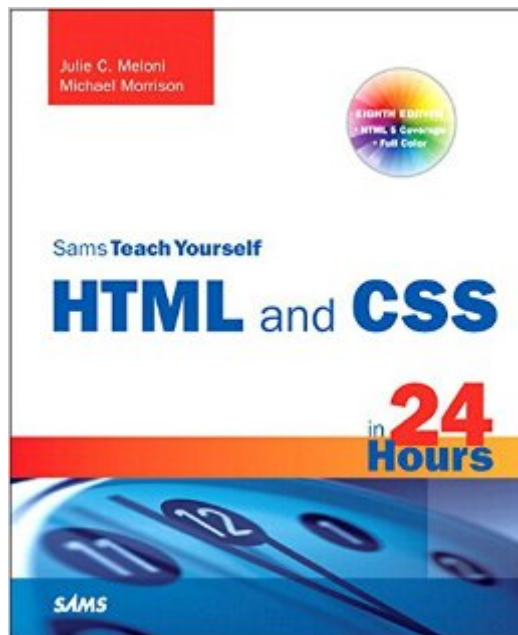# Sams Teach Yourself HTML And CSS In 24 Hours (Includes New HTML 5 Coverage)

Synopsis

In just 24 lessons of one hour or less, you can learn how to use HTML and CSS to design, create, and maintain world-class web sites. Using a clear, down-to-earth approach, each lesson builds upon the previous one, allowing even complete beginners to learn the essentials from the ground up. Â Full-color figures and clear step-by-step instructions help you learn quickly. Â Practical, hands-on examples show you how to apply what you learn. Â Quizzes and Exercises help you test your knowledge and stretch your skills. Â Learn how toâ | Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizazz to your web pages Work with transparent images and background graphics Design your siteâ ™s layout and typography using CSS Get user input with web-based forms Publicize your site and make it search-engine friendly Test a web site for compatibility with different browsers Make your site easy to maintain and update as it grows Â Free Access to Online Learning Lab Register your book at informit.com/register for free, exclusive access to the Online Learning Lab to supplement this bookâ ™s lessons: Video walkthroughs to show you how to complete the step-by-step examples in the book Fast and fun online quizzes to test your understanding of each lesson Updates or corrections as they become available

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Customer Reviews

This text will not make you a wizened internet programming guru... but it doesn't pretend to do so. What it does promise, and deliver, is a solid grounding in the creation of basic web pages. The book starts with the absolute basics; nothing is assumed. Finding someone to host your web site is covered, as is the creation of files using the Windows Notepad text editor and the uploading of files onto a web hosting computer. And, of course, there's a tremendous amount of detail in creating web pages.It's important to note that there are two approaches to creating web pages today: you can create them by hand, using XHTML code written with a simple text editor like notepad; or you can use a web page authoring package, such as DreamWeaver or FrontPage. Using a program like DreamWeaver (most agree its the #1 program of its type) will allow you to create web pages much more quickly than by hand coding them; and unless you have an innate skill as a design artist, they will likely look better than something you hand code.On the other hand, you'll never have a clue about how the code actually works, if you don't learn XHTML; and so you'll never be able to modify it. You'll be stuck with whatever the web authoring package can do for you. And there's also the cost factor: web authoring packages cost several hundreds of dollars, but notepad is free; it's part of the Microsoft Windows operating system. (Macs have a similar built in text editor.)Most internet pros can do both; they regularly use DreamWeaver as a production tool, but know XHTML so that they can quickly modify what the program generates when the need arises.

As an IT professional that has built and maintained personal web sites for several years, I decided I needed to better understand what I was doing. I have used Front page for years to build the basic structure of my web pages, then venturing into the HTML to modify and add functionality. I never have taken a class or read any other books on HTML, if I got stuck, I would do a search and find a solution. Before purchasing this book I would not say I was a beginner, but I also knew my skill level was not that of an expert.Authors of how to books must decided who they are writing for. In this case the authors chose to write to beginners, a category I don't personally fit neatly into. Each chapter is about twenty pages long and includes Q&A, quiz, and exercise sections. Each hour is intended to take an hour to read and complete the quizzes and exercises. However since I am not a beginner I find many sections require much less time. I don't feed the need to practice inserting an

image onto a page when I already can accomplish the task.But if I can already do the task, why read the hour? Well for starters, I'm not skillful enough to assume I know anything beyond the basics. Not only that, this book is teaching XHTML when and where it can. I may know how to insert an image, but making the code XHTML compliant is not something I was previously aware of. Not only can I add an image, but now I can easily explain the whys and hows to others if they should ask.As I progressed through the hours, the subjects got more complex. Even so the chapters where presented and the subjects explained in an easy to understand manner.

Sams Teach Yourself HTML and CSS in 24 Hours (Includes New HTML 5 Coverage) HTML and CSS in 24 Hours, Sams Teach Yourself (Updated for HTML5 and CSS3) (9th Edition) (Sams Teach Yourself in 24 Hours) HTML and CSS in 24 Hours, Sams Teach Yourself (Sams Teach Yourself in 24 Hours) HTML: Learn HTML In A DAY! - The Ultimate Crash Course to Learning the Basics of HTML In No Time (HTML, HTML Course, HTML Development, HTML Books, HTML for Beginners) Android Application Development in 24 Hours, Sams Teach Yourself (3rd Edition) (Sams Teach Yourself -- Hours) Sams Teach Yourself WPF in 24 Hours (Sams Teach Yourself -- Hours) Sams Teach Yourself Google Analytics in 10 Minutes (Sams Teach Yourself -- Minutes) Gmail in 10 Minutes, Sams Teach Yourself (2nd Edition) (Sams Teach Yourself -- Minutes) Gmail in 10 Minutes, Sams Teach Yourself (Sams Teach Yourself -- Minutes) HTML, CSS and JavaScript All in One, Sams Teach Yourself: Covering HTML5, CSS3, and jQuery (2nd Edition) HTML, CSS and JavaScript All in One, Sams Teach Yourself: Covering HTML5, CSS3, and jQuery Sams Teach Yourself HTML, CSS, and JavaScript All in One HTML, CSS & JavaScript Web Publishing in One Hour a Day, Sams Teach Yourself: Covering HTML5, CSS3, and jQuery CSS (with HTML5): Learn CSS in One Day and Learn It Well. CSS for Beginners with Hands-on Project. Includes HTML5. (Learn Coding Fast with Hands-On Project Book 2) Html: Crash Course - The Ultimate Beginner's Course to Learning Html & CSS Programming in Under 12 Hours Unix in 24 Hours, Sams Teach Yourself: Covers OS X, Linux, and Solaris Unix in 24 Hours, Sams Teach Yourself: Covers OS X, Linux, and Solaris (5th Edition) Windows 8.1 Apps with XAML and C# Sams Teach Yourself in 24 Hours Arduino Programming in 24 Hours, Sams Teach Yourself Apache Spark in 24 Hours, Sams Teach Yourself