

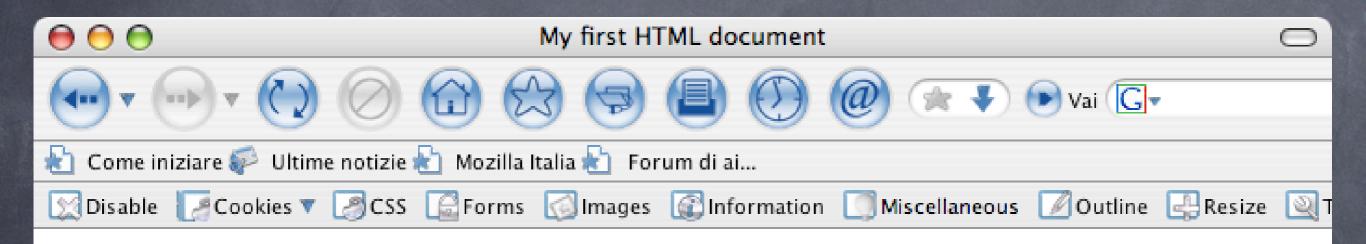
XHTML: An Introduction

Prof. Ing. Andrea Omicini Ingegneria Due, Università di Bologna a Cesena andrea.omicini@unibo.it 2006-2007

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 provide text with 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/
 - 26/7/2006: last public Working Draft of XHTML 2.0 has been published
 - http://www.w3.org/TR/2006/WD-xhtml2-20060726



XHTML™ 2.0

W3C Working Draft 26 July 2006

This version:

http://www.w3.org/TR/2006/WD-xhtml2-20060726

Latest version:

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

Previous version:

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

Diff-marked version:

xhtml2-diff.html

Editors:

Jonny Axelsson, Opera Software

Mark Birbeck, x-port.net

Micah Dubinko, Invited Expert

Beth Epperson, Websense

Masayasu Ishikawa, W3C

Shane McCarron, Applied Testing and Technology

Ann Navarro, WebGeek, Inc.

Steven Pemberton, CWI (HTML Working Group Chair)

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 & Attributes

- An HTML document contains
 - elements & sections delimited by tags
- Generally, tags delimit start & end of a section / element
 - <tag>section or element</tag>
 - ø it is obviously useful 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
 - 🛮 no closing tag, /> is used
- Remind: tags and elements are in general different things
 - 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
- Please notice: the same does NOT hold for XHTML!

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
 - for 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
 - - but the source shows the differences in markup
 - that could be used anyway for some reasons

Empty tags

- In XHTML

 - <hr /> horizontal rule
 - 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
 - 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
 - orather than the nature of content
 - descriptive / semantic markup
 - onot easy to adapt to the different natures of media
- That is why HTML moved toward XML
 - through XHTML
- Goal: a language aimed at being
 - disciplined and easy to check
 - o powerful but simple
 - descriptive

XML in short

- Extensible markup language
 - 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, so that any platform is ok, and many applications are available to read & write XML
- Configurable / Extensible
 - o 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?
 - <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
 "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
 - o 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