

HTML : A Beginner's Guide

Author(s): [Wendy Willard](#)

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DESCRIPTION

HTML is the core markup language of the web. Anyone seeking to work in the web industry must have HTML proficiency. HTML is going through significant change in 2000 which are addressed in the book. Author Wendy Willard make this an easy-to-use guide through tutorials and hands-on exercise to explain the fundamentals of HTML. Test troubleshoot and publish web pages that both work and look good through the use of graphics, clip-art, multimedia and scripts

BACK COVER

Learn the basics of HTML programming from the tutorials and examples in this easy-to-follow guide. Inside, Web design expert Wendy Willard shows you how to plan the structure and navigation of your site, format Web pages, work with text, links, and color, and add graphics and multimedia to your site. You'll also learn to use related technologies, including JavaScript and Cascading Style Sheets (CSS). If you want to get started creating Web sites with HTML right away, this is the ideal self-paced learning tool for you. This Beginner's Guide is Designed

for Easy Learning:* Modules-Each programming concept is divided into logical modules (chapters), ideal for individualized learning* Goals-Each module opens with the specific programming skills you'll have by the end of the module* Ask the Experts-Q&A sections throughout are filled with extra information and interesting commentary* 1-Minute Drills-Quick self-assessment sections to check your progress* Annotated Syntax-Example code annotated with commentary that points to the particular technique illustrated* Projects-Coding exercises contained in each module show how to apply what you are learning* Mastery Checks-End-of-module reviews that test your knowledge using short-answer, multiple-choice, fill-in-the-blank, and simple coding questions

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Part I: HTML Basics.

1. Getting Started.
2. Basic Page Structure.
3. Color.
4. Working with Text.
5. Working with Links.
6. Working with Images.
7. Working with Multimedia.
8. Creating Lists.
9. Using Tables.
10. Developing Frames.
11. Employing Forms.

Part II: Beyond HTML.

12. Creating Your Own Web Graphics.
13. Web Content.
14. Javascript.
15. Cascading Style Sheets.
16. Publishing (Making Pages Visible to Others).
17. Advertising.

Part III: Resources.

- A. HTML 4.0 Reference Table.
- B. Special Characters.
- C. Troubleshooting (FAQ).



D. HTML Editors.

E. Graphics Editors.

F. Locating Images, Clip Art, Multimedia, Scripts
& Code.

G. Answers to Mastery Checks.

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