UNIVERSIDAD PONTIFICIA

ICAI ICADE

COMILLAS

M A D R I D

ESCUELA TÉCNICA SUPERIOR DE INGENIERÍA – ICAI
Departamento de Sistemas Informáticos

Creating web pages
Chapter 4. Multimedia contents

Cristina Puente, Rafael Palacios

2010-2011

Hypertext

- **Hypertext** is text, displayed on a computer, with references (hyperlinks) to other texts or pages

- A hyperlink is a reference (an address) to a resource on the web.

- Hyperlinks can point to any resource on the web: an HTML page, an image, a sound file, a movie, etc.

- An anchor is a term used to define a hyperlink destination inside a document. <a>

Html link

- The start tag contains attributes about the link.

  – Link text

- The element content (Link text) defines the part to be displayed.

- The **href attribute** defines the link "address".

  Universidad Pontificia Comillas

Html link target

- The target attribute defines where the linked document will be opened.

  - _blank: In a new window

  - _parent: in an upper frame

  - _self: Is the option by default. The document will be opened in the same window

  ```
  <a href="http://www.upco.es" target ="_blank">Visita
  www.upco.es en una ventana nueva</a>
  ```

Html link name

- The name attribute defines a named anchor **inside** a HTML document.

- Both tags are linked

    – Useful Tips Section

    – Jump to the Useful Tips Section

Html link reference

- Absolute link:

  - References a web page, including:

    - The protocol to use to get the document (http:)

    - The server to get it from, the directory, and the document:

    horario escuela

- Relative link:

  - The server knows where the current document is

  - No need to write out the full URL, just the name of the file

    - <A HREF = "page1.html">Next page</A>

    - <A HREF = "/images/icon1.gif">Next</A>
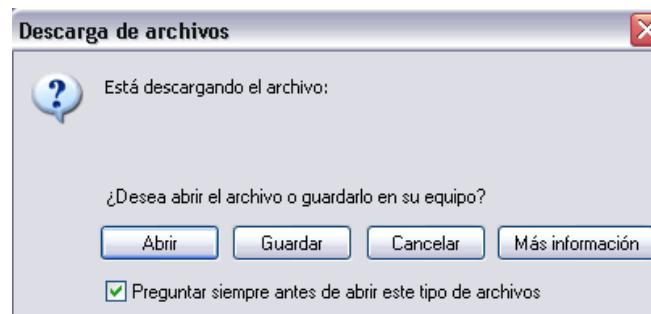
Html link

- emails:

  - Inside the link, use the email attribute:

    Send email

  - More than one email:

- To have a specific subject in the email subject= setting :

    Send Email
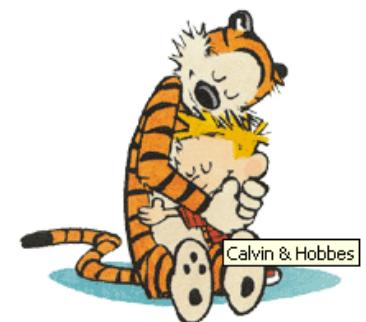
# Html link

- Files:

  - You have to reference the name of the file:

    - `<a href="apuntes.doc" tarjet=_blank >download file</a>`

Html link

- images:

  - The <img> tag embeds an image in an HTML page

  - It has no end tag

  - The <img> tag has two required attributes:

    - src: specifies the URL of an image

    - alt: specifies an alternate text for an image

    <IMG SRC="images/tiesto.jpg" alt="tiesto"> (relative link)

    <IMG SRC=http://www.upco.es/images/tiesto.jpg alt="tiesto"> (absolute link)

Html link

- alignment: specifies the alignment of an image according to surrounding elements

  – *ALIGN="left / right / top / middle /bottom"*

  – Used by default:

  Image embeeded<IMG SRC= "images/g1.jpg">in text without alignment
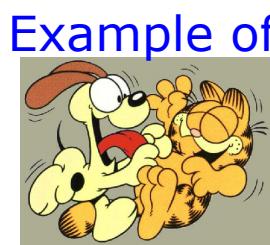
Image embeeded in text without alignment

Html link

– Alignment left

Example of image<IMG SRC= "images/g1.jpg" align="left">embeeded in text with left alignment...

Example of image embeeded in text with left alignment Example of image embeeded in text with left alignment

– If the image tag it placed first, it will be displayed like this:

Example of image embeeded in text with left alignment Example of image embeeded in text with left alignment

Html link

– Alignment top

Some text here <IMG SRC= "images/g1.jpg" align="top">More text here. But you will note that the next line of text jumps from the top right of the document to the bottom of the image.

Some text here More text here....

Html link

- Border:
  - Specifies the width of the border around an image
  - If you want to create a link without border, set it t 0

  <IMG SRC= "images/marvin.jpg" border="4" bordercolor="blue" >
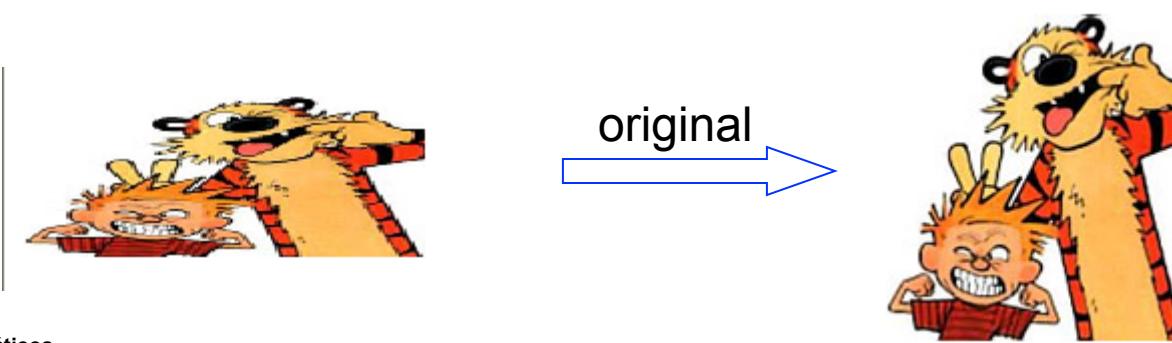
Html link

- Size:

  – These attributes define the width and height of the image

  – If the size attributes are set to different values than the original image size, the browser will resize the image to the specified size

    – Width: specifies the height of an image. Pixels or %

    – Height: specifies the width of an image. Pixels or %

  `<IMG SRC= "images/ch.jpg" width="200" height="80">`

original

Html sound

- Embedded Sound is a sound file that plays automatically when the page loads.

- The user has no control over whether they want to hear that file or not, unless they shut off the speakers.

- The sound formats more usual on the Internet are the WAV, MP3 and the MIDI.

  HTML5 supports MP3 and AAC

- The <bgsound> tag, tells the browser to play a particular sound when the page is loaded

  <BGSOUND SRC="helloo.wav">

  – Attributes:

    - Loop:indicates the number of times the audio file should be played. Infinite, 1..2..

      <bgsound src="soundfile.wav" loop="infinite">

    - Volume="v": sets the audio volume, from -10,000 (min) to 0 (max.)

Html sound <audio>

- Audio tag is the new standard in HTML5

- Sound can be introduced with or without displaying controls

- src attribute specifies the sound file

```
<audio

src="http://a1.phobos.apple.com/us/r1000/011/Music/
12/14/7f/mzm.ubzkrulq.aac.p.m4a"

controls="controls">


Your browser does not support the audio element.


</audio>
```

100 años de Ingeniería
ICAI
1908-2008

Html sound <audio>

- Other <audio> attributes

Attribute		Value	Description
autoplay	New	autoplay	If present, the audio will start playing as soon as it is ready.
controls	New	controls	If present, controls will be displayed, such as a play button.
loop	New	loop	If present, the audio will start over again, every time it is finished.
preload	New	auto metadata none	Specifies if the audio should be loaded when the page loads, or not. Ignored if autoplay is present.
src	New	*url*	Defines the URL of the audio to play

http://www.w3schools.com/html5/

Non-Standard Multimedia objects

- The <embed> tag puts a browser plugin in the page

  <embed src="whenever.mid" hidden="false" type="audio/midi" autostart="false" width="150" height="100">

  – A *plugin* is a special program located on the client computer (i.e. not on your web server) that handles its own special type of data file

- Adobe Flash example

  <embed src='http://www.upcomillas.es/flash/HomeUpcomillas.swf' type='application/x-shockwave-flash' />

Non-Standard Multimedia objects

SRC: URL of resource to be embedded	AUTOSTART: if the sound/movie should start automatically
WIDTH: width of area in which to show resource	LOOP: how many times to play the sound/movie
HEIGHT: height of area in which to show resource	PLAYCOUNT: how many times to play the sound/movie
ALIGN: how text should flow around the picture	VOLUME: how loud to play the sound
NAME: name of the embedded object	CONTROLS: which sound control to display
CONTROLLER: if controls should be displayed	HIDDEN: if the object is visible or not
HREF: make this object a link	TARGET: frame to link to

Html Video

- Before HTML5 it was necessary to use plugins to display video

- Typical objects included: Java applets, ActiveX, PDF, and Flash.

- Some video format are:

  – MPEG2: Developed for DVD movies

  – AVI: Developed by Microsoft

  – Quick Time: Developed by Apple. Was the basis of the new standard MPEG4

  – Real Time Video: Developed by Intel. More focused on real-time transmission

- **HTML5 supports MPEG-4 and H.264**

Html Video <video>

- The new <video> tag in HTML5 is used to embed video in a web page

- Compared with other options, <video> tag:

  – improves security

  – requieres less bandwith

  – requires less computing power on the browser.

Html Video <video>

- It is possible to display a fixed image if the browser does not support HTML5 video


```
<video
id="videoShowcase"
width="848" height="352"
src="http://movies.apple.com/media/us/html5/showcase/2010/
demos/apple-html5-demo-tron_legacy-
us-20100601_r848-2cie.mov"
poster="http://images.apple.com/html5/showcase/video/
images/tron_legacy.jpg"
loop="loop" autoplay="autoplay"
autobuffer="autobuffer">
<img src="http://images.apple.com/html5/showcase/video/
images/tron_legacy.jpg" />
</video>
```

Html Video <video>

• Other attributes:

Attribute		Value	Description
autoplay	New	autoplay	If present, then the video will start playing as soon as it is ready
controls	New	controls	If present, controls will be displayed, such as a play button.
height	New	*pixels*	Sets the height of the video player
loop	New	loop	If present, the video will start over again, every time it is finished.
preload	New	preload	If present, the video will be loaded at page load, and ready to run. Ignored if "autoplay" is present.
src	New	*url*	The URL of the video to play
width	New	*pixels*	Sets the width of the video player

http://www.w3schools.com/html5/

100 años de
Ingeniería
ICAI
1908-2008