Build Your First Website

A Crash Course in HTML & CSS (with Zombies)

by John Rhea

https://undd.link/crashcourse

Slides, Resources etc.

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All the info and zombie fighting weapons you'll need

Who's John?

- Founder and Chief Zombie Smacker at The Undead Institute
- Web Designer/Developer for Virginia Humanities
- Adjunct Instructor - Web Technologies for PVCC (Piedmont Virginia Community College)
- Author of web articles and stories, plus a series of books that bring together web development, silly jokes, and zombies
- Father of 8
- If I'm awake and fully clothed, it's a good day.

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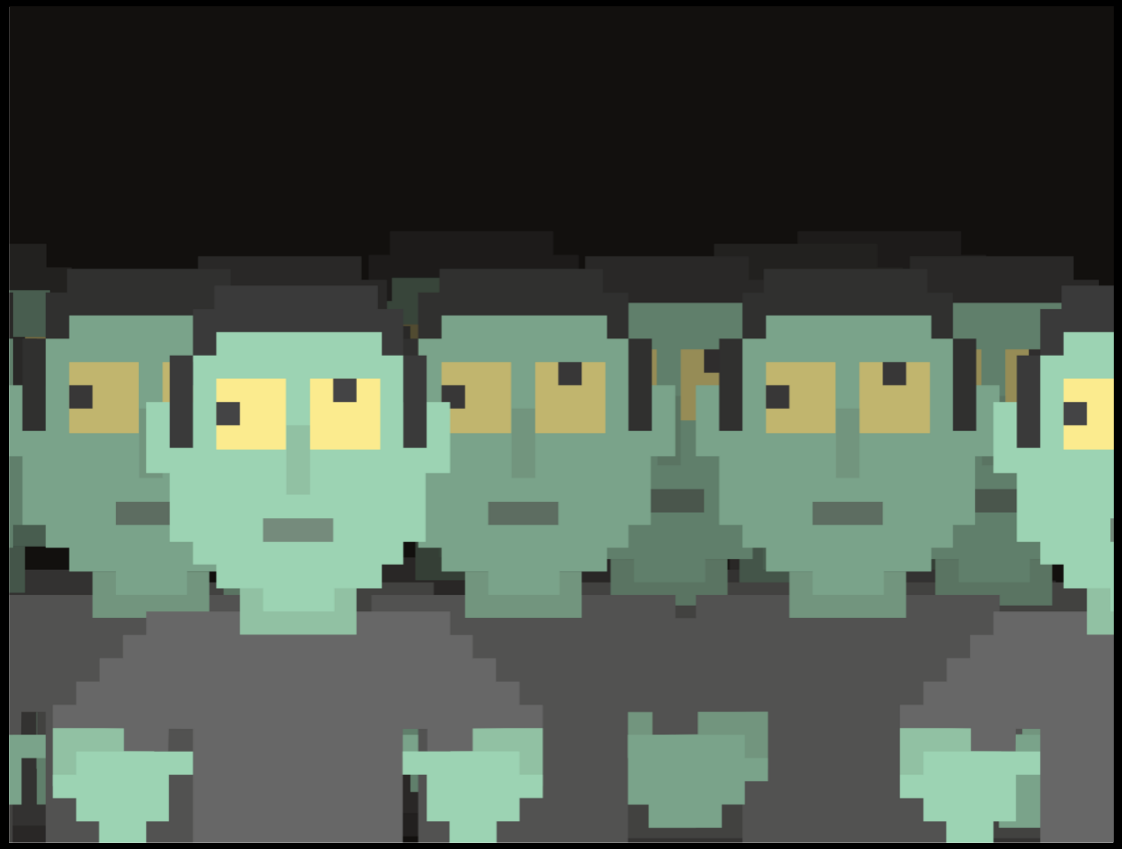
Why Zombies?

- Not *just* a gimmick
- People are familiar with zombies so apocalyptic analogies make the concepts clearer
- Laughing while learning helps the material stick
- Getting braaains should be fun



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Build Your First Website

(And Thwack Zombies with HTML & CSS)

- This is a slightly modified version of a free e-book/blog series/video course
- We'll probably only finish the index page today, so you can complete the bio page as homework!

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It's Okay if it Doesn't Make Sense

- This is a *crash* course
- I spend a third of a semester on this in ITD 110
- My goals today:
  - Maker you laugh with me (not at me)
  - Give you a taste of and a vision for what can be done
  - Give you the resources to learn more later

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Computer Code

- Special instructions meant to be interpreted by the computer
- Usually has a signifier/character that designates what is code and what isn't e.g.

    Help! A zombie is trying to eat my code!

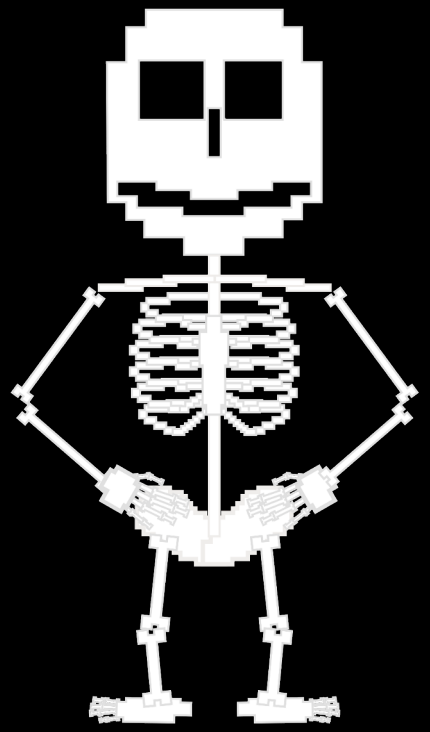
- HTML and CSS are computer code
- HTML in particular weaves code and content together

HTML Basics

Breaking Down Our Elemental Zombie Weapons

What is HTML?

- HyperText Markup Language (HTML)
- Structure/Skeleton of a web page
- Marks up the content of a web page



Four Parts of an HTML Element

1. Opening Tag `<p>`
2. Attributes `class="undead-horrors"`
3. Content `This paragraph tastes like braaains`
4. Closing Tag `</p>`

1 Opening Tag

- Starts with <
- Name of the tag e.g. “p” for paragraph
- Closes with >
- For instance: `<p>` or `<b>` or `<div>`

2 Attributes

- One or more name and value pairs applied to an HTML element.
- Does one of three things:
  - Identifies an element or group
  - Modifies behavior
    - change color etc
  - Sets external content
    - an image, a link etc.

2 Attributes

- Appear between the opening tag name and the >
- Example:

```
<p class="undead-horrors"> or
<div id="zombie-warning">
```

3 Content

- Text or other HTML elements
- Appears between the opening and closing tags - “inside” the element
- Some elements have limits on the kinds of elements they can contain
- And some elements can only appear inside certain other elements
- Example content:

```
This paragraph tastes like braaains
```

or

```
There <b>appears</b> to be a zombie crawling up your leg
```

4 Closing Tag

- Mirrors the opening tag except includes a / after the <
- Example: `</p>` or `</b>` or `</div>`
- Note: Not all HTML elements require a closing tag.
- Typically, if an attribute contains the content (image elements) or the element doesn't have content (line breaks) they don't have a closing tag.

Bringing it All Together (into one Happy Horde)

```
<p>Zombies have <i>no</i> family</p>

<p>Zombies <i>do have a <b>horde</b></i></p>
```

Bringing it All Together (into one Happy Horde)

```
<p>Zombies have <i>no</i> family</p>
```

```
<p>Zombies <i>do have a <b>horde</b></i></p>
```

Standard HTML Page Structure

```
<!DOCTYPE html>
<html>
    <head>
    </head>
    <body>
    </body>
</html>
```

Failing Publicly!

a.k.a. Live Coding

CSS Basics

Punching Zombies with Style

What is CSS?

- Cascading Style Sheets (CSS)
- If HTML is the skeleton, CSS is the flesh and clothes
- Set colors, fonts and all kinds of things

The "Cascade" of CSS

- Styles don't just affect a single element.
- They cascade through the document from parent element to child element
- e.g. A text color on the body element will "cascade" down/through all child elements.

3 Parts of a CSS Rule

1. Selector
2. Property
3. Value

```
selector {

    property: value;

}
```

1 Selector

- “Selects” which elements to apply the properties to
- Can be
  - Element e.g. p, div, or main
  - Class (value of HTML’s class attribute) e.g. .zombie, .undead, or .politician
  - ID (value of HTML’s id attribute) e.g. #apocalypse, #refuge, or #burned-out-mall
  - a combination: #apocalypse p, .zombie div, or div .politician

2 Property

- The aspect of the element you are changing
- Example properties include color, background-color, font-style, font-family and many, many, many (hordes?) more

3 Value

- What you are changing the aspect to (from its default value or another value that was set)
- The type of data allowed depends on the property
- Some properties only take specific keywords
- Some properties only take numbers or numbers with specific units
- Some take both

Failing Publicly!

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Thank You!

and go stop the apocalypse!

If I didn't get to your question or you want to talk more contact me at info@undead.institute or through the form at https://undead.institute/contact/