Introduction To Computer Programming HTML
Mr. Clausen
Project HTML 2A, HTML 2B

Project 2A Anchors Away   40 points

The purpose of this project is to practice anchors (links) within a web page, to other web pages on the Internet, and to pages that you have created in the Step By Step Exercises in this lesson.
I will grade your project by viewing the web page and the source code that generate the web page.

Save the project as LastNameFirstNameH2A.html in your "S:" directory. Do NOT use spaces in your filenames. Feel free to use the underscore character in place of spaces, for example: LastName_FirstName_H2A.html

1. Use Project 1A as the template for this page. You must include all of the requirements for Project 1A in this project as well as the following information which will appear below the horizontal rule shown in Project 1A. **Don't forget to change the title, program name, and comments for this project from the template that we created.**

2. Use the attributes for width, size, and color to change the horizontal rule that we used in Project 1A. Change the values for these attributes, as you prefer.

3. Use the body attributes to change the background color, text color, link color and vlink color. Be sure to enclose your color choices or values in double quotes.   Remember that all values should be enclosed in double quotes no matter what attribute you use.

4. Create links within this web page for HTML Tutorials, JavaScript Tutorials, C++ Tutorials, Java Tutorials, and Step By Step Exercises. Remember to use the following format:
    <a **href** = " #label"> Text to be displayed
    Also remember that the label should be one word without spaces.

5. Create the destinations for the anchors listed above. Use the <h3> heading size. Remember to use the following format for the anchors:
    <a **name** = "label"> Text to be displayed

6. Search the Internet for HTML Tutorials. Browse and select three web sites that look good to you.

7. Create links and labels for these sites in an unordered list. Remember to use the following format for the links and labels:
     Place Text Here

8. Repeat steps #6 and #7 to search for and create links for JavaScript Tutorials, C++ Tutorials, and Java Tutorials.

9. Create the section of your web page for the Step By Step Exercises. Create links to your exercises Six.html through and including Thirteen.html. Make sure that each of these exercises is saved as your LastNameFirstNameSix.html without any spaces in the file names (you may use the underscore character). When creating the links, make sure that your Step By Step Exercises are in the same folder as this project.

10. To see an example of this project, look at: Proj2A.jpg

Don't forget to make your source code look nice and readable using indentation and blank lines! Include this style of comments and output for every project throughout the class. **Do not use any other tags or attributes that are not covered in this or previous lessons!**

When you are finished with your project, have checked it thoroughly to make sure that your project is correct, and are sure that you don't need to make any changes, then save your project in the "W" network mapping, the HTML Projects folder, and the HTML Project 2A folder.

Project 2B Blinking Marquee   20 points

I know that you can't resist trying out the BLINK and MARQUEE Tags and attributes. So we will use them in this project. You can choose what words you want to blink and scroll, but everything must be rated "G", no profanity, violence, references to controlled substances, etc. So have fun with the blink and marquee tags. We will use them in this project, and leave them out of all other projects!

I will grade your project by viewing the web page and the source code that generate the web page. Save the project as LastNameFirstNameH2B.html in your "S:" directory. Do NOT use spaces in your filenames. Feel free to use the underscore character in place of spaces, for example: LastName_FirstName_H2B.html

1. Use Project 1A as the template for this page. You must include all of the requirements for Project 1A in this project as well as the following information which will appear below the horizontal rule shown in Project 1A. **Don't forget to change the title, program name, and comments for this project from the template that we created.**

2. Use the blink tag at most twice and at least once.

3. Use the marquee tag to move text in all four directions. Change the height and width attributes on at least one of the marquee tags.

4. Change the speed or delay of one of the marquee tags.

Don't forget to make your source code look nice and readable using indentation and blank lines!
Below is a link to a web page that has a summary of the HTML tags that we have learned in this lesson.

Do not use any other tags or attributes that are not covered in this or previous lessons!

[Summary of Tags Covered in Unit 4 Lesson 2](http://www.lcusd.net/lchs/dclausen/intro_programming/Lectures/Unit4Lesson2/TagSummaryUnit4Lesson2.htm)

http://www.lcusd.net/lchs/dclausen/intro_programming/Lectures/Unit4Lesson2/TagSummaryUnit4Lesson2.htm

When you are finished with your project, have checked it thoroughly to make sure that your project is correct, and are sure that you don't need to make any changes, then save your project in the "W" network mapping, the HTML Projects folder, and the HTML Project 2B folder.