

Lab 1: HTML Markup

Due: at the end of the lab session, September 16, 11:25 am

This term, we will use (some of) the labs provided as companion pieces to the course textbook. You can download all labs from the web, once you registered with the access code on the inside of the front page in the textbook (which also has all necessary instructions about accessing them). However, I will also make the material (instructions and supplementary files) available on cuLearn at the beginning of each lab. Once you worked through the lab, you will be asked to complete a project. Your solution to these projects will be submitted at the end of each lab (with cuLearn enforcing the deadline). Your submission will be evaluated by the TA and marks ranging from 0 to 2 will be given for each lab. To get credit for the lab, you need a mark greater than 0.

You can choose to speed through the labs, doing the minimum amount of work to simply gain the lab credit. But you will get more out of the labs if you follow the instructions step by step, as they exercise various aspects of the course material (including some trial-and-error steps).

Lab 1 has two parts. First you are asked/encouraged to work through the instructions on lab02.pdf (you can download the instructions and supplementary files from cuLearn). These instructions practice basic HTML5 markup. Once you familiarized yourself with these concepts, complete the “Art Store” project (Project 3 in Chapter 2, pages 93 and 94 in the textbook). You have to design this HTML page from scratch. Submit your file (named “ArtStore.html”) as your lab solution. The file should, as much as possible, reproduce the screen snapshot shown on the next page. The *image* subdirectory for lab02.zip contains many images you can use for this project. You should assume that this subdirectory will be in the same folder as your lab submission when resolving links. Before submitting the file, use <http://validator.w3.org/> to confirm that your project is proper HTML5.

Here are some additional information from the textbook (in future labs, I may assume that you have a copy of the textbook and not reproduce content from it):

- Try to get into the habit of using semantic markup, since it adds meaning and has no visual impact
- When adding markup and content, make best guesses as to what HTML markup to use
- For images, provide links to larger versions (can be an alternative image). Also make sure that you provide *alt* and *title* attributes.
- All navigation links can just be to “#”

Carleton University
Department of Systems and Computer Engineering
Distributed Network Processing
Lab Handout

SYSC 4504

Fall 2016



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Mademoiselle Caroline Rivière

by [Jean-Auguste-Dominique Ingres](#)



The portrait of Mademoiselle Caroline Rivière was painted in 1806 by the French Neoclassical artist Jean Auguste Dominique Ingres, and today hangs in the Louvre. It is the third of three portraits of the Rivière family the artist painted that year.

Date: 1806
Medium: Oil on Canvas
Dimensions: 100 x 70 cm
Home: Musée du Louvre, Paris

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