# **Quick Start Guide to HTML**

An introduction to HTML and tutorial on the basic structure of web documents. HTML-5.com is a great guide for web developers. <u>TV Series & Actors and Actresses</u>. Follow <u>TV Series</u> and <u>HTML 5</u> on Google+.

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#### **Quick Start Guide to HTML**

#### **Tutorial on Basic Page Structure of HTML Documents**

#### **HTTP Headers for HTML 5**

This section describes the HTTP headers for HTML 5 and how to set them. (Setting the HTTP headers requires a bit of technical know-how. You may want to skip directly to the <u>Basic HTML Code</u> section. Bookmark this page in your Favorites so you can come back to it later.)

#### Basic HTML Code AKA skeleton code or boilerplate

Every HTML document should include an <<u>?xml</u>?> <u>declaration</u>, <<u>!DOCTYPE></u> <u>declaration</u>, <u>html element</u>, <u>head section</u> and <u>body section</u>.

### **HTML Content Models**

The <dfn>content model</dfn> of an <u>HTML element</u> determines what type of content may be coded inside it.

#### HTML Serialization

This section explains <dfn>HTML Serialization</dfn> and why the Content-Type header is set to application/xhtml+xml.

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#### **HTTP Headers for HTML 5**

#### How to set the Content-Type Header for HTML

(Setting the parameters to send the proper HTTP headers from a web server requires a bit of technical know-how. You may want to skip directly to the <u>Basic HTML Code</u> section. You will want to come back later if your site shows a "torn page" (broken page) icon in the address bar of Internet Explorer so bookmark this page in your Favorites to find it easily.

<dfn>HTTP headers</dfn> are sent to the client (browser) in the response from the web server before the document itself. The HTTP headers which control how an HTML 5 document is displayed might look like this:

```
Content-Type: application/xhtml+xml; charset=UTF-8
Cache-Control: max-age=120
X-UA-Compatible: IE=9
```

# **Quick Start Guide to HTML**

It is highly recommended that the charset attribute specifying the character encoding of the HTML page be included in the Content-Type header for non-XML user agents as well as in the <u>xml declaration</u> for XML parsers.

For static web pages, it may be necessary to add the MIME Type for HTML 5 <u><dfn>Polyglot</u> <u>Documents</dfn></u> to the HTTP web server configuration to send the appropriate Content-Type header. With the Apache HTTP Server, for example, the HTML 5 MIME Type can be added to the .htaccess file(s):

DirectoryIndex index.html ErrorDocument 404 /error.html AddType application/xhtml+xml;charset=UTF-8 html

For a detailed explanation of why the Content-Type header is set to application/ xhtml+xml, see the <u>HTML Serialization</u> section below.

When a program or server-side scripting is generating HTML, the language probably has an <u>API</u> to send the proper HTTP headers.

- How to Set Content-Type via .htaccess (recommended)
- How to Set Content-Type in ASP .NET
- How to Set Content-Type in JavaScript
- How to Set Content-Type in Perl CGI
- How to Set Content-Type in PHP
- How to Set Content-Type in Ruby on Rails

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# **HTML Boilerplate**

#### **Basic HTML Code**

The code for a simple HTML page is shown below. This is the HTML equivalent of a "Hello World!" program, but web designers can copy this code and use it as a skeleton for developing much more extensive web pages.

(By the way, there is a real "Hello World!" example of the HTML 5 <canvas> tag also.)

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# **HTML Element Content Models**

An HTML element's <dfn>content model</dfn> specifies what is allowed inside the element.

#### Content Model of <head> Tag

The expected content of the <head> tag consists of HTML elements categorized as <u>metadata content elements</u>. (In the <u>HTML tag list</u>, click on an HTML tag to see the content model of that element.)

#### Content Model of <body> Tag

The expected content of the <body> tag consists of HTML elements categorized as <u>flow</u> <u>content elements</u>. (In the <u>HTML tag list</u>, click on an HTML tag to see the content model of that element.)

### Flow Content vs. Phrasing Content

When the expected content of an HTML element is <u>flow content</u>, you can code either <u>flow</u> <u>content elements</u> or <u>phrasing content elements</u>, with some occasional restrictions.

In other words, <u>flow content elements</u> can *only* be used where <u>flow content</u> is expected.

When the expected content of an HTML element is <u>phrasing content</u>, you cannot code any <u>flow content elements</u>, *only* <u>phrasing content elements</u>, with some occasional additional restrictions.

In other words, <u>phrasing content elements</u> can be used where either <u>flow content</u> or <u>phrasing content</u> is expected.

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# **HTML Serialization**

#### **Serialization of HTML 5 Documents**

(Whether a web page is being processed as HTML, xHTML or pure XML is a technical issue for advanced users. You may want to skip directly to the <u>Basic HTML Code</u> section.)

The type of serialization of an HTML document refers to the syntax used when converting the HTML from an internal document model to a stream of bytes to be stored or transmitted or vice-versa. The HTML 5 specifications allow coding HTML documents in either the HTML style, based on 1997 HTML 4 and earlier specifications, or the xHTML style, based on the 1998 XML, 1999 Namespaces and 2000-2001 XHTML 1.x W3C recommendations. The xHTML style of code has a number of advantages, including:

• support for tags with non-HTML namespaces, such as rdf:RDF, and

• it is required for <a href="https://www.enablight.com"></a href="https://www.enablight.com">dfn>Polyglot Documents</a href="https://www.enablight.com"/dfn>">dfn>Polyglot Documents</a>

• the same coding rules can be used for including HTML code in other XML-based document formats, such as in a <description> element in an RSS feed, where the HTML serialization would *not* be valid

HTML 5 has been designed to be backward compatible with both the 1997-1999 HTML 4 standards and the 2000-2001 XHTML 1.x W3C recommendations. The XML serialization

of HTML 5 merges these two standards, and is already understood by virtually all web browsers including xHTML-based mobile browsers.

# Processing HTML Code

HTML code can be processed in at least three different ways:

1. as an HTML serialization of HTML, by web browsers and other software that process HTML documents from that serialization format

 as an XHTML-compatible XML-based serialization of HTML (xHTML), by web browsers and other software that process HTML documents from that serialization format
 as pure XML, by XSLT and other software that process documents as XML

<u>Polyglot HTML documents</u> are HTML documents that are coded in a manner that allows them to be read in any of those three ways. This avoids having to limit the documents to only the parsers that process one serialization or the other or having to code the same content in two or three different ways.

Polyglot documents can be delivered as:

- 1. text/html to traditional web browsers,
- 2. application/xml to XML parsers or

3. application/xhtml+xml, the combination of both, which works with web browsers on cell phones and other handheld devices as well as on desktop computers

If you start creating polyglot documents now your web pages will be well positioned for both current and future HTML browsers and mobile devices.

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# THE END