

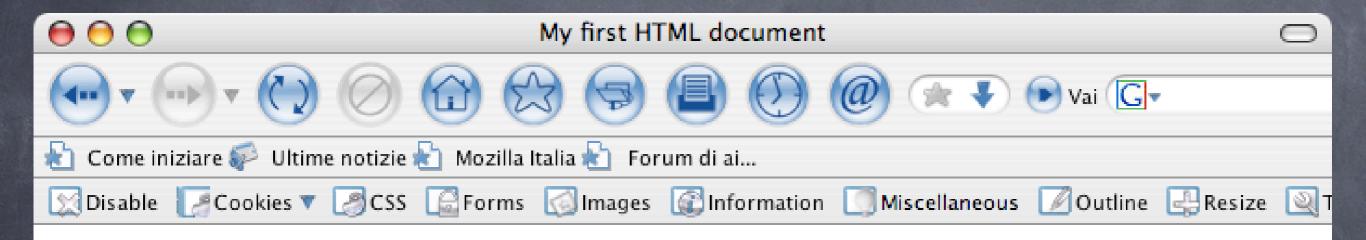
XHTML: An Introduction

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Good-bye Cruel World!

```
<?xml version="1.0" encoding="utf-8"?>
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"</pre>
        "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">
<head>
    <title>My first HTML document</title>
</head>
<body>
<h2>My Very First HTML Document</h2>
>
    Good-bye, <i> Cruel World </i>!
<!-- "Hello World" did not seem enough -->
>
    Hi from <a href="http://www.ing2.unibo.it/">Cesena</a>!
>
    Page written by: <cite>Andrea Omicini</cite>
    <br />
    © of the Author
</body>
</html>
```

We Obtain...



My Very First HTML Document

Good-bye, Cruel World!

Hi from Cesena!

Page written by: Andrea Omicini

© of the Author



Completato

What is HTML?

- It is a markup language
 - allows you to annotate text, and to embody annotations in along with text in a document
 - annotations label text properties
 - e.g., printing properties as annotations, in order to separate them from content
 - SGML subset
 - Standard Generalized Markup Language
- A family of standards
 - W3C: consortium in charge of Web standards
 - http://w3c.org/Markup
 - Develops over time
 - either official or proprietary extensions
 - proposals, drafts, releases and recommendations

Versions

- From 1.0, 2.0, 3.2, 4.0 to 4.01
 - ## HTML 4.01 is the last recommendation
 - http://www.w3.org/TR/html4/
- XHTML 1.0 current standard
 - defined based on HTML 4.01
 - as more or less its XML-compliant version
 - http://www.w3.org/TR/xhtml1/
- XHTML 2.0 still ongoing work
 - http://www.w3.org/TR/xhtml2/
 - 27/5/2005: 7th public Working Draft of XHTML 2.0 has been published
 - http://www.w3.org/TR/2005/WD-xhtml2-20050527/



XHTML™ 2.0

W3C Working Draft 27 May 2005

This version:

http://www.w3.org/TR/2005/WD-xhtml2-20050527

Latest version:

http://www.w3.org/TR/xhtml2

Previous version:

http://www.w3.org/TR/2004/WD-xhtml2-20040722

Diff-marked version:

xhtml2-diff.html

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This document is also available in these non-normative formats: <u>Single XHTML file</u>, <u>PostScript version</u>, <u>PDF version</u>, <u>ZIP archive</u>, and <u>Gzip'd TAR archive</u>.

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From SGML to HTML

- SGML is a very intricated markup language
 - Web needs just a subset of it
- SGML is also a meta-markup language
 - o can be used to define other markup languages
 - by defining their own DTD (Document Type Definition)
- HTML is defined via a SGML DTD
 - http://www.w3.org/TR/html4/sgml/dtd.html

HTML / XHTML Document

- Suffix .html (or .htm, for windoze fault)
 - Text file
- How can I create my own HTML file?
 - with any text editor, saving text with .html suffix
 - with any word processors allowing "Save as Text"
 - with any web-page creation tool
 - © Composer, Dreamweaver, etc.
 - please no FrontPage
- How does computer see the HTML file?
 - o in the same way as we do?
 - different levels of "perception"
 - OS, editors, browsers, ...

Elements & Tags

- An HTML document contains
 - @ elements & sections delimited by tags
- Generally, tags delimit start & end of a section / element
 - <tag>section or element</tag>
 - It is obviously of help to learn the main HTML tags
- Tags may contain further specifications called attributes
 - some of them required, some optional
 - cimg src="mypicture.jpg"/>
 - src is mandatory
 - o no closing tag, /> is used
- o is a tag, Paragraph is an element

Some Details

- White spaces have no meaning
 - if not within strings
- HTML is not case sensitive
 - @ or <P>, it is the same
- this does not hold for XHTML!
 - o is correct, <P> is wrong

Types of Tags

- Section tag
- Header tag
- Content tag
- Styling tag
- Empty elements
- Anchor / Hyperlink tags

Section Tags

- dividing HTML document in sections
- o root tag
 - <html> starts HTML document
 - may not be the beginning of the HTML file...
 - </html> ends it
 - while the file might go on...
- 2 sections: Header & Body

```
<html>
<head> ... </head>
<body> ... </body>
```

</html>

Header tags

- within the header, between <head> and </head>
 - onot diplayed directly by the browser
- main header tags
 - <title> defines page title
 - o in the title bar of the browser window
 - <meta /> carries meta-information on the document content
 - @ e.g.: <meta name="author" content="Andrea Omicini" />
 - like a comment, but can be referenced and used

Content tags

- within the body, between <body> and </body>
 - used by browser for display
- most of the useful tags
 - o for paragraphs
 - tables
 - <h1> for 1st-level headers
 - <h2>, <h3>, ... next levels
 - comments
 - <!-- this is a comment -->

Styling tags

- two kinds
 - based on the content nature
 - based on formatting
- content-based: examples
 - <blockquote> contains a block for a quotation
 - <cite> contains a reference to a citation
- format-based: examples
 - bold, <i> italic
- sometimes no differences in display by browsers
 - , <cite>, <i>, <dfn>
 - but the source shows the differences in markup
 - that could be used anyway for some reasons

Empty tags

- In XHTML

 - inline image
- In HTML ,
 & <hr>> are ok
 - in XHTML they should be "closed" somehow
- Pay attention to attributes!
 - required & optional
 - @ e.g., attribute src in img is required
 - take a close look to specifications
 - o check when needed
 - exploit tools!
 - along with their embedded knowledge

Anchor / Hypertext tags

- tag <a> for both
 - "anchor" denotes portions of a document
 - to be directly referred to with #
 - "hypertextual reference" denotes other docs
 - or portions of them
 - obviously contains an URL
- - relative / absolute URL
 - denotes an anchor within an href
- Pay attention to quotes!

Limits of HTML (1)

- Content intermixed with presentation
 - from 1.0 to 4.01 things have improved
 - but too many biases from browsers
 - to be absolutely AVOIDED
 - in general
 - here in this course for sure :)
- Not "well-formed"
 - as XML is instead
 - too much forgiving
 - elements can be interleaved, tag can be wrong, closing tags or attributes may be missing, etc...

Limits of HTML (2)

- It is more a sort of "structural" markup language
 - @ describes text structure
 - structural markup
 - more than the nature of content
 - descriptive / semantic markup
 - onot easy to adapt to the different natures of media
- That is why we are moving to XML
 - through XHTML
- 6 Goal: a language
 - disciplined and easy to check
 - powerful but simple
 - descriptive

XML in short

- Extensible markup language
 - o to define markup languages
- XML application
 - a markup language defined via XML
 - XHTML is an XML application
- Essential remark: XML has no predefined tag / elements
 - anyone can define tags and structures that better fits the chosen contents

Fundamental Parts of a XML Document

- 1. XML Document (properly said)
 - o content built according to XML rules
- 2. Document Type Definition (DTD)
 - which tags and their meaning
- 3. Style Sheet
 - for presentation

Benefits of XML

- Portable
 - text format, any platform and many applications to oread & write it
- Configurable / Extensible
 - anybody can define his/her own markup language
- Self-descriptive
 - an XML document is self-contained: presentation, meaning, data & their structure

XHTML = HTML + XML

- XHTML defined using XML as a meta-language
 - HTML defined instead in SGML
- o vocabulary taken from HTML, syntax from XML
 - backward compatibility
 - o in particular, in the "human legacy"
 - XML properties
 - well-formed, not error-prone, extensible via XML

XHTML - HTML = ?

- XML Prologue
 - first element of the XHTML document
 - <?xml version="1.0" encoding="UTF-8"?>
 - like corresponding <meta /> for old browser
- Document type declaration
 - what is the document DTD?

 - address, or embedded DTD
- both before <html> tag

Other differences

- Recommendation: define the namespace
 - to give meaning to tags
 - @ we could write

<http://www.w3.org/1999/xhtml:p> for tag

- and then the same all the others...
- however, it seems easier to write

<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">

- also, we could add our namespaces
- o and declare the languages
- Other
 - case sensitivity
 - full nesting
 - required elements: <head>, <body>, <html>, <title>

What should we learn from the lab activity?

- Structure of the HTML / XHMTL document
 - beader, body, and their content
- Inline elements, comments, lists, special chars
- Attributes
 - shared by most elements
 - attributes to affect presentation
- Anchors / Hypertextual references
- Images
- Tables
- Forms
- Frames, perhaps