

**NEAR EAST UNIVERSITY**



**Faculty of Engineering**

**Department of Computer Engineering**

**HTML SOFTWARE TO ASSIST IN WEB PAGE  
DESIGN**

**Graduation Project  
COM - 400**

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**Lefkosa, 2005**



## ACKNOWLEDGMENT

Respectful thanks to my parents who have contributed so much efforts to bring me up. To my teachers for their help in my academic life, To Asst. Prof..Dr Firudin Muradov who supported me completion of this project.

Finally I would like to thank all of my friends for their encouragement.

## ABSTACT



The web is a hypertext system that runs over the internet as one of its services. Users can work on any computer and browse documents that exist anywhere in the world. Furthermore, these documents can be linked to documents from any other computer in the world.

On the other hand the internet allows a client program on one computer to access a server on another computer. Viewing the web as a hypertext means that it needs navigation support features and that users will come to rely on consistent use of these navigation features to move around in hyperspace. In other words, there is a specific user interface that is optimal for the hypertext problem of navigating a huge information space to find and read information, not that we are anywhere close to an optimal hypertext interface in today's web browser, but they do have some features like back and bookmarks that users quickly learn to rely on.

There are services to access email through a web browser, but they have a distinctly second-class level relative to the use of a smoothly designed email interface like Eudora or Outlook.

The project presents the theoretical information concerning HTML basics and formatting texts. In the project, as an application designed the WEB page of world anomalies, such as Volcano and Earthquake

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# INTRODUCTION

The backbone of the World Wide Web is the hypertext markup language ,Often simply referred to as HTML. This is the language that is used to create Web pages,And it is the glue that holds all of the pieces of web together. Despite its power and flexibility, HTML is simply to understand and write.The web is an exciting medium, for electronic publishing. Anyone can publish on the web. There are very few obstacles, and no Special tools are required. All we need is a working knowledge of HTML, some disk space on a web server, and whole lot of ambition.

HTML or Hypertext Markup language is designed to specify the logical organization of a document, with important hypertext extensions. It is not designed to be the Language of a WYSIWYG (What You See is What You Get) such as word or Word Perfect. This choice was made because the same HTML document may be viewed by many different “browsers”, of very different abilities. Thus, for example, HTML allows marking selection of text as titles or paragraphs, and then leaves the interpretation of these marked element up to the browser.

There are 4 chapters in the project. Chapter1 presents brief history of HTML,The use of URLs, WEB browsers, markup tags.chapter2 describes the basics of HTML, such as using of the tags, headings, hypertext link.Chapter3 is about the formatting text, like formatting characters with physical tags and with logical tags. Formatting paragraphs, using tables, and formatting tables.

# Chapter One

## The World Wide Web

One of the best things about the World Wide Web is that it's just as easy to create Web pages, as it is to browse them. The key to publishing on the Web is having a firm understanding of Hypertext Markup Language (HTML). Despite the intimidating name, HTML is extremely simple to learn and use.

### 1.1 How the World Wide Web works

The World Wide Web is a vast collection of information that is spread across hundreds of thousands of computers around the world. When we access a document on the Web, there's a lot going on behind the scenes. Here's a very simple and brief description.

Many people consider the World Wide Web and the Internet to be one and the same. The World Wide Web is only part of the Internet, but it's growing at a faster rate than any other part.

The World Wide Web is a network of thousands of computers, all of which fall neatly into two categories: *clients* and *servers*. Through the use of special software, they form a kind of network called, not surprisingly, a *client-server network*.

Servers store information and process requests from clients. Then they send the requested information to the clients. This information includes all kinds of data, including images, sounds, and text. Servers also send instructions to the client on how to display all this information. These instructions are sent in the form of Hypertext Markup Language (HTML).

Clients make requests for information and then handle the chore of displaying that information to the end user. When you are using a Web browser to navigate the Web, your browsing software is acting as client.

The World Wide Web is a *distributed network*. That means there is no central computer for the World Wide Web. Any server on the Web can be accessed directly by any client. If a server on the World Wide Web malfunctions, it doesn't affect the performance of other servers.

Users navigate the World Wide Web through the use of hypertext links. When you select or click on a hypertext link, you go to another area on the Internet. Almost all of the documents on the Web are interconnected through the use of hypertext links. Most of the documents on the World Wide Web are written in Hypertext Markup Language (HTML). HTML provides instructions for the client software on how the document should be displayed. HTML also contains information about how to link up to other documents on the Web.

## 1.2 How Do URLs Work

Almost every item of information on the World Wide Web can be accessed directly. That's because every document, ille, and image has a specific address. These addresses are called *Uniform Resource Locators* (URLs). URLs are used by Web browsing software to locate and access information on the World Wide Web. Think of URLs as postal addresses for the Internet.

Most browsers allow storing favorite URLs as "bookmarks." Use bookmarks to save the trouble of typing in the full URL each time.

The first part of the URL is known as the *protocol*. This is almost always *http://*, which is short for Hypertext Transfer Protocol. Some URLs start with a different protocol, such as *ftp://* or *news://*. If you're accessing a document on your local machine instead of on the Web, the URL will begin with *file://*



Fig. 1.1

The second part of the URL is known as the *domain name*. If you've used e-mail on the Internet, you're probably already familiar with domains. The domain represents the name of the server that you're connecting to.

The third part of the URL is called the *directory path*. This is the specific area on the server where the item resides. Directory paths on Web servers work a lot like they do on your desktop computer. To locate a particular file on a server, you need to indicate its directory path first.

The fourth part of the URL is called the *document file name*. This indicates the specific file being accessed. This is usually an HTML file, but it can also be an image, sound, or another file.

Sometimes the URL contains a fifth part, known as the *anchor name*. This is a pointer to a specific part of an HTML document. It's always preceded by the pound sign (#). Anchors are especially useful for large documents.

## 1.3 How To Use a Web Browser

Web browser is the gateway to the World Wide Web. A browser is the client software that allows accessing and viewing any document on the Web. There are a number of Web browsers that can use to access the Web, and the number of choices available grows every month.

Even if you're an accomplished Web surfer, it's a good idea to keep up to date on the most popular browsers. Different Web browsers have different features, and they all display Web pages with slight variations. Older Web browsers, who are still in widespread use, often have trouble displaying some of the newer HTML 3.2 features. If you're planning to create Web pages with HTML, you'll want to test them with a number of different Web browsers.

## 1.4 How to Use a Hypertext Link

Using a hypertext link to move from one place to another is one of the most common activities on the World Wide Web. In fact, hypertext links are the very essence of the Web.

Most Web browsers allow changing the style and appearance of hypertext links. Not all links appear as text. Many links appear in images, such as buttons or icons. Sometimes a colored border will appear around the image, or it will be designed to look like a button. In many browsers, the cursor will change to a hand when it passes over a hypertext link. These visual clues help the reader understand that it is a link. However, sometimes there are no visual clues. Understanding the need to provide visual clues is an important part of being an HTML author

## 1.5 HTML and The Web

HTML isn't the only way to present information on the Web, but it's the glue that holds everything together. In addition to being a markup language for displaying text, images, and multimedia, HTML provides instructions to Web browsers in order to control how documents are viewed and how they relate to each other. For all its simplicity, HTML is a very powerful language.

### 1.5.1 What is HTML

To publish information for global distribution, one needs a universally understood language, a kind of publishing mother tongue that all computers may potentially understand. The publishing language used by the World Wide Web is HTML (from HyperText Markup Language).

HTML gives authors the mean to

Publish online documents with headings, text, tables, lists, photos, etc.

Retrieve online information via hypertext links, at the click of a button.

Design forms for conducting transactions with remote services, for use in searching for information, making reservations, ordering products, etc

Include spread-sheets, video clips, sound clips, and other applications directly documents.

### 1.5.2 A brief history of HTML

HTML was originally developed by Tim Berners-Lee while at CERN, and popularized by the Mosaic browser developed at NCSA. During the course of the 1990s it has blossomed with explosive growth of the web. During this time, HTML has been extended in a number of ways. The web depends on Web page authors and vendors sharing the same conventions for HTML.

This has motivated joint work on specifications for HTML

HTML 2.0 (November 1995) was developed under the aegis of the Internet Engineering Task Force (IETF) to codify common practice in late 1994. HTML+ (1993) and HTML 3.0 (1995) proposed much richer versions of HTML. Despite never receiving consensus in standards discussions, these drafts led to the adoption of a range of new features. The efforts of the world wide web consortiums HTML working group to codify common practice in 1996 resulted in HTML 3.2 (January 1997)

## 1.6 How HTML Works with the Web

Without HTML, the World Wide Web wouldn't exist. HTML allows the individual elements on the Web to be brought together and presented as a collection. Text, images, multimedia, and other files can all be packaged together using HTML. This section explains the basic principles behind the interaction between HTML and the World Wide Web.

### i. *The computer*

The browser on the computer sends a request for an HTML document from a remote server using addresses called URLs (Uniform Resource Locators). When the data is located and returned, the browser displays the web page (text and graphics) according to the HTML tags in the document.

### ii. *Connection to the internet*

A dial up modem in the computer or a direct high-speed data transmission line connects the computer to an Internet service provider.

### iii. *Internet service provider*

Internet service provider is probably an Internet web server and is connected to all the other computers on the web. The web server sends request for an HTML document and sends back the file to the user.

### iv. *Internet*

The Internet is a collection of web servers around the world. Each server has a URL and will forward user request on until it reaches the server users are looking for.

When the data is returned to user, it may travel a totally different route over different Computers.

The remote web server with the URL which user is looking for has all the HTML files including text, graphics, sound, and video. It may also have gateway scripts that are programs running on the server to process data.

## 1.7 Using Markup Tags

The basic element of HTML is the "tag." An HTML tag is simply a formatting instruction or label surrounded by two angle brackets: `<TAG>`. Most tags come in pairs, with only a few exceptions. This means that once you use a tag to tell a browser to format your content in a particular way, you'll have to use an end tag to let the browser know when you're done using that format. An end or closing tag looks like this: `</TAG>`. Notice the slash before the instruction term--this tells the browser, "Stop doing whatever we just told you to do." Remember: you must use HTML tags to format your text. Web browsers only understand formatting instructions when they're written in HTML. For instance, they will only make text bold if you use the `<B> </B>` tags. Any formatting that you do to your content directly (like putting text in boldface) will not show up in a Web browser. Your instructions will be ignored even if you scream at your computer and threaten to throw it out the window when your desired formatting does not appear. HTML tags are not case sensitive, which means it doesn't matter whether you use lower or upper case letters within each tag. It's often a good idea to use all cap however, to make the tags stand out from the content of the page when you're reading over the code.

the use of markup tags is what separates HTML from plain old text. Markup tags are used extensively in HTML, and they provide ways to control text formatting, create links to other documents, and even incorporate images and sounds. In short, markup tags are the key to making HTML pages work

Web pages are relatively simple affairs. You just type in your text and then you insert markers-called tags-that spell out how you want things to look. For example, if you want a word on your page to appear in bold text, you surround that word with the appropriate tags for boldfacing text.

In general, tags use the following format:

**<TAG> The Text To Be Affected </TAG>**

The TAG part is a code (usually one or two letters) that specifies the type of effect you want. For example, the tag for boldfacing text is <B>. So if you wanted the phrase ACME Coyote Supplies to appear in bold, you'd type the following into your document:

**<B> ACME Coyote Supplies</B>**

HTML describes the structure of a document using special markup tags. All markup tags consist of HTML elements enclosed in < > symbols. Examples include <HTML>, <HI> and <BODY>.

Most HTML tags are used to enclose a section of text. The enclosing tags consist of a starting element and a closing element. Generally the end tag is the same as the starting tag with the element preceded by a /. For example, a main heading is specified as:

**<HI> HTML element-markup tags</HI>**

The heading "HTML elements - markup tags" is enclosed within a starting tag of <HI> and an end tag of </HI>

There are a number of HTML elements that should be included in every HTML document. They are:

**<HTML> ... </HTML>**

used to enclose the entire HTML document

### **<HEAD> ... </HEAD>**

used to enclose the document header, containing information about the document rather than the actual content.

### **<TITLE> ... </TITLE>**

used to enclose the document title, found inside the <HEAD> section.

### **<BODY> ... </BODY>**

used to enclose the document body, containing the content of the document.

### **<ADDRESS> ... </ADDRESS>**

used to contain the address element, usually the name and e-mail address of the document maintainer or author. Found within the <BODY>

Markup tags are directions that affect how the document will look on the Internet. The markup tags are always surrounded by brackets and most tags come in pairs. For example, if you want to make words bold, the tags would look like this: <B>bolded words</B>. The text between the tags is affected. The <B> begins the bolding and the </B> ends the bolding. The ending code always has a slash "/" in front of it.

## Chapter Two

### The Basics Of HTML

This chapter, will uncover the different sections of an HTML document, such as the head and body, and learn what type of information goes in each. And well also discover how to include basic paragraphs in document, as well as insert headlines and special characters.

#### 2.1Uses of the Head section

In the previous chapter, we took a brief look at the <HEAD> section of an HTML document. This section of HTML document is relatively small, but it conveys same very important information about document to Web browsers and servers.

The title tag is used extensively by Web search engines; search engines use the text inside a title tag as a way to determine the actual contents of the page.

Opening a new document in by typing <HTML>. To begin the head section, insert an opening tag into HTML document by typing <HEAD>.

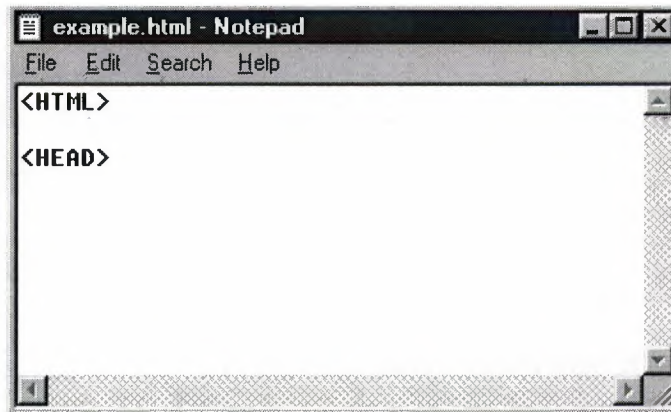


Fig. 2.1.1

The only element required in the head section is the Title of the document. The title should be short enough to fit in the title bar of a typical browser window, but descriptive enough to explain what HTML document contains.

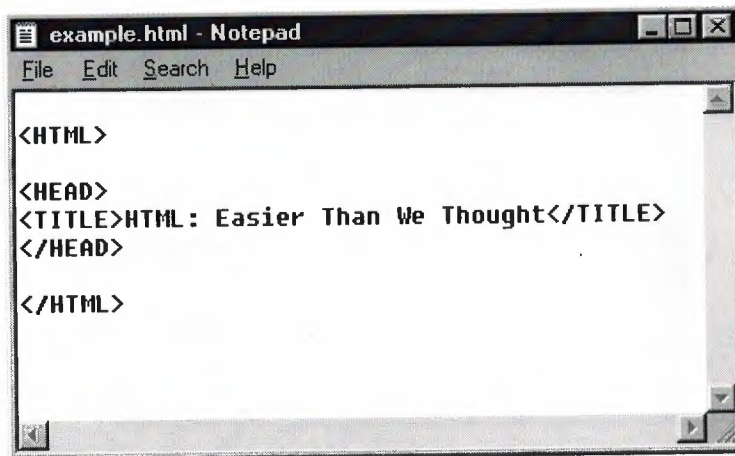


Fig. 2.1.2

Inserting a title tag within the head section by typing `<TITLE>`, followed by the actual title of the document. in this example, we'll name this document *HTML: Easier Than We Thought*.type in that title, then close the tag by typing `</TITLE>` on the same line.

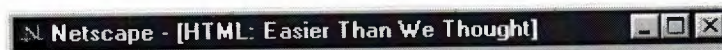


Fig2.1.3

Then Closing the head section by typing `</HEAD>` on the line below the title line.

```
<HTML>
<HEAD>
<TITLE>HTML:Easier Than We Thought</TITLE>
</HEAD>
```

## 2.2 Using the Body Section

The body section of the HTML document contains most of the text, graphics, hypertext links, and other information that will appear on the page. All of the HTML formatting tags, which describe the content and appearance of document, are placed in the body section. Sometimes it's easier to type both the `<BODY>` and `</BODY>` tags on separate lines right away, and then filling in the rest of the HTML document between them.

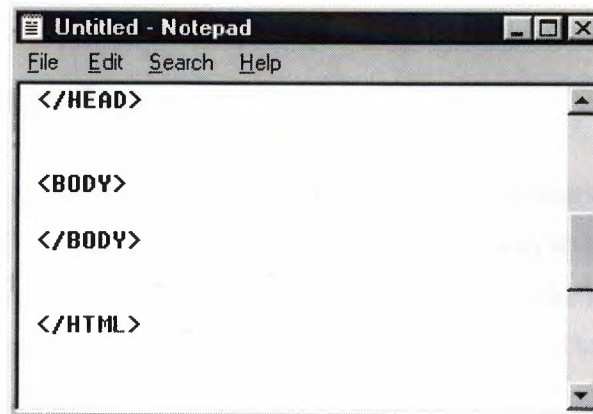


Fig. 2.2.1

Insert the opening body tag by typing `<BODY>` on a new line in the document

```
<HEAD>
```

```
<TITLE>HTML:Easier Than We Thought</TITLE>
```

```
</HEAD>
```

```
<BODY>
```

Following the `<BODY>` tag, begin entering the actual text of the HTML document.

```
<BODY>
```

```
Creating HTML is much easier than I thought
```

Closing the body section of the document by typing `</BODY>` on a new line.

```
Creating HTML is much easier than I thought
```

```
</BODY>
```

## 2.3 Headings

Headings are used in HTML documents to indicate different sections. There are six different Heading sizes, which range from very large to very small (smaller than the default body text). The most common use for a heading is as the first line of a home page. In essence, it becomes a headline for the document

## 2.4 The Paragraph Tags

One of the most commonly used tags in HTML is the paragraph marker, which is used to break apart blocks of text into separate paragraphs. The only way to indicate separate paragraphs is by using the paragraph marker. Unfortunately, despite its simplicity, the paragraph marker is also one of the most misunderstood tags in HTML.

## 2.5 The Hypertext Links

The single greatest feature of the World Wide Web is its diverse collection of documents, which number in the millions. All of these documents are brought together through the use of hypertext links. Users navigate the Web by clicking on the links that HTML authors provide. Hypertext links are a crucial part of HTML-which, after all, is short for *Hypertext Markup Language*.

Hypertext is text which contains an embedded link to another piece of text. Hypertext Links may be identified by their appearance. They may be a different color, underlined or both. A link may even appear as a graphic, or as an icon. Links are not just made between text documents, but also to graphics, sound and video, so it is more accurate to say that the Web is based on hypermedia rather than on hypertext.

Selecting a hypertext link in a Web document can transfer you to almost anywhere in the world. After following a hypertext link you usually have a number of options. You can:

- Go back to your home page

- Go back to where you came from

- Follow another link

If you follow a number of links you can quickly become lost, but there are a number of functions available to help prevent this.

The Back icon can be used repeatedly until you are back where you want to be.

The Home Icon will take you back to a preset home page. It is usually possible to view a history list which is an ordered list of sites visited during your current session.

Hypertext links embedded into Web documents serve several purposes. They facilitate access to text-based and multimedia Internet resources within a single Web document, from a particular site, or those located at various sites. Hypertext links can also highlight footnotes, provide access to support materials, define terms, and clarify concepts.

A HTML hypertext link is created with the tag `<A HREF = "xxxxx">`. The text associated with the tag becomes the physical link to other resources or documents. This association between hypertext on a Web page and particular resource is also referred to as a *hypertext reference*. The following is an example of how a hypertext reference is created using HTML:

```
<A HREF="/eric/papers.html">Eric's Papers</ A>
```

The words Eric's Papers are associated to the Web document papers.html in the directory eric.

When a Web browser encounters this hypertext reference it highlights the words with a color or an underline to identify the reference. Selecting the text allows the viewer to navigate from the current document to the associated resource. Hypertext links can also be used to access resources requiring a terminal session, those located on FTP servers, and most multimedia formats.

Hypertext links are created with the `<A>` tag. The opening tag always contains additional attributes and information about the link. The two most commonly used attributes are HREF and NAME.

**HREF:** The HREF attribute creates links to external web sites, other documents within a web site, sections within a single document, and links which send e-mail messages to a specified address.

**NAME:** The NAME attribute "bookmarks" a spot in a document, and allows users to jump to that spot from elsewhere in the same document.

## 2.6 Creating a hyperlink

Hyperlinks connect two different documents. You can link to one of your own documents or to any other document on the World Wide Web. You can even link to a different section in the same document. It is very easy to create links with HTML, and you only need to follow a few simple steps.

Using Web browser to locate the document we want to link, we can link to any other document on the World Wide Web.

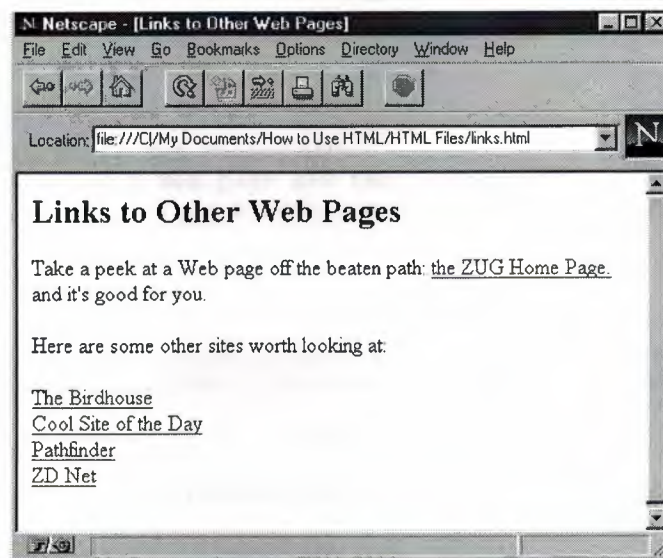


Fig. 2.6.1

Make a note of the Uniform Resource Locator (URL) of the document you want to link to. The URL is prominently displayed by your Web browser, usually near the top. Make sure to note the complete URL.

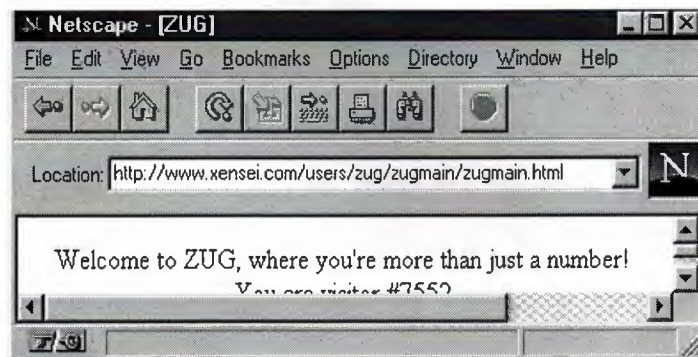


Fig. 2.6.2

To make a link to another document, we need to use a special type of HTML tag known as an *anchor tag*, also commonly known as a *link tag*. We locate the place in the HTML document where we want to insert the hypertext link. Typing `<A HREF=`", followed by the URL of the document we want to link to. Then close the tag by typing`>`.

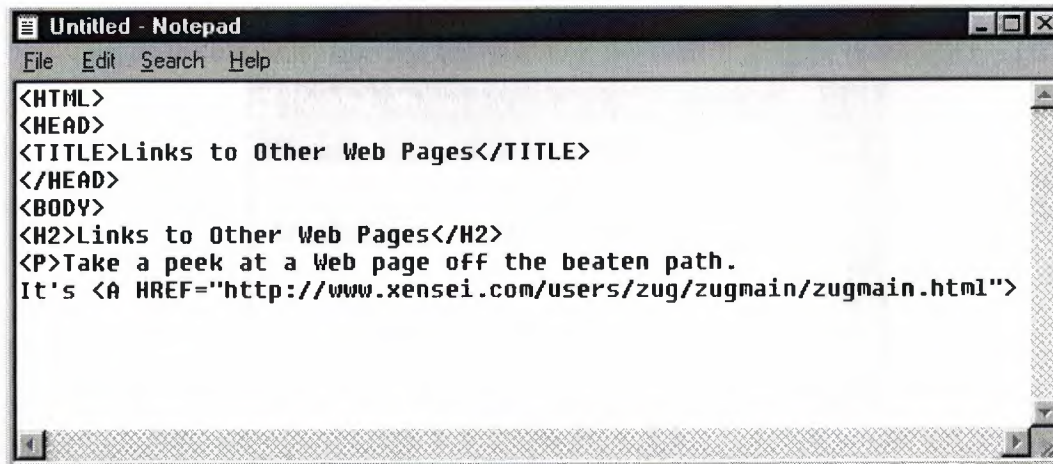


Fig. 2.6.3

Typing some descriptive text (also known as the link text) after the anchor tag to let Readers know something about where this link will take them.

`/zugmain.html"> the zug Home page.`

Finish the anchor tag by typing `</A>` on the sam line.

`/zugmain.html"> the zug Home page.</A>`

## 2.7 The ID Attributes

Assigning an ID to an element in HTML document allows hyperlinks to point directly to that element instead of to the very top of the page. We locate the element we would like to name with an ID. This can be almost any element in document, but it is usually a paragraph or heading.

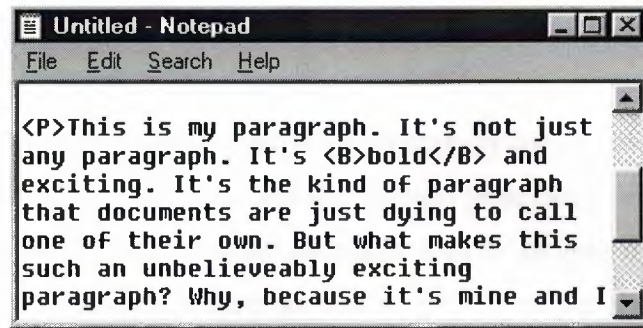


Fig. 2.7.1

Inside the element's opening tag, just after the letter P, insert a space and type ID=.

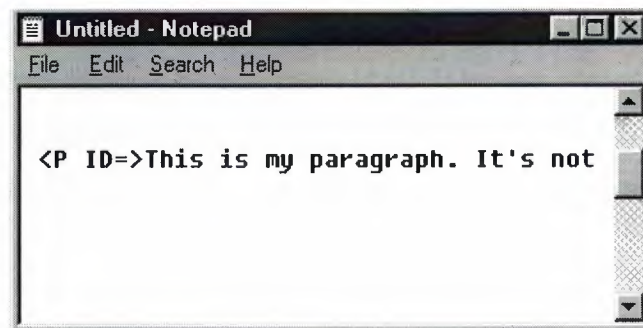


Fig. 2.7.2

The element ID needs a name. The hyperlinks will use this name to take readers directly to this section of the document. In this example, we'll simply name the element "MyParagraph". Typing the name of ID, must be inside quotation marks.

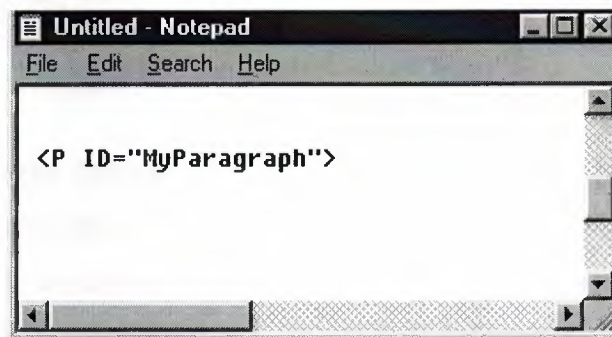


Fig. 2.7.3

To create a hyperlink directly to this element, we must add a pound sign and the ID name inside the hyperlink tag. For example, to link directly to "MyParagraph".

**A `HERF="http://www.com/hello.html#MyParagraph">`**

## 2.8 The Relative Path Names

The single greatest advantage to using relative path names is portability. If you do your HTML development on a local machine, and then upload your finished work to a Web server, you can save yourself the trouble of having to reset all of your hyperlinks to reflect the new location. Likewise, relative path names will save you the headache of changing your hyperlinks if you move your existing HTML files to an entirely new Web server.

The simplest relative path name is no path name at all. If we are linking to another document that's in the same directory, all we have to do is type in the file name of the new document in place of the full URL. For example, to link to a document named `newfile.html`, type

**`<AHREF="newfile.html">.`**

To link to documents or files in a subdirectory, all we need to specify is the path and file name relative to the current document. For example, to link to a document called `budget.html` in a subdirectory named `budget96`, we would type

**`<A HREF="budget96/budget.html">.`**

We can also navigate up the directory tree of our server by using two periods (`..`) to move up one level. For example, to link from the `budget.html` file in the previous example back to the main document, we would type

**`<A HREF=" ../main.html">.`**

If the new document was two levels above the current one, and we would separate each level with a slash, and typing

**`<A HREF=" ../1../main.html">.`**

## 2.9 Creating Lists in HTML

Lists are also important on the World Wide Web. The environment of the Web calls for information to be presented in a concise and timely manner. Lists are ideal vehicles for delivering all kinds of information on line.

There is many ways for how to create and present lists. we will take a view at ways to create *unordered lists*, *ordered (numbered) lists*, and a special type of list known as a *definition list*. And then how to combine multiple levels of lists.

### 2.9.1 Creating Unordered Lists

The simplest list in HTML is the unordered, or bulleted, list. This is ideal for listing items that have no particular hierarchy or order of importance. Unordered lists are very common on the Web and are used to convey items of note in a quick and concise manner. Web browsers usually place bullets or other markers in front of each item in an unordered list.

Unordered lists are ideal for creating lists of hyperlinks to other documents on the Web. Locating the part of the HTML document where we want to insert alist. .Begin the unordered list by typing `<UL>`, and then pressing Enter. The `<UL>` tag tells the Web browser to treat this section of text as an unordered list. Unordered lists will usually be indented from the main document and list items will be formatted with bullets. The size and type of bullets used are determined by the Web browser.

Creating a heading for the list. This is an optional brief description of what the list contains. To create a list header, type `<LH>`, followed by a brief summary of the list contents. Then type `</LH>` to close the list heading tag.

To create the first item in the list, type `<LI>`. Then type the text of the item itself. `<LI>` is an open tag, which means that we do not need to type `</LI>` at the end of each item. Then Finish the unordered list by typing `</UL>`.

## 2.9.2 Creating Ordered Lists

Sometimes you need to list items in a specific order. Examples of this type of list include step-by-step instructions and "Top 10" lists. HTML provides a way to do this through ordered lists. Web browsers will place a number in front of each item, increasing the number by one for each entry down the list.

To create an ordered list, first of all we have to locate a place in a document where we would like to begin the list and type `<OL>` to create an optional heading for the ordered list, we type `<LH>` followed by the heading. Then close the heading tag by typing `</LH>`.

**`<LH>How to Ride a Bicycle</LH>`**

To enter the first item of ordered list, we type `<LI>` followed by the item. There is no need to include a closing `</LI>` tag. Then type `</OL>` in order to close the list.

## 2.9.3 The Definition Lists

Definition lists are different from other lists in HTML, because each item in a definition list contains two parts: a term and a definition. Definition lists are typically used for glossaries and dictionaries. With a little creativity, however, they can be put to use in many different ways, such as product catalogs and even poetry.

Definition lists are extremely flexible. The information contained in a `<DD>` tag is not limited to simple text. We can include images, tables, and full character formatting in our definitions.

To create a definition list in HTML document, we type `<DL>` at the point where we would like the list to begin.

As mentioned earlier, definition lists are slightly different from ordered and unordered lists. Each item in a definition list is made up of two separate parts: the *term* and the *definition*. Typically, browsers will display the term on one line and the definition indented on the next line.

To create a definition term, type `<DT>` followed by text describing the element being defined. For example, to begin a definition of the word *apple*, we would type `<DT>Apple.`

To create the definition, type `<DD>`, followed by the text of the definition. For example, to create a definition for the term in the previous step, we would type `<DD>a firm, edible, rounded fruit.`

As with ordered and unordered lists, there are no closing tags for list items. Therefore, it is not necessary to type `</DT>` or `</DD>` at the end of the terms and definitions.

Type `</DL>` to close the definition list.

#### 2.9.4 Creating Lists Within Lists

we learned that lists are extremely flexible and powerful tools in HTML. Sometimes we will want to create lists within lists, especially when we need to create a hierarchy of items, such as in outlines or detailed instructions.

Begin the first list by typing `<OL>`. In this example, we're assuming that the first list is an ordered list, but in reality, it can be any type of list we want. . Entering the list items one by one, beginning each item with `<LI>`. When will reach a step that requires a nested list, we begin another list. The Web browser will automatically format this new list to fall underneath the current item in the first list. For example, to create a nested list under Step 2 in the original list, just by typing `<UL>`.

Starting enter items in the new list. When it finished, close the new list by typing `</UL>`. We must close the new list before continuing to enter items in the original list.

Entering the remaining items in the original list. Then pressing Enter and typing `</OL>` when it finished.

## 2.10 Working with Multiple HTML Documents

There are a few simple guidelines for pulling together the documents in order to build a Web site that is easy to navigate and understand. With a little effort, we can easily create and maintain the type of high-quality and compelling Web site.

There are a few simple guidelines for pulling together the documents in order to build a Web site that is easy to navigate and understand. With a little effort, we can easily create and maintain the type of high-quality and compelling Web site.

## 2.11 Organize Multiple HTML Document

One of the first tasks we need to tackle when deciding how to put together multiple Web pages is how physically store the documents on the server. You may be tempted to throw everything—all of your HTML documents, images, sounds, and other files into a single directory on the server. This chaotic style of organization will appear easier in the beginning, but will eventually wreak havoc on your ability to maintain and update the Web site on an ongoing basis.

There are a lot of different opinions about the best way to organize and present information on the World Wide Web. Many experienced Web designers have published their own style guides on the Web.

Plan out the Web site on paper before starting writing any HTML code. A rough sketch of all the documents will need to prepare can help put your entire site in perspective and help you organize and create your Web site effectively. Planning an interactive multimedia Web site with plain pencil and paper may seem strange at first, but the important idea here is to plan ahead.

Using of subdirectories in order to separate different sections of the site. Each subdirectory can hold all of the relevant documents for a particular section. For example, create a subdirectory called *budget* to hold all of the HTML documents related to budget issues.

Creating a special subdirectory called *images* in order to store all of the GIF and JPEG images in.

## 2.12 Navigational Aids

Providing easy ways to navigate through the pages is another crucial aspect of building an effective Web site. As with the overall organization, consistency is the most important part of designing ways to navigate through the documents.

One of the most useful navigational aids is the button bar menu. This is usually a clickable image map that contains links to other parts of the Web site.

If we include a clickable image map, we must be sure to also include an alternative text-only button bar as well.

if the HTML documents follow a particular order, we should include icons with arrows. These images should be hyperlinks that point to the previous and next documents in the reading sequence. We should also include an icon that allows the reader to quickly return to the first or 'top' document in the sequence.

## 2.13 Graphics to HTML

In the early days of the World Wide Web, graphics were considered to be little more than novelties—a cheap trick to spice up a Web page. But today, graphical images are an integral part of any HTML document.

Knowing how to include graphics in HTML, and more important, knowing how to use graphics correctly, is a crucial part of putting together a Web page. Good HTML documents don't just show images, they integrate them and use them effectively.

### 2.13.1 GIF and JPEG Files

The two most common image file formats in use on the World Wide Web are GIF (.GIF) and JPEG (.JPG) files. The GIF format is directly supported by every graphical Web browser, while JPEG is still gaining acceptance as a standard image format on the World Wide Web. Although both GIF and JPEG files can be used in the HTML documents, there are a few important differences between the two formats.

The GIF format, developed by CompuServe, is across-platform format, which means it can be viewed on almost any type of computer system, making it ideal for use on the World Wide Web. The one significant limitation of the GIF format is that images are limited to 256 colors.

There are two different formats for GIF images: the GIF87 format and the GIF89a format. The first format is the original format, and is no longer widely used. The GIF89a format takes advantage of new enhancements, including transparency and interlacing, which are used extensively by HTML authors.

The JPEG format, developed by the Joint Photographic Experts Group, is also a cross-platform format, although it is not directly supported by all Web browsers. JPEG images can use the full spectrum of 16.7 million colors.

JPEG images are compressed files. JPEG compression results in some image quality loss; however, the difference is usually not noticeable to the human eye.

### 2.13.2 Adding Images to HTML Document

Images in HTML are included by using the <IMG> tag. And in order to add an image to HTML document we must pursue the following instructions:

First of all we must locate the place where we would like to insert the image. We can place the images in HTML document by using the <IMG> tag. And to insert an image into HTML document, we must type <IMG>. There is no closing </IMG> tag.

Now we need to specify the URL of the image to load by placing the SRC (source) attribute within the <IMG> tag. For example, to insert a GIF file named *logo.gif* into HTML document, we would type <IMG SRC="logo.gif">.

The ALT attribute allows creating an alternate text for image that will be shown to users who have browsers that do not support graphics. Some browsers will also display the alternate text while the image is loading. To specify the alternate text, we would type ALT=, followed by the text in quotes. For example, adding alternate text would change the above image tag to <IMG SRC="images/logo.gif" ALT="The LawnBirds, Inc. logo in stunning 3-D.">.

### 2.13.3 Format Images in HTML

HTML provides us with several ways to format image inside the document. We can align the image with the margins to allow text to flow around it. We can also specify the size you'd like the image to be, allowing the reader's Web browser to scale the image accordingly.

To specify the alignment of an image, we use the ALIGN attribute inside the <IMG> tag.

To align the image above the text that surrounds it, we type ALIGN=TOP. This sets the top of the image equal to the baseline of the text. Likewise, to align the image below the surrounding text, type ALIGN=BOTTOM. We can also align the middle of the image to the text baseline by typing ALIGN=MIDDLE.

To force text to wrap around an image, we type **ALIGN=LEFT** inside the <IMG> tag. This will align the image with the left margin of the document, and text will flow around it, beginning with the current paragraph.

**<IMG SRC="logo.gif" ALIGN=LEFT>**

To place the image in the right margin of the document, we type **ALIGN=RIGHT**.

**<IMG SRC="logo.gif" ALIGN=RIGHT>**

By the way we can specify the height and width of the image if you specify a different height and width than the actual image; the browser will scale the image to fit the settings. To set the height, we place the cursor in the **<IMG>** tag and type **HEIGHT=**, followed by the height of the image in pixels. To specify the width of the image, we type

**WIDTH=**.

## 2.14 Getting Feedback with Forms

The biggest tool for allowing the readers to communicate with us via the Web is the *HTML form*. Forms are special collections of markup tags that work with Web servers to produce a means of obtaining whatever information we need from visitors to our Web site. In this chapter, we'll discover how to create a basic form in HTML, as well as how to use all the available types of input fields at the disposal. Finally, we'll discuss some basic principles behind CGI, the Common Gateway Interface, which is the system behind the scenes that makes forms work.

### 2.14.1 Creating a Simple Form

Long forms usually work best when placed in their own HTML documents. If the form requires a lot of input, we can create a new HTML document just for the form and then we create a hyperlink to it from the main page. And this will eliminate clutter and confusion.

We can use all the normal HTML paragraph and character formatting codes. It's often a good idea to place brief paragraphs in front of groups of input fields to help explain what needs to be entered in the form.

First of all we type `<FORM>` in the HTML document.

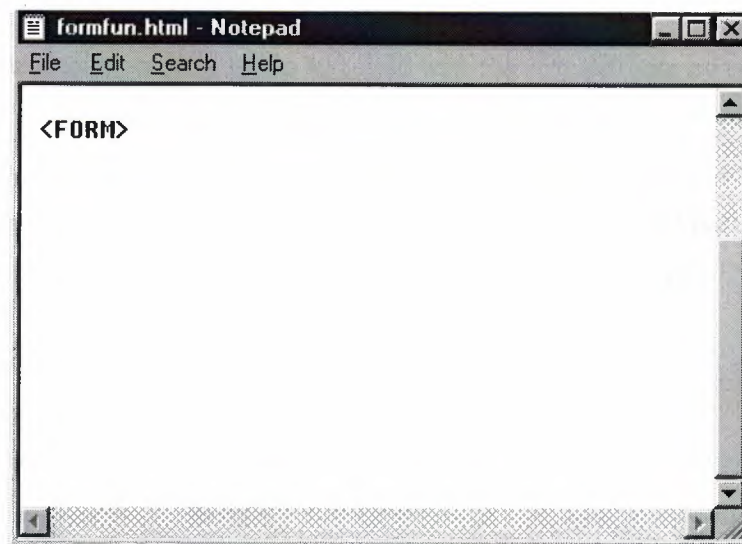


Fig. 2.14.1

Each `<FORM>` tag has two important attributes that need to be set: Method and Action. The *Method* attribute indicates how the information inside the form will be transferred to the Web server. There are two choices for Method: GET and POST.

The critical difference between the two is that the POST method tells the server to process the form line by line, while the GET method tells the server to process the entire form as one long concatenated string of values. We'll almost always want to use the POST method with forms.

**`<FORM METHOD=POST>`**

The *Action* attribute tells the server what to do with the data contained in the form. This attribute usually contains the URL of a special program designed to process the data.

We enter the form labels by using normal HTML markup codes.

To insert a data field to allow the user to enter information into the form, we type `<INPUT>`. This tells the Web browser to place a data field in the document and to accept user input. There are several types of input fields available. One of the simplest types is the *single-line text field*.

And to specify a single-line text field, we enter **`TYPE=TEXT`** inside the `<INPUT>` tag.

Each input field needs to be assigned a name, so that it can be distinguished from other input fields. We can name the input field anything, but the name should be kept short and should not contain any spaces or special characters.

We can specify the maximum length of a text field with the size attribute by typing **SIZE=**, followed by the length in quotes.

The last two input items that every form should have are the Submit and Reset buttons. The *Submit button* is pressed by the user when the form is completed, and sends all of the information to the server. To include a Submit button in the form, we type **<INPUT TYPE=SUBMIT>** near the bottom of the form. The Submit button is a required element-without it, the form cannot be processed.

The *Reset button* allows the user to clear all of the fields in the form at once and reset them to their initial values so that new information can be added. Although the Reset button is not required it is strongly recommended. To include it in the form, we type

**<INPUT TYPE=RESET>.**

And finally we type **</FORM>** on a new line to close the form.

## 2.14.2 How CGI Makes The Forms Work

To process the information that forms contained it's called CGI, which is short for *common gateway interface*.

CGI is a universal way to execute programs on the Web. These programs are known as *CGI scripts*, and are designed to process data submitted via forms from Web browsers of all types. CGI scripts can be written and compiled using a variety of different programming languages, such as Perl or Visual Basic. The language used depends on the type of server that the CGI script needs to be run on.

The user supplies data by filling out the form, and then presses the Submit button. The browser sends the data fields from the form to a CGI script. The appropriate script is specified with the ACTION attribute in the <FORM> tag.

The CGI script processes the data supplied by the browser.

At this point, the CGI script may update a database on the server, instructs the server to perform additional functions, or even execute additional CGI scripts.

The CGI script finishes and returns information to the server, usually in the form of a new HTML document that is created by the script.

The server sends the new information along to the Web browser, which displays it.

# Chapter Three

## Formatting Text

HTML was originally designed as a markup language, not as a formatting and layout specification. The key difference is that HTML allows the author to specify how certain elements are to be used, not necessarily how they're supposed to look. The actual details of presentation are left up to the client-the Web browser.

That's how HTML was originally designed, but that's not necessarily how things turned out. Increasingly, HTML designers are demanding greater control over the look and feel of their documents. HTML 3.2 provides that control, and yet still allows HTML authors to take the first approach and allow formatting to be handled entirely by the browser.

### 3.1 Formatting Characters with Physical Tags

HTML provides two general ways to apply formatting to text. The first group of formatting tags is collectively known as *physical markup tags*. This type of tag gets its name because it indicates a specific change in appearance. Bold and italic tags, for example, are known as physical markup tags because they directly specify how the text should appear on screen.

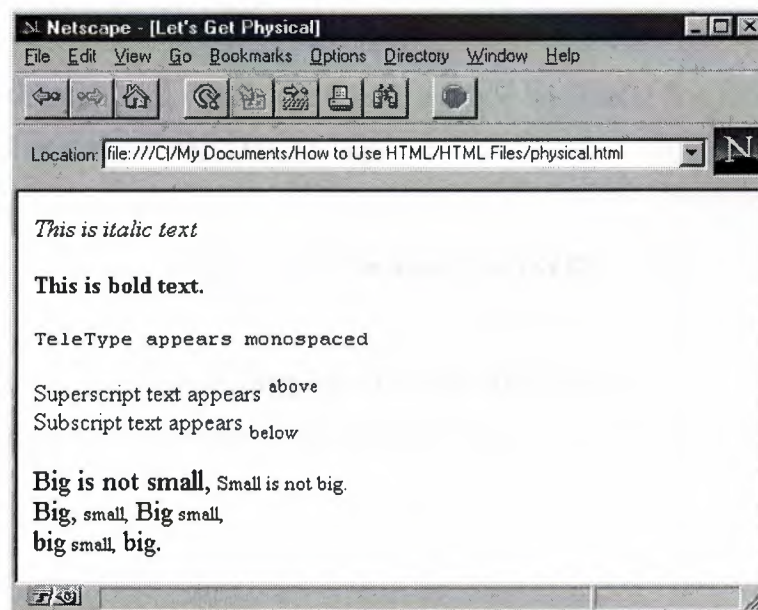


Fig.3.1

In general, all character formatting tags work the same. Each has a starting tag and an ending tag. All of the text that falls between the two tags inherits the specified format. In addition, you can nest formatting tags inside one another to combine effects.

To create italic text, insert an `<I>` tag in the document, followed by a `</I>` tag. Any text between these two tags will be displayed in italics when viewed by a browser.

`<I>This is italic text</I>`

and to create bold text, insert `<B>` and `</B>` tags. Any text falling between these two tags will appear in boldface type.

`<B>This is bold text.</B>`

To create text that is displayed in a monospaced font (such as Courier), use the `<TT>` and `</TT>` tags. Text falling between these two tags will be displayed in a fixed-width font, similar to the output from a teletype machine or typewriter.

`<TT>TeLeType appears monospaced</TT>`

To create strike-through text, which is text with a single horizontal line running through it, we use the `<STRIKE>` and `</STRIKE>` tags.

`<S>Strike-through text</S>`

Underlined text can be displayed using the `<U>` and `</U>` tag pair. we should use these tags only when absolutely necessary, as underlined text is not widely supported by Web browsers.

`<U>Underlined Text</U>`

We can change the font size of normal text. Using the `<BIG>` and `</BIG>` tags will increase the size of the indicated text relative to the default size. `<SMALL>` and `</SMALL>` will make the text smaller.

```
<BIG>Big is not small,</BIG>  
<SMALL>Small is not big.</SMALL>
```

We can also format text as either superscript or subscript, which is text that appears slightly above or below the current line, respectively. Superscript and subscript numbers are often used in mathematical equations or to indicate footnotes. Using the `<SUP>` and `</SUP>` tags will mark text as superscript (slightly above the current line). `<SUB>` and `</SUB>` will mark text as subscript (slightly below the current line).

```
Superscript text appears <SUP>above</SUP>  
Subscript text appears <SUB>below</SUB>
```

## 3.2 Formatting Characters with Logical Markup Tags

On the previous page, we learned how to specify the appearance of text using physical markup tags. However, there is a second method for formatting text—through the use of *logical markup tags*, sometimes known as *information style elements*.

Logical tags take the approach that what's really important is the *type* of information being displayed, rather than exactly *how* it is displayed. Logical tags leave the actual appearance decisions—such as whether to display text in boldface, italics, or larger sizes—up to the browser (and ultimately the reader).

When we want to add importance to a section of text, we can use the logical style tag called *emphasis*. Using the `<EM>` and `</EM>` tags will usually display the indicated text in italics.

```
Say it with <EM>emphasis.</EM>
```

If a particular section of text is very important, you can mark it with *strong emphasis* by using the **<STRONG>** and **</STRONG>** tag pair. Most browsers tend to display strongly emphasized text in boldface.

Say it with **<STRONG>strong emphasis.</STRONG>**

The **<CODE>** and **</CODE>** tags indicate that the text is to be presented as an example of *programming code*. In most browsers, this text will be displayed in a monospaced font, such as Courier. The **<CODE>** tags are used extensively in interactive computer manuals.

```
<CODE>
var
  count : integer;
begin
  for count := 1 to 100 do
    begin
      smudgie := smudgie + 1
    end
  end;
</CODE>
```

The **<SAMP>** and **</SAMP>** tags are very similar to the **<CODE>** tags, and are used to indicate sample text that isn't specifically programming code. Most Web browsers will handle both sets of tags in the same way.

The **<KBD>** and **</KBD>** tags indicate text that is supposed to be typed in by the reader. By default, most browsers will display this text in a similar fashion to the **<CODE>** and **<SAMP>** tags.

The user types in **<KBD>keyboard text</KBD>**.

The **<CITE>** and **</CITE>** tags are used to insert a citation to give credit for a short quotation in the body of the document. Citations are typically displayed in italics.

A citation gives credit where it's due.  
**<CITE>(Arpajian, 1996)</CITE>**

The **<DFN>** and **</DFN>** tags are used to highlight the *defining instance* of a term. This is a word or phrase that is being defined in the context of the paragraph in which it appears.

**The tag used to highlight a word or phrase that will be defined is called the **<DFN>**defining instance tag**</DFN>**.**

### 3.3 Formatting Paragraphs

the basic section of text in HTML is the paragraph. HTML 3.2 provides many new ways to present, format, and align paragraphs.

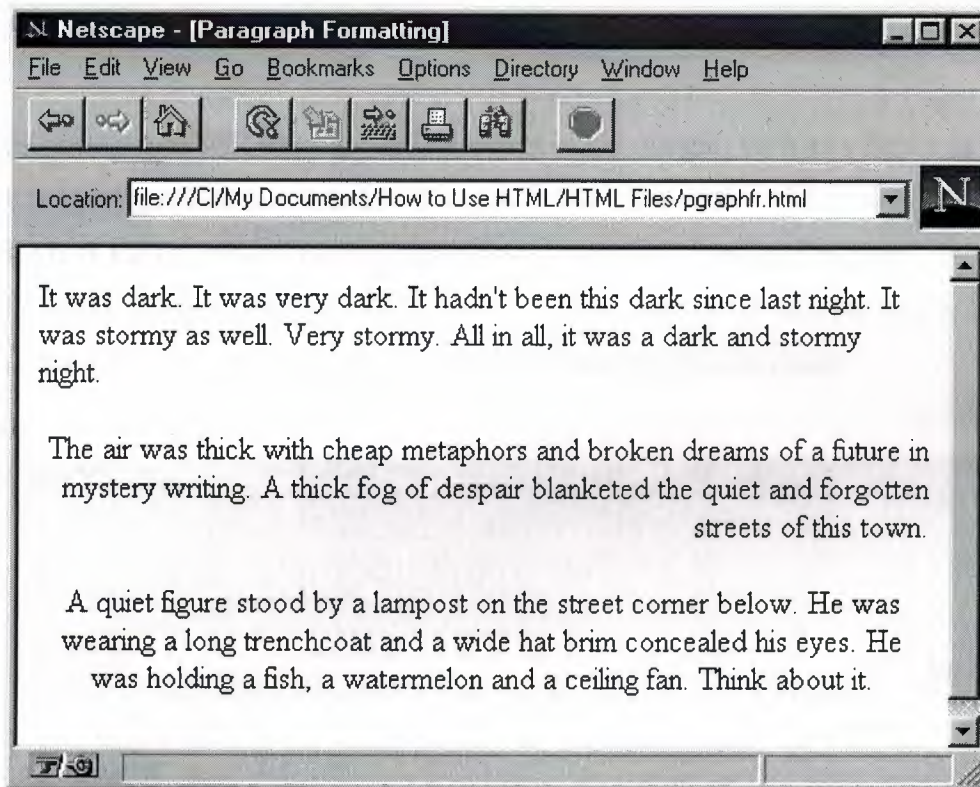


Fig.3.3.1

The basic paragraph tag is always used to start a new paragraph. To indicate a paragraph, we type **<P>**. This tells the Web browser to insert a line space and begin a new paragraph. The **<P>** tag always creates a simple, left-justified paragraph.

We can change the justification of the paragraph with the *ALIGN* attribute. To change the alignment of a paragraph, we put the *ALIGN* statement in the paragraph tag, followed by the type of justification we want. To create a right-justified paragraph, type **<P ALIGN=RIGHT>**.

To create a centered paragraph, we type `<P ALIGN=CENTER>`. To create a paragraph that is justified on both sides, we type `<P ALIGN=JUSTIFY>`. We can also create a left-justified paragraph by typing `<P ALIGN=LEFT>`. However, since this is the default, just typing `<P>` will have the same effect.

By default, the Web browser will wrap lines of text to keep the entire paragraph in view. We have the option of turning off word wrapping by including the *NOWRAP* command in the paragraph tag. To turn off word wrapping in a paragraph, we type `<P NOWRAP>`. This will allow us to explicitly place line breaks using the `<BR>` tag.

Normally, paragraphs will wrap around an object in the margin, such as a figure or table. To force the paragraph to begin below the object, you can use the *CLEAR* attribute. Typing `<P CLEAR=LEFT>` moves the paragraph down until the left margin is clear. `CLEAR=RIGHT` forces the paragraph down to a point where the right margin is clear. `CLEAR=ALL` forces the paragraph to wait until both margins are clear.

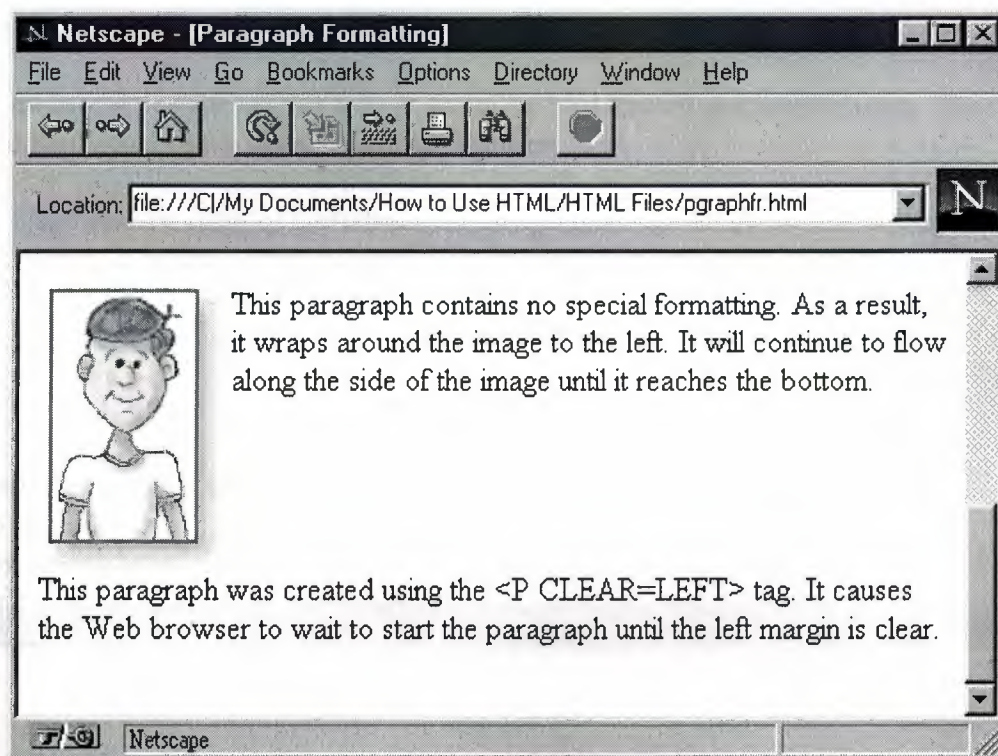


Fig.3.3.2

To combine formatting commands in the same paragraph, we type all the attributes together in the same <P> tag. For example, to create a center-aligned paragraph with no word wrapping, we type <P ALIGN=CENTER NOWRAP>.

### 3.4 Using Text Breaks

Not all text fits neatly into paragraphs. Sometimes we want the reader's Web browser to end a line of text at a specific point. If you're using HTML to display poetry, lyrics, instructional materials, or any other type of information where specific formatting is necessary, we'll want to have control over the flow of text in the document.

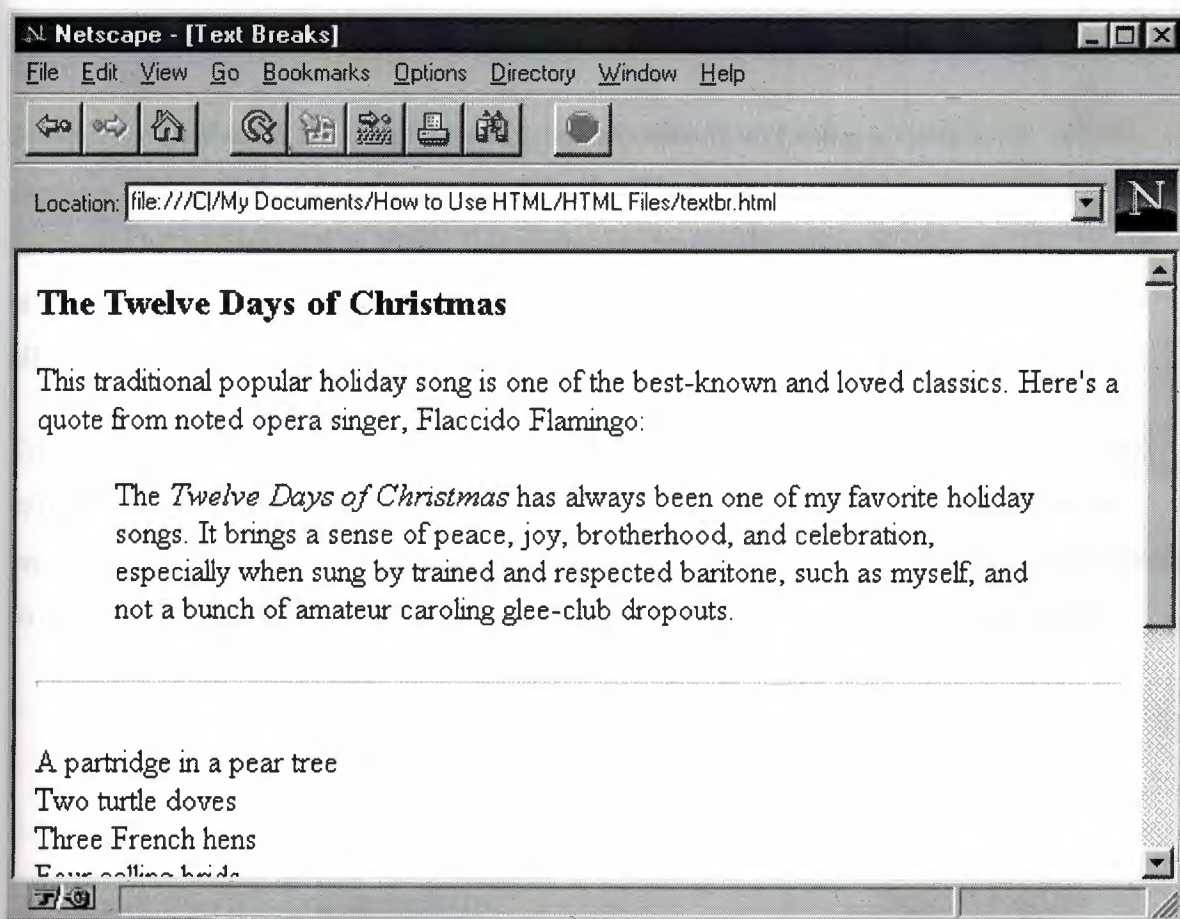


Fig.3.4.1

To insert a line break at a specific point, we type **<BR>**. This instructs the Web browser to immediately end the current line and begin placing text on the next line. A line break does not start a new paragraph.

```
<P>A partridge in a pear tree<BR>
```

We can use multiple line breaks to create a short, informal list of items. By creating a new paragraph before and after the list, we can separate it from the rest of our text.

```
Four calling birds<BR>  
Five golden rings<BR>  
Six geese a-laying<BR>  
Seven swans a-swimming<BR>  
Eight maids a-milking<BR>
```

Sometimes we'll want to visually break apart sections of text using a visible line. HTML supports this through the use of *horizontal rules*. These can be added anywhere in the document by typing **<HR>**. A thin line stretching across the entire window will be placed at that point in the text. Horizontal rules, like paragraphs, support the `clear` attribute to allow us to begin the line when the margins are clear.

To place an entire section of text apart from the rest, we use the **<BLOCKQUOTE>** and **</BLOCKQUOTE>** tag pair. This tag, used in place of a paragraph tag, will offset an entire paragraph from the main body of text, usually by indenting it and adding extra spaces to the top and bottom. It is commonly used to highlight long quotations and passages.

```
<BLOCKQUOTE>  
The <I>Twelve Days of Christmas</I> has  
always been one of my favorite holiday  
songs. It brings a sense of joyous  
celebration, especially when sung by a  
group of friends.  
</BLOCKQUOTE>
```

## 3.5 Using Preformatted Text

Preformatted text allows you break away from the normal rules of HTML and quickly specify exactly how a section of text will appear in the reader's Web browser. When you're using preformatted text, you don't need to use the HTML markup tags-the text will appear exactly as you've typed it, complete with spaces, line breaks, and empty lines. Preformatted text is always displayed in a monospaced, fixed-width font.

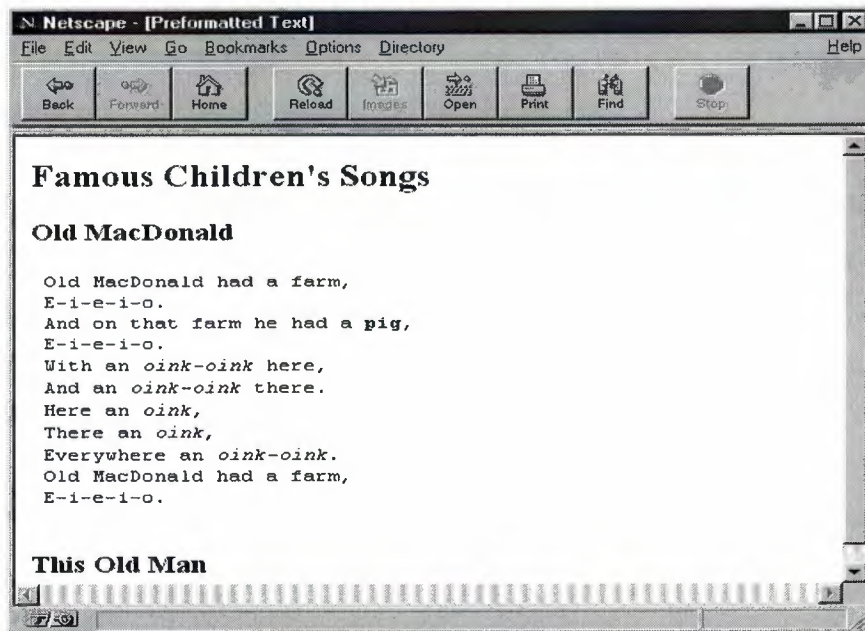


Fig.3.5.1

### 3.5.1 Advantages of Using Prefotmatted Text

1. Preformatted text is a great way to create a quick and dirty table of data, such as names and phone numbers.
2. Another good use for the `<PRE>` and `</PRE>` tags is to display samples of Internet e-mail or newsgroup posts in your HTML document. These messages often have specific layouts that are difficult to reproduce in straight HTML

## 3.6 Using Tables

The most significant addition to HTML 3.2 is support for tables. Tables give HTML authors much greater control over the display and layout of their pages. Typically, we would use tables to display any type of data that looks best in rows and columns. A good rule of thumb is if it looks good as a spreadsheet, then it belongs in a table.

Tables aren't just for numerical data. They can be used to creatively solve a number of challenges with presenting information in HTML. Tables can be used to enhance a number of existing HTML elements, such as lists and forms. You can even use tables to gain precision control over the layout of your HTML document.

Of course, there's always a catch. Tables are notoriously difficult and tedious to create in HTML. And because the specification for HTML 3.2 is still not final, some of the formatting details for tables are subject to change.

### 3.6.1 Creating a Simple Table

Creating a simple table in HTML is fairly straightforward. All we need to do is supply the data. The client-side Web browser takes care of all the dirty work by determining how to display it.

The key thing to remember about tables in HTML is that they are organized in rows, which go horizontally from left to right.

We type **<TABLE BORDER>** in HTML document to create a table with a thin border around all of the table cells.

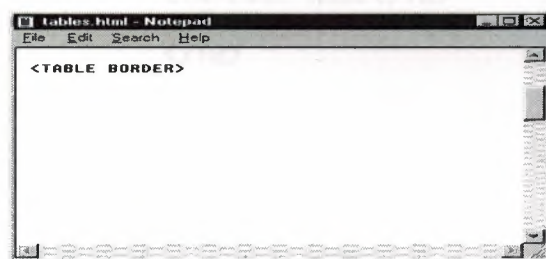


Fig. 3.6.1

We can type in a caption for our table, which most browsers will display at the top. It's sometimes easier to think of the caption as the title of your table. Type **<CAPTION>**, followed by the actual text of your table caption. Then type **</CAPTION>** to close the tag.

```
<CAPTION>Fourth Quarter Sales</CAPTION>
```

Tables are built row by row using the **<TR>** and **</TR>** tag pair. To start the first table row, we type **<TR>**.

```
<TABLE BORDER>  
<CAPTION>Fourth Quarter Sales</CAPTION>  
<TR>
```

Table headings are created using the **<TH>** and **</TH>** tag pair. To create a heading for a column of last names, we would type **<TH>Last Name</TH>**.

```
<TH>Last Name</TH>
```

we can type all of your column headings one after another, each contained in its own **<TH>** and **</TH>** tag pair.

After we've completed the first row, we type **</TR>** to finish it. Since we'll be adding another row immediately after it, we can type **<TR>** on the next line to start the new row.

```
<TR>  
<TH>Last Name</TH>  
</TR>
```

adding the actual table data cell by cell using the `<TD>` and `</TD>` tag pair. To enter the data in the first cell of the second row, we type `<TD>` followed by the actual data and the closing `</TD>` tag.

`<TD>$20,300</TD>`

### 3.6.2 Formatting Tables

Because HTML is a markup language and not a layout language, the actual display of HTML tables is left up to the Web browser. The height and width of the individual cells are calculated by the browser based on their contents. In general, browsers do a good job of displaying table contents all by themselves. Sometimes.

To create a table with no border at all, simply we type `<TABLE>`. we can also give our table a 3-D beveled look by adjusting the size of the outside border. This feature is only supported by Netscape browsers. To adjust the size of the outside table border, we use the `BORDER` attribute. For example, to create a table with a border that is 8 pixels wide, we type `<TABLE BORDER=8>`.

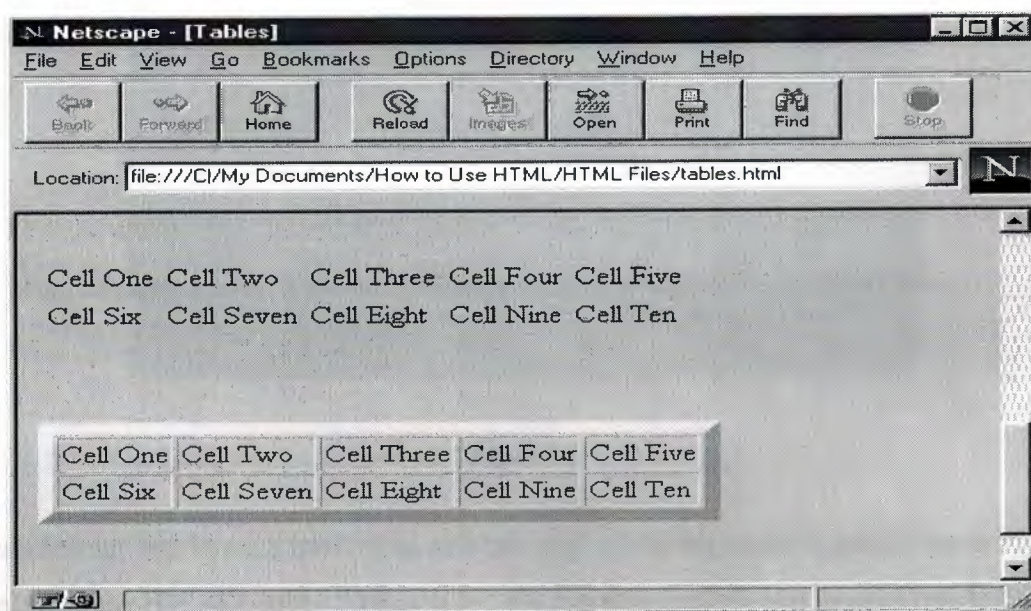
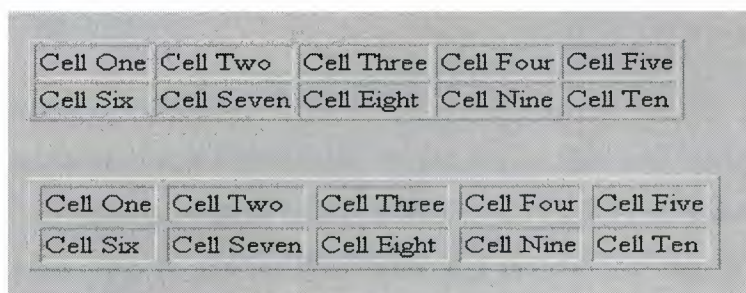


Fig.3.6.2

Netscape also adds extensions to give even greater control over the borders and spacing of the cells inside the table. To change the size of the internal borders, we add the **CELLSPACING** attribute to the **<TABLE>** tag. For example, to create a table with a wide internal border, we type **<TABLE BORDER CELLSPACING=5>**.



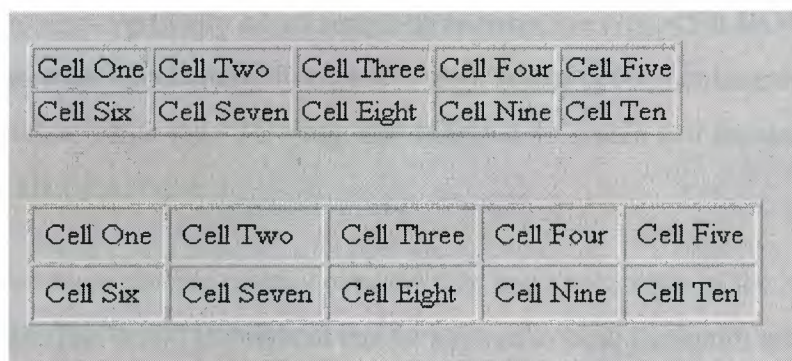
Cell One	Cell Two	Cell Three	Cell Four	Cell Five
Cell Six	Cell Seven	Cell Eight	Cell Nine	Cell Ten

Cell One	Cell Two	Cell Three	Cell Four	Cell Five
Cell Six	Cell Seven	Cell Eight	Cell Nine	Cell Ten

Fig.3.6.3

We can also "pad" the individual cells of the table to add space on all sides. This keeps the border from running up against the actual cell contents. It's very useful if we plan on including images inside the table. To add space, we use the **CELLPADDING** attribute inside the **<TABLE>** tag. To add 3 pixels of space on each side of every cell, we type **<TABLE CELLPADDING=3>**.



Cell One	Cell Two	Cell Three	Cell Four	Cell Five
Cell Six	Cell Seven	Cell Eight	Cell Nine	Cell Ten

Cell One	Cell Two	Cell Three	Cell Four	Cell Five
Cell Six	Cell Seven	Cell Eight	Cell Nine	Cell Ten

Fig.3.6.4

We can format text in each individual cell using all of the standard character-level markup codes, such as **<B>**, **<I>**, and **<STRONG>**. We can also include line breaks inside cells using the **<BR>** tag. Each cell can be formatted independently of the others.

<b>Cell One</b>	Cell Two	Cell Three	<i>Cell Four</i>	Cell Five
Cell Six	Cell Seven	Cell Eight	Cell Nine	<b>Cell Ten</b>

Fig.3.6.5

To control the alignment of text inside cells, we use the `ALIGN` and `VALIGN` attributes with the standard commands, such as `LEFT`, `RIGHT`, and `CENTER`. We can set the cell alignment for an entire row by placing these attributes in the `<TR>` tag. We can even align the contents of each cell individually if we're so inclined. For example, to center text within an individual cell both vertically and horizontally, we type `<TD ALIGN=CENTER VALIGN=CENTER>`. Individual cell alignments will override any settings for the row.

`<TD ALIGN=CENTER VALIGN=CENTER>`

Sometimes we'll want an individual cell to span across multiple columns or rows. This is easy to do by using the `ROWSPAN` and `COLSPAN` attributes inside the cell's `<TD>` tag. To force a cell to span vertically down across three rows, we type `<TD ROWSPAN=3>`. To force a cell to span horizontally from left to right across several columns, we use the `COLSPAN` attribute inside the `<TD>` tag. For example, to span a cell across two columns, we type `<TD COLSPAN=2>`.

We can gain even more precise control over the size and appearance of the table using the `WIDTH` attribute. The `WIDTH` attribute can be applied to both the entire table as well as individual cells. We can specify an exact width for the table or set the width to be a percentage of the visible screen.

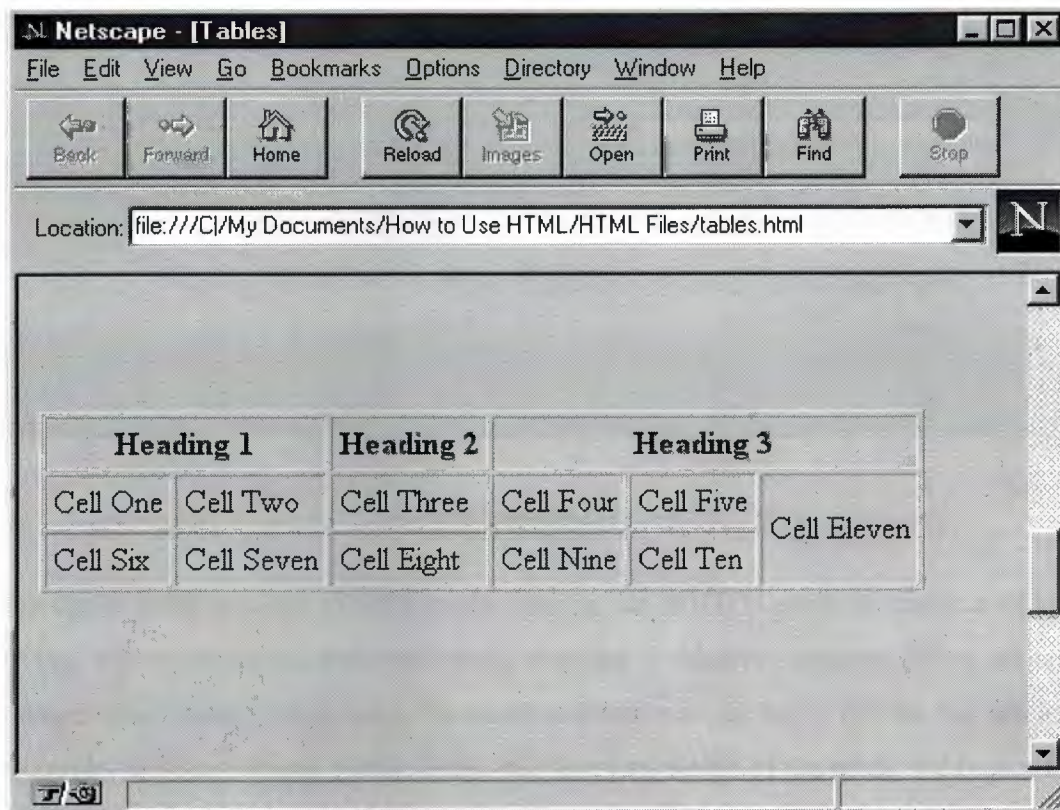


Fig.3.6.6

To specify an exact width for the table in pixels, we set the WIDTH attribute to an absolute number. For example, to force a table to be exactly 400 pixels wide, we type **<TABLE WIDTH=400>**.

**<TABLE WIDTH=400>**

We can also set the table width to be relative to the space between the left and right margins of the current window. This means the table will resize along with the Web browser. To set the table width equal to two-thirds of the screen, we type **<TABLE WIDTH=66%>**.

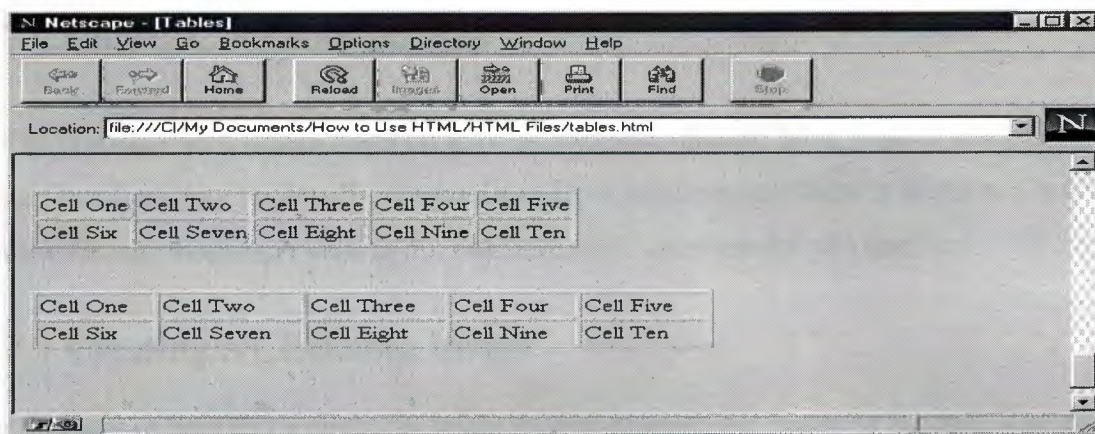


Fig.3.6.7

We can apply width settings to columns by placing the WIDTH attribute inside a `<TH>` or `<TD>` tag. The width can be indicated using absolute or relative numbers. When we use a percentage value in individual cells, the width is relative to the table, not the full screen. For example, to set a column width to one-half the total width of the table, we type `<TD WIDTH=50%>`.

Cell One	Cell Two	Cell Three	Cell Four	Cell Five
Cell Six	Cell Seven	Cell Eight	Cell Nine	Cell Ten

Fig.3.6.8

We can also control how the internal cell borders are displayed by using the RULES attribute. The possible values for RULES are ALL, the default, which displays all of the internal borders; NONE, which disables internal borders; COLS, which places borders only between columns; and ROWS, which places borders only between rows. For example, to place internal cell borders between columns only, we would type `<TABLE ROWS=COLS>`. As with the FRAME attribute, the RULES attribute is new to HTML3 and is not widely supported.

`<TABLE RULES=COLS>`

## 3.7 Creating Clickable Images

We've probably seen image maps on a lot of Web sites that we have visited. Image maps are an excellent way to visually present links in an intuitive and friendly fashion. Creating our own image maps isn't hard to do, but it requires some careful preparation.

### 3.7.1 Creating a Clickable Image

the first part of building a clickable image map is creating the image to be used. The image should be simple and easy to understand, with clearly delineated sections.

If we use a clickable image map in your HTML documents, we should keep in mind that users with text-only browsers will be left out in the cold. It's always a good idea to provide text-only versions of any documents that use a clickable image map.

When creating an image map, make the actual image as simple to understand as possible. We should always try to place text in the image to help our readers understand which sections of the image to click. Photographs and other images that lack clearly defined sections are usually poor choices for image maps.

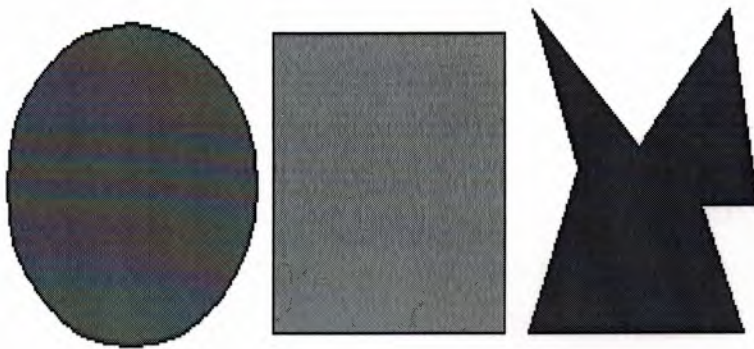


Fig.3.7.1

### 3.7.2 Creating a Map File

The second part of building a clickable image map is creating the map file. This text file contains a list of coordinates that form the map regions. Each clickable region has an associated hyperlink. The Web server reads the map file to match the coordinates of the pixel that was clicked by the user, and then determines which hyperlink to send the user to.

### 3.7.3 Define an Image Map in HTML

The last thing we need to do to create an image map is to place it on the Web server and place a reference to it in our HTML document.

An image map works just like a CGI script, and usually belongs in the same directory as scripts on the server.

### 3.8 The Future of HTML

The Internet moves rapidly, and the World Wide Web is the fastest growing segment. It is evolving so quickly. And learning about the internet is not something one can complete in an afternoon-learning never stops because the internet keeps changing.

#### 3.8.1 Java

Java is a very exciting new development on the World Wide Web. It is a complete programming language, developed by Sun Microsystems and designed specifically for creating interactive applications on the Internet. Java has the potential to revolutionize the ways in which the World Wide Web is used.

Java is a simple, platform-independent, object-oriented language. That means Java *applets*-*miniature* applications-can be run on any machine with a Java-capable browser. In other words, the same Java application can be run on a PC, Mac, or UNIX workstation. Java is based on C++.

Java is still in its early stages, and its full potential probably won't be realized for at least a few months.

Java allows us to create both simple and complex animations. And we can even create interactive animated 3-D models.

With Java, we can create complex interactive graphical applications, such as this Impressionist paint program. Java's interpreted language, modeled after C++, gives programmers very powerful tools for designing Web-based interactive applications. We can build real-time interactive games on the Web. Although Java is not well suited for graphics-intensive games, you can create a number of simple games with this language.

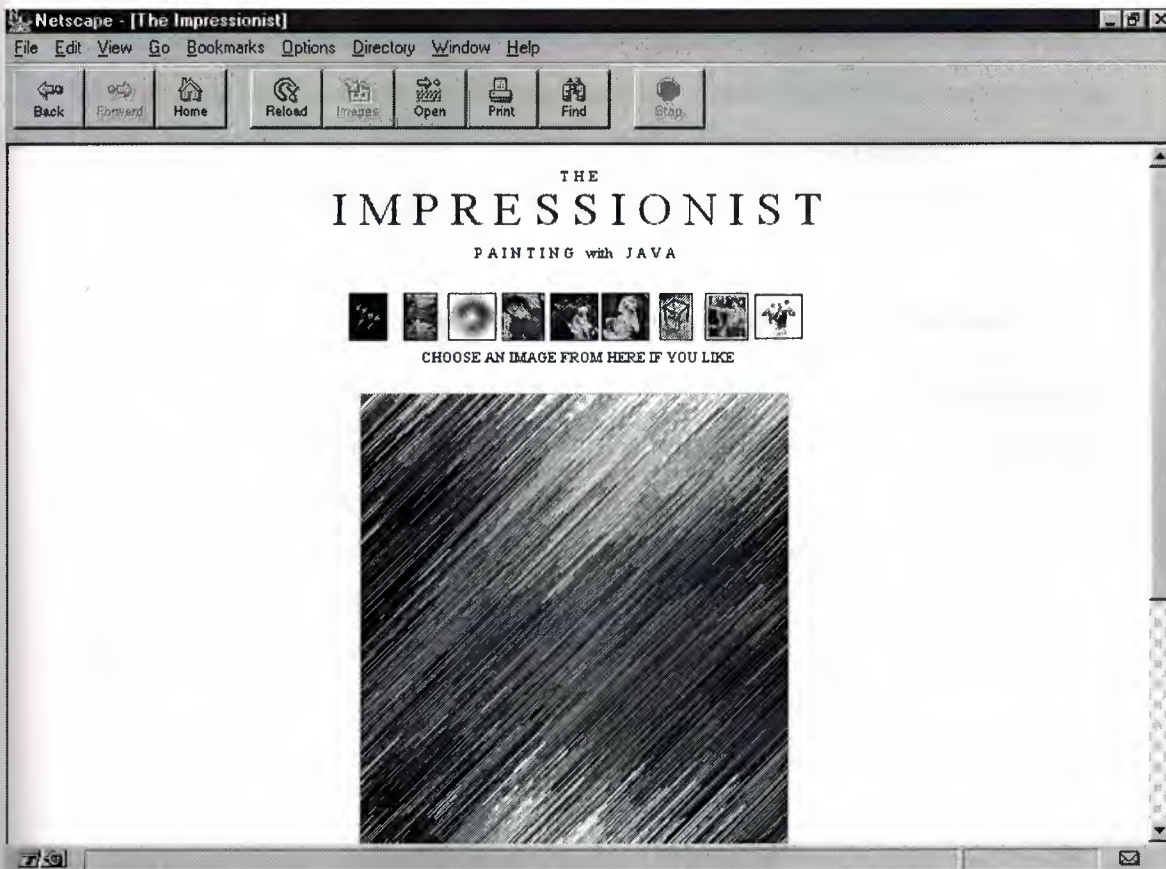


Fig.3.9.1

We can create a scrolling text billboard, much like a stock quote ticker. This works on the same principle as Microsoft's Internet Explorer <MARQUEE> HTML extension, but with considerably more flexibility.

Java also can be used as educational tools. Fully interactive and animated tutorials can be placed on the Web using Java.

### 3.8.2 Plug-Ins

New technologies are finding their way onto the World Wide Web at an unprecedented rate. Popular Web browsers, such as Netscape Navigator and Microsoft's Internet Explorer, allow third-party *plug-ins* that enable different file formats, including interactive movies, which can be viewed from inside Web browsers, instead of downloaded and viewed with external applications.

The wide array of available plug-ins provides many new opportunities for HTML authors, but it can also cause headaches. Although most of the plug-ins is freely available, only a limited number of browsers support them. Also, there's no guarantee that those visiting the Web page have installed the necessary plug-in modules to view the contents of the HTML documents. If we plan to use content that requires a plug-in module, we must sure to explain what's needed to fully view the document and provide the necessary links to the plug-in downloads.

Here's a brief look at some of the more popular plug-ins available for Netscape:

VRML, which is short for *Virtual Reality Modeling Language*, is a standard scripting language for building interactive 3-D worlds on the World Wide Web. VRML worlds work like HTML pages, except that instead of relying on static links to move from page to page, users of VRML navigate through a site in real time. WebFX from Paper Software is a VRML plug-in for Netscape browsers

The Amber plug-in for Netscape allows users to read Adobe Acrobat .PDF files from inside the Netscape browser. PDF, which is short for *Portable Document Format*, is a popular cross-platform document format on the Internet. It allows authors to create a very specific layout for their documents, complete with fonts and graphics. This type of document previously required a separate external viewer, but the Amber plug-in now makes .PDF files viewable directly from Netscape.

The Corel CMX plug-in allows the Netscape browser to view Corel CMX format vector graphics files directly in the Netscape browser window. Vector graphics files are resizable without image quality loss. The plug-in allows you to view CMX files separately or inside an HTML document with the <EMBED> tag. For example, to include a reference to a CMX vector file in your document, we would type **<EMBED SRC="filename.cmx" width=100 height=100>**, replacing the height and width attributes with our desired values. Users would need to have the CMX viewer plug-in installed to see the image in your document.

Macromedia's Shockwave plug-in is one of the most exciting add-ons available for Netscape. Shockwave allows HTML authors to incorporate Macromedia Director Movies into their HTML documents. Anyone with the Shockwave plug-in can automatically view the movies, which allow for interactive feedback from the user.

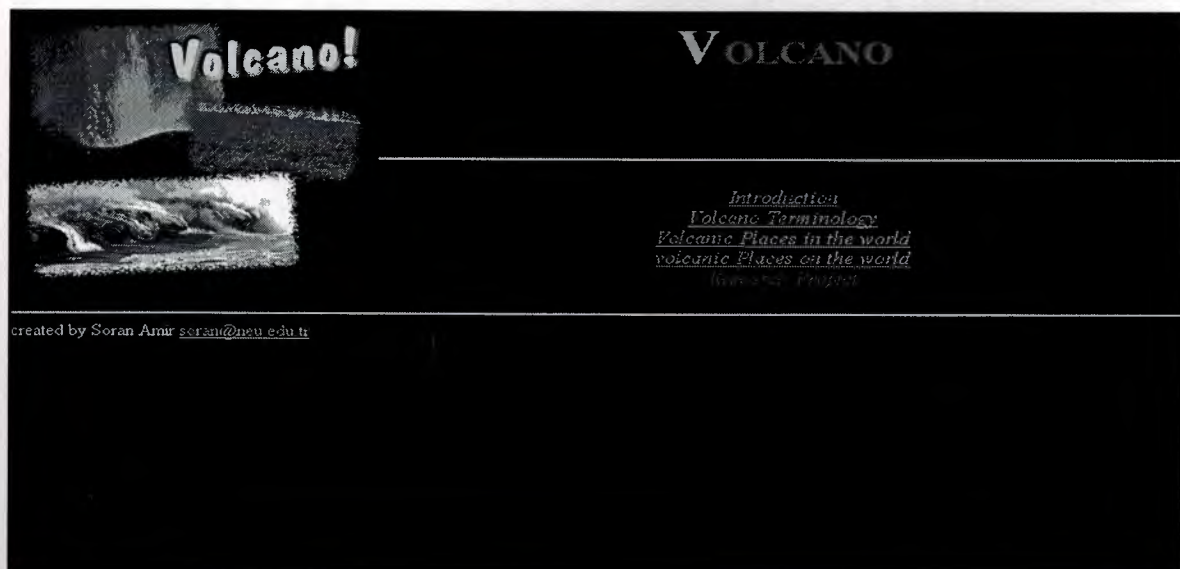
## Chapter Four

### Web Page of World Anomalies

It is the first page seen when the page is opened it includes the links to volcano and earthquake webs. By clicking on the volcano link the user will be able to see the volcano web at the same time if the user clicked on the earthquake link the user will see earthquake web.



When the selection is made on the volcano web the appearance of the next page will be as follows



I considered this page as a main page of my volcano site in other words we can go through the site by clicking on the above links.

For example if we click on the introduction link we will directly move to introduction page and so on.

Volcano Web // Introduction

## Intoduction

A **Volcano** is a location where magma, or hot melted rock from within a planet, reaches the surface. it may happen violently, in a massive supersonic explosion, or more quietly, as a sticky, slow lava flow.

Volcanoes have been a part of earth's history long before humans. compare the history of human beings, a few million years in the making, to that of the earth, over four **billion** years in the making. Volcanoes were important contributors to the early earth atmosphere by releasing gases such as nitrogen ( $N_2$ ), carbon dioxide ( $CO_2$ ), ammonia ( $NH_3$ ).

Volumes of Some Well-Known Volcanic Eruptions

### Volumes of Some Well-known Volcanic Eruption

	Eruption	date	volume in km
eruptons observed by humans	pancutin, Mexico	1943	1.3
	Mt. Vesuvius, Italy	79 A.D.	3
	Mount St. Helens, Washington	1980	4
	Krakatoa, Indonesia	1883	18
inferred by study of deposits	Long Valley, California	pre-historic	>450 & <700
	yellowstone, Wyoming	pre-historic	400

## Volcano Terminology

The study of volcanoes, or Volcanology, includes many odd terms how many do you know?

- [cadera](#)
- [vesiculantly](#)
- [pahoehee](#)
- [theology](#)
- [lahar](#)

The term *caoute ardente*, or "glowing cloud" was first used by La Croix (1904) in his description of the volcanic flows he observed in the 1902 eruption of Mt Pelée, a historically active volcano on the island of Martinique.

There are many different types of volcanic eruption and landforms they can be classified according to the degree of "explosiveness" and the height of the eruption column.

Investigate each type by clicking on a picture  
each link will open its own browser window

## Volcanic Places in the WORLD

Listed below are places in the United States that are considered "active" volcanic areas.

### Mount St Helens

May 18, 1980, after a long period of rest, this quiet mountain in Washington provided detailed observations on the mechanics of highly explosive eruptions. The towering pine trees of this once-quiet mountain were [uprooted](#).



See the [animation of eruption](#) for this volcanic eruption [194k GIF Animation]

### Long Valley

This field seismometer measures earthquakes associated with subsurface volcanic forces and may help to predict future events. It sits on a plateau known as the "Volcanic Tableland" formed by a major eruption 600,000 years ago.



### San Francisco Peaks

Scientists believe that the volcanic eruptions several million years ago that shaped [the San Francisco Peaks](#) were very similar to the ones observed at Mount St. Helens.

### MacDougal Crater

When hot volcanic magma encounters ground water, these explosive eruptions can form [fumaroles](#) seen just south of Arizona in the Pinalo volcanic region of Mexico.

*Volcano Web: Volcanic Places in the USA*

created by Soran Amir [soran@neu.edu.tr](mailto:soran@neu.edu.tr)

## Volcanic Places on WORLD

Mars has its fair share of volcanic landforms, including the largest known volcano in the solar system, Olympus Mons.

Compare the volcanic landforms on Mars with the other planets

Select a Planet...

Show the information in:

- ☒ English
- ☐ Spanish
- ☐ Portuguese

Show Info

*Volcano Web: Volcanic Places on Mars*

created by Soran Amir [soran@neu.edu.tr](mailto:soran@neu.edu.tr)

volcano Web / Research Project

**DESCRIPTION**  
of your project

**CALCULATION**  
tool for estimating volcanic flow velocities

**REPORT**  
a form to submit your report

## Report Form

### student information

name   
enter your full name

email   
enter an internet contact address

### volcano name

password   
enter a code to identify you to your instructor

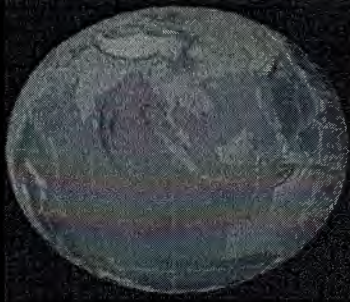
volcano name   
enter the name of the volcano you researched

location  latitude   
 longitude

*Volcano Web: Volcanic Places on Mars*

created by Soran Amir [soran@neu.edu.tr](mailto:soran@neu.edu.tr)

these pictures above shows all the related links to the volcano web, if we click on the earthquake link in the main page it will show the earthquake site.



## EARTHQUAKE

An earthquake is a trembling or a shaking movement of the Earth's surface. Earthquakes typically result from the movement of faults quasi-planar zones of deformation within its uppermost layers. the word earthquake is also widely used to indicate the source region itself the solid earth is in slow but constant motion (see plate tectonics) and earthquakes occur where resulting stress exceeds the capacity of Earth material to support it this condition is most often found at (and the resulting frequency occurrence of earthquakes is used to define) the boundaries of the tectonic plates into which the Earth's lithosphere is divided events that occur at plate boundaries are called interplate earthquakes; the less frequent events that occur in the interior of the lithospheric plates are called intraplate earthquake

characteristic  
intensity  
causes

created by Soran Amir [soran@neu.edu.tr](mailto:soran@neu.edu.tr)

this site gives a general idea about the earthquake causes and characteristic.

## Characteristics

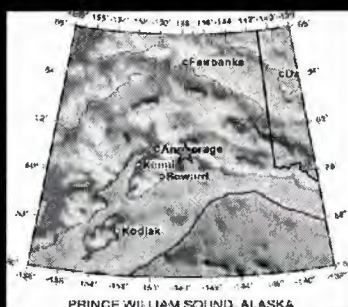


Houses damaged by 1906 San Francisco Earthquake, from stereopticon card issued soon after the event

Earthquakes occur every day on Earth, but the majority of them are minor and cause no damage (those less than 5 on richter scale). Large earthquakes can cause serious destruction and massive loss of life through a variety of agents of damage, including fault rupture vibratory ground motion (i.e., shaking), inundation (eg tsunami seiche, dam failure) various kinds of permanent ground failure (eg liquefaction, landslides), and fire or a release of hazardous materials. In a particular earthquake any of these agents of damage can dominate, and historically each has caused major damage and great loss of life, but for most of the earthquakes shaking is the dominant and most widespread cause of damage. Most large earthquakes are accompanied by other, smaller ones, that can occur either before or after the principal quake — these are known as aftershocks. The power of an earthquake is distributed over a significant area, but in the case of large earthquakes, it can spread over the entire planet. Ground motions caused by very distant earthquakes are called It is usually possible to identify a point from which the earthquake seismic waves appear to originate. That point is called its and usually proves to be the point at which the fault slip was initiated. The position of the focus is known as the and the location on the surface directly above it is the The fault may slip well beyond its epicenter, though. Just as a large can produce a greater volume of sound than a smaller one, large faults are capable of higher magnitude earthquakes than smaller faults are.

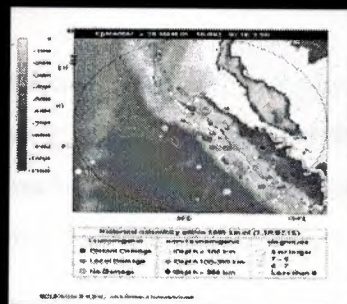
Earthquakes, especially those that occur beneath oceans or seas, can give rise to tsunamis, either as a direct result of the deformation of the sea bed due to the earthquake, or as a result of submarine landslides or indirectly triggered by it. These are type of seismic waves all that generated simultaneously, they arrive in the following order: first the body waves P-

## intensity



class of earthquakes known as silent earthquake are thought to be caused by very slow slippage. They are of extremely low intensity but can last for days or weeks releasing as much energy as large earthquakes in the 1930s a California seismologist named Charles F. Richter devised a simple numerical scale (which he called the Magnitude magnitude to describe the relative sizes of earthquakes, which has come to be called the Richter scale. Since Richter, seismologists have developed a number of magnitude scales. Most of the scales in use in the Western world (such as the Moment magnitude scale) are mutually consistent to a sufficient extent that the term Richter scale is routinely used in reporting these numbers to the public. Other scales (and other ways of describing the size of earthquakes) are used in some non-Western countries, and by earthquake specialists. For example, shindo scale for measuring the force of earthquakes measures horizontal movement. The press sometimes mistakenly reports such values as Richter magnitude, and this has given rise to public confusion. Earthquake effects are described in terms of intensity, a scale which attempts to quantify the severity of shaking at a given location. A number of intensity scales are in use, and there is a significant degree of consistency amongst them. The best known is the Mercalli Intensity Scale Mercalli (or Modified Mercalli, MMI) scale but the more consistent and analytical European Macroseismic Scale (EMS) is now increasingly widely used. Japan Meteorological Agency seismic intensity scale Japan Meteorological Agency seismic intensity scale (JMA) is used.

## causes



Most earthquakes are powered by the release of the stresses that accumulate over time, typically, at the boundaries of the plates that make up the Earth's lithosphere. The most severe of these earthquakes are located along compressional and translational plate boundaries. Deep focus earthquakes are possibly generated as subducted lithospheric material catastrophically undergoes a "Phase transition" phase transition at depths greater than 600 km. Some earthquakes are also caused by the movement of volcanoes and such quakes can be an early warning of volcanic eruptions. A rare few earthquakes have been associated with the build up of large masses of water behind dams Kariba Dam Africa, and with the injection or extraction of fluids into the Earth's crust (e.g. at certain plants and at the Rocky Mountain \*\*censored\*\* nal). Such earthquakes occur because the strength of the Earth's crust can be modified by fluid pressure. Finally, earthquakes (in a broad sense) can also result from the detonation of explosives. Thus scientists have been able to monitor, using the tools of seismology tests performed by governments that were not disclosing information about these tests along normal channels. Earthquakes such as these, that are caused by human activity, are referred to by the term induced seismicity. Another possibility to explain earthquakes is related to gas movement in the earth's interior, mainly methane

earthquake Web: causes

created by Soran Amir sorani@renu.edu.ir

## CONCLUSION

One of the primaries of the World Wide Web is the hypertext markup language. HTML is the primary format in which document are distributed and viewed on the Web. Many of its features such as platform-independent formatting, structure design, And especially hypertext, make it important document format for the internet

There are 4 chapters in the project. Chapter1 presents brief history of HTML, The use of URLs, WEB browsers, markup tags. chapter2 describes the basics of HTML, such as using of the tags, headings, hypertext link. Chapter3 is about the formatting text, like formatting characters with physical tags and with logical tags. Formatting paragraphs, using tables, and formatting tables.

## REFERENCES

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- [3]. "The World Wide Web" Billy Borron, 1996.
- [4]. "HTML and CGI", Andrew Kantor, 1992.
- [5]. "Education on the Internet", Lance Rose, 1997.
- [6]. "How to Do Everything with HTML", James H. Pence, 1995.
- [7]. "HTML & XHTML: The Definitive Guide, Fifth Edition", Chuck Musciano, 2000.

## APPENDIX

### Index.htm

```
<!DOCTYPE HTML PUBLIC "-//WC//DATD HTML 3.2//EN">
<html>
<head>
<title>aknowledgement</title>
</head>
<body bgcolor="#000000" TEXT="#FFFFFF" LINK="#33CCFF"
LINK="#FF6666">
  <p align="center">

<h1 align=center>N E U</h1>
<h2 align=center><I> FACULTY OF ENGINEERING</H2></I>
<H2 align=center><I>DEPARTMENT OF COMPUTER
ENGINEERING</H2><I>
<p align=center>
  <B><font size=+3 color="#FF66FF">WEB PAGE </font>
  <font size=+3 color="#DDOO55">OF WORLD ANOMALIES </font></B>
</div>
<div align=center>
<br>
<br>
<br>
</h1>
<P align=left>
<font face="verdana,helvetica,arial" size=4> </font>
<P align=left>
<font face="verdana,helvetica,arial" size=4></font>
<P>
<font face="verdana,helvetica,arial" size=4><A
HREF="volc.htm">volcano</A></font>
</td>
&nbsp;  <font face="verdana,helvetica,arial" size=4>&nbsp;&nbsp;&nbsp;<A
HREF="index1.htm">earthquake</A>&nbsp;  </font><font
face="verdana,helvetica,arial" size=4>&nbsp;  </font>&nbsp;  </td><font
face="verdana,helvetica,arial" size=4><A HREF="about me.htm">about
me</A></font>
```

```

<P align="left">
  <body bgcolor="#000000" TEXT="#FFFFCC" LINK="#33CCFF"
LINK="#FF6666">
</div>
</body>
</html>

```

## Volc.htm

```

<!DOCTYPE HTML PUBLIC "-//WC//DATD HTML 3.2//EN">
<html>
<head>
<title>Volcano web</title>
</head>
<body bgcolor="#000000" TEXT="#FFFFCC" LINK="#33CCFF"
LINK="#FF6666">
  
  <div align=center>
<p>
  <B><font size=+4 color="#FF66FF">V</font>
  <font size=+3 color="#DDOO55">OLCANO </font></B>
</div>
<div align=center>
<p>
  &nbsp;</div>
<div align=center>
<p>
</div>
<div align=center>
<hr>
<P align=center>
<font size=+1>
<i>
<A HREF="intro.htm">Introduction</A><br>
<A HREF="term.htm">Volcano Terminology</A><br>
<A HREF="usa.htm">Volcanic Places in the world</A><br>
<A HREF="mars.htm">volcanic Places on the world</A><br>
<A HREF="proj.htm">Research Project</A><br>

```

```

</i>
</font>
</p>
<hr>
<ADDRESS>
</b>
</DIV>
created by Soran Amir <A
HREF="mailto:soran@neu.edu.tr">soran@neu.edu.tr</A> <br>
</ADDRESS>

</body>
</html>

```

## intro.htm

```

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 3.2//EN">
<html>
<head>
<title>Intoduction</title>
<SCRIPT LANGUAGE="JavaScript">
<!--
if (document.images) {
    var pum1 = new Image();
    pum1.src = "../pictures/pumice.gif";
    var pum2 = new Image();
    pum2.src = "../pictures/pumice2.gif";
}
function show_rock() {
    if (document.images) {
        document["pum"].src = pum2.src;
    }
}

function hide_rock() {
    if (document.images) {
        document["pum"].src = pum1.src;
    }
}

```

```

}
//-->
</SCRIPT>

</head>
<body bgcolor="#000000" TEXT="#FFFFCC" LINK="#33CCFF"
VLINK="#FF6666" onLoad="resetMenu()">
<form name="gomenu">
<H5>Volcano Web /
<select onChange="goPage(this.option[this.selectedIndex].valu)"
name="selector">
<option value = "volc.htm">Volcano Web</option>
<option value = "-"> -----</option>
<option value = "" selected>Introduction</option>
<option value = "term.htm">Volcano Terminology</option>
<option value = "usa.htm">Volcanic Places in the world</option>
<option value = "mars.htm">Volcanic Places on world</option>
<option value = "proj.htm">Research Project</option>
</select>
<noscript>
<A HREF="volc.htm">Index</A> /
<A HREF="term.htm">next</A></noscript>
</form>
</H5>

```

## <h2 align=center>Intoduction</h2>

A <b>Volcano</b> is a location where magma, or hot melted rock from within a planet, reaches the surface. it may happen violently, in a massive supersonic explosion, or more quietly, as a sticky, slow lava flow.

<p>

Volcanoes have been a part of earth's history long before humans. compare the history of human beings, a few million years in the making, to that of the earth, over four <b><i>billion</i></b> years in the making. Volcanoes were important contributors to the early earth atmosphere by releasing gases such as nitrogen (N<sub>2</sub>), carbon dioxide (CO<sub>2</sub>),

ammonia (NH<sub>4</sub>).

#### <B><TT>Volumes of Some Well-Known Volcanic Eruptions</TT></B>

<center>

<b><font size=+1>Volumes of Some Well-known Volcanic Eruption</font></b></caption>			
<th></th>	<th></th>	<th></th>	<th></th>
<th background=../pictures/pattern.gif><font color=#EE8844>Eruption</font></th>	<th background=../pictures/pattern.gif><font color=EE8844>date</font></th>	<th background=../pictures/pattern.gif><font color=EE8844>volume in km<sup></font></th>	</tr>
<td bgcolor=#222222 rowspan=4><font color=#EE8844><i>eruptions observed by humans</i></font></td>	<td>paricutin, Mexico</td>	<td align=center>1943</td>	<td align=center>1.3</td>
<td>Mt. Vesuvius, Italy</td>	<td align=center>79 A.D.</td>	<td align=center>3</td>	
<td>Mount St. Helens, Washington</td>	<td align=center>1980</td>	<td align=center>4</td>	
<td>Krakatoa, Indonesia</td>			

```

<td align=center>1883</td>
<td align=center>18</td>
</tr>
<tr>
<td bgcolor="#222222" rowspan=2>
<font color="#EE8844">
<i>inferred<br>
by study<br>
of deposits</i>
</font></td>
<td>Long Valley, California</td>
<td align=center>pre-historic</td>
<td align=center>&gt;450 & &lt;700</td>
</tr>
<tr>
<td>yellowstone, Wyoming</td>
<td align=center>pre-historic</td>
<td align=center>400</td>
</tr>
</table>

```

<center>

Note that volcanic eruptions that occurred before historic times were several orders of magnitude larger (more than 1000 km<sup>3</sup> in erupted volume) than ones observed by humans.

<h3 align=center>Volcanic Rocks</h2>

Scientists study rocks at many different scales.</h3>

<p>

<b>Pumice</b> is one kind of rock formed by volcanic eruptions

<A HREF="intro.htm"

onClick="alert('Move the mouse over the rock to see a magnified view.');" return false"

onMouseOver="show\_rock(); window.status='description of explosiveness scale';

return true"

onMouseOut="hide\_rock()">

```
<IMG SRC="../../pictures/pumice.gif" align=right ALT="picture of pumice"
hspace=12 vspace=12 name="pum" border=0 width="220"
height="170"></A>
```

that are very explosive. Hot, frothy volcanic **magma** quickly cools, leaving a structure of many twisted air holes inside. Pumice is thus very light weight.

<p>

If you move your mouse over the image, you can see how pumice looks under the microscope.

<p>

A **thin section** is a layer of the rock cut so thin that the light from a microscope shines through, allowing us to see the structure of the rock.

<p>

The twisted chambers here represent the air pockets preserved inside the rock when this rock blew out of a volcano.

<br clear=right>

<hr>

<ADDRESS>

**<A HREF="volc.htm">Volcano Web</A>**: Introduction **</b><p>**

created by Soran Amir <A

HREF="mailto:soran@neu.edu.tr">soran@neu.edu.tr</A> <br>

</ADDRESS>

</body>

</html>

## term.htm

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 3.2//EN">
```

<html>

<head>

<title>Volcano Terminology</title>

</head>

<body BGCOLOR="#000000" TEXT="#FFFFFF" LINK="#33CCFF" VLINK="#FF6666">

<H5>Volcano Web /

<select onChange="goPage(this.option[this.selectedIndex].valu)" name="selector">

<option value = "volc.htm">Volcano Web</option>

```

<option value = "-"> -----</option>
<option value = " intro.htm">Introduction</option>
<option value = ""selected>Volcano Terminology</option>
<option value = "usa.htm">Volcanic Places in the world</option>
<option value = "mars.htm">Volcanic Places on world</option>
<option value = "proj.htm">Research Project</option>
</select>
<noscript>
<A HREF="volc.htm">Index</A> /
<A HREF="intro.htm">back</A> /
<A HREF="usa.htm">next</A>
</form></noscript> </H5>
<h2 align=center>Volcano Terminology</h2>
The study of volcanoes, or <tt>Volcanology</tt>,
includes many odd terms.how many do you know? <ul>
<li><A HREF="term_1.htm" onClick="alert('A cadera is a circular shaped
landform depression caused by the eruption of a large, near surface
body of magma. '); return false"
onMouseOver="window.status='what is a caldera?'; return
true">cadera</A>
<li><A HREF="term_2.htm" onClick="alert('Vesicularity is a measure how
much
of a rock volume consists of air chambers. '); return false"
onMouseOver="window.status='what is a vesicularity?';return
true">vesicularity</a>
<li><A HREF="term_2.htm" onClick="alert('Pahoehoe is a type of basaltic
lava
flow texture that comes from the Hawaiian word for smooth and
ropy. '); return false"onMouseOver="window.status='what is pahoehoe?';
reurn true">pahoehoe</a>
<li><A HREF="term_4.htm" onClick="alert('Rheology is the study of how
materials deform. '); return false"onMouseOver="window.status='what is
rheology?';
return true">rheology</a>
<li><A HREF="term_5.htm" onClick="alert("A lahar is a mudslide generated
from the flanks of a volcano. Some say it comes from the
phrase \"Look Out!\" in the Indonesian language."); return
false'onMouseOver="window.status='what is a lahar?';return
true">lahar</a></ul>

```

The term *lave ardente*, or "glowing cloud" was first used by La Croix (1904) in his description of the volcanic flows he observed in the 1902 eruption of Mt Pelée, a historically active volcano on the island of Martinique.   
 There are many different types of volcanic eruption and landforms. they can be classified according to the degree of "explosiveness" and the height of the eruption column:   
 Investigate each type by clicking on a picture

each link will open its own browser window

```
<a href="nomap.htm">
 </a> <p> </center>
<base target="_blank">
<map name="volcmap">
<area shape="rect"
```

```
href="http://volcano.und.edu/vwdocs/frequent_questions/grp7/europ/question
308.htm"
```

```
target="_blank" coords="48,46,204,153"
```

```
onMouseOver="window.status='information about surtseyan volcanos'; return
true">
```

```
<area shape="rect" href="explode.htm"
```

```
target="_blank" coords="0,66,26,227"
```

```
onMouseOver="window.status='description of explosiveness scale'; return
true">
```

```
<area shape="rect" href="height.htm" target="_blank"
```

```
coords="95,283,378,309"
```

```
onMouseOver="window.status='description of height scale'; return true">
```

```
<area shape="rect" href="http://wwwgeo.mtu.edu/volcanoes/pinatubo0/"
```

```
target="_blank"
```

```
coords="321,154,468,261"onMouseOver="window.status='information about
plinian type volcanos'; return true">
```

```
<area shape="rect" href="http://stromboli.net/" target="_blank"
```

```
coords="172,155,318,274" onMouseOver="window.status='information
about strombolian type volcanos'; return true">
```

```
<area shape="rect" href="http://hvo.wr.usgs.gov/volcanowatch/"
```

```

    target="_blank" coords="36,155,168,276"
onMouseOver="window.status='information about hawalian type volcanos';
return true">
<area shape="rect" href="http://www.geo.mtu.edu/volcanoes/santamaria/"
    target="_blank" coords="90,3,343,123"
onMouseOver="window.status='informationj about phreato-plinian type
volcanos'; return true"> </map>
<base target="_self">
<hr>
<ADDRESS>
<b><A HREF="volc.htm"> Volcano Web</A>: Terminology </b><p>
created by Soran Amir <A
HREF="mailto:soran@neu.edu.tr">soran@neu.edu.tr</A> <br>
</ADDRESS>
</body>
</html>

```

## **mars.htm**

```

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 3.2//EN">
<html>
<head>
<title>Volcanic Places on world</title>
</head>
<body>
<body bgcolor="#000000" TEXT="#FFFFFF" LINK="#33CCFF"
VLINK="#FF6666"resetMenu(">
<H5>Volcano Web /
<select onChange="goPage(this.option[this.selectedIndex].valu)"
name="selector">
<option value = "volc.htm">Volcano Web</option>
<option value = "-"> -----</option>
<option value = " intro.htm">Introduction</option>
<option value = "term.htm">Volcano Terminology</option>
<option value = "usa.htm">Volcanic Places in the world</option>
<option value = ""selected>Volcanic Places on world</option>
<option value = "proj.htm">Research Project</option>
</select>
<noscript>

```

```

<A HREF="volc.htm">Index</A> /
<A HREF="usa.htm">back</A> /
<A HREF="proj.htm">next</A></H5>
</form></noscript>
<h2 align=center>Volcanic Places on WORLD</h2>
  <a href="http://solarviews.com/eng/mars.htm">
Mars</a> has its fair share of volcanic landforms,
including the largest known volcano in the solar system,
<a href="http://solarviews.com/r/mars/olympus.jpg">
Olympus Mons</a><p>
Compare the volcanic landforms on Mars with the other planets<br>
<form name="solar"><center>
<table border=0 cellpadding=10 cellspacing=2><tr>
<td valign=top><select name="planets">
<option value = "" selected>Select a Planet...</option>
<option value = "mercury">Mercury</option>
<option value = "venus">Venus</option>
<option value = "earth">Earth</option>
<option value = "mars">Mars</option>
<option value = "jupiter">Jupiter</option>
<option value = "saturn">Saturn</option>
<option value = "uranus">Uranus</option>
<option value = "neptune">Neptne</option>
<option value = "pluto">Pluto</option></select></td>
<td valign=top>Show the information in:<br>
<input type="radio" name="lang" value="eng" checked>English<br>
<input type="radio" name="lang" value="span">Spanish<br>
<input type="radio" name="lang" value="portug">Portuguese</td>
<td valign=bottom><input type="button" value="Show Info"
  onClick="goPlanet()"</td></tr> </table> </center> </form> <hr>
<ADDRESS>
<b><A HREF="volc.htm">Volcano Web</A>: Volcanic Places on Mars
</b><p>

```

```
created by Soran Amir <A
HREF="mailto:soran@neu.edu.tr">soran@neu.edu.tr</A> <br>
</ADDRESS> </body> </html>
```

## usa.htm

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 3.2//EN">
<html>
<head>
<title>Volcanic Places in the World</title>
<SCRIPT LANGUAGE="JavaScript">
<-- hide this script from old browsers
// This script opens a new browser window and writes
// HTML to display an image with a title and caption
function show_photo( pFileName, pTitle, pCaption) {
// specify window parameters
photoWin = window.open( "", "photo",
    "width=600,height=450,status,scrollbars,resizable,
    screenX=20,screenY=40,left=20,top=40");
// wrote content to window
photoWin.document.write('<html><head><title>' + pTitle +
'</title></head>');
photoWin.document.write('<BODY BGCOLOR=#000000 TEXT=#FFFFFFCC
LINK=#33CCFF VLINK=#FF6666>');
photoWin.document.write('<center>');
photoWin.document.write('<font size=+3
face="arial,helvetica"><b>' +
pCaption + '</b></font><br>');
photoWin.document.write('<img src="" +
pFileName + ""><p>');
photoWin.document.write('<font face=
"arial,helvetica">');
photoWin.document.write( '"' + pTitle +
'" photo &copy; Soran Amir<br>');
photoWin.document.write('<A HREF="mailto:
soran@neu.edu.tr">
soran@neu.edu.tr</A><br>');
photoWin.document.write('<p></font>');
```

```

    </body></html>');
    photoWin.document.close();
// If we are on NetScape, we can bring the window to the front
    if (navigator.appName.substring(0,8) ==
        "Netscape") photoWin.focus();
}
// done hiding from old browsers -->
</SCRIPT>
</head>
<BODY BGCOLOR="#000000" TEXT="#FFFFFF" LINK="#33CCFF"
VLINK="#FF6666">
<H5>Volcano Web /
<A HREF="volc.htm">Index</A> /
<A HREF="term.htm">back</A> /
<A HREF="mars.htm">next</A></H5>
<h2 align=center>Volcanic Places in the WORLD</h2>
Listed below are places in the United States that are considered "active"
volcanic areas.
    <table border=0 cellpadding=6 cellspacing=2> <tr>
    <td><font size=+1><B>Mount St Helens</B></font></td>
    <td colspan=2><font size=+1><B>Long Valley</B></font></td> </tr>
<tr>
    <td valign=top>May 18, 1980, after a
long period of rest, this quiet mountain
in Washington provided detailed observations on
the mechanics of highly explosive eruptions.
The towering pine trees
of this once-quiet mountain were <a href="../pictures/msh.gif"
onClick="show_photo('../pictures/msh.gif, 'Trees Toppled',
'Mount St. Helens Blast Area'); return false"
onMouseOver="window.status='view a photo showing the strength of the
eruption';
return true"> toppled over like toothpicks</a>.
    <p>
<a href="msh_may18.htm" onClick="window.open('msh_may18.htm',
'msh', 'width=440,height=280,status,menubar'); return false"
onMouseOver="window.status='view animation of eruption events';
return true">

```

```

</a>
See the <a href="msh_may18.htm" onClick="window.open('msh_may18.htm',
'msh', 'width=440,height=280,status,menubar'); return false"
onMouseOver="window.status='view animation of eruption events';
return true">animation of events</a> for this volcanic eruption
[194k GIF Animation].</td>
<td valign=top>
This field seismometer measures earthquakes associated with subsurface
volcanic forces
and may help to predict future events. It sits on a plateau known as the
"Volcanic Tableland" formed by a major eruption 600,000 years ago.</td>
<td valign=top><a href="../pictures/seismo.jpg"
onClick="show_photo('../pictures/seismo.jpg', 'Field Seismometer',
'Volcanic Tableland, Long Valley, California'); return false"
onMouseOver="window.status='view a large image of a field seismometer';
return true">
</a></td></tr><tr>
<td colspan=3 align=right> <a href="../pictures/seismo.jpg"> -- [full size
image] --</td></tr> <tr> <td>
<font size=+1><B> San Francisco Peaks </B></font> </td> <td
colspan=2>
<font size=+1><B> MacDougal Crater </B></font> </td> </tr><tr>
<td valign=top>Scientists believe that the volcanic eruptions
several million years ago that shaped <a href="../pictures/agassiz.jpg"
onClick="show_photo('../pictures/agassiz.jpg', 'Mount Agassiz',
'San Francisco Peaks, Arizona'); return
false"onMouseOver="window.status='view an image of a volcano in Arizona';
return true">this mountain in northern Arizona</a>
were very similar to the ones observed at Mount St. Helens.</td>
<td valign=top colspan=2>
When hot volcanic magma encounters ground water, these explosive eruptions
can
form <a href="../pictures/macdougal.jpg"
nClick="show_photo('../pictures/macdougal.jpg', 'MacDougal Crater',
'Pincate Volcanic region, Mexico'); return false"
onMouseOver="window.status='view an image of a volcanic crater in Mexico';
return true">deep craters</a> seen just south of Arizona in the Pincate
Volcanic region of Mexico.</td> </tr> </table><hr>

```

```

<ADDRESS>
<b><A HREF="volc.htm">Volcano Web</A>: Volcano Plces in the
USA</b><p>
created by Soran Amir <A
HREF="mailto:soran@neu.edu.tr">soran@neu.edu.tr</A> <br>
</ADDRESS> </body> </html>

```

## proj.htm

```

<!doctype html public "-//W3C//DTD HTML 3.2 Final//EN">
<html>
<head>
</head>
<body bgcolor="#FFFFCC" TEXT="#333333" LINK="#0000CC"
VLINK="#FF6666">
<h2 align=center>Research project</h2>
Your mission is to find information and report on a volcano, other
than the ones listed above, that has erupted in the last 100 years.
Your reports must include:
<ul type=circle>
<li>Type of volcano
<li>Geographic location
<li>Name, distance, and population of nearest major city
<li>Date of most recent eruption and date of most destructive eruption
<li>Other events associated with the last eruption (earthquakes,floods,
mudslides, etc)
</ul><p>
Then, attach a one page description on the major hazards to humans inthe
vicinity of this volcano. Speculate on what you would do if you were in
charge of minimizing the risk to the population.
</body></html>

```

## proj\_cal.htm

```

<!doctype html public "-//W3C//DTD HTML 3.2 Final//EN">
<html>
<head>
<script language="JavaScript">
<!--

```

/\* Velocity Calculation

Calculates a maximum theoretical velocity based upon an input height by equating potential and kinetic energies \*/

```
function calc_val (form) {  
  // Check the input for good values  
  if ( isNaN(form.height.value) || (form.height.value <= 0) ) {  
    alert('The entered height \''+ form.height.value +  
      '\' is not valid. To complete the calculation, '+  
      'the height must be a number greater than 0.');
```

```
    form.result.value = "";
```

```
  } else {
```

```
    // Assume metric first
```

```
      var gravity = 9.8;
```

```
      var myUnits = 'meters';
```

```
    // If feet were checked, update the units and gravity constant
```

```
      if (form.units[1].checked) {
```

```
        gravity = 32.0;
```

```
        myUnits = 'feet';
```

```
      }
```

```
    // Calculate velocity and put results in display field
```

```
      var velocity = parseInt(Math.sqrt( 2 * gravity *  
form.height.value));
```

```
      form.result.value = velocity + ' ' + myUnits + '/second';
```

```
    }
```

```
  // return FALSE value so form does not call CGI
```

```
    return false;
```

```
}
```

```
//-->
```

```
</script>
```

```
</head>
```

```
<body bgcolor="#FFFFCC" TEXT="#333333" LINK="#0000CC"  
VLINK="#FF6666">
```

```
<h2 align=center>Simple Calculations</h2>
```

```
<h3>Equation Kinetic and Potential Energies</h3>
```

To better understand the many kinds of volcanoes, we can use some math and the laws of physics. In an eruption, you can track a "block" of volcanic material from some point where all of its energy is potential energy and equate it at some other point where it is at a maximum of kinetic energy:

<p>

<center>



</center>

<p>

where <font color="red"><b>m</b></font> is the mass of the "block", <font color="red"><b>g</b></font> is the gravity acceleration constant, <font color="red"><b>h</b></font> is the height where all energy is potential energy, and <font color="red"><b>v</b></font> is the velocity when the kinetic energy is at a maximum.

<p>

Assuming conservation of energy, with some algebra we can write this relationship as: <P> <center>

<font size="+3"><tt> 2 g h = v<sup></sup></tt></font>

</center> <p>

This means that if we know a height at which a volcanic flow surmounted an obstacle, we can estimate its maximum velocity at some point before or after the obstacle. This technique was used to estimate the maximum flow velocity of a landslide in Iran that climbed a 600 meter hill as well as a volcanic eruption in Japan that climbed 500 meters over a mountain pass. The estimates are supported by observations of these events.

<h3>Equation Kinetic and Potential Energies</h3>

Use the form below to calculate estimated maximum velocities for volcanic eruptions where you can document how far they have climbed (for large <a href="term.htm" target="\_top">Plinian</a> eruptions, some researchers use the maximum height of the eruption cloud).<p> <center>

<form method="post" action="http://www.mcli.dist.maricopa.edu/cgi-bin/tut/energy.pl">

<table border="0" cellpadding="6" cellspacing="2"> <tr>

<td valign="top" align="right"><tt><b>maximum height</b></td>

```

<td valign=top><input type="text" name="height" size="10"> </td></tr><tr>
<td valign=top align=right><tt><b>units</b></td>
<td valign=top>
<input type="radio" name="units" value="meters" checked> meters
<input type="radio" name="units" value="feet"> feet</td></tr><tr>
<td valign=top align=right><tt><b>result</b></td>
<td valign=top><input type="text" name="result" size="20"></td></tr><tr>
<td colspan=2 align=center><input type="submit" value="calculate
velocity"></td>
</table></form></center>

```

Note that this is a very generalized way to look at volcanic eruptions; i.e. it does not account for losses of energy due to friction nor the different mechanics for fluid flow. However, it has proven to be useful to compare different volcanoes.

```
</body></html>
```

## proj\_report.htm

```

<!doctype html public "-//W3C//DTD HTML 3.2 Final//EN">
<html>
<head>
</head>
<body bgcolor="#FFFFCC" TEXT="#333333" LINK="#0000CC"
VLINK="#FF6666">
<h2 align=center>Report Form</h2>
<table border=0 cellpadding=4 cellspacing=1>
<tr>
<td colspan=2 bgcolor="#003333"><font size=+3 color="#CCCCCC">
<tt><b>student information</b></font></td>
</tr><tr>
<td valign=top align=right><tt><b>name</b></td>
<td valign=top><input type="text" name="name" size="40"><br>
<font size=2 color="#000099">enter your full name</font></td></tr><tr>
<td valign=top align=right><tt><b>email</b></td>
<td valign=top><input type="text" name="email" size="40"><br>
<font size=2 color="#000099">enter an internet contact address</font></td>
</tr><tr>
<td colspan=2 bgcolor="#003333"><font size=+3 color="#CCCCCC">
<tt><b>volcano name</b></font></td></tr><tr>

```

```

<td valign=top align=right><tt><b>password</b></td>
<td valign=top><input type="password" name="pass" size="20"><br>
<font size=2 color="#000099">enter a code to identify you to your
instructor</font>
</td></tr><tr>
<td valign=top align=right><tt><b>volcano name</b></td>
<td valign=top><input type="text" name="vname" size="40"><br>
<font size=2 color=#000099>enter the name of the volcano you
researched</font>
</td></tr><tr>
<td valign=top align=right><tt><b>location</b></td>
<td valign=top><input type="text" name="vlat" size="10">latitude<br>
<input type="text" name="vlong" size="10"> longitude<br>
<font size=2 color=#000099>enter the map coordinates that locate this
volcano</font>
</td></tr><tr>
<td valign=top align=right><tt><b>type</b></td>
<td valign=top>
<select name="vtype">
<option value="select" selected>Select the type...</option>
<option value="Hawaiian">Hawaiian</option>
<option value="Surtseyan">Surtseyan</option>
<option value="Strombolian">Strombolian</option>
<option value="Phreato-Plinian">Phreato-Plinian</option>
<option value="Plinian">Plinian</option>
</select><br>
<font size=2 color=#000099>select the volcano type
(see <a href="term.htm" target="_top">volcano terminology</a>)</font>
</td></tr><tr>
<td valign=top align=right><tt><b>activity</b></td>
<td valign=top>
<input type="radio" name="active" value="active" checked> active
<input type="radio" name="active" value="inactive"> inactive<br>
<input type="text" name="vdate" size="40"><br>
<font size=2 color=#000099>enter the date of last known eruption, if
known</font>
</td></tr><tr>
<td valign=top align=right><tt><b>features</b></td>
<td valign=top>

```

```

<input type="checkbox" name="note1" value="danger risk">danger risk to
nearby population<br>
<input type="checkbox" name="note2" value="historic eruptions">has
erupted in historic time<br>
<input type="checkbox" name="note3" value="observed">has been observed
in detail<br>
<input type="checkbox" name="note4" value="explosive
eruptions">explosive eruptions<br>
<input type="checkbox" name="note5" value="mild eruptions">mild
eruptions<br>
<font size=2 color=#000099>check all that apply</font>
</td></tr><tr>
<td valign=top align=right><tt><b>more info</b></tt></td>
<td valign=top><textarea name="info" rows="12" cols="40" wrap=virtual>
</textarea><br>
<font size=2 color=#000099>write any other information
that you have learned about this volcano</font>
</td></tr><tr>
<td colspan=2 bgcolor="#003333"><font size=+3 color=#CCCCCC>
<tt><b>sources</b></tt></font></td></tr><tr>
<td valign=top align=right><tt><b>references</b></tt></td>
<td valign=top><input type="text" name="ref1" size="40"
value="http://"><br>
<input type="text" name="ref2" size="40" value="http://"><br>
<input type="text" name="ref3" size="40" value="http://"><br>
<font size=2 color=#000099>provide three web site URLs that you used in
your research</font>
</td></tr><tr>
<td colspan=2 bgcolor="#003333"><font size=+3 color=#CCCCCC>
<tt><b>send report</b></tt></font></td></tr><tr>
<td valign=top align=right><tt><b>format</b></tt></td>
<td valign=top>
<input type="checkbox" name="rep_email" value="y">
send to my instructor via email<br>
<input type="checkbox" name="rep_web" value="y" checked>
generate a web page for preview/printing<br>
<font size=2 color=#000099>
select options for processing your report</font>
<!-- change the value to have the report sent to a real address -->

```

```

<html>
<head>
<title>about me</title>
</head>
<body BGCOLOR="#000000" TEXT="#FFFFFF" LINK="#33CCFF"
VLINK="#FF6666">
<p align=center>
  <B><u><font size=+4 color="#FF66FF">A</font>
  <font size=+3 color="#DDOO55">bout Me</font></B></u>

  
  <div align=center>
    <b><i> soran amir rasool born in 1983,north of iraq living in arbil city. My
    qualifications include Microsoft windows NT, Pascal Programming,C++
    Programming.

  </body>
</html>

```

## index1.htm

```

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 3.2//EN">
<html>
<head>
<title>Earthquake</title> </head>
<body BGCOLOR="#000000" TEXT="#FFFFFF" LINK="#33CCFF"
VLINK="#FF6666">
  
  <div align=center>
    <p align=center>
      <B><font size=+4 color="#FF66FF">E</font>
      <font size=+3 color="#DDOO55">ARTHQUAKE</font></B> </div>
    <div align=center> <b>
      An earthquake is a termbling or a shaking movement of the Earth`s
      surface.Earthquakes
      typically result from the movement of faults quasi-planar zones of
      deformation within its

```

```

<input type="hidden" name="instructor" value="soran@neu.edu.tr">
</td></tr><tr>
<td valign=top align=right> </td> <td valign=top>
<input type="submit" value="Send in My Report">
<input type="reset" value="Erase Report Form"></td>
</table> </form>
</body>
</html>

```

## proj\_description.htm

```

<!doctype html public "-//W3C//DTD HTML 3.2 Final//EN">
<html>
<head>
</head>
<body bgcolor="#FFFFCC" TEXT="#333333" LINK="#0000CC"
VLINK="#FF6666">
<h2 align=center>Research project</h2>
Your mission is to find information and report on a volcano, other
than the ones listed above, that has erupted in the last 100 years.
Your reports must include:
<ul type=circle>
<li>Type of volcano
<li>Geographic location
<li>Name, distance, and population of nearest major city
<li>Date of most recent eruption and date of most destructive
eruption
<li>Other events associated with the last eruption (earthquakes,
floods, mudslides, etc)</ul><p>
Then, attach a one page description on the major hazards to humans in
the vicinity of this volcano. Speculate on what you would do if you
were in charge of minimizing the risk to the population.
</body>
</html>

```

## about me .htm

```

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 3.2//EN">

```

uppermost layers. the word earthquake is also widely used to indicate the source region itself  
the solid earth is in slow but constant motion (see plate tectonics) and earthquakes occur  
where resulting stress exceeds the capacity of Earth material to support it this condition  
is most often found at (and the resulting frequency occurrence of earthquakes is used to used  
to define) the boundaries of the tectonic plates into which the Earth's lithosphere is divided events  
that occur at plate boundaries are called interplate earthquakes; the less frequent events  
that occur in the interior of the lithospheric plates are called intraplate earthquake

</b>

<br>

<br>

<br>

<P align=center>

<font size=+1> <i> <br>

<A HREF="char.htm">characteristic</A><br>

<A HREF="inten.htm">intensity</A><br>

<A HREF="cau.htm">causes</A><br> </i> </font> </p>

<br>

<br><hr>

<ADDRESS> </b>

</DIV>

created by Soran Amir <A

HREF="mailto:soran@neu.edu.tr">soran@neu.edu.tr</A> <br>

</ADDRESS>

</body>

</html>

## char.htm

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 3.2//EN">

```

<html xmlns:v="urn:schemas-microsoft-com:vml" xmlns:o="urn:schemas-
microsoft-com:office:office" xmlns="http://www.w3.org/TR/REC-html40">
<head>
<title>Characteristics</title> </head>
<body BGCOLOR="#000000" TEXT="#FFFFCC" LINK="#33CCFF"
VLINK="#FF6666">
<H5>earthquake Web /
<select onChange="goPage(this.option[this.selectedIndex].valu)"
name="selector">
<option value = "index1.htm">earthquake Web</option>
<option value = "-"> -----</option>
<option value = "" selected>characteristics</option>
<option value = "cau.htm">causes</option>
<option value = "inten.htm">intensity</option> </select>
<h2 align=center>Characteristics</h2>
<p align=center>

<div align=center>
<h5 align=center> Houses damaged by 1906 San Francisco Earthquake,
from stereopticon card issued soon after the event</h5>
<b fon size-3>
Earthquakes occur every day on Earth, but the majority
of them are minor and cause no damage(those less than 5 on richter scale).
Large earthquakes can cause serious destruction and massive loss of life
through a variety of agents of damage, including fault rupture
vibratory ground motion (i.e., shaking), inundation (eg,tsunami,seiche, dam
failure)
various kinds of permanent ground failure (e.g liquefaction,landslider),
and fir or a release of hazardous materials In a particular arthquake,any of
these a
gents of damage can dominate,
and historically each has causedmajor damage and great loss of life, but for
most
of the earthquakes shaking is the dominant and most widespread cause of
damage
Most large earthquakes are accompanied by other,
smaller ones, that can occur either before or after the principal quake — these
are known Aftershock aftershocks,

```

respectively. The power of an earthquake is distributed over a significant area, but in the case of large earthquakes, it can spread over the entire planet. Ground motions caused by very distant earthquakes are called It is usually possible to identify a point from which the earthquake seismic waves appear to originate. That point is called its and usually proves to be the point at which the fault slip was initiated. The position of the focus is known as the and the location on the surface directly above it is the The fault may slip well beyond its epicenter, though. Just as a large can produce a greater volume of sound than a smaller one, large faults are capable of higher magnitude earthquakes than smaller faults are. <br>

Earthquakes, especially those that occur beneath oceans or seas, can give rise to tsunamis, either as a direct result of the deformation of the sea bed due to the earthquake, or as a result of submarine landslips or indirectly triggered by it. these are type of seismic waves all that generated simultaneously. they arrive in the

following order: first the body waves P-waves (primary or pressure waves) then S-waves

(secondary or shear waves); next the surface waves (Love waves) then Rayleigh waves

energy as large earthquakes.</b> <hr> <ADDRESS>

<b><A HREF="index1.htm">earthquake Web</A>: characterisity </b><p>

created by Soran Amir <A

HREF="mailto:soran@neu.edu.tr">soran@neu.edu.tr</A> <br>

</ADDRESS>

</div>

</body>

</html>

**cau.htm**

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 3.2//EN">

<html>

<head>

<title>causes</title>

</head>

<body>

```

<body bgcolor="#000000" TEXT="#FFFFFF" LINK="#33CCFF"
VLINK="#FF6666">
<H5>earthquake Web /
<select onChange="goPage(this.option[this.selectedIndex].valu)"
name="selector">
<option value = "index1.htm">earthquake Web</option>
<option value = "-"> -----</option>
<option value = "char">characteristics</option>
<option value = "" selected>causes</option>
<option value = "inten.htm">intensity</option> </select>
<h2 align=center>causes</h2>
<p align=center>

<br>
<br>
<br>
<b size+2>

```

Most

earthquakes are powered by the release of the stresses that accumulate over time, typically, at the boundaries of the plates that make up the Earth's lithosphere

The most severe of these earthquakes are located along compressional and translational plate boundaries. Deep focus earthquakes are possibly generated as subducted lithospheric material catastrophically undergoes a "Phase transition" phase

transition at depths greater than 600 km. Some earthquakes are also caused by the movement of volcanoes

and such quakes can be an early warning of volcanic eruptions. A rare few earthquakes have been associated with the build-up of large masses of water behind dams Kariba Dam Africa, and with the injection or extraction of fluids into the Earth's crust (e.g. at certain plants and at the

Rocky Mountain \*\*censored\*\*nal).

Such earthquakes occur because the strength of the Earth's crust can be modified by fluid pressure. Finally, earthquakes (in a broad sense) can also result from the detonation of explosives. Thus scientists have been able to monitor,

<br>  
 <br>  
 <b size+1>  
 class of earthquakes known as silent earthquake are thought to be caused by  
 very slow slippage. They are of  
 extremely low intensity but can last for days or weeks releasing as much  
 energy  
 as large earthquakes. in the 1930s a California seismologist named  
 Charles F. Richter devised a simple numerical  
 scale (which he called the  
 Magnitude magnitude to describe the relative sizes of earthquakes,  
 which has come to be called the Richter  
 scale. Since Richter, seismologists have developed a number of magnitude  
 scales. Most of the scales in use in the Western world (such as the  
 Moment magnitude scale moment magnitude scale are mutually  
 consistent to a sufficient extent that the term Richter scale is  
 routinely used in reporting these numbers to the public. Other scales (and  
 other ways of describing the size of earthquakes) are used in some non-  
 Western  
 countries, and by earthquake specialists. For example, shindo scale  
 for measuring the force of earthquakes measures horizontal movement. The  
 press  
 sometimes mistakenly reports such values as Richter magnitude , and  
 this has given rise to public confusion  
 Earthquake  
 Japan Meteorological Agency seismic intensity scale Japan Meteorological  
 Agency seismic intensity scale (JMA) is used.  
 </b>  
 <hr>  
 <ADDRESS>  
 <b><A HREF="index1.htm">earthquake Web</A>: intensity </b><p>  
 created by Soran Amir <A  
 HREF="mailto:soran@neu.edu.tr">soran@neu.edu.tr</A> <br>  
 </ADDRESS>  
 </body>  
 </html>

using the tools of seismology tests performed by governments that were not disclosing information about these tests along normal channels. Earthquakes such as these, that are caused by human activity, are referred to by the term induced seismicity. Another possibility to explain earthquakes is related to gas movement in the earth's interior, mainly methane

<hr>

<ADDRESS>

<b><A HREF="index1.htm">earthquake Web</A>: causes </b><p>created by Soran Amir <A HREF="mailto:soran@neu.edu.tr">soran@neu.edu.tr</A> <br></ADDRESS>

</body>

</html>

## inten.htm

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 3.2//EN">

<html>

<head>

<title>inensity</title>

</head>

<body>

<body bgcolor="#000000" TEXT="#FFFFCC" LINK="#33CCFF" VLINK="#FF6666">

<H5>earthquake Web /

<select onChange="goPage(this.option[this.selectedIndex].value)" name="selector">

<option value = "index1.htm">earthquake Web</option>

<option value = "-"> -----</option>

<option value = "char.htm">characteristics</option>

<option value = "cau.htm">causes</option>

<option value = "" selected>intensity</option>

</select>

<h2 align=center>intensity</h2>

<p align=center>

