



HTML and CSS Reading List

Introduction

If you're completely new to HTML and CSS, the fastest way to get up to speed is to check out an online tutorial. A very good source for a quick, step-by-step introduction to HTML and CSS is: <http://htmldog.com/guides/htmlbeginner/>

Alternatively, if you prefer to watch videos, we have a series of HTML and CSS videos on our website that give a comprehensive introduction to the topics.

We've provided additional articles below that will help you to consolidate and expand your knowledge.

Skip to the end of this document for a list of HTML and CSS topics that you should familiarize yourself with prior to the HTML/CSS workshop on Tuesday, 1/8/13.

Overview

HTML markup by itself forms a bare-bones skeleton of a web page. HTML declares what text and images will be visible on a page; it also allows programmers to create organizational elements such as tables and forms.

CSS specifies the presentation of a page. It builds on the semantic structure set by the HTML markup, so **having good, well-structured markup can greatly simplify a page's CSS.**

This document refers in some parts to **HTML5 and CSS3**. These are the newest standards of HTML and CSS, which improve the markup and implementation of their respective languages, and include many new features that you can use make your websites more dynamic. Most "HTML5 and CSS3 guides" will only focus on the parts of HTML5 and CSS3 that are **new**. If you are new to HTML and CSS, we recommend you familiarize yourself with the basics of HTML and CSS first, and then look to see what HTML5 and CSS3 have to offer.

Excellent in-depth reading about HTML5: <http://diveintohtml5.info>

CSS3 tutorial that covers the major new features: <http://www.w3schools.com/css3/default.asp>

HTML Markup

Know the difference between IDs and classes. (skip the section on microformats)

<http://css-tricks.com/the-difference-between-id-and-class/>

Use semantic elements instead of <div> tags when appropriate.

<http://diveintohtml5.info/semantics.html#new-elements>

Forms are one of the major improvements of HTML5. Use the right markup and let the browser do the hard work. (you can ignore the sections on JavaScript fallbacks for 6.470)

<http://diveintohtml5.info/forms.html>

You can skip this for now, but eventually, you'll have to read through a reference that describes every HTML5 tag, so you can use them appropriately. Don't put this off for too long, though.

<http://html5doctor.com/element-index/>

CSS References

There are many CSS attributes that you will need to style your web page. Since you won't need comprehensive knowledge of every property and value, here are two references you can use to look up CSS as you need:

<http://htmldog.com/reference/cssproperties/> contains all properties through CSS 2.1, organized categorically.

<http://www.w3schools.com/cssref/default.asp> contains all properties through CSS 3, organized alphabetically. There are also icons to denote browser compatibility for each property.

Editors

You can create HTML, CSS, and JavaScript documents on your computer and test them locally, or you can use web tools that allow you to type some code and see the result without saving and refreshing pages.

http://www.w3schools.com/html/tryit.asp?filename=tryhtml_intro displays the entirety of an HTML document so you can see exactly where you need to place elements on a page.

<http://jsbin.com> and <http://jsfiddle.net/> are both good editors that allow you to play with HTML, CSS, and JavaScript (including different JS libraries).

<http://htmledit.squarefree.com/> is a simple editor you can use to experiment with body-section HTML edits.

Prior to the Workshop

To facilitate solving of workshop exercises, here are some essential topics you should know, as well as some optional topics that you should learn throughout the month to spruce up your websites even further.

Essential HTML

- basic syntax
- doctype
- head - pull CSS in with link
- high-level structure: main, article, section, aside
- low-level structure: h1..h6, p, em, strong
- the easy lists: ol, ul, li
- styling hooks: div, span, b, i
- hook attributes: class, id

Useful HTML

- forms: input, submit, button
- links
- tables
- media: img, audio, video
- definition lists: dl, dt, dd
- figures: figure, legend
- summary+details
- inline SVG

Essential CSS

- basic syntax
- color, background-color
- elementary selectors: element, .class, #id
- descendant selector: parent child
- box model elements: margin, border, padding, contents
- display: inline, block, inline-block
- position: static, relative, absolute

- margin: auto for centering
- display: table, table-row, table-cell
- absolute units: px, pt
- relative units: em, % and what they're relative to
- calc
- border-radius

Useful CSS

- other complex selectors
- specificity
- CSS3 selectors
- typography: font-*, line-height, text-*
- flexbox
- float, clear, overflow
- SCSS
- Bootstrap / Foundation