

## ▼ Reading Notes for Castro Introduction - Pages 13 - 24

### ▼ Introduction

- I've added this book to the class in place of the extensive online tutorial used in the past. Castro's book has been a classic in HTML literature and I am now convinced that it is better to have it than trying to follow something online. It's also a great book that has been updated to teach all the topics we will cover in this class.
- But there will be some redundancy with Williams and Tollette (WT). This is not a bad thing, as most of these concepts benefit from different perspectives. But as you will see, these two books will play vastly different roles. WT approach the web from a design standpoint, while Castro focuses on teaching HTML. You will need both to be successful.
- I know many of you are planing to use graphical editors such as Dreamweaver or Frontpage to make Web pages. But you still will greatly benefit from knowing HTML - indeed, I think it is essential to have a firm grounding in this language before setting out to learn a graphical editor. Trust me, you will use you HTML knowledge even in these editors.

### ▼ Terms to know

- Tags
- Browser wars
- W3C
- HTML standards 3.2, 4.0
- CSS
- XML
- XHTML
- Transitional
- Frameset
- Strict
- Deprecated tag

### ▼ Reading Notes

- Castro does not mind "throwing you in the pool," so do follow as best you can and get the main points out of this introduction. You may return to it in mid semester and get the subtleties of her ideas, but for now understand the main points.
- **Pages 13-15:** The Web is indeed an interesting and largely accessible place. It really is the first mass medium that places the means of production into a wide number of hands. But do be aware not everyone has identical access - there are many different ways to get into the Web. This is getting more true with PDAs and different browsers. The main thing to bear in mind about the Web it is not a page layout medium. You assign functions to different kinds of text (heading, list, bold), but how they are actually realized on screen depends on what kind of screen, the operating system, and the browser.
- **Page 16:** Be aware of this now: your work will not look the same on different browsers, and some things will work differently. This is a fact now in spite of the best efforts of standardization. Internet Explorer (IE) and Netscape can be as different as night and day. But this is fine. Just be sure to view you work on as many browsers as possible.

- **Page 17-22:** The efforts of the W3C have made the Web possible for all the reasons Castro lists. But still there are all these bothersome versions to deal with. You will be fine learning HTML for now, but I will insist that it be written by the rules of XHTML. This means always use lower case and put quotes around values of attributes. I am delighted that Castro is integrating style sheets this early in Web authoring. You will find that even your early Web pages will look much better than the norm for using this "advanced" technique. I currently use HTML 4.0 and CSS, but will be converting my pages to XHTML compliance. So I agree with her "personal choice" on page 22.