 MB

MD5: e834ceca534cc74dfb5b344ffdf49b7

[Wireless_19.20.3_PROSet32_Win7.exe](#)

Other Versions

19.20.0

19.10.0

19.1.0

Detailed Description

Purpose

Intel® PROSet/Wireless WiFi Software is recommended for end-customers, including home users and business customers who do not need advanced IT administrator tools.

Not sure what to download?

Confirm you have the Windows® 7 operating system before installing. [Check if your operating system is 32-bit or 64-bit.](#)

Determine which [file type](#) to download for your wireless adapter.

Intel® Wireless Adapter [driver versions](#) of some products may not update. Ensure this download supports your wireless adapter.

To determine which wireless adapter is installed in your computer system:

- [Automatically detect](#) and update your drivers and software with the Intel® Driver Update Utility.
- [Manually identify](#) your Intel® Wireless Adapter and driver version number.

Software and drivers:

Intel® PROSet/Wireless WiFi Software (includes drivers):

Wireless_19.20.3_PROSet32_Win7.exe (32bit) and Wireless_19.20.3_PROSet64_Win7.exe (64bit)

Note:

Intel® PROSet software version = 19.20.3

2021

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USA (ENGLISH)



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Intel Welcomes Pat Gelsinger as CEO

Gelsinger is an accomplished CEO and industry veteran with more than four decades of technology and leadership experience, including 30 years at Intel where he began his career. Welcome, Pat!

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Microsoft



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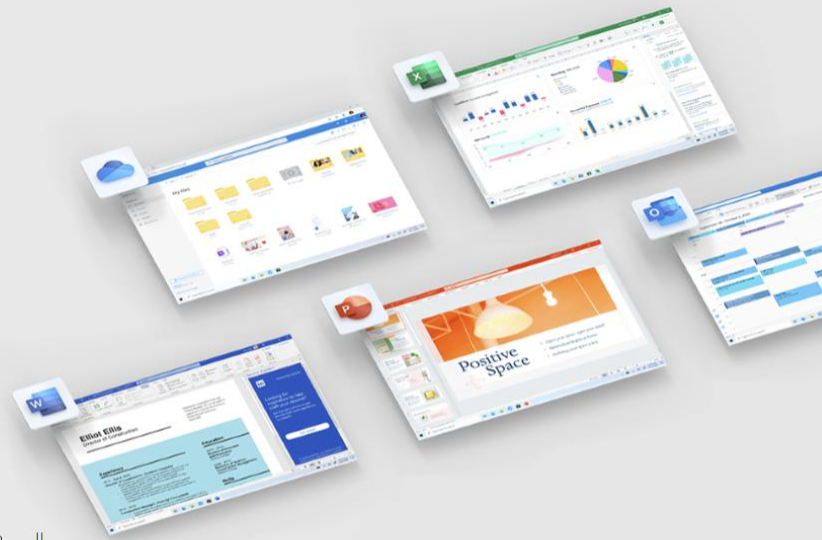


Microsoft 365

Aplicații Office premium, spațiu de stocare suplimentar în cloud, securitate avansată și multe altele, toate într-un singur abonament convenabil

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[Pentru 1 persoană >](#)



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dispozitivele
Surface



Cumpărați
Windows 10



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Magyar
Română

Not logged in - Talk - Contributions - Create account - Log in

Article - Talk

Read - View source - View history

Search Wikipedia

HTML

From Wikipedia, the free encyclopedia

*"[htm](#)" and "[html](#)" redirect here. For other uses, see [HTML](#).
For the use of HTML on Wikipedia, see [Help:HTML in wikitext](#).*

Hypertext Markup Language (HTML) is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript.

Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page. HTML provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. HTML elements are delineated by tags, written using angle brackets. Tags such as `` and `<input />` directly introduce content into the page. Other tags such as `<p>` surround and provide information about document text and may include other tags as sub-elements. Browsers do not display the HTML tags, but use them to interpret the content of the page.

HTML can embed programs written in a scripting language such as JavaScript, which affects the behavior and content of web pages. Inclusion of CSS defines the look and layout of content. The World Wide Web Consortium (W3C), former maintainer of the HTML and current maintainer of the CSS standards, has encouraged the use of CSS over explicit presentational HTML since 1997.^[2]

Contents [hide]

- History
 - Development
 - HTML versions timeline
 - HTML 2
 - HTML 3
 - HTML 4
 - HTML 5
 - HTML draft version timeline
 - XHTML versions
 - Transition of HTML Publication to WHATWG
- Markup
 - Elements
 - Element examples
 - Attributes
 - Character and entity references
 - Data types
 - Document type declaration
- Semantic HTML
- Delivery
 - HTTP
 - HTML e-mail

HTML (Hypertext Markup Language)



The official logo of the latest version, HTML5^[1]

Filename extension	.html .htm
Internet media type	text/html
Type code	TEXT
Developed by	WHATWG
Initial release	1993; 28 years ago
Latest release	Living Standard ^g (2021)
Type of format	Document file format
Container for	HTML elements
Contained by	Web browser
Extended from	SGML
Extended to	XHTML
Open format?	Yes
Website	html.spec.whatwg.org ^g

HTML

Dynamic HTML · HTML5 (audio · canvas · video) · XHTML (Basic · Mobile Profile · C-HTML) · HTML element (span and div) · HTML attribute · HTML frame · HTML editor · Character encodings (Unicode) · Language code · Document Object Model · Browser Object Model · Style sheets (CSS) · Font family · Web colors · HTML scripting · JavaScript (WebGL · WebCL) · W3C (Validator) · WHATWG · Quirks mode ·

Design 2024

- Dispozitive
 - Mobile
 - Ecran mic
 - UI/**UX / Responsive**
- Nu pentru lucrurile importante
 - Retur la F-Shape
- "I know better what you need, please don't think"
 - I'm feeling lucky

2024

Adobe

■ UX, responsive

The screenshot shows the Adobe Creative Cloud website interface, specifically the section for students and teachers. The header includes the Adobe logo, navigation links like 'Creativitate și design', 'Creative Cloud pentru învățământ', 'Studenti și profesori', 'Învățământ superior', 'Încercare gratuită', and a 'Cumpărați acum' button. A 'Conectare' link is also present. The main content area features a large headline 'Leșiți în evidență. La școală sau afară.' followed by a paragraph: 'Creați lucrări autentice, indiferent de pasiunile dvs. Economisiți peste 45% la planul Toate aplicațiile Creative Cloud dacă sunteți student.' Below this, the pricing is shown as '19,34 €/lună' (crossed out) and '66,45 €/lună'. There are two buttons: 'Cumpărați acum' and 'Încercare gratuită'. The background is a collage of creative works, including a 'Intro Finance 3310' presentation slide, a woman with floral sunglasses, a 'BeeBly' product shot, and a smartphone displaying a 'LIKE' app.

Adobe

Creativitate și design

Creative Cloud pentru învățământ

Studenti și profesori

Învățământ superior

Încercare gratuită

Cumpărați acum

Conectare

Home / Adobe Creative Cloud / Studenti și profesori

Leșiți în evidență. La școală sau afară.

Creați lucrări autentice, indiferent de pasiunile dvs. Economisiți peste 45% la planul Toate aplicațiile Creative Cloud dacă sunteți student.

19,34 €/lună ~~66,45 €/lună~~ Vedeți condițiile

Cumpărați acum

Încercare gratuită

This screenshot shows a different section of the Adobe Creative Cloud website, focusing on creative inspiration. The header includes the Adobe logo, a 'Conectare' link, and a headline 'școala sau afara.' Below this, there are two buttons: 'Încercare gratuită' and 'Cumpărați'. The main text reads: 'Creați lucrări autentice, indiferent de pasiunile dvs. Economisiți peste 45% la planul Toate aplicațiile Creative Cloud dacă sunteți student.' The pricing is shown as '19,34 €/lună' (crossed out) and '66,45 €/lună'. Below the text is a collage of creative works, including a woman with floral sunglasses, a 'BeeBly' product shot, and a smartphone displaying a 'LIKE' app. The bottom section features a headline 'Creați imagini care atrag atenția.' followed by a paragraph: 'Transformați realitatea în fantezie uimitoare și dați viață celor mai extravagante vise, cu puțin ajutorul Adobe Photoshop.' There is a small speech bubble icon next to the text.

Adobe

Conectare

școala sau afara.

Încercare gratuită

Cumpărați

Creați lucrări autentice, indiferent de pasiunile dvs. Economisiți peste 45% la planul Toate aplicațiile Creative Cloud dacă sunteți student.

19,34 €/lună ~~66,45 €/lună~~ Vedeți condițiile

Creați imagini care atrag atenția.

Transformați realitatea în fantezie uimitoare și dați viață celor mai extravagante vise, cu puțin ajutorul Adobe Photoshop.

Microsoft

■ UX, responsive

Cum funcționează Știri recomandate Ce este inclus Relatăriile clienților

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Încercați gratuit

ȘTIRI RECOMANDATE

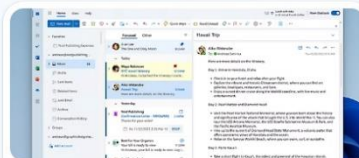
Descoperiți ce se întâmplă cu Microsoft 365

Copilot

Vă prezentăm Copilot Pro

Adăugați Copilot Pro la abonamentul dvs. M365 Personal sau Family și obțineți o inteligență artificială puternică în aplicațiile preferate.

Citiți blogul



Microsoft Outlook



Clash Royale



Microsoft Defender

Știri recomandate

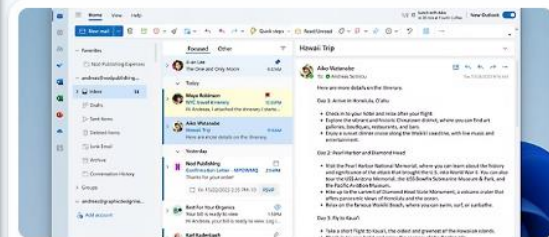


Copilot

Vă prezentăm Copilot Pro

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Citiți blogul



Microsoft Outlook

Noul Outlook pentru Windows este aici

Organizați-vă așa cum doriți. E-mailul și calendarul Outlook

Regula nr. 1

Don't Make Me Think

Contact

- Laboratorul de microunde si optoelectronica
- <http://rf-opto.etti.tuiasi.ro>
- rdamian@etti.tuiasi.ro