

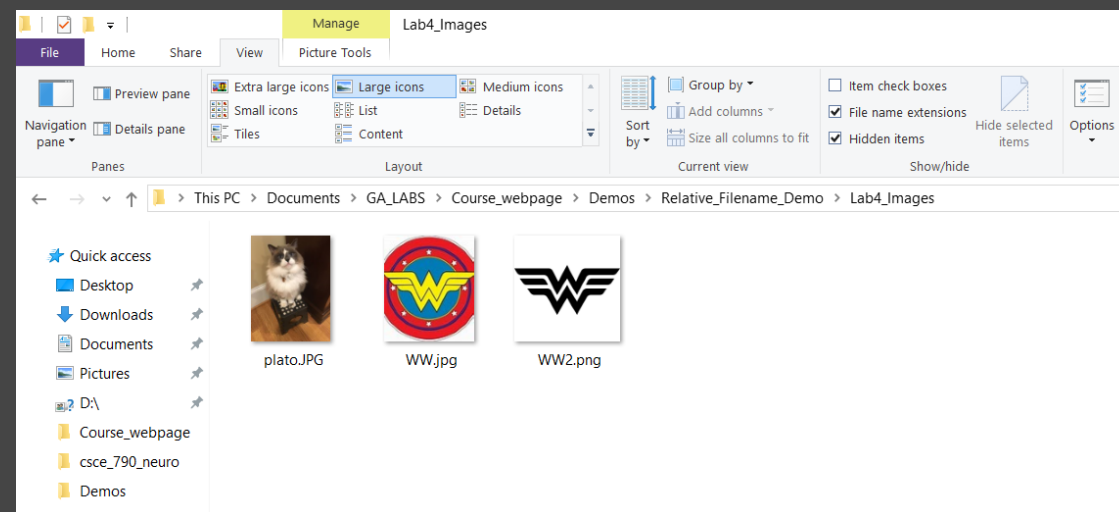
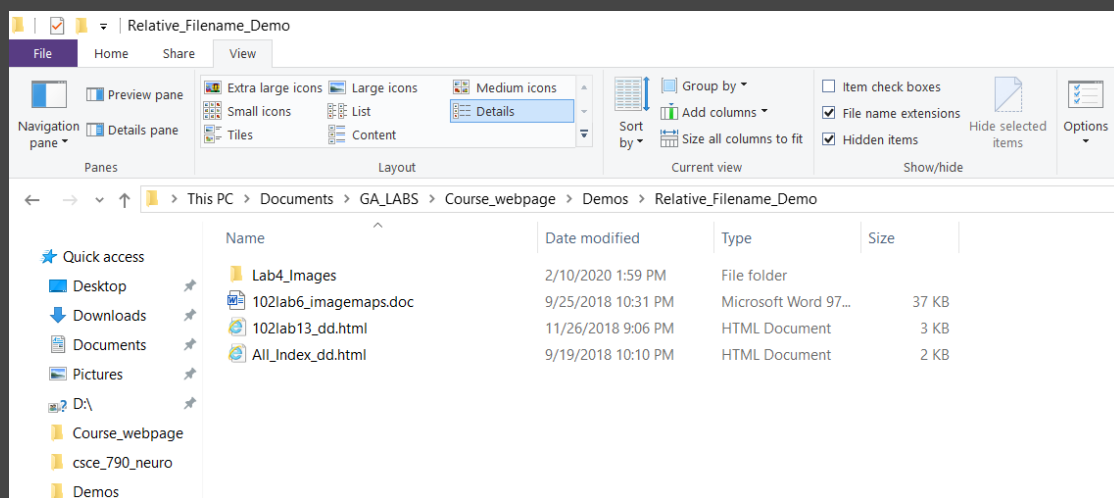
# RELATIVE LINKING AND RELATIVE FILENAMES

- Absolute filename or pathname in Windows  
(Hardcoding, NOT GOOD!)
- href="C:/Documents/GA\_LABS/All\_102\_Submissions/All\_Index\_DD.html"
- src="C:/Documents//GA\_LABS/All\_102\_Submissions/Lab4\_Images/plato.jpg"
- href="X:/All\_102\_Submissions/All\_Index\_DD.html"
- src="X:/All\_102\_Submissions/ Lab4\_Images/plato.jpg"
- Relative pathnames (PORTABILITY GREAT!)
- href="All\_Index\_DD.html"
- src="Lab4\_Images/plato.jpg"

# RELATIVE LINKING AND RELATIVE FILENAMES

href="All\_Index\_dd.html"

src="Lab4\_Images/plato.jpg"



# THE FAVORITES ICON

- Small Icon visible in the address bar or tab of browser
- `<link>` element with `rel`, `href` and `type` attributes within the `<head>`
- `<link rel="icon" type="image/png" href="IMGS\UofSC.png">`

# IMAGE MAPS

- Interactive Image with Links to other websites. See pg 164-165
- Image Map has some similarities to the anchor tag
- `<map name="unique_name"> </map>` container tag for the interactive image
  - Contains one or more `<area>` tags.
    - `<area>` void element defines the edges of the clickable area
      - shape: rect, circle and poly
      - coords specific to the shape and image file
      - href – path to linked file or webpage
- `<img>` element has an additional attribute `usemap`.

# JAVASCRIPT AND HTML

- We are starting JavaScript
- JavaScript is the coding language we will use to make our web pages interactive
- Please refer to our class website for more information. W3 schools will be our main reference <https://www.w3schools.com/js/default.asp>

# SCRIPT ELEMENT

- **<SCRIPT> </SCRIPT>** can be contained within both the **<head>** and **<body>**
- The script element can contain multiple JavaScript functions as well as free form JavaScript code

# DATATYPES IN JAVASCRIPT

- NUMBERS and STRINGS
- + operator has 2 meanings:
  - Addition of Numbers
  - Concatenating Strings and variables:
    - fname="Denise" Iname="Davis"
    - "Hello. My name is " + fname + " " + Iname + "."
    - → "Hello. My name is Denise Davis."

# HTML WINDOW OBJECT METHODS

- **Alert() and Prompt()**

- **Alert** pop-up box displays a message to the user.

- **Prompt** pop-up box collects user input data and stores it within a **variable**.

- var **vcolor** = prompt('What is your favorite color?', 'purple')

- alert('My favorite color is: ' + **vcolor**)



# A FEW HTML EVENTS

- **ONCLICK, ONMOUSEOVER, ONMOUSEOUT**
- EVENT ATTRIBUTES combined with Javascript can be added to HTML elements

```
<h1 onclick="this.style.color='blue'"> Time to break </h1>
```

```

```

# ASSIGNMENT STATEMENT

- This is where we will pick up on *Monday*