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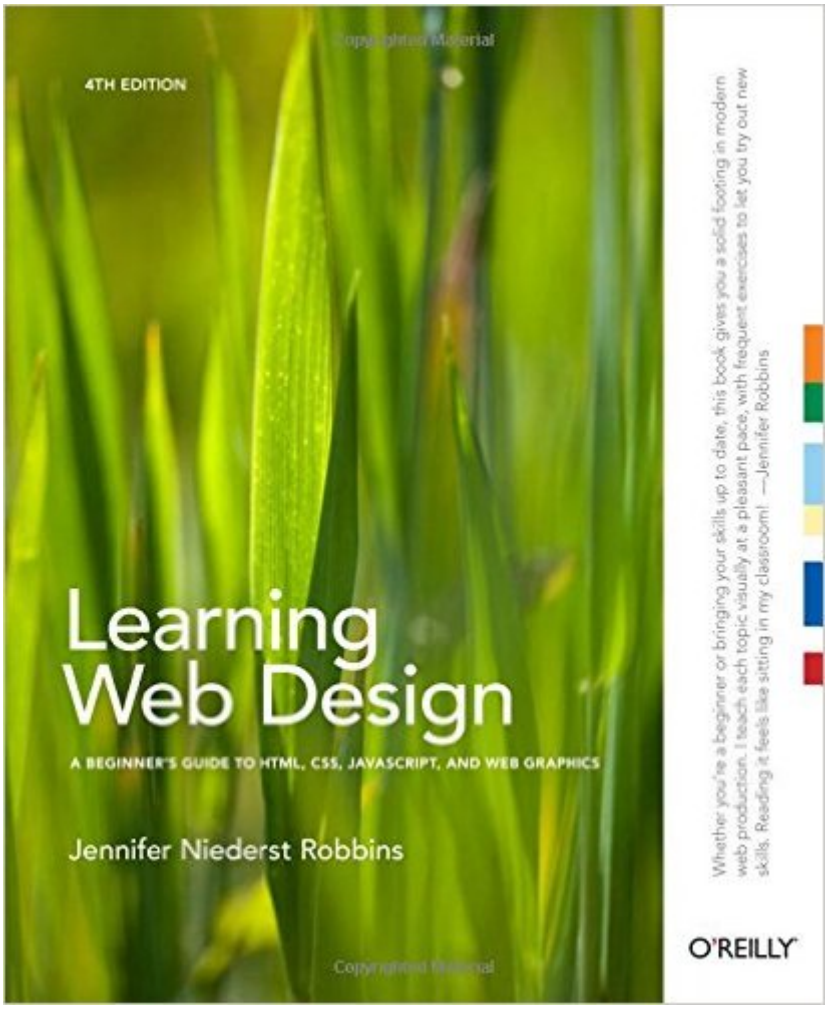
Learning Web Design: A Beginner's Guide To HTML, CSS, JavaScript, And Web Graphics



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Synopsis

Do you want to build web pages, but have no previous experience? This friendly guide is the perfect place to start. Youâ ™ll begin at square one, learning how the Web and web pages work, and then steadily build from there. By the end of the book, youâ ™ll have the skills to create a simple site with multi-column pages that adapt for mobile devices.Learn how to use the latest techniques, best practices, and current web standardsâ ”including HTML5 and CSS3. Each chapter provides exercises to help you to learn various techniques, and short quizzes to make sure you understand key concepts.This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels, whether youâ ™re a beginner or brushing up on existing skills.Build HTML pages with text, links, images, tables, and formsUse style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effectsLearn about the new HTML5 elements, APIs, and CSS3 properties that are changing what you can do with web pagesMake your pages display well on mobile devices by creating a responsive web designLearn how JavaScript worksâ ”and why the language is so important in web designCreate and optimize web graphics so theyâ ™ll download as quickly as possible

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View larger How This Book Is Organized Part I: Getting Started Part I lays a foundation for everything that follows in the book. I start off with some important general information about the web design environment, including the various roles you might play, the technologies you might learn,

and tools that are available to you. YouÃ¢Â Â™ll get your feet wet right away with HTML and CSS and learn how the Web and web pages generally work. IÃ¢Â Â™ll also introduce you to some Big Concepts that get you thinking the way modern web designers think about their craft. Part II: HTML for Structure The chapters in Part II cover the nitty-gritty of every element and attribute available to give content semantic structure, including the new elements introduced in HTML5. WeÃ¢Â Â™ll cover the markup for text, links, images, tables, and forms. Part II closes out with an in-depth discussion of HTML5 and how it differs from previous standards. Part III: CSS for Presentation In the course of Part III, youÃ¢Â Â™ll go from learning the basics of using Cascading Style Sheets for changing the presentation of text to creating multicolumn layouts and even adding time-based animation and interactivity to the page. It also addresses common CSS techniques, including how to create a page using Responsive Web Design.

View larger Part IV: JavaScript for Behaviors Mat Marquis starts Part IV out with a rundown of JavaScript syntax so you can tell a variable from a function. YouÃ¢Â Â™ll also get to know some ways that JavaScript is used, including DOM Scripting, and existing JavaScript tools, such as polyfills and libraries, that let you put JavaScript to use quickly even if you arenÃ¢Â Â™t quite ready to write your own code from scratch. Part V: Creating Web Graphics Part V introduces the various file formats that are appropriate for the Web and describes how to optimize them to make their file size as small as possible.

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