



Introducing Web Development

Jörg Krause

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Contents at a Glance

About the Author	ix
Introduction	xi
■ Chapter 1: Protocols of the Web	1
■ Chapter 2: Dynamic Web Sites	27
■ Chapter 3: HTML: Hypertext Markup Language	39
■ Chapter 4: CSS: Cascading Style Sheets.....	65
Index.....	87

Contents

About the Author	ix
Introduction	xi
■ Chapter 1: Protocols of the Web	1
Standardization with RFCs	1
The OSI Reference Model	2
The Internet Protocol Family	3
Important Protocols of the Internet Protocol Suite	4
Address Resolution Protocol (ARP)	5
Internet Control Messaging Protocol (ICMP)	5
Internet Protocol (IP)	6
Transmission Control Protocol (TCP)	9
User Datagram Protocol (UDP)	10
Session Initiation Protocol (SIP)	11
The High-Level Language Protocols	11
File Transfer Protocol (FTP)	11
Network News Transfer Protocol (NNTP)	11
Simple Mail Transfer Protocol (SMTP)/Extended SMTP (ESMTP)	12
Hypertext Transfer Protocol (HTTP)	12
HTTP 2.0	16
Supplemental Standards	17

REST	18
Features.....	18
REST Example.....	20
URI	20
HTTP	22
MIME.....	23
JSON.....	24
The ATOM Format	25
■ Chapter 2: Dynamic Web Sites	27
How Dynamic Web Sites Are Created	27
Optimization	28
Tools	28
Server Page Optimization	30
General and Banal	35
Client-Site Optimization.....	35
■ Chapter 3: HTML: Hypertext Markup Language.....	39
Basics of HTML.....	39
The History of HTML	39
XML Basics for HTML	40
Markup	41
Structure and Features of an XML Document.....	41
Processing.....	42
The Term “Markup”	42
Site Structure	45
The Doctype.....	46
Codings.....	46
HTML5 Site Structure	47

Elements of the Page	51
Text Elements	51
Text Flow	54
References.....	54
Tables	55
Multimedia and Graphics.....	55
Forms	56
Scripts	57
Interactive Elements.....	57
General and Universal Attributes.....	57
The id Attribute	58
The class Attribute.....	58
The accesskey Attribute	59
The contenteditable Attribute	59
The contextmenu Attribute	60
The dir Attribute.....	60
The draggable Attribute.....	61
The dropzone Attribute	61
The hidden Attribute	61
The lang Attribute	61
The spellcheck Attribute	62
The style Attribute	62
The tabindex Attribute	62
The title Attribute.....	62
■ Chapter 4: CSS: Cascading Style Sheets.....	65
CSS Basics	66
CSS Syntax	66
The Selector Component	67

The Box Model	72
Components of the Box	73
The Box Model in CSS3.....	73
Attention of Media	74
Syntax.....	74
Parameters	77
The Viewport	81
Viewport Configuration	81
Viewport Configuration	83
CSS Units	83
Absolute Units.....	84
Relative Units.....	85
Index	87

About the Author



Jörg Krause has been working with software and software technology since the early 1980s, beginning with a ZX 81 and taking his first steps as a programmer in BASIC and Assembly. He studied Information Technology at Humboldt University, Berlin, but left early, in the 90s, to start his own company. He has worked with Internet technology and software development since the early days when CompuServe and FidoNet dominated. He's been with Microsoft technologies and software since Windows 95.

In 1998, he worked on one of the first commercial e-commerce solutions, and wrote his first book in Germany, *E-Commerce and Online Marketing*, published by Carl Hanser Verlag, Munich. Due to its wide success, he started working as a freelance consultant and author in order to share his experience and knowledge with others. He has written several books for Apress, Hanser, Addison-Wesley, and other major publishers along with several self-published books—a total of over 60 titles. He also publishes articles in magazines and speaks at major conferences in Germany. Currently, Jörg works as an independent consultant, software developer, and author in Berlin.

In his occasional spare time, Jörg enjoys reading thrillers and science fiction novels and going on a round of golf.

Introduction

The Foundation of Web Development

The book describes the basic techniques, protocols, and standards of the web:

- The underlying protocols such as HTTP
- HTML, currently in version HTML5
- CSS, currently in version CSS3

This is a base, independent of platform and environment. With this foundation, you can adapt all the sources on the Internet and read all the documentations you'll need to learn programming the Web.

Who Should Read this Book?

This book is aimed at beginners and web developers who are new to the web world.

In any case, I tried not to ask for prerequisites or conditions of the reader. You do not need to be a computer scientist, nor in perfect command of a language, and you don't need to know rocket science. No matter in what context you have encountered Jade, you will be able to read this text.

What You Should Know

Readers of this series have hardly any requirements. A current operating system is always a good idea. Use either Linux or Windows; it really doesn't matter as long as you install a program and run it. You should have your favorite browser handy. An editor is helpful for some examples, such as Visual Studio Code or Sublime Text. Both work on all operating systems.

How to Read this Book

I will not dictate how you should read this book. In the first draft of the structure, I tried several variations and found that there exists no ideal form. However, readers today tend to consume smaller chunks, independent chapters, and focused content. This book meets this trend by reducing it to a small issue, focused, and with no "blah-blah" for the inflation of the volume.