

A Reference for the Rest of Us!

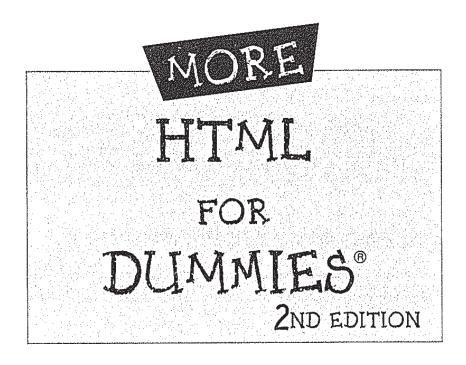
by Ed Tittel & Stephen N. James

Coauthors of HTML For Dummies[®], 3rd Edition



- The Fun and Easy Way to Find Out MORE About Creating Web Pages With HTML (HyperText Markup Language)
- MORE of Ed and Stephen's Advice on HTML
- MORE on the Web
 Publication Process
 From Design Through
 Maintenance





by Ed Tittel and Stephen Nelson James



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Introduction

elcome to the wild, wacky, and wonderful possibilities inherent in the World Wide Web. In this book, we'll continue our exploration of the mysteries of the HyperText Markup Language (HTML) used to build Web pages, explore some weird and wonderful Web extensions technologies, and continue your initiation into the wildly burgeoning community of Web authors.

This book expands on the basic coverage of HTML that you'll find in the *HTML For Dummies*, 3rd Edition, also from IDG Books Worldwide, Inc. In this book, we assume that you've explored the basics of HTML and are reasonably familiar with HTML 2.0, the current official standard version, and with HTML 3.2, the World Wide Web Consortium's (W3C's) current "recommended" standard for HTML. In this book, we extend your knowledge base beyond the basics to include some important emerging HTML standards and proprietary extensions, a plethora of Web-based applications, and some sound principles of Web site management. We also cover a number of cool Web extension technologies that you can use to add considerable spice to your current Web sites and documents.

When we wrote this book, we took a straightforward approach to telling you about authoring documents for the World Wide Web. We've tried to keep the amount of technobabble to a minimum and stuck with plain English as much as possible. Besides plain talk about hypertext, HTML, and the Web, we've included sample programs and tag-by-tag instructions for building your very own Web pages. If you see unfamiliar terms, check the Glossary at the back of this book; we've tried to define any and all terms that don't fall into everyday speech.

About This Book

Think of this book as a friendly, approachable guide to advanced HTML, Web site management, Web-based applications, and incorporating extension technologies into your Web. Although HTML isn't hard to learn, nor the associated technologies hard to use, it can be hard to remember all the details involved in creating interesting Web pages and in keeping track of your Web site.

Some sample topics you'll find in this book include the following:



Here is a breakdown of the six parts and what you'll find in each one:

Part 1: Advanced HTML Markup

HTML mixes ordinary text with special strings of characters, called markup, that instruct browsers how to display HTML documents. In this part of the book, you'll learn about some new and advanced HTML capabilities under development within the standards organizations and within browsers like Netscape's Navigator and Microsoft's Internet Explorer. We cover HTML tables, frames, style sheets, applets, objects, and more. By the time you've finished Part I, you should at least be able to appreciate what's going on behind some of the most interesting pages on the Web, if not build some of these pages for yourself!

Part II: Beyond HTML: Extending Your Web

Part II examines a number of new technologies available to extend your Web's capabilities well beyond those delivered by vanilla HTML. Starting with a discussion of what extensions are, how they work, and how best to use them, we cover Macromedia's fascinating Shockwave for Director technology, the Virtual Reality Modeling Language (VRML) that's used to create three-dimensional virtual worlds on the Web, Sun Microsystems' incredible Java programming language, and finally, a quick look at several of the many scripting languages available to add interactivity, forms support, and layout control over Web pages of all kinds.

Part III: Cool Web Applications

In Part III, we examine several of the many categories of Web-based applications that you can add to your Web site to give it special capabilities and to foster more involvement with your user community. First, we cover the ins and outs of using a search engine to help users find stuff on your site (and elsewhere on the Internet, if need be). Next, we cover a number of Web-based threaded message forum packages that let your users maintain and review running "conversations" across the Web.



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