# **Mastering**

The Essential HTML Reference and Resource

Featuring a
Comprehensive
Electronic HTML
Reference Guide,
Sample Code,
and an Enormous
Selection of
Internet Utilities







Deborah S. Ray Eric J. Ray



San Francisco • Paris • Düsseldorf • Soest

Associate Publisher: Gary Masters Acquisitions Manager: Kristine Plachy Acquisitions & Developmental Editor: Dan Brodnitz Editor: Pat Coleman Project Editor: Davina Baum Technical Editor: Matthew Fiedler Book Designers: Patrick Dintino and Catalin Dulfu Graphic Illustrators: Steve Brooks and Andrew Benzie Electronic Publishing Specialists: Nathan Johanson and Kate Kaminski Production Coordinator: Amy Eoff Proofreaders: Katherine Cooley, Charles Mathews, Eryn Osterhaus, and Duncan Watson Indexer: Lori Lathrop Companion CD: Molly Sharp and John D. Wright Cover Designer: Design Site Cover Illustrator/Photographer: Design Site

SYBEX is a registered trademark of SYBEX Inc.

Mastering is a trademark of SYBEX Inc.

TRADEMARKS: SYBEX has attempted throughout this book to distinguish proprietary trademarks from descriptive terms by following the capitalization style used by the manufacturer.

Netscape Communications, the Netscape Communications logo, Netscape, and Netscape Navigator are trademarks of Netscape Communications Corporation.

The author and publisher have made their best efforts to prepare this book, and the content is based upon final release software whenever possible. Portions of the manuscript may be based upon pre-release versions supplied by software manufacturer(s). The author and the publisher make no representation or warranties of any kind with regard to the completeness or accuracy of the contents herein and accept no liability of any kind including but not limited to performance, merchantability, fitness for any particular purpose, or any losses or damages of any kind caused or alleged to be caused directly or indirectly from this book.

Photographs and illustrations used in this book have been downloaded from publicly accessible file archives and are used in this book for news reportage purposes only to demonstrate the variety of graphics resources available via electronic access. Text and images available over the Internet may be subject to copyright and other rights owned by third parties. Online availability of text and images does not imply that they may be reused without the permission of rights holders, although the Copyright Act does permit certain unauthorized reuse as fair use under 17 U.S.C. Section 107.

Copyright ©1998 SYBEX Inc., 1151 Marina Village Parkway, Alameda, CA 94501. World rights reserved. No part of this publication may be stored in a retrieval system, transmitted, or reproduced in any way, including but not limited to photocopy, photograph, magnetic or other record, without the prior agreement and written permission of the publisher.

Library of Congress Card Number: 97-68719 ISBN: 0-7821-2102-0

Manufactured in the United States of America

1098765432

#### Software License Agreement: Terms and Conditions

The media and/or any online materials accompanying this book that are available now or in the future contain programs and/or text files (the "Software") to be used in connection with the book. SYBEX hereby grants to you a license to use the Software, subject to the terms that follow. Your purchase, acceptance, or use of the Software will constitute your acceptance of such terms.

The Software compilation is the property of SYBEX unless otherwise indicated and is protected by copyright to SYBEX or other copyright owner(s) as indicated in the media files (the "Owner(s)"). You are hereby granted a single-user license to use the Software for your personal, noncommercial use only. You may not reproduce, sell, distribute, publish, circulate, or commercially exploit the Software, or any portion thereof, without the written consent of SYBEX and the specific copyright owner(s) of any component software included on this media.

In the event that the Software or components include specific license requirements or end-user agreements, statements of condition, disclaimers, limitations or warranties ("End-User License"), those End-User Licenses supersede the terms and conditions herein as to that particular Software component. Your purchase, acceptance, or use of the Software will constitute your acceptance of such End-User Licenses.

By purchase, use or acceptance of the Software you further agree to comply with all export laws and regulations of the United States as such laws and regulations may exist from time to time.

#### **Software Support**

Components of the supplemental Software and any offers associated with them may be supported by the specific Owner(s) of that material but they are not supported by SYBEX. Information regarding any available support may be obtained from the Owner(s) using the information provided in the appropriate read.me files or listed elsewhere on the media.

Should the manufacturer(s) or other Owner(s) cease to offer support or decline to honor any offer, SYBEX bears no responsibility. This notice concerning support for the Software is provided for your information only. SYBEX is not the agent or principal of the Owner(s), and SYBEX is in no way responsible for providing any support for the Software, nor is it liable or responsible for any support provided, or not provided, by the Owner(s).

#### Warranty

SYBEX warrants the enclosed media to be free of physical defects for a period of ninety (90) days after purchase. The Software is not available from SYBEX in any other form or media than that enclosed herein or posted to www.sybex.com. If you discover a defect in the media during this warranty

period, you may obtain a replacement of identical format at no charge by sending the defective media, postage prepaid, with proof of purchase to:

SYBEX Inc.
Customer Service Department
1151 Marina Village Parkway
Alameda, CA 94501
(510) 523-8233
Fax: (510) 523-2373
e-mail: info@sybex.com
WEB: HTTP://WWW.SYBEX.COM

After the 90-day period, you can obtain replacement media of identical format by sending us the defective disk, proof of purchase, and a check or money order for \$10, payable to SYBEX.

#### Disclaimer

SYBEX makes no warranty or representation, either expressed or implied, with respect to the Software or its contents, quality, performance, merchantability, or fitness for a particular purpose. In no event will SYBEX, its distributors, or dealers be liable to you or any other party for direct, indirect, special, incidental, consequential, or other damages arising out of the use of or inability to use the Software or its contents even if advised of the possibility of such damage. In the event that the Software includes an online update feature, SYBEX further disclaims any obligation to provide this feature for any specific duration other than the initial posting.

The exclusion of implied warranties is not permitted by some states. Therefore, the above exclusion may not apply to you. This warranty provides you with specific legal rights; there may be other rights that you may have that vary from state to state. The pricing of the book with the Software by SYBEX reflects the allocation of risk and limitations on liability contained in this agreement of Terms and Conditions.

#### Shareware Distribution

This Software may contain various programs that are distributed as shareware. Copyright laws apply to both shareware and ordinary commercial software, and the copyright Owner(s) retains all rights. If you try a shareware program and continue using it, you are expected to register it. Individual programs differ on details of trial periods, registration, and payment. Please observe the requirements stated in appropriate files.

#### **Copy Protection**

The Software in whole or in part may or may not be copyprotected or encrypted. However, in all cases, reselling or redistributing these files without authorization is expressly forbidden except as specifically provided for by the Owner(s) therein. To each other... and Ashleigh.

## **ACKNOWLEDGMENTS**

e'd like to thank the many folks who helped bring this book together. First, a big thanks to Pat Coleman, Editor, for applying her superlative talents and experience to this book. Never before have we learned so much from a book project, and we have Pat to thank for helping us become better authors.

Also, a big thanks goes to Dan Brodnitz, Acquisitions and Developmental Editor, for his confidence in us to take on such a monstrous project.

We'd also like to thank some folks for helping with chapter content:

- Thanks to Terry "Wassat?" Zambon for reviewing, editing, and commenting on chapters before we submitted them.
- Thanks to David Hailey for researching and providing content for the HTML Help chapter.
- Thanks to Wanda Jane Phillips for compiling the JavaScript and Style Sheets reference sections and for providing content for the JavaScript chapter.
- Thanks to Randy Jay Yarger for providing content for the chapters on creating searchable HTML and generating HTML from a database.

We'd also like to thank the "behind the scenes" folks who brought this book together. First, thanks to Davina Baum for making submitting a 1000-page book a well-coordinated process—also known as bringing order out of chaos. Also, many thanks to the technical editor, Matt Fiedler, who helped make this book as timely and as accurate as possible. Thanks also to Nathan Johanson and Kate Kaminski, Electronic Publishing Specialists, for putting this book together—they did a wonderful job, particularly with the special stuff we threw at them. Thanks also to Amy Eoff, the Production Coordinator, and to the proofreaders, Katherine Cooley, Charles Mathews, Eryn Osterhaus, and Duncan Watson, who made this book usable and readable, and to Molly Sharp and Dale Wright, for all their help with the CD.

Last but not least, thanks to Holly Foht, without whom we'd never have gotten it done.

## Introduction

elcome to *Mastering HTML*—your onestop comprehensive guide to HyperText Markup Language! In it, you'll find:

- Comprehensive information about the latest and greatest HTML 4 specification—what it includes and how to use it
- Advice and ideas about developing Web pages to accommodate multiple browsers
- Easy-to-follow instructions, which help you build HTML documents one step at a time
- Examples of how you can enhance your Web pages with various technologies, including multimedia and JavaScript
- Design guidelines to help you use HTML effectively
- Expert advice about choosing HTML development tools that meet your needs
- Special uses for HTML, such as creating searchable HTML and generating HTML from a database
- Cutting-edge HTML technologies, such as Dynamic HTML and push technologies
- A comprehensive reference on HTML, Style Sheets, JavaScript, special characters, and browser-safe colors
- Sample software and files, located on the Companion CD

We developed this book so that any HTML author—whether you're a newbie or seasoned professional—can learn and effectively use HTML. For example, if you're new to HTML, you can start at the beginning and work your way forward as you advance your skills. You'll find the step-by-step instructions and examples easy to follow and understand.

Or, if you've already created a few (or several!) HTML documents, scan the chapters for HTML 4 information, thumb through later chapters and pick up new skills, or use the Master's Reference to find the specific information you want. You'll find complete

information about Dynamic HTML, push technologies, Style Sheets, HTML help, JavaScript, and frames.

*Mastering HTML* is platform independent. You'll find it a valuable resource regardless of whether you are developing for Windows, Macintosh, or Unix.

## What's in This Book?

This book contains five parts, a Master's Reference, and the Companion CD. Here's what to expect in each.

### Part One: Getting Started

In this part, you'll learn about HTML and its uses. We'll introduce you to a few essential HTML tools, discuss the HTML document-development process, and walk you through developing your first HTML page. We'll look at all the common page elements and even a few perks such as links, more elaborate formatting, and Style Sheets.

In this part and the next two, we focus on hand-coding HTML. Although many Web publishing tools do a good job of applying HTML code, the only way to really master HTML and to be able to make the most of the available tools is to know how to hand-code.

### Part Two: Advancing Your Skills

In this part, you'll move on to some of the more fun and impressive HTML effects such as including images, tables, forms, and frames. These effects can really enliven your pages and give them the "up-with-technology" look and feel.

### Part Three: Moving Beyond Pure HTML

In this part, you'll learn how to include JavaScript, multimedia, Dynamic HTML, and push technologies. These technologies are out near the cutting edge and can add great power and pizzazz to your HTML pages when wielded properly.

#### Part Four: More Tools for the HTML Pro

In this part, you'll get acquainted with a whole slew of HTML-related tools. For example, you'll see how conversion tools and validation services can help ease the document-development process. And, you'll also see how to generate HTML from a database and learn about creating searchable HTML pages.

## Part Five: Developing Web Sites

In this part, you'll learn the ins and outs of developing functional Web sites that your visitors will want to return to again and again. Also, you'll find tips and tricks for developing specific types of Web sites—public, personal, and intranet sites. These chapters show you how to develop and design your pages and sites according to what they'll be used for and who will be viewing them. Finally, you'll learn about HTML help files—a hot new technology for creating cross-platform help files.

#### Master's Reference

The Master's Reference includes five sections:

- Part 1 provides a comprehensive catalog of HTML tags and attributes, shows which HTML standard they belong to (HTML 4, 3.2, and so on), and gives you examples of how to apply them.
- Part 2 provides a comprehensive catalog of Style Sheet tags and attributes and gives you examples of how to apply them.
- Part 3 provides a comprehensive catalog of JavaScript objects, properties, methods, and functions and shows examples of how to use them.
- Part 4 gives you a list of special characters, such as copyright symbols and diacritics, and shows you how to include them in your documents.
- Part 5 provides a list of browser-safe color descriptions and the appropriate RGB numbers that you'll use to include these colors in your documents.

### Companion CD

The Companion CD provides you with scads of sample files and software. Using the sample files is a great way to learn how to achieve HTML effects—you can either take a peek at the code in the files or copy and paste the code into your own documents. The software provides you with all the programs you need to get started—and then some! You'll find freeware, shareware, and some commercial demos to use and experiment with (subject to the licensing agreements with each package, of course). You can use these packages to do real work and to determine which work best for your needs!

## Conventions in This Book

Throughout this book, we've used several conventions intended to help you find and use the information more easily.

#### **Text Conventions**

The following text conventions will help you easily identify new words, show you how to follow along with the examples, and help you use menu commands.

The first time a new word is used, it appears in *italics* and is followed by a brief definition or example.

HTML code appears in a special font, like this. If an example requires that you type in new code in each step, the new code appears in boldface type, like this:

A line of code from a previous step

Another line of code from a previous step

The new line of code you enter in the current step

Finally, where instructions indicate that you use a menu command, the menu sequence appears like this:

1. Choose File ➤ Save As to open the Save As dialog box, and then choose Options.

This sequence means that you go to the File menu and then choose Save As from the drop-down list. In the Save As dialog box, you choose Options.

#### Icon Conventions

The following icons will provide you with helpful notes, tips, and warnings.



Tips include time-saving information to help make your HTML authoring easier and faster.



Notes provide information to help you better understand the surrounding text.



Warnings highlight potential trouble spots.

## Visit the Examples and Web Sites

Throughout this book, you'll find plenty of examples that help illustrate how to develop code or that show the results of steps you follow. Most of these examples are on the Companion CD—simply look in the appropriate chapter folder.

Also, we point you to lots of Web sites—some show you examples of how companies apply HTML code to their needs, some offer software for you to download, and some are information resources to help keep you up-to-date with HTML and related technologies. Keep in mind that Web site content changes frequently and that you might not find exactly what we describe or even find the pages at the right location. We verified everything just before the book went to press, but we can't guarantee specific content at each Web address.

## Contact Us

We're glad you chose *Mastering HTML* as your one-stop HTML resource. Please let us know how it goes—we're always happy to hear comments and answer questions. You can contact us at mastering.html@raycomm.com. We look forward to hearing from you!

Getting Started

## CONTENTS AT A GLANCE

	Introduction	
PART I	GETTING STARTED	1
1	Getting Acquainted with HTML, Related Tools, and the Web	3
2	Understanding the HTML Document Life Cycle	25
3	Creating Your First HTML Document	51
4	Linking Your Documents	95
5	Using Style Sheets	117
6	Understanding and Using Web Servers	161
PART II	ADVANCING YOUR SKILLS	195
7	Including Images	197
8	Developing Tables	243
9	Developing HTML Forms	295
10	Creating Frames	341
PART III	MOVING BEYOND PURE HTML	389
11	Adding JavaScript	391
12	Including Multimedia	425
13	Bringing Pages to Life with Dynamic HTML	455
14	Implementing Push Technologies	483
PART IV	MORE TOOLS FOR THE HTML PRO	495
15	Choosing HTML Development Tools	497
16	Converting Documents to HTML	509
17	Using Validation Services	521
18	Generating HTML from a Database	535
19	Making Your Web Site Searchable	549

PART V	DEVELOPING WEB SITES	581
20	Implementing a Coherent Web Site	583
21	Tips for Specific Web Sites: Public, Personal, and Intranet	603
22	Developing Help Files with HTML	641
	MASTER'S REFERENCE	655
	Part 1: HTML Tags and Attributes	655
	Part 2: Cascading Style Sheets	761
	Part 3: JavaScript	819
	Part 4: HTML Special Characters	931
	Part 5: HTML Color Codes	941
	Inday	0.51

# TABLE OF CONTENTS

	Introduction	
	GETTING STARTED	
1	Getting Acquainted with HTML, Related Tools, and the Web	
	Publishing on the Internet	
	Communicating via the Web	
	Retrieving Information from the Web	
	Publishing on the Web	
	Publishing on Intranets	
	Developing Help Files	
	Developing Kiosk Applications	
	Developing Network-Based Applications	
	The Components of HTML	
	Tags Identify Logical Document Parts	
	Tags Include Other Items by Reference	
	Tags and Attributes Change over Time	
	A Short History of HTML and the World Wide Web	
	HTML Is Born	
	Browser Technologies Develop	
	Internet Technologies Mature	
	Keeping Up with HTML Standards, Extensions, and Differences	
	Visit the W3C	
	Monitor Netscape and Microsoft Sites	
	Monitor Other Sites	
	Deviate at Your Own Risk	
	Where to Go from Here	
2	Understanding the HTML Document Life Cycle	
	Phase 1: Developing Documents	
	Planning Documents	
	Planning for Maintenance	
	Organizing Your Documents	
	Creating Documents	
	Testing Documents Before Publication	
	Phase 2: Publishing Documents	
	Phase 3: Testing Published Documents	
	Phase 4: Maintaining Documents	
	Developing a Plan	
	Keeping Up	
	Where to Go from Here	

3	Creating Your First HTML Document	51
	Understanding Basic HTML Tools	54
	HTML Editors	54
	Web Browsers	56
	Entering Tags and Attributes	59
	Adding Tags	59
	Including Attributes	61
	Applying Structure Tags	62
	The Tag	63
	The <html> Tag</html>	63
	The <head> Tag</head>	64
	The <title> Tag&lt;/td&gt;&lt;td&gt;64&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;The &lt;BODY&gt; Tag&lt;/td&gt;&lt;td&gt;65&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Applying Common Tags and Attributes&lt;/td&gt;&lt;td&gt;67&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Headings&lt;/td&gt;&lt;td&gt;67&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Body Text&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Lists&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Horizontal Rules&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Including Fancier Formatting&lt;/td&gt;&lt;td&gt;86&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Adding Colors&lt;/td&gt;&lt;td&gt;86&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Specifying Fonts and Font Sizes&lt;/td&gt;&lt;td&gt;90&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Where to Go from Here&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;th&gt;&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;th&gt;4&lt;/th&gt;&lt;th&gt;Linking Your Documents&lt;/th&gt;&lt;th&gt;95&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;URL Anatomy&lt;/td&gt;&lt;td&gt;99&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Types of URLs&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Absolute URLs&lt;/td&gt;&lt;td&gt;.105&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Relative URLs&lt;/td&gt;&lt;td&gt;.106&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Constructing Link Anchors&lt;/td&gt;&lt;td&gt;.110&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Linking to Documents in the Same Folder&lt;/td&gt;&lt;td&gt;.110&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Linking to Documents in a Different Folder&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Linking to Documents on the Web&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Linking to a Specific Location in a Document&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Forming Name Anchors&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Linking to Name Anchors&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Inserting E-mail Links&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Where to Go from Here&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;_&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;5&lt;/td&gt;&lt;td&gt;Using Style Sheets&lt;/td&gt;&lt;td&gt;117&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;How Do Style Sheets Work?&lt;/td&gt;&lt;td&gt;.120&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Some Advantages of Using Style Sheets&lt;/td&gt;&lt;td&gt;.120&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Implementing Style Sheets&lt;/td&gt;&lt;td&gt;.121&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Associating Style Sheets with HTML Documents&lt;/td&gt;&lt;td&gt;.121&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Developing a Style Sheet&lt;/td&gt;&lt;td&gt;.134&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Setting Font Properties&lt;/td&gt;&lt;td&gt;.142&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Setting Text Properties&lt;/td&gt;&lt;td&gt;.147&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;Setting Box Properties&lt;/td&gt;&lt;td&gt;.153&lt;/td&gt;&lt;/tr&gt;&lt;/tbody&gt;&lt;/table&gt;</title>	

		Setting Color and Background Properties	155
		Setting Classification Properties	.158
		Where to Go from Here	.160
	6	Understanding and Using Web Servers	161
		An Overview of Networking	164
		The Internet	.164
		Intranets	166
		Extranets	
		Web Servers	167
		Getting Access to a Server	
		Accessing a Server through Your ISP	
		Accessing a Corporate Server	
		Running Your Own Server	
		Using a Server	182
		Uploading Your HTML Documents to a Server	184
		Including Server-Specific Capabilities	
		Where to Go from Here	193
PART I		ADVANCING YOUR SKILLS	
		, , , , , , , , , , , , , , , , , , , ,	
	<u>7</u>	Including Images	197
		Developing Images	
		Determining File Size	
		Dealing with Physical Size	
		Understanding Image Formats	
		Adding Images	
		Adding an Image	
		Including Alternative Text	
		Specifying Height and Width	
		Aligning the Image	
		Controlling the Border	
		Choosing Suitable Colors Using Images As Links	
		Creating Image Links	
		Creating Thumbnails	
		Creating Image Maps	
		Understanding Image Map Types	
		Creating Client-Side Image Maps	
		Creating Server-Side Image Maps	
		Using Background Images	
		Where to Go from Here	241
	8	Developing Tables	243
		Creating Basic Tables	247
		Adding or Removing Rows and Columns	
			252