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ABSTRACT

A Web site may be the work of an individual, a business or other organization and is typically dedicated to some particular topic or purpose. Any website can contain a hyperlink to any other website, so the distinction between individual sites, as perceived by the user, may sometimes be blurred.

Web sites are written in, or dynamically converted to, HTML (Hyper Text Markup Language) and are accessed using a software program called a web browser, also known as a HTTP client. Web pages can be viewed or otherwise accessed from a range of computer based and Internet enabled devices of various sizes, examples of which include desktop computers, laptop computers, PDAs and cell phones.

A website is hosted on a computer system known as a web server, also called an HTTP Server, and these terms can also refer to the software that runs on these system and that retrieves and delivers the web pages in response to requests from the web site users. Apache is the most commonly used web server software (according to Netcraft statistics) and Microsoft's Internet Information Server (IIS) is also commonly used.

A static website, is one that has content that is not expected to change frequently and is manually maintained by some person or persons using some type of editor software. There are two broad categories of editor software used for this purpose which are

- Text editors such as Notepad, where the HTML is manipulated directly within the editor program
- WYSIWYG editors such as Microsoft FrontPage and Macromedia Dreamweaver, where the site is edited using a GUI interface and the underlying HTML is generated automatically by the editor software.

A dynamic website is one that may have frequently changing information. When the reb server receives a request for a given page, the page is automatically generated by the software in direct response to the page request; thus opening up many possibilities including for example: a site can display the current state of a dialogue between users, monitor a changing situation, or provide information in some way personalised to the requirements of the individual user.

There are a large range of software systems, such as Active Server Pages (ASP), Java Server Pages (JSP) and the PHP programming language that are available to generate dynamic web systems and dynamic sites also often include content that is retrieved from one or more databases or by using XML-based technologies such as RSS.

Static content may also be dynamically generated periodically or if certain conditions for regeneration occur (cached) to avoid the performance loss of initiating the dynamic engine on a per-user or per-connection basis.

Flugins are available for browsers, which use them to show active content, such as Flash, Shockwave or applets written in Java. Dynamic HTML also provides for user interactivity and realtime element updating within Web pages (i.e., pages don't have to be loaded or reloaded to effect any changes), mainly using the DOM and JavaScript, support for which is built-in to most modern browsers.

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INTRODUCTION

This project provides a brief introduction to web site and development a web page ; A the is a collection of web pages, typically common to a particular domain name or subtion on the World Wide Web on the Internet. A webpage is a resource on the World Wide usually in HTML/XHTML format and with hypertext links to enable navigation from the page or section to another. It discuss nature of web site and it is shown which elements the meate a web site.

Also you will find a lot of information about web site and web design in this project. If **the sent** make and development a web site, you must know what you need, which are used **the sent**, languages when make or development a web site, which are elements of web page.

The objective of this Project is to show you how make and development a web page, get it through six chapters and conclusion.

Chapters one is includes about the internet in genarally.

Chapter two includes about the web site in genarally.

Chapter three includes about the web page in genarally and how to create a web page memory and how to

Chapter four includes about the HTML (Hypertext Markup Language), it is a language create a web page in the internet.

Chapter five includes about web security and web service.

Chapter five is includes about a web page development of Azerbijan & TRNC Exercical, Cultural and Social Center, what is web site, what is Microsoft Front Page, what Photoshop and a lot of information about development a web page.

CHAPTER ONE: WHAT IS THE INTERNET?

1.1 Creation of The Internet

In summary, the USSR's launch of Sputnik caused the U.S. to create the DARPA organization to regain the U.S. technological lead. DARPA created the Information Processing Technology Office to further the research of the Semi Automatic Ground Environment program, which had networked country-wide radar systems together for the first time. J. C. R. Licklider was selected to head the IPTO, and saw universal networking as a potential unifying human revolution. Licklider recruited Lawrence Roberts to head a project to implement a network, and Roberts based the technology on the work of Paul Baran who had written an exhaustive study for the U.S. Air Force that recommended packet switching to make a network highly robust and survivable. After much work, the first node went live at UCLA on 29 October, 1969 on what would be called the ARPANET, the "eve" network of today's Internet.

The first TCP/IP wide area network was operational by 1 January, 1983, when the United States' National Science Foundation (NSF) constructed a university network backbone that would later become the NSFNet. It was then followed by the opening of the network to commercial interests in 1995. Important separate networks that offered gateways into, then later merged into the Internet include Usenet, Bitnet and the various commercial and educational X.25 networks such as Compuserve and JANET. The ability of TCP/IP to work over these pre-existing communication networks allowed for a great ease of growth. Use of Internet as a phrase to describe a single global TCP/IP network originated around this time.

The collective network gained a public face in the 1990s. In August 1991 CERN in Switzerland publicized the new World Wide Web project, two years after Tim Berners-Lee had begun creating HTML, HTTP and the first few web pages at CERN in Switzerland. In 1993 the Mosaic web browser version 1.0 was released, and by late 1994 there was growing public interest in the previously academic/technical Internet. By 1996 the word "Internet" was common public currency, but it referred almost entirely to the World Wide Web. Meanwhile, over the course of the decade, the Internet successfully accommodated the majority of previously existing public computer networks (although some networks such as FidoNet have remained separate). This growth is often attributed to the lack of central administration, which allows organic growth of the network, as well as the nonproprietary open nature of the Internet protocols, which encourages vendor interoperability and prevents any one company from exerting too much control over the network.

1.2 Today's Internet

Aside from the complex physical connections that make up its infrastructure, the Internet is held together by bi- or multi-lateral commercial contracts (for example peering agreements) and by technical specifications or protocols that describe how to exchange data over the network.

Indeed, the Internet is essentially defined by its interconnections and routing policies. In an often-cited, if perhaps gratuitously mathematical definition, Seth Breidbart once described the Internet as "the largest equivalence class in the reflexive, transitive, symmetric closure of the relationship 'can be reached by an IP packet from'".

Unlike older communications systems, the Internet protocol suite was deliberately designed to be independent of the underlying physical medium. Any communications network, wired or wireless, that can carry two-way digital data can carry Internet traffic. Thus, Internet packets flow through wired networks like copper wire, coaxial cable, and fiber optic; and through wireless networks like Wi-Fi. Together, all these networks, sharing the same high-level protocols, form the Internet.

The Internet protocols originate from discussions within the Internet Engineering Task Force (IETF) and its working groups, which are open to public participation and review. These committees produce documents that are known as Request for Comments documents (RFCs). Some RFCs are raised to the status of Internet Standard by the Internet Architecture Board (IAB).

Some of the most used protocols in the Internet protocol suite are IP, TCP, UDP, DNS, PPP, SLIP, ICMP, POP3, IMAP, SMTP, HTTP, HTTPS, SSH, Telnet, FTP, LDAP, SSL, and TLS.

Some of the popular services on the Internet that make use of these protocols are email, Usenet newsgroups, file sharing, Instant Messenger, the World Wide Web, Gopher, session access, WAIS, finger, IRC, MUDs, and MUSHs. Of these, e-mail and the World Wide Web are clearly the most used, and many other services are built upon them, such as mailing lists and blogs. The Internet makes it possible to provide real-time services such as Internet radio and webcasts that can be accessed from anywhere in the world.

Some other popular services of the Internet were not created this way, but were originally based on proprietary systems. These include IRC, ICQ, AIM, and Gnutella.

There have been many analyses of the Internet and its structure. For example, it has been determined that the Internet IP routing structure and hypertext links of the World Wide Web are examples of scale-free networks.

Similar to how the commercial Internet providers connect via Internet exchange points, research networks tend to interconnect into large subnetworks such as:

- GEANT
- Internet2
- GLORIAD

These in turn are built around relatively smaller networks. See also the list of academic computer network organizations

In network schematic diagrams, the Internet is often represented by a cloud symbol, into and out of which network communications can pass.

1.3 Internet Culture

The Internet is also having a profound impact on work, leisure, knowledge and worldviews

1.3.1 The Internet Corporation for Assigned Names and Numbers (ICANN)

It is the authority that coordinates the assignment of unique identifiers on the Internet, including domain names, Internet protocol addresses, and protocol port and parameter numbers. A globally unified namespace (i.e., a system of names in which there is one and only one holder of each name) is essential for the Internet to function. ICANN is headquartered in Marina del Rey, California, but is overseen by an international board of

directors drawn from across the Internet technical, business, academic, and non-commercial communities. The US government continues to have a privileged role in approving changes to the root zone file that lies at the heart of the domain name system. Because the Internet is a distributed network comprising many voluntarily interconnected networks, the Internet, as such, has no governing body. ICANN's role in coordinating the assignment of unique identifiers distinguishes it as perhaps the only central coordinating body on the global Internet, but the scope of its authority extends only to the Internet's systems of domain names, Internet protocol addresses, and protocol port and parameter numbers.

1.3.2 The World Wide web

Through keyword-driven Internet research using search engines like Google, millions worldwide have easy, instant access to a vast and diverse amount of online information. Compared to encyclopedias and traditional libraries, the World Wide Web has enabled a sudden and extreme decentralization of information and data.

Some companies and individuals have adopted the use of 'weblogs' or blogs, which are largely used as easily-updatable online diaries. Some commercial organizations encourage staff to fill them with advice on their areas of specialization in the hope that visitors will be impressed by the expert knowledge and free information, and be attracted to the corporation as a result. One example of this practice is Microsoft, via whose product fevelopers publish their personal blogs in order to pique the public's interest in their work.

For more information on the distinction between the World Wide Web and the **Exerce**t itself — as in everyday use the two are sometimes confused — see Dark internet **Exerc** this is discussed in more detail.

1.3.3 What's The Browser

A browser is a computer program that resides on your computer enabling you to use the computer to view WWW documents and access the Internet taking advantage of text computer to view Inks, images, sounds, motion, and other features. Netscape and internet Explorer are currently the leading "graphical browsers" in the world (meaning they include the viewing of graphics such as images and video and more). There are other browsers (e.g., Macweb, Opera). Most offer many of the same features and can be successfully used to retrieve documents and activate many kinds of programs.

Browsers all rely on "plug-ins" to handle the fancier files you find on the Web. Plug-ins are sub-programs stored within a browser or elsewhere in your computer especially to support special types of files you may click on. If you click on a link, and your computer does not currently have the plug-in needed for the file you clicked on, you are usually prompted with an opportunity to get the plug-in. Most plug-ins are free, and easy and safe to install on your computer; follow the instructions you are given.

The main way in which browsers differ is in the convenience features they offer for navigating and managing the Web and all the URLs you may want to keep track of. Netscape and Internet Explorer both offer the ability to e-mail documents, download them to diskette, print them, and keep track of where you've been and sites you want to "bookmark."

COLUMN 1

1.3.4 Remote Access

The Internet allows computer users to connect to other computers and information stores easily, wherever they may be across the world. They may do this with or without the use of security, authentication and encryption technologies, depending on the requirements. This is encouraging new ways of working from home, collaboration and information sharing in many industries. An accountant sitting at home can audit the books of a company based in another country, on a server situated in a third country that is remotely maintained by IT specialists in a fourth. These accounts could have been created by home-working book-keepers, in other remote locations, based on information e-mailed to them from offices all over the world. Some of these things were possible before the widespread use of the Internet, but the cost of private, leased lines would have made many of them infeasible in practice.

An office worker away from his or her desk, perhaps the other side of the world on a business trip or a holiday, can open a remote desktop session into his or her normal office PC using a secure Virtual Private Network (VPN) connection via the Internet. This gives him or her complete access to all their normal files and data, including e-mail and other applications, while they are away.

1.3.5 Collaboration

This low-cost and nearly instantaneous sharing of ideas, knowledge and skills has resolutionized some, and given rise to whole new, areas of human activity. One example of the collaborative development and distribution of Free/Libre/Open-Source Software FLOSS) such as Linux, Mozilla and OpenOffice.org..

1.3.6 File-Sharing

A computer file can be e-mailed to customers, colleagues and friends as an **exchment**. It can be uploaded to a website or FTP server for easy download by others. It **be** put into a "shared location" or onto a file server for instant use by colleagues. The **be do f** bulk downloads to many users can be eased by the use of "mirror" servers or peerpeer networking.

In any of these cases, access to the file may be controlled by user authentication; the resit of the file over the Internet may be obscured by encryption and money may change before or after access to the file is given. The price can be paid by the remote origing of funds from, for example a credit card whose details are also passed - hopefully encrypted - across the Internet. The origin and authenticity of the file received may be merked by digital signatures or by MD5 message digests.

These simple features of the Internet, over a world-wide basis, are changing the for the production, sale and distribution of many types of product, wherever they can reduced to a computer file for transmission. This includes all manner of office ments, publications, software products, music, photography, video, animations, and the other arts. This in turn is causing seismic shifts in each of the existing associations, such as the RIAA and MPAA, that previously controlled the medication and distribution of these products.

1.3.7 Streaming Media and Void

Many existing radio and television broadcasters have provided Internet 'feeds' of the live audio and video streams (for example, the BBC). They have been joined by a since of pure Internet 'broadcasters' who never had on-air licences. This means that an internet-connected device, such as a computer or something more specific, can be used to access on-line media in much the same way as was previously possible only with a TV or radio receiver. The range of material is much wider, from pornography to highly specialised technical web-casts. The simplest equipment can allow anybody, with little censorship or licencing control, to broadcast on a worldwide basis. Time-shift viewing or listening is not a problem as the BBC have shown with their Preview, Classic Clips and Listen Again features.

Web-cams can be seen as an even lower-budget extension of this phenomenon. In this case the picture may update only slowly - perhaps once every few seconds or slower, but Internet users can watch animals around an African waterhole, ships in the Panama Canal or the traffic at a local roundabout live and in real time. Video chat rooms, video conferencing, and remote controllable webcams have become popular. Some people install webcams in their bedrooms that can be accessed by other voyeurs, often with two-way sound.

VoIP stands for Voice over IP, where IP refers to the Internet Protocol that underlies all Internet communication. This phenomenon began as an optional two-way voice extension to some of the Instant Messaging systems that took off around the turn of the millennium. In recent years many people and organizations have made VoIP systems as easy to use and as convenient as a normal telephone. The benefit is that, as the actual voice traffic is carried by the Internet, VoIP is free or costs much less than an actual telephone call, especially over long distances and especially for those with always-on ADSL or DSL Internet connections anyway. The disadvantages are that it is still difficult to initiate a call with someone, unless they also have a VoIP phone or are at their computer and that there are still several competing standards that are mitigating against universal acceptance.

In all of these cases, existing large organizations, that have grown accustomed to regular incomes for their services, are finding increased competition in their service areas, coming directly from the Internet. While newcomers strive to make these inroads, the traditional industries are having to adapt, adopt, complain or suffer. Meanwhile the consumer in each case most probably benefits from the increased range of services and possible price reductions. Some worry about censorship and control while others see a continuing globalisation of culture and norms.

1.3.8 Language

The most prevalent language for communication on the Internet is English. This may be due to the Internet's origins or to the growing role of English as an international language. It may also be related to the poor capability of early computers to handle characters other than those in the basic Latin alphabet (see Unicode).

After English (32 % of web visitors) the most-requested languages on the world wide web are Chinese 13 %, Japanese 8 %, Spanish 6 %, German 6 % and French 4 %. (From Internet World Stats)

By continent, 33 % of the world's Internet users are based in Asia, 29 % in Europe and 23 % in North America

The Internet's technologies have developed enough in recent years that good facilities are available for development and communication in most widely used languages. However, some glitches such as mojibake still remain.

1.3.9 Internet and The Workplace

With the emergence of the internet and recent high speed connections becoming available to the public, the internet has altered the way many people work in significant ways. Contrary to the traditional 9-5 workday where employees commute to and from work, the internet has allowed greater flexibility both in terms of working hours and work location. Today, many employees work from home by "telecommuting".

The internet and the advent of blogs has given employees a forum from which to voice their opinions about their jobs, employers and co-workers, creating a massive amount of information and data on work that is currently being collected by the Worklifewizard.org project run by Harvard Law School's Labor & Worklife Program

1.4 Cencorship

Some countries, such as Iran and the People's Republic of China, restrict what people in their countries can see on the Internet, especially unwanted political and religious content.

In the Western world, it is Germany that has the highest rate of censorship. Child pornography or Nazi / Islamist propaganda sites from Germany will be prosecuted to the full extent of law. There are quite a lot of parents and educational networks that block these sites using special software, but Internet Service Providers are not forced to block sites.

Censorship is sometimes done through government sponsored censoring filters, or by means of law or culture, making the propagation of targeted materials extremely hard. At the moment most Internet content is available regardless of where one is in the world, so long as one has the means of connecting to it.

1.5 Internet Access

Common methods of home access include dial-up, landline broadband (over coaxial cable, fiber optic or copper wires), Wi-Fi, satellite and cell phones.

Public places to use the Internet include libraries and Internet cafes, where computers with Internet connections are available. There are also Internet access points in many public places like airport halls, in some cases just for brief use while standing. Various terms are used, such as "public Internet kiosk", "public access terminal", and "Web payphone". Many hotels now also have public terminals, though these are usually fee based.

Wi-Fi provides wireless access to computer networks, and therefore can do so to the Internet itself. Hotspots providing such access include Wi-Fi-cafes, where a would-be user needs to bring their own wireless-enabled devices such as a laptop or PDA. These services may be free to all, free to customers only, or fee-based. A hotspot need not be limited to a confined location. The whole campus or park, or even the entire city can be enabled. Grassroots efforts have led to wireless community networks.

Apart from Wi-Fi, there have been experiments with proprietary mobile wireless networks like Ricochet, various high-speed data services over cellular or mobile phone networks, and fixed wireless services.

1.6 Capitialization Conventions

In formal usage, Internet is traditionally written with a capital first letter. The Internet Society, the Internet Engineering Task Force, the Internet Corporation for Assigned Names and Numbers, the World Wide Web Consortium, and several other Internet-related organizations all use this convention in their publications. In English grammar, proper nouns are capitalized.

Most newspapers, newswires, periodicals, and technical journals also capitalize the term. Examples include the New York Times, the Associated Press, Time, The Times of India, Hindustan Times and Communications of the ACM.

In other cases, the first letter is often written small (*internet*), and many people are not aware of any convention of using a capital letter. Some argue that *internet* is the correct form.

Since 2000, a significant number of publications have switched to using *internet*. Among them are The Economist, the Financial Times, the London Times, and the Sydney Morning Herald. As of 2005, most publications using *internet* appear to be located outside of North America although one American news source, Wired News, has adopted the lowercase spelling.

1.7 Leisure

The Internet has been a major source of leisure since before the World Wide Web, with entertaining social experiments such as MOOs being conducted on university servers, and humor-related Usenet groups receiving much of the main traffic. Today, many Internet forums have sections devoted to neta; short cartoons in the form of Flash movies are also popular.

The pornography and gambling industries have both taken full advantage of the World Wide Web, and often provide a significant source of advertising revenue for other Web sites. Although many governments have attempted to put restrictions on both industries' use of the Internet, this has generally failed to stop their widespread popularity.

One main area of leisure on the Internet is multiplayer gaming. This form of leisure creates communities, bringing people of all ages and origins to enjoy the fast-paced world of multiplayer games. These range from MMORPG to first-person shooters, from roleplaying games to online gambling. This has revolutionized the way many people interact and spend their free time on the Internet.

Online gaming began with services such as GameSpy and MPlayer, which players of games would typically subscribe to. Non-subscribers were limited to certain types of StarCraft, the gaming world saw an explosion in the numbers of players using the play multi-player games. StarCraft may have been the first non-MMO game in the most players utilized the online gameplay as opposed to the single-player gameplay.

Online gaming has progressed so much in the last 10 years that gamers earn a living from being a professional at the subject by winning tournaments and prizes as well as signing sponsor deals. Because there is a large support for certain online games, a new community has been born for people modding games, where users edit games to add a whole new element to it. This is how games such as Counter-Strike were born from the Half-Life Gaming Engine.

Cyberslacking has become a serious drain on corporate resources; the average UK employee spends 57 minutes a day surfing, according to a study by Peninsula Business Services

1.8 A complex System

Many computer scientists see the Internet as a "prime example of a large-scale, highly engineered, yet highly complex system" (Willinger, et al). The Internet is extremely beterogeneous. (For instance, data transfer rates and physical characteristics of connections vary widely.) The Internet exhibits "emergent phenomena" that depend on its large-scale organization. For example, data transfer rates exhibit temporal self-similarity.

1.9 Marketing

The Internet has also become a big market, and the biggest companies today have grown by taking advantage of the efficient low-cost advertising and commerce through the Internet, also known as e-commerce. It is the fastest way to spread information to a vast community of people all at once. The Internet has revolutionized shopping — a person can order a CD online and receive it in the mail within a couple of days, or download it directly in some cases. Internet has also greatly facilitated personalized marketing which allows a company to market a product to a specific person or a specific group of people.

1.10 Criticism

Many hyperlinks are outdated as time takes its toll on the existence of URL reblinks. These weblinks are often times defunct and are retained as hyperlinks for extended timeframes as a result of laziness or being busy enough to be sidetracked away from updating webpages. This is a common hoax for people who are fans in the field of retained those links provide them with/to.

10.000

1914 - 191

- Database site: a site whose main use is the search and display of a specific database's content such as the Internet Movie Database or the Political graveyard.
- Development site: a site whose purpose is to provide information and resources related to software development, Web design and the like.
- Directory site: a site that contains varied contents which are divided into categories and subcategories, such as Yahoo! directory, Google directory and Open Directory Project.
 - Download site: strictly used for downloading electronic content, such as software, game demos or computer wallpaper.
- Game site: a site that is itself a game or "playground" where many people come to play, such as MSN Games, Pogo.com and the MMORPGs Planetarion and Kings of Chaos.
- Information site: contains content that is intended merely to inform visitors, but not necessarily for commercial purposes; such as: RateMyProfessors.com, Free Internet Lexicon and Encyclopedia.
- News site: similar to an information site, but dedicated to dispensing news and commentary.
 - Pornography site: a site that shows pornographic images and videos.
- Search engine site: a site that provides general information and is intended as a gateway or lookup for other sites. A pure example is Google, and the most widely known extended type is Yahoo!.
 - Shock site: includes images or other material that is intended to be offensive to most viewers.
 - Vanity site (or "personal site"): run by an individual or a small group (such as a family) that contains information or any content that the individual wishes to include.
 - Web portal site: a website that provides a starting point, a gateway, or portal, to other resources on the Internet or an intranet.

Some sites may be included in one or more of these categories. For example, a business website may promote the business's products, but may also host informative documents, such as white papers. There are also numerous sub-categories to the ones listed

above. For example, a porn site is a specific type of eCommerce site or business site (that is, it is trying to sell memberships for access to its site). A fan site may be a vanity site on which the administrator is paying homage to a celebrity.

Many business Websites have the appearance of brochures—that is, an advertisement that can be strolled around. Some websites act as vehicles for users to communicate with other people via webchat.

Websites are constrained by architectural limits (e.g. the computing power dedicated to the Website). Very large websites, such as Yahoo!, Microsoft, Google and most other very large sites employ several servers and load balancing equipment, such as Cisco Content Services Switches

2.1.2 Mousetrapping

Mousetrapping is a technique employed by some "aggressive" commercial websites, especially ones that are pornographic in nature, which prevents the user from leaving the site, depending on Web browser settings. Typically, this form of trapping is employed by the use of Javascript code (or Dynamic HTML) that detects a user's attempt to either close the browser window or leave the Website to view another site. These attempts may easily fail if the user disabled javascript on their Web browser; however, disabling Javascript may also impact how well certain pages on the current site or other Websites load. Tools such as pop-up blockers can help in preventing this annoyance but by no means will solve the problem entirely.

2.1.3 Prizes

The Webby Awards are a set of awards presented to the world's "best" Websites.

2.1.4 Spelling

As noted above, there are several different spellings for this term. Although "website" is commonly used (particularly by some newspapers and other media), Reuters, Microsoft, academia, and dictionaries such as Oxford, prefer to use the two-word, capitalised spelling "Web site". An alternate version of the two-word spelling is not capitalised. As with many newly created terms, it may take some time before a common webmaster".)

The Associated Press Stylebook, a guide to newspaper style, suggests "Web site" and "Web

2.1.5 Webmaster

Webmaster or webmistress is a commonly used term that refers to the person or responsible for a specific/multiple website(s). Sometimes the term webservant is respecially when the person is providing such services to a church or charity.

Webmasters are practitioners of web communication. They are responsible for all of an organization's web presence, including web content development, technical because, and business management. They may have specific areas of expertise, but are concluded as generalists who can manage all aspects of web operations.

On a smaller site, the webmaster will typically be the owner, designer, developer programmer in addition to writing the actual content. On larger sites the webmaster as a coordinator and overseer to the activities of other people working on the site as usually an employee of the owner of the website, hence webmaster can also be listed as accouption.

Another, broader, definition of webmaster is a businessperson who uses online to sell products and/or services. This broader definition of webmaster covers not just echnical aspects of overseeing website construction and maintenance but also echnical content, advertising, marketing, and order fulfillment for the website.

Core responsibilities of the webmaster include the regulation and management of rights of different users of a website, the appearance or design of a website, and up website navigation. Content placement can be part of a webmaster's sublities, while content creation is typically regarded as something that is not part of webmaster does.

The webmaster's e-mail address often acts as the point of contact for a website, with example.com often being listed in the footer of each webpage within a secte.

2.2 Web design

Web design is the design of web pages, websites and web applications. The term also refers to web-based Graphical user interface design using images, CSS and one of the HTML standards.

Some people distinguish between "web design" (the graphics and user interface design) and web development, which includes "web design" as well as web server configuration, writing web applications, dealing with security issues, etc.

2.2.1 How it Looks - How it Works

Since so many web developers have a graphic arts background, they often pay more attention to how a page looks, without considering how visitors are going to find the page. On the other side of the issue, search engine optimization consultants (SEOs) obsess about how well a web site works: how much traffic it generates, and how many sales it makes. As a result, the designers and SEOs often end up in disputes where the designer wants more 'pretty' graphics, and the SEO wants lots of 'ugly' keyword-rich text, bullet lists, and text links.

2.2.2 Dynamic web design

The traditional method of laying out web pages, Hypertext Mark-up Language (HTML) is static. There are two ways of delivering content dynamically:

2.2.2.1 Server-side

A web server, running special software, constructs an HTML page 'on the fly', according to the user's request and possibly other variables, such as time or stock levels. Suitable scripting languages include:

• ASP

- ColdFusion
- JSP
- Perl
- PHP
- Python

• Ruby

XSLT can be used translate data in XML format into HTML.

MySQL and PostgreSQL are popular free SQL databases, suitable for use with the above. They can be used to allow users, subject to password access if required, to update content.

2.2.2.2Client-side

Client-side scripting works at the user's browser, and therefore should not be used for "mission critical' work, where the user's capabilities are not known -it is more suited to adding decoration and other ephemeral content. It is most often achieved through JavaScript.

Client side DHTML can pose major problems for computer accessibility and search engine optimization. Most software designed for assisting people with disabilities, and most search engine robots do not support client side DHTML.

If a web site's menus are built with JavaScript, it is usually impossible for search engines to find the pages listed in the menus, unless an alternative navigation scheme is provided elsewhere on the page.

2.3 What is the Front Page?

Microsoft FrontPage is a WYSIWYG HTML editor and FrontPage was initially created by the Cambridge, Massachusetts company Vermeer Technologies Incorporated, evidence of which can be easily spotted in filenames and directories prefixed _vti_ in web sites created using FrontPage. Vermeer was acquired by Microsoft in 1996 specifically so that Microsoft could add FrontPage to its product line-up.

FrontPage used to require proprietary plugins known as the FrontPage Server Extensions to be installed in the target web server for it to work. However newer versions of FrontPage also support the standard WebDAV protocol from W3C.

As a WYSIWYG editor, FrontPage is designed to hide the details of pages' HTML code from the user, making it possible for novices to easily create Web pages and sites. Some web developers criticize this approach as producing HTML pages that are much larger than they should be and cause Web browsers to perform poorly. In addition, some people criticize FrontPage specifically for producing code that often does not comply with

W3C standards and sometimes does not display correctly in non-Microsoft web browsers. Some have even speculated that FrontPage's rather poor code generation was intentionally done to inhibit uptake of alternative browsers.

A version for Mac OS was released around 1998; however, it had fewer features than the Windows product and Microsoft never updated it.

FrontPage's primary competitor is Macromedia Dreamweaver, another web design product.

One of the more unique features of FrontPage is that it has built in support for automated and easy to use web templates. The main distinction between these templates and other universal html templates is that FrontPage templates include an automatic navigation system that creates animated buttons for pages that have been added by the user, and creates an advanced multi-level navigation system on the fly using the buttons and the structure of the web site. FrontPage templates also commonly include FrontPage themes in place of CSS styles.

2.4 What is the Adobe Photoshop?

Adobe Photoshop is a graphics editor (with some text and vector graphics capabilities) developed and published by Adobe Systems. It is the market leader for commercial bitmap image manipulation, and probably the most well-known piece of software produced by Adobe Systems. It is usually referred to simply as "Photoshop". Photoshop is currently only available for Mac OS and Microsoft Windows; versions up to Photoshop 7 can also be used with other operating systems such as Linux using software such as CrossOver Office. Past versions of the program were ported to the SGI IRIX platform, but official support for this port was dropped after version 3.

Although primarily designed to edit images for paper-based printing, Photoshop is used increasingly to produce images for the World Wide Web. Recent versions bundle a related application, Adobe ImageReady, to provide a more specialized set of tools for this purpose.

Photoshop also has strong links with software for media editing, animation and authoring. It works with Adobe ImageReady, Adobe Illustrator, Adobe Premiere, Adobe After Effects & Adobe Encore DVD to make professional standard DVDs, provide nonlinear editing and special effects services such as backgrounds, textures and so on for television, film and the web. Photoshop's native file format (PSD or PDD) can be exported to and from Adobe ImageReady, Adobe Illustrator, Adobe Premiere, After Effects and Adobe Encore DVD. Photoshop CS broadly supports making menus and buttons for DVDs. For PSD or PDD files exported as a menu or button, it only needs to have layers, nested in layer sets with a cueing format and Adobe Encore DVD reads them as buttons or menus.

PSD or PDD is a widely accepted file format. Competing bitmap image editing programs (such as Macromedia Fireworks, Corel Photo-Paint, Pixel32, WinImages, GIMP, Jasc Paintshop Pro etc.) can import and edit layered PSD or PDD files.

CHAPTER THREE: WEB PAGE

3.1 Web Page

A Web page or webpage is a resource on the World Wide Web, usually in HTML/XHTML format (the file extensions are typically htm or html) and with hypertext links to enable navigation from one page or section to another. Web pages often use associated graphic files to provide illustration, and these too can be clickable links. A web page is displayed using a web browser.

- A web page can contain any of the following:
- Text
- graphics (gif, jpeg or png)
- Audio (.mid or .wav)
- Interactive multimedia content that requires a plugin such as Flash, Shockwave or VML
 - applets (subprograms that run inside the page) which often provide motion graphics, interaction, and sound

Web pages also contain content that cannot be seen in the browser:

Web pages can be larger than the web browser window. They are often taller than the browser window and require vertical scrolling. Pages sometimes have additional content on the right which is not visible in smaller windows without horizontal scrolling. Pages designed to scroll horizontally are less common, partly because they sometimes do not print out well, but mainly because visitors find having them inconvenient. See also page widening.

A web page can be either a single page, or a frameset made up of separate frames. Each frame contains an HTML page. Frames can cause problems with navigation and printing and can adversely affect search engine ratings. Their main merit is to allow some content (usually a navigation menu) to stay in one place while other content is scrolled. This effect is now possible using CSS and if it is required this is the recommended way to achieve it.

A collection of web pages stored in a single folder or within related subfolders of a web server is known as a website. A website includes an index page. This is a file with a special name, often index.html or something similar, which is defined in the web server's configuration. When a visitor requests a web address URL which doesn't include a page (e.g. www.mysite.com) the web server will look for an index page and serve that to your browser. If no index page exists, you will see either a listing of the folder's contents, or an error page (depending on other web server settings).

A consideration in designing and testing web pages is that they should meet the recommendations for correct HTML, CSS and other standards as laid down by the World Wide Web Consortium. This is so as to keep the World Wide Web free and available to all. If you do this, your web site will be suitable for many browsers and browser settings and different screen resolutions, as well as accessible to people with disabilities (e.g. sight impairment), older browsers and text-only browsers. Target audience, budget and lack of awareness of accessibility issues often mean that a site is not as accessible as it could be. Using features which only work in one browser without providing alternative content is considered bad practice; the World Wide Web Consortium works with web server and browser designers to develop web standards and encourage standards compliance.

3.1.1 Navigation Bar

A navigation bar, linkbar, link bar or links bar is an area/a pane of a web page that contains hypertext links in order to enable navigation from one page of a website to another.

3.1.2 URL

Usually a web page has a more or less permanent URL, a so-called permalink, which therefore allows deep linking. Some URLs refer only to a cache area, e.g. when the page is the result of zooming and shifting a view of a map. Other URLs contain query data that define or change the information displayed on the resulting page in some major or minor way.

3.1.3 Graphics

The graphics file format in web pages is usually JPEG for photographs and GIF or PNG for other images such as diagrams, drawings, graphs, etc. The last two formats can also be used for photographs but are not as suitable for that purpose as JPEG (JPEG is lossy while GIF and PNG are lossless). GIF is used for animations, GIF and PNG for images with transparent pixels, PNG for images with partially transparent pixels (but this is not supported by e.g. IE). All these are raster graphics. There is also the SVG format: Scalable Vector Graphics. Currently more common ways to supply vector graphics are either with a PDF file, viewed either using a plug-in of the browser or a separate viewer, or with Flash. This is useful e.g. for a map, often a combination of a vector graphics layer and text, and possibly a raster graphics layer. This gives better results when zooming in than a GIF or PNG image (JPEG would be even worse due to compression artifacts).

Alternatively, on zooming in the server supplies a new image. In that case one can not download the whole map, unless perhaps piece by piece. Also, as an example, compare the

3.1.4 Viewing a Web Page

Since most web pages are mostly text, you can view them in any application that can read text documents. However, to view a web page, as it is intended, one needs a type of software known as a user agent or better still a web browser, which is a piece of software specifically designed to view web pages. There are many different types of web browsers available with various capabilities and a wide range of supported platforms.

3.1.5 Creating a Web Page

To create a web page, one needs a general-purpose programming editor or text editor or a specialised HTML editor like Microsoft FrontPage, Macromedia Dreamweaver, Mozilla composer (also known as WYSIWYG editors) and so on, and an FTP client to upload the page to the web server. One can often use tools supplied with the computer, such as the file explorer or web browser to upload a small number of web page files to a remote server. One may use a pre-made web template to create a web page. Web Templates let web page designers edit the content of a web page without having to worry about the overall aesthetics.

Other options for easy web page creation and management are different content management systems (CMS), including blogs.

3.1.6 Saving a Web Page

When saving a local copy of a web page, the web browser usually allows a choice between:

- saving the rendered text without formatting or images, and without indicating which words are links or what their destination is
- saving the HTML-file without changes, without images (view the source and save that)
- saving the HTML-file, changing relative links to absolute ones, without images
- also saving the images and adjusting the references to them accordingly; either a separate folder is made (IE, Mozilla) or the same is used (Opera);
- saving the HTML-file including all images, stylesheets, scripts etc. to a single .MHT file. This is support by Internet Explorer, Mozilla and Mozilla Firefox (the last two only if the Maf plugin has been installed). An .MHT file is based upon the MHTML standard.

The common web browsers, like Mozilla, Mozilla Firefox and Internet Explorer, also allow you to print the currently viewed web page or optionally "print" to a file which can later be viewed or printed. This has an advantage in that some web pages are specially designed using Cascading Style Sheets, or a separately generated page, to show both the text and target destination of links contained within the web page. Likewise any images are contained within the single file.

For a short page another possibility is saving a screenshot (only useful in special cases). This shows links, but not their destination.

3.1.7 Dead Link

A dead link or broken link is a link on the world wide web that points to a webpage or server that is permanently unavailable. Dead links are commonplace on the Internet, but they are considered to be unprofessional.

The most common result of a dead link is a 404 error, which indicates that the page could not be found.

Dead links can also be a URL that points to another site that is unrelated to the content someone would search for (e.g., Search for Sports at ESPN.com, find pornography; Pornography is a common dead link subject.).

3.1.8 Domain Name

The term domain name has multiple meanings, all related to the Domain Name System (main article).

- a name that is entered into a computer (e.g. as part of a website or other URL, or an email address) and then looked up in the global [Domain Name System] which informs the computer of the IP address(es) with that name.
- the product that registrars provide to their customers.
- a name looked up in the DNS for other purposes.

They are sometimes colloquially (and incorrectly) referred to by marketers as "web addresses".

• The authoritative definition is that given in the RFCs that define the DNS.

Domain names are Hostnames that provide rememberable names to stand in for numeric IP addresses. They allow for any service to move to a different location in the topology of the Internet (or another internet), which would then have a different IP address.

Each string of letters, digits and hyphens between the dots is called a *label* in the parlance of the domain name system (DNS). Valid labels are subject to certain rules, which have relaxed over the course of time. Originally labels must start with a letter, and end with a letter or digit; any intervening characters may be letters, digits, or hyphens. Labels must be between 1 and 63 characters long (inclusive). Letters are ASCII A–Z and a–z; domain names are compared case-insensitively. Later it became permissible for labels to commence with a digit (but not for domain names to be entirely numeric), and for labels to contain

internal underscores, but support for such domain names is uneven. These are the rules imposed by the way names are looked up ("resolved") by DNS. Some top level domains (see below) impose more rules, such as a longer minimum length, on some labels. Fully qualified names (FQDNs) are sometimes written with a final dot.

Translating numeric addresses to alphabetical ones, domain names allow Internet users to localize and visit websites. Additionally since more than one IP address can be assigned to a domain name, and more than one domain name assigned to an IP address, one server can have multiple roles, and one role can be spread among multiple servers. One IP address can even be assigned to several servers, such as with anycast and hijacked IP space.

3.1.9 Home page

In computer terms, a home page is the site an internet browser first visits when opened. In addition, a home page may also refer to the main page of a website.

A home page is usually set to either an internet portal or, if the computer is located inside an institution, the institution's web page.

The home page is a window to the website and usually best reflects the site's content

3.1.10 History

The concept of bookmarks was created out of necesity for Internet Gopher with the concept of Home Gopher, as is found in TurboGopher. Bookmarks are common in almost all distributed information systems.

3.1.11 HTML element

In computing, an HTML element indicates structure in an HTML document. More specifically, it is an SGML element that meets the requirements of one or more of the HTML Document Type Definitions (DTDs). HTML elements generally consist of three parts: a *start tag* marking the beginning of an element, some amount of *content*, and an *end tag*. Elements may represent headings, paragraphs, hypertext links, lists, embedded media, and a variety of other structures.

Many HTML elements include *attributes* in their start tags, defining desired behavior. The end tag is optional for many elements; in a minimal case, an *empty element*

has no content or end tag. There are a few elements that are not part of any official DTDs, yet are supported by some browsers and used by some web pages. Such elements may be ignored or displayed improperly on browsers not supporting them.

Informally, HTML elements are sometimes referred to as "tags" (an example of synecdoche), though many prefer the term *tag* strictly in reference to the semantic structures delimiting the start and end of an element.

XHTML is the successor to HTML; XHTML 1.0 supports the same elements as HTML 4 and in most cases valid XHTML 1.0 documents will be valid or nearly valid HTML 4.

3.1.11.1 Nesting

Many HTML elements can be nested, or contained within other HTML elements. Nesting is most easily defined through examples:

You rock

has an element nested inside a element. This can become more complex, for example:

<h1>Children that do not clean up their rooms</h1>

Nesting may be arbitrarily deep, but the elements *must* be closed in the reverse order that they were opened for the code to remain valid (this pattern is known as Last in, first out).

Wrong

Lucy kissed Jimmy

Right

Lucy kissed Jimmy

Nesting is restricted partly on the basis of whether an element is block-level or inline. A block-level element will typically be displayed on a new line, while an inline element typically does not. Inline elements may only contain inline elements. Some block-level element may contain only block-level elements (e.g. forms), others may contain block-level and/or inline elements (e.g. divisions), while other block-level elements may only contain inline elements (e.g. paragraphs). Examples of block-level elements include

paragraphs, lists, tables, headings, and the <div> generic container element. Examples of inline elements include structured text such as emphasis, citations, or abbreviations, as well the generic inline element.

3.1.11.2 Header elements defined in HTML 4.01

<html>...</html>

Delimit an HTML document (i.e. instead of an XML or another class document). The tags are optional in HTML, but some browsers and other utilities may not recognize the document without them.

<head>...</head>

Delimit the header section of the document, which contains information about the page. The tags are optional in HTML; if omitted the extant of the header may be inferred by other means.

<body>...</body>

Delimit the body section of the document, which contains the displayed content of the page. Like the <html> and <head>, the tags themselves are not required if the document is HTML.

<title>...</title>

Define a page title. This element is required in every HTML and XHTML document. Different user agents may make use of the title in different ways. Web browsers usually display it in the title bar when the window is open, and in the task bar when it is minimized. It may become the default filename when saving the page, Search engines' web crawlers may pay particular attention to the words used in the title element. The title element must not contain any nested tags.

<meta>

<meta /> (in XHTML)

Delimit metadata, and can be used to specify a page description, keywords, and the special form <meta http-equiv="foo">, used to specify commands which should be sent as HTTP headers.

<link>

k /> (in XHTML)
Specifies links to other documents, such as 'previous' and 'next' links, or alternate versions. A common use is to link to external stylesheets, using the form:

k rel="stylesheet" type="text/css" href="url" title="description of style"> <base>

<base /> (in XHTML)

Specifies a base URL for all relative href and other links in the document. Must appear before any element that refers to an external resource.

<basefont> (deprecated)

<basefont /> (deprecated, in XHTML)

Specifies a base font size, typeface and color of the document. Used together with font elements.

<script>...</script>

Used to add JavaScript or other scripts to the document. The script code may be literally typed between the script tags and/or it may be in a separate resource whose URL is specified in script's optional src attribute.

<style>...</style>

Specifies a style for the document, usually:

<style type="text/css">...</style>

The CSS statements may be literally typed between the style tags and/or it may be in separate resources whose URLs are specified in @import directives such as: <style> @import "*url*"; <style>.

3.1.11.3 Body elements defined in HTML 4.01

All body tags are block-level elements, and cannot be contained within an inline element

3.1.11.3.1 Headings

<h1>...</h1> through <h6>...</h6>

Section headings at different levels. Use <h1> for the highest-level heading (the major sections), <h2> for the next level down (sub-section), <h3> for a level below that, and so on. The lowest level heading is <h6>.

Most web browsers will show <h1> as large text in a different font, and <h6> as small bold-faced text, but this can be overridden with CSS. The heading elements are not intended merely for creating large or bold text: they describe something about the document's structure and organization. Some programs use them to generate outlines and tables of contents.

3.1.11.3.2 Structured Text

Many HTML elements are designed for altering the structure or meaning of text. Some are block-level, but most are inline and can be included in the normal flow of text.

3.1.11.3.2.1 Block-Level

...

Creates a paragraph. In HTML the closing tag is optional.

<blockquote>...</blockquote>

Creates a block quotation; conventionally displayed indented, but not designed for indenting text. May have automatically generated quotation marks. The cite attribute may give the source, and must be a fully qualified URL.

...

Creates pre-formatted text. Text will be displayed in a non-proportional font exactly as it is laid out in the file (see ASCII art). With CSS: {white-space: pre}

<address>...</address>

Used to markup contact information for the document or a section of it.

3.1.11.3.2.2 Inline

...

...

Emphasis (conventionally displayed in italics) and strong emphasis (conventionally displayed bold). An aural user agent may use different voices for emphasis.

<q>...</q>

A short inline quotation. This should be rendered with generated quote marks. Quotes may be nested, in which case quote marks should be correct for the document language. The cite attribute gives the source, and must be a fully qualified URL. <cite>...</cite>

A citation. Reference for a quote or statement in the document.

<code>...</code>

A code snippet. Conventionally rendered in a monospace font: Code snippet.

...

Deleted text. Typically rendered as a strikethrough:

<ins>...</ins>

Inserted text. Often used to markup replacement text for 'd text. Typically rendered underlined: Inserted text.

< dfn > ... < / dfn >

<samp>...</samp>

<kbd>...</kbd>

<var>...</var>

Definition, sample text, keyboard input, variable. These are similar to <code>, but may carry more specific meaning.

_{...}

^{...}

3.1.11.3.3 Lists

<dl>...</dl>

Creates a definition list (consisting of definition terms paired with definitions). Can also be used to specify speakers and quoted text.

<dt>...</dt>

Creates a definition term.

<dd>...</dd>

Creates a definition.

...

...

Creates an ordered (enumerated) or unordered (bulleted) list. With ol, the type attribute can be used to specify the kind of ordering, but CSS gives more control: {list-

style-type: foo}. The default is Arabic numbering. For ul, CSS can be used to specify the list marker: {list-style-type: foo}. The default marker is a disc.

...

Creates a list item in ordered and unordered lists.

<dir>...</dir> (deprecated)

Delimits a directory listing. Deprecated in favor of .

<menu>...</menu> (deprecated)

Creates a menu listing. Should be more compact than an list, but badly supported. Deprecated in favor of .

3.1.11.3.4 Tables

...

Creates a table

...

Creates a row in the table.

...

Creates a table header cell within a row; contents are conventionally displayed bold and centered. An aural user agent may use a louder voice for these items.

...

Creates a table data cell within a row.

<colgroup>...</colgroup>

Specifies a column group in a table.

<col>

<col > (in XHTML)

Specifies attributes for an entire column in a table.

<caption>...</caption>

Specifies a caption for the entire table.

<thead>...</thead>

Specifies the header part of a table. This section may be repeated by the user agent if the table is split across pages (in printing or other paged media). ...

Specifies the main part of a table.

<tfoot>...</tfoot>

Specifies the footer part of a table. Like <thead>, this section may be repeated by the user agent if the table is split across pages (in printing or other paged media)

3.1.11.3.5 Forms

HTML specifies the elements that make up a form, and the method by which it will be submitted. However, some form of server-side script must be used to process the user's input once it is submitted.

<form>...</form>

Creates a form.

<select name="foo">...</select>

Create a menu list, from which the user can select a single option. May be rendered as a dropdown menu.

<option>...</option>

Creates a menu item in a menu list.

<input type="checkbox">

Creates a checkbox. Can be checked or unchecked.

<input type="radio">

Creates a radio button. If multiple radio buttons are given the same name, the user will only be able to select one of them from this group.

<input type="submit" value="NAME">

Creates a submit button.

<input type="image" border=0 src="name.gif">

Creates a submit button using an image.

<input type="reset">

Creates a reset button for resetting the form to default values.

<input type="text">

Creates a one-line text input. The size attribute specifies the default width of the input in character-widths. Maxlength sets the maximum number of characters the user can enter (which may be greater than size).

<textarea>...</textarea>

Create a multiple-line text area, the size of which is specified by cols and rows attributes. Text in between the tags appears in the text area when the page is loaded. <isindex> (deprecated in HTML 4.01)

Creates a one-line text input. Is not enclosed inside form element unlike other elements. When submitted, the query string of the current URL is replaced with the entered text and the document is reloaded. <i put> should be used instead.

3.1.11.3.6 Other containers

...

Creates an inline logical division. This may be used identify a part of the HTML page, for example so as to apply an id or class, which can then be referenced from CSS. Like most HTML elements, span also supports inline CSS in its optional style attribute). <div>...</div>

Creates a block-level logical page division. Can be used with CSS in the same ways as span, described above.

<center>...</center> (deprecated)

Creates a centered division. May also center-align all text. Deprecated in favor of <div> with centering defined using CSS.

<hr>

<hr /> (in XHTML)

Inserts a horizontal rule.

<object>...</object>

Includes an object in the page of the type specified by the type attribute. This may be in any MIME Type the webbrowser understands, such as an embedded page, code to be handled by a plug-in such as Flash, a Java applet, a sound file etc.

<param>

<param /> (in XHTML)

This element may only appear inside an object element. Using attributes such as name and value, each param/> sets a parameter for the object. Examples include width,

height, font, background colour etc, depending what has been exposed in this way by the object's developers.

<embed>...</embed> (unofficial)

Calls a plug-in handler for the type specified by the type attribute. Used for embedding Flash files, soundfiles etc. Not official; <object> is preferred.

<noembed>...</noembed> (unofficial)

Specifies alternative content, if the embed cannot be rendered.

<applet>...</applet> (deprecated)

Includes a Java applet in the page. Deprecated; <object> is now preferred.

<iframe>...</iframe>

Includes another HTML document in the page. Subsumed; <object> is now preferred for most purposes.

3.1.11.3.7 Presentetional Markup

...

Use boldface type. Equivalent CSS: {font-weight: bold}

Use *italic* type. Equivalent CSS: {font-style: italic}

<big>...</big>

Creates bigger text. Equivalent CSS: {font-size: larger}.

<small>...</small>

Creates smaller text. Equivalent CSS: {font-size: smaller}

<s>...</s> and <strike>...</strike> (deprecated)

Create strike-through text: Strikethrough Equivalent CSS: {text-decoration: line-through} <tt>...</tt>

Use a typewriter-like (fixed-width) font. Equivalent CSS: {font-family: monospace}

<u>...</u> (deprecated)

Use an <u>underlined</u> font. Equivalent CSS: {text-decoration: underline}

... (deprecated)

Can specify the font color with the color attribute, typeface with the face attribute, and absolute or relative size with the size attribute.

Examples:

- 1. text creates green text.
- 2. text creates text with hexadecimal color #1f4099.
- 3. text creates text with size 4. Sizes are from 1 to 7. The standard size is 3, unless otherwise specified in the <body> or other tags.
- 4. text creates text with size 1 bigger than the standard.. text is opposite.
 - 5. text makes text with Courier font.
 - Equivalent CSS for font attributes:
 - corresponds to {font-size: Yunits} (the HTML specification does not define the relationship between size N and unit-size Y, nor does it define a unit).
- corresponds to {color: red}
 - corresponds to {font-family: Courier}

3.1.11.3.8 Links and Anchors

<a>...

Creates an element that becomes a hyperlink with the href attribute set to a URL; additionally the attribute title may be set to a hover box text, some informative text about the link:

link label

In most graphical browsers, when the cursor hovers over the link, the cursor typically changes into a hand with a stretched index finger and the additional information pops up, not in a regular window, but in a special "hover box", usually similar to a Tooltip, which disappears when the cursor is moved away. Some browsers render alt text the same way, though this is technically incorrect.

Alternatively (and sometimes concurrently), the element becomes an anchor with the name attribute set, which preceded by a number sign '#' in the URL acts as a link target (a "document fragment"), typically scrolling directly to that point of the page. Any element can be made into an anchor by using the id attribute, so using is not necessary.

3.1.11.3.9 Images

 (in XHTML)

Includes an image with the src attribute, the required alt provides alternative text in case the image cannot be displayed. Alt is intended as alternative text, although many browsers render it as a tooltip; the title attribute is the tooltip text.

3.1.11.3.10 Others

 (in XHTML)

Specifies a line-break. Can also be done with CSS: {break: left|right|all} <map>...</map>

Specifies a client-side image map.

<area>

<area /> (in XHTML)

Specifies an area in the map.

<blink>...</blink> (unofficial)

Causes text to blink. One of the two most hated tags in HTML. Can be done with CSS: {text-decoration: blink}

```
<marquee>...</marquee> (unofficial)
```

Creates scrolling text. The other most hated tag in HTML. No equivalent with CSS; use scripting instead.

<nobr>...</nobr> (unofficial)

Causes text to not return at end of line. Can be done with CSS: {white-space: nowrap}

<!--->

Encloses a comment. This is an SGML tag and not limited to HTML, so it may appear anywhere in the document, even before the DTD or after </html>. A client should render none of its enclosed contents. The closing ">" is required. For compatibility with some pre-1995 browsers, SGML comments are sometimes used inside <style> or <script> tags, but this is not necessary and may in fact cause undesired effects.

3.1.11.4 Frames

An HTML document may contain a header and a body *or* a header and a frameset, but not both. For frames the Frames DTD must be used.

<frameset>...</frameset>

Delimit the frameset. The frames layout is giving by comma separated lists in the rows and cols attributes.

<frame>...</frame>

Delimit a single frame, or region, within the frameset. A different document linked with the src attribute appears inside.

<noframes>...</noframes>

Contains a normal <body> element with children what will appear in web browsers that don't support frames.

<iframe>...</iframe>

A inline frame inside a normal HTML <body>, which embeds another HTML document. The function of this element has been "subsumed" (in the words of the World Wide Web Consortium) by the <object> element, which produces the same effect in all modern browsers.

3.1.12 Web template

A web template is a ready-made web design used to mass-produce "cookie cutter" websites for rapid deployment.

Web templates are sometimes free, and easily made by an individual domestically. However web templates that are specialised are sometimes sold online.

There are many kinds of web templates: from simple "substitute template" (masks), where the single-place-variables are substituted by your content, to complex template schemas based on XSLT.

"Complex templates" plays a important role in Content Management System (CMS) and Web Publishing in general. They make possible a standardized layout (page arranging, colors, positions, etc.) for different contents while using the same basic layout. Usually a "substitute template" will include most of the source files necessary for further customizing the template using most modern WYSIWYG editors such as Macromedia Dreamweaver or FrontPage, or in free text editors such as Notepad.

3.1.12.1 About use on commercial editors

On Macromedia Dreamweaver the item may also include a graphical template created in Adobe Photoshop or Macromedia Fireworks MX making it easy to edit or customise graphics and images.

A FrontPage web templates are one used only with Microsoft's FrontPage software. One of the more unique features of FrontPage is that it has built in support for automated and easy to use web templates. The main distinction between these templates and other universal html templates is that FrontPage templates include an automatic navigation system that creates animated buttons for pages that have been added by the user, and creates an advanced multi-level navigation system on the fly using the buttons and the structure of the web site. FrontPage templates also commonly include FrontPage themes in place of CSS styles.

A Flash web templates use Macromedia Flash to create visually appealing sites. Flash sites make use of visual effects employed by Flash. Flash is also used for many website intros.

CHAPTER FOUR: HYPER TEXT MARKUP LANGUAGE (HTML)

4.1 HTML

In computing, HyperText Markup Language (HTML) is a markup language designed for the creation of web pages and other information viewable in a browser. HTML is used to structure information — denoting certain text as headings, paragraphs, lists and so on - and can be used to describe, to some degree, the appearance and semantics of a document. Originally defined by Tim Berners-Lee and further developed by the IETF with a simplified SGML syntax, HTML is now an international standard (ISO/IEC 15445:2000). Later HTML specifications are maintained by the World Wide Web Consortium (W3C). Early versions of HTML were defined with looser syntactic rules which helped its adoption by those unfamiliar with web publishing. Web browsers commonly made assumptions about intent and proceeded with rendering of the page. Over time, the trend in the official standards has been to create an increasingly strict language syntax; however, browsers still continue to render pages that are far from valid HTML. XHTML, which applies the stricter rules of XML to HTML to make it easier to process and maintain, is the W3C's successor to HTML. As such, many consider XHTML to be the "current version" of HTML, but it is a separate, parallel standard; the W3C continues to recommend the use of either XHTML 1.1, XHTML 1.0, or HTML 4.01 for web publishing.

4.1.1 Introduction

HTML is a form of markup that is oriented toward the construction of single-page text documents with specialized rendering software called HTML user agents, the most common example of which is a web browser. HTML provides a means by which the document's content can be annotated with various kinds of metadata and rendering hints. The rendering cues may range from minor text decorations, such as specifying that a certain word be underlined or that an image be inserted, to sophisticated imagemaps and form definitions. The metadata may include information about the document's title and author, structural information such as headings, paragraphs, lists, and information that allows the document to be linked to other documents to form a hypertext web. HTML is a text based format that is designed to be both readable and editable by humans using a text editor. However, writing and updating a large number of pages by hand in this way is time consuming, requires a good knowledge of HTML and can make consistency difficult to maintain. Visual HTML editors such as Macromedia Dreamweaver, Adobe GoLive or Microsoft FrontPage allow the creation of web pages to be treated much like word processor documents. The code generated by these programs can be of poor quality. However, the open-source visual HTML editor Nvu generates code of high quality.

HTML can be generated on the fly using a server-side scripting system such as Perl, PHP, JSP, or ASP. Many web applications like content management systems, wikis and we forums generate HTML pages.

4.1.2 Version history of the standard

- Hypertext Markup Language (First Version), published June 1993 as an Internet Engineering Task Force (IETF) working draft (not standard).
- HTML 2.0, published November 1995 as IETF RFC 1866, and declared obsolete/historic by RFC 2854 in June 2000.
 - HTML 3.2, published January 14, 1997 as a W3C Recommendation.
- HTML 4.0, published December 18, 1997 as a W3C Recommendation.
 - HTML 4.01, published December 24, 1999 as a W3C Recommendation.
 - ISO/IEC 15445:2000 ("ISO HTML", based on HTML 4.01 Strict), published May 15, 2000 as an ISO/IEC international standard.
 - XHTML 1.0, published January 26, 2000 as a W3C Recommendation, later revised and republished August 1, 2002.

There is no official standard HTML 1.0 specification because there were multiple informal HTML standards at the time. However, some people consider the initial edition provided by Tim Berners-Lee to be the definitive HTML 1.0. That version did not include an IMG element type. Work on a successor for HTML, then called "HTML+", began in late 1993, designed originally to be "A superset of HTML...which will allow a gradual rollover from the previous format of HTML". The first formal specification was therefore given the version number 2.0 in order to distinguish it from these unofficial "standards". Work on HTML+ continued, but it never became a standard.

The HTML 3.0 standard was proposed by the newly formed W3C in March 1995, and provided many new capabilities such as support for tables, text flow around figures, and the display of complex math elements. Even though it was designed to be compatible with HTML 2.0, it was too complex at the time to be implemented, and when the draft expired in September 1995 work in this direction was discontinued due to lack of browser support. HTML 3.1 was never officially proposed, and the next standard proposal was HTML 3.2 (code-named "Wilbur"), which dropped the majority of the new features in HTML 3.0 and instead adopted many browser-specific element types and attributes which had been created for the Netscape and Mosaic web browsers. Math support as proposed by HTML 3.0 finally came about years later with a different standard, MathML.

HTML 4.0 likewise adopted many browser-specific element types and attributes, but at the same time began to try to "clean up" the standard by marking some of them as deprecated, and suggesting they not be used.

Minor editorial revisions to the HTML 4.0 specification were published as HTML 4.01.

The most common extension for files containing HTML is .html, however, older operating systems, such as DOS, limit file extensions to three letters, so a .htm extension is also used. Although perhaps less common now, the shorter form is still widely supported by current software.

4.1.3 Markup element types

Below are the kinds of markup element types in HTML.

• Structural markup. Describes the purpose of text. For example,

<h2>Golf</h2>

directs the browser to render "Golf" as a second-level heading, similar to "Markup element types" at the start of this section. Structural markup does not denote any specific rendering, but most web browsers have standardised on how elements should be formatted. For example, by default, headings like these will appear in large, bold text. Further styling should be done with Cascading Style Sheets (CSS).

• Presentational markup. Describes the appearance of the text, regardless of its function. For example,

boldface

will render "boldface" in bold text. In the majority of cases, using presentational markup is inappropriate, and presentation should be controlled by using CSS. In the case of both bold and <i>italic</i> there are elements which usually have an equivalent visual rendering but are more semantic in nature, namely strong emphasis and emphasis respectively. It is easier to see how an aural user agent should interpret the latter two elements.

Hypertext markup. Links parts of the document to other documents. For example,
Wikipedia

will render the word Wikipedia as a hyperlink to the specified URL.

4.1.4 The Document Type Definition

In order to specify which version of the HTML standard they conform to, all HTML documents should start with a Document Type Declaration (informally, a "DOCTYPE"), which makes reference to a Document Type Definition (DTD). For example:

<!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01//EN"

"http://www.w3.org/TR/html4/strict.dtd">

This declaration asserts that the document conforms to the Strict DTD of HTML 4.01, which is purely structural, leaving formatting to Cascading Style Sheets. In some cases, the presence or absence of an appropriate DTD may influence how a web browser will display the page.

In addition to the Strict DTD, HTML 4.01 provides Transitional and Frameset DTDs. The Transitional DTD was intended to gradually phase in the changes made in the Strict DTD, while the Frameset DTD was intended for those documents which contained frames.

4.1.5 Separation of style and content

Efforts of the web development community have led to a new thinking in the way a web document should be written; XHTML epitomizes this effort. Standards stress using markup which suggests the structure of the document, like headings, paragraphs, block quoted text, and tables, instead of using markup which is written for visual purposes only, like , (bold), and <i> (italics). Some of these elements are not permitted in certain varieties of HTML, like HTML 4.01 Strict. CSS provides a way to separate the HTML structure from the content's presentation, by keeping all code dealing with presentation defined in a CSS file.

4.1.6 Serving HTML

The World Wide Web primarily uses HTTP to serve HTML documents to users. In order to do this correctly, it is necessary for the document to be described correctly: the necessary metadata includes the MIME Type (typically "text/html", although other choices include "application/xhtml+xml") and the character encoding.

4.1.7 HTML Email

HTML is also used in email messages. Many email clients include a GUI HTML editor for composing emails and a rendering engine for displaying them once received. Use of HTML in email is quite controversial due to a variety of issues. The main benefit is the ability to decorate an email with presentational attributes (bold headings etc). However, there are a number of disadvantages, which include:

- the recipient may not have an email client that can display HTML
- the email has larger size because lots of formatting will be much larger than the plain text equivalent. This issue is made slightly worse by the fact that, for compatibility, most clients send a plaintext version as well.
- overuse of formatting (there was at one stage a craze for making letterheads using HTML and sending them as part of every e-mail)
- potential security issues of deluding the recipient to accept an email as being from an authoriative source (such as a bank) when this is not the case; this is related to phishing scams.
- potential security issues of simply rendering a complex format like HTML.

For these reasons many mailing lists deliberately block HTML email either stripping out the HTML part to just leave the plain text part or rejecting the entire message.

4.1.8 Alt attribute

The alt attribute is used in HTML (et al.) documents to specify text which is to be rendered when the element it is applied to cannot be. In HTML 4.01, the attribute is required for the img and area element types. It is optional for the input element type and the deprecated applet element type.

Alternative text is especially useful in the following situations:

- For people with low bandwidth connections, who may opt not to load graphics
- For people using handheld devices
- For people with disabilities who use assistive technology, such as refreshable braille displays or screen readers.
- Search engine optimization. Many search engines can only interpret the meaning of objects by analysing their alt attribute

In the early years of Internet development, alternative text was particularly helpful to people using text-only browsers (like Lynx). Nowadays, even when graphical capabilities are a commodity, alternative text is still highly appreciated by users with accessibility requirements and users looking for ways to optimize their network bandwidth use.

While the use of *meaningful* alt text is necessary to comply with accessibility standards, and is good practice, sometimes an image is used for purely decorative purposes. In this case, one should use an empty alt attribute (alt="").

The alt attribute is commonly, but incorrectly, referred to as an image's "alt tag". It is not intended to provide "pop up" text or tooltips when a user's mouse hovers over the image, though alt text has historically been presented in this way in some web browsers; HTML's title attribute is intended for supplementary information that can be used in this way. (To use alt correctly and suppress the tooltip that some web browsers generate, a web author can use an empty title attribute.)

4.1.9 Character encodings in HTML

HTML has been in use since 1991, but the first standardized version with a reasonably complete treatment of international characters was version 4.0, not published until 1997. Considerable care must be exercised when creating HTML pages with special characters outside the range of seven-bit ASCII to ensure two goals: the integrity of the information stored in the HTML document, and proper display of the document by the largest possible variety of browsers.

4.1.9.1 The document character encoding

When HTML documents are served to the viewer, there are three ways to tell the browser what specific character encoding is used. First, HTTP headers can be sent by the server along with each page. A typical header looks like this:

Content-Type: text/html; charset=ISO-8859-1

For HTML (not usually XHTML), the other method is for the HTML document to include this information at its top, inside the HEAD element.

<meta http-equiv="Content-Type" content="text/html; charset=US-ASCII">

XHTML documents have a third option: to express the character encoding in the XML preamble, for example

<?xml version="1.0" encoding="ISO-8859-1"?>

Each of these method advises the receiver that the file being sent uses the character encoding specified. The character encoding is often referred to as the 'character set' and it indeed does limit the characters in the raw source text. However the HTML standard states that the "charset" is to be treated as an encoding of unicode characters and provides a way to specify characters that the "charset" does not cover. The term Code page is also used similarly.

It is a bad idea to send incorrect information about the character encoding in use. For example, a server where multiple users may place files created on different machines cannot promise that all the files it sends will conform (some users may have machines with different character sets). For this reason, many servers simply do not send the information at all, to avoid making any false promises. This however may result in the equally bad situation of the user agent displaying the document wrongly because it does not know which character encoding to use.

It should also be noted that the specification in the HTTP headers overrides a specification in a meta element in the document itself, which can be a problem if the headers are incorrect and one does not have the access or the knowledge to change them.

Browsers receiving a file with no character encoding information must make a blind assumption. For Western European languages, it is typical and fairly safe to assume windows-1252 (which is similar to ISO-8859-1 but has printable characters in place of some control codes that are forbidden in HTML anyway), but it is also common for browsers to assume the character set native to the machine on which they are running. The consequence of choosing incorrectly is that characters outside the printable ASCII range (32 to 126) usually appear incorrectly. This presents few problems for English-speaking users, but other languages require characters outside that range for everyday use. In CJK environments where there are several different multibyte encodings in use, autodetection is often employed.

It is increasingly common for multilingual websites to use one of the Unicode/ISO 10646 transformation formats, as this allows use of the same encoding for all languages. Generally UTF-8 is used rather than UTF-16 or UTF-32 because it is easier to handle in programming languages that assume a byte-oriented ASCII superset encoding, and it is efficient for ASCII-heavy text (which HTML tends to be).

Successful viewing of a page is not necessarily an indication that its encoding is specified correctly. If the creator of a page and the reader are both assuming some machinespecific character encoding, and the server does not send any identifying information, then the reader will nonetheless see the page as the creator intended, but other readers with different native sets will not.

4.1.9.2 Character references

In addition to native character encodings, characters can also be encoded as character references, which can be numeric character references (decimal or hexadecimal) or character entity references. Character entity references are also sometimes referred to as named entities, or HTML entities for HTML. Usage of character references derives from SGML.

Character entity references have the format &*name*; where "name" is a casesensitive alphanumeric string. For example, the character ' λ ' can be encoded as λ in an HTML 4 document. Characters <, >, " and & are used to delimit tags, attribute values, and character references. Character entity references <, >, " and &, which are predefined in HTML, XML, and SGML, can be used instead for literal representations of the characters.

Numeric character references can be in decimal format, &#DDD;, where "DDD" is a variable width string of decimal digits. Similarly there is a hexadecimal format, &#xHHH;, where "HHH" is a variable width string of hexadecimal digits. Unlike named entities, hexadecimal character references are case-insensitive in HTML. For example, λ can also be represented as λ, λ or λ.

Numeric references *always* refer to Unicode values, irrespective of page encoding. Using numeric references which lie within the reserved control area of Unicode is therefore illegal. That is, all characters in the (hex) ranges 00–1F, 7F, and 80–9F, or � to and to Ÿ.

Unnecessary use of HTML character references may significantly reduce the readability of HTML. If the character encoding for a web page is chosen appropriately then HTML character references are usually only required for a few special characters.

4.1.9.3 XML character entity references

Unlike traditional HTML with its large range of character entity references, in XML there are only five predefined character entity references. These are used to escape stuff that is markup sensitive in certain contexts:

- & = & (ampersand, U+0026)
- < = < (left angle bracket, less-than sign, U+003C)
- > = > (right angle bracket, greater-than sign, U+003E)
 - " = " (quotation mark, U+0022)
- ' = ' (apostrophe, U+0027)

All other character entity references have to be defined before they can be used. For example, use of é (which gives é, Latin small letter E with acute, U+00E9, in HTML) in an XML document will generate an error unless the entity has already been defined. XML also requires that the x in hexadecimal numeric references be in lowercase: for example ਛ rather than ਛ. XHTML, which is an XML application, supports the HTML 4 entity set and XML's ' entity, which does not appear in HTML 4.

However, use of ' in XHTML should generally be avoided for compatibility reasons.

4.1.10 Dynamic HTML

Dynamic HTML or DHTML is a method of creating interactive web sites by using a combination of static markup language HTML, a client-side scripting language (such as JavaScript), and the presentation definition language Cascading Style Sheets and the Document Object Model.

It may be used to create applications in a web browser: for example to ease navigation, to create interactive forms or to create interactive exercises to use in e-learning applications such as WebCT. Because it can be used to dynamically move elements around the screen, DHTML can also be used as a tool for creating browser based videogames.

DHTML applications that are entirely self-contained in the browser, without serverside support such as a database, are sometimes referred to as Single Page Applications, or *SPA*. See Comparison of layout engines (DOM) for a detailed list of the API available in each browser to use in DHTML applications.

Competing techniques include Macromedia Flash for animation and applets.

Some disadvantages of DHTML are that it is difficult to develop and debug due to varying degrees of support among web browsers of the aforementioned technologies and that the variety of screen sizes means the end look can only be fine-tuned on a limited number of browser and screen-size combinations. Development for recent browsers, such as Internet Explorer 5.0+, Netscape 6.0+, and Opera 7.0+, is aided by a shared Document Object Model.

4.1.10.1 Structure of a web page

Typically a web page using DHTML is set up the following way <html> <head> <title>DHTML example</title> <script type="text/javascript"> function init() { myObj = document.getElementById("navigation"); // more code } window.onload=init; </script> </head> <body> <div id="navigation"></div> </body> </html>

Often the JavaScript code is stored in an external file, this is done by linking the file which contains the JavaScript:

<script type="text/javascript" src="myjavascript.js"></script>

4.1.11 HTML editor

An HTML editor is a software application for creating web pages. Although the HTML markup of a web page can be written with any text editor, specialised HTML editors can offer convenience and added functionality. For example, many HTML editors can work not only with HTML, but also with related technologies such as CSS, XML and JavaScript or ECMAScript. In some cases they can also manage communication with remote web servers via FTP and WebDAV, and version management systems such as CVS or Subversion.

4.1.11.1 Types

There are two flavors of HTML editors:

4.1.11.1.1 Text editors

Text editors intended for use with HTML usually provide syntax highlighting. Toolbars and keyboard shortcuts may quickly insert common HTML elements and structures. Wizards, tooltip prompts and auto-completion may help with common tasks.

Text editors require understanding of HTML and any other web technologies the designer wishes to use like CSS, JavaScript and server-side scripting languages.

4.1.11.1.2 WYSIWYG HTML editors

So-called WYSIWYG HTML editors provide an editing interface which resembles how the page will be displayed in a web browser. Most WYSIWYG editors also have a mode to edit HTML directly like a text HTML editor. Because using a WYSIWYG editor does not require any HTML knowledge, they are easier for an average computer user to get started with.

The WYSIWYG view is achieved by embedding a layout engine based upon that used in a web browser. The layout engine will have been considerably enhanced by the editor's developers to allow for typing, pasting, deleting and moving the content. The goal is that, at all times during editing, the rendered result should represent what will be seen later in a typical web browser.

- WYSIWYG editors are sometimes criticized because:
- They generally do not generate the most efficient HTML and CSS code.
- Users may be disappointed that the same page is rendered differently in different browsers.
- Documents edited visually without regard to semantic structure can be incomprehensible to search engines and text-only browsers.

4.1.11.2 Valid HTML code

HTML is a structured markup language. There are certain rules on how HTML must be written if it is to conform to W3C standards for the World Wide Web. Following these rules means that web sites are accessible on all types and makes of computer, to ablebodied and handicapped people, and also on wireless devices like mobile phones and PDAs, with their extremely limited bandwidths and screen sizes.

Unfortunately most HTML documents on the web are not valid according to W3C standards. According to one study only about 1 out of 141 is valid. Even those syntactically correct documents may be inefficient due to an unnecessary use of repetition, or based upon rules that have been deprecated for some years. Current W3C recommendations on the use of CSS with HTML were first formalised by W3C in 1996 and have been revised and refined since then. See CSS, XHTML, W3C's current CSS recommendation and W3C's current HTML recommendation.

These guidelines emphasise the separation of content (XHTML) from style (CSS). This has the benefit of delivering the style information once for a whole site, not repeated in each page, let alone in each HTML element. WYSIWYG editor designers have been struggling ever since with how best to present these concepts to their users without confusing them by exposing the underlying reality. Modern WYSIWYG editors all succeed in this to some extent, but many would say that none of them yet succeed totally.

People who use text editors can generally fix such problems immediately, once they become aware of them. People find it frustrating when such errors come from WYSIWYG editors.

However a web page was created or edited, WYSIWYG or by hand, in order to be successful among the greatest possible number of readers and viewers, as well as to maintain the 'worldwide' value of the Web itself it can be argued that, first and foremost, it should consist of valid markup and code. Some would argue that it should not be delivered by a designer to his or her customer, and not be considered ready for the World Wide Web, until its HTML and CSS syntax has been successfully validated using either the free W3C validator services (W3C HTML Validator and W3C CSS Validator) or some other trustworthy alternatives. Others would argue that publishing useful information, as soon as possible, should be first and foremost.

Whatever software tools are used to design, create and maintain web pages, there is little doubt that the quality of the underlying HTML is dependent on the skill of the person who works on the page. Some knowledge of HTML, CSS and other scripting languages as well as a familiarity with the current W3C recommendations in these areas will help any designer produce better web pages, with a WYSIWYG HTML editor and without.

4.1.11.3 Difficulties in achieving WYSIWYG

A given HTML document will look different to different people for several reasons: Different browsers and applications will render the same markup differently. The same page may display slightly differently in Internet Explorer and Firefox on a high-resolution screen, but it will look very different in the perfectly valid text-only Lynx browser. It needs to be rendered differently again on a PDA, an internet-enabled television and on a mobile phone. Usability in a speech or braille browser, or via a screen-reader working with a conventional browser, will place demands on entirely different aspects of the underlying HTML. Printing the page, using different browsers working with different printers and various paper sizes, around the world, places other demands. With the correct use of modern HTML and CSS there is no longer any need to provide 'Printable page' links and then have to maintain two versions of the whole site. Nor is there any excuse for pages not fitting the user's preferred paper size and orientation, or wasting ink printing solid background colours unnecessarily, or wasting paper reproducing navigation panels that will be entirely useless once printed out.

- Browsers and computer graphics systems have a range of user settings. Resolution, font size, colour, contrast etc can all be adjusted at the user's discretion, and many modern browsers allow even more user control over page appearance. All an author can do is suggest an appearance.
- Web browsers, like all computer software, have bugs and may not conform to current standards. In this case, it can be hopeless for designers to try to design their pages around all of the common browsers' bugs: each time a new version of each browser comes out, a significant proportion of the World Wide Web would need re-

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coding to suit the new bugs and the new fixes! It is generally considered much wiser to design to standards, staying away from 'bleeding edge' features until they settle down, and then wait for the browser developers to catch up to your pages, rather than the other way round. On this score, no-one can argue that CSS/XHTML is still 'cutting edge' as there is now widespread support available in common browsers for all the major features, even if many WYSIWYG and other editors have not yet entirely caught up.

4.1.12 HTML scripting

The W3C HTML standard includes support for client-side scripting. It defines how locally executable scripts may be used in a web page. A particular client-side application, such as a web browser, may support several script languages. Script code may be executed as the document loads or at a later time.

Script code can be written directly in the HTML document inside:

- SCRIPT elements
- Intrinsic event attributes
- Script macros

4.1.12.1 The SCRIPT element type

SCRIPT elements may occur zero or more times within the HEAD and BODY elements. Scripts within script elements are processed as the document loads.

Intrinsic event attributes

- Events occur for different elements of a web-page:
- Documents (BODY and FRAMESET)
- Forms
- UI elements (Anchor, Control Element, Image)

Script code may be associated with an event and element by writing code in an HTML attribute. The name of the attribute must be that of a supported intrinsic event for the element (for example, "onLoad"). The script is executed whenever the event occurs for that element.

The HTML intrinsic event model consist of the following events:

- Document
 - o onLoad
 - \circ onUnload
- Form
 - o onSubmit
 - o onReset
- Document and UI elements
 - Focus
 - onFocus
 - onBlur

• UI elements

- Mouse
 - Movement
 - onMouseOver
 - onMouseOut
 - onMouseMove
 - Button
 - onClick
 - onDblClick
 - onMouseDown
 - onMouseUp
- Keyboard
 - onKeyPress
 - onKeyDown
 - onKeyUp

• Other (TEXT/TEXTAREA)

- Lost focus with modified content
 - onChange (also OPTION)
- Text selection
 - OnSelect

Some browsers support additional event attributes (outside the standard), such as:

- onResize
- onMove
- onScroll
- onAbort

4.1.12.2 Script macros

Netscape Navigator supported a feature called "JavaScript entites" or "script macros" by which script code could be included in HTML attribute values, using a syntax similar to that of character entity references. For example, the code calls the JavaScript prompt() function to ask the user how wide the image should be.

The HTML 4.01 specification reserves a syntax for the "future support of script macros" in HTML attributes, but they have not been incorporated into later standards and are not supported by most current browsers.

4.1.13 Unicode and HTML

The relationship between Unicode and HTML tends to be a difficult topic for many computer professionals, document authors, and web users alike. The accurate representation of text, in web pages, from different natural languages and writing systems is complicated by the details of character encoding, markup language syntax, and varying levels of support by web browsers.

4.1.13.1 HTML document characters

Web pages are typically HTML documents. HTML 4.0 (as well as XHTML and MML) documents are required to use the character repertoire and code points jointly defined by Unicode and ISO/IEC 10646: the Universal Character Set, as their primary document character set. That is, an HTML document is and must be composed of a sequence of Unicode characters.

When stored on a file system or transmitted over a network, these characters are encoded as a sequence of bit octets (*bytes*) according to a particular character encoding. This encoding may either be a Unicode Transformation Format, like UTF-8, that can directly encode any Unicode character, or a legacy encoding, like Windows-1252, that can't.

4.1.13.1.1 Numeric character references

In order to work around the limitations of legacy encodings, HTML is designed such that it is possible to represent characters from the whole of Unicode inside an HTML document by using a numeric character reference: a sequence of characters that explicitly spell out the Unicode code point of the character being represented. A character reference takes the form &#N;, where N is either a decimal number for the Unicode code point, or a hexadecimal number, in which case it must be prefixed by x. The characters that comprise the numeric character reference are universally representable in every encoding approved for use on the Internet.

For example, a Unicode code point like 33865 (decimal), which corresponds to a particular Chinese character, has to be preceded by &# and followed by ;, like this: 葉, which produces this: \Box (if it doesn't look like a Chinese character, see the special characters note at bottom of article).

The support for hexadecimal in this context is more recent, so older browsers might have problems displaying characters referenced with hexadecimal numbers — but they will probably have a problem displaying Unicode characters above code point 255 anyway. It is still a common practice to convert the hexadecimal code point into a decimal value (for example ♠ instead of ♠).

4.1.13.1.2 Named character entities

In HTML, there is a standard set of 252 named *character entities* for characters — some common, some obscure — that are either not found in certain character encodings or are markup sensitive in some contexts (for example angle brackets and quotation marks). Although any Unicode character can be referenced by its numeric code point, some HTML document authors prefer to use these named entities instead, where possible, as they are less cryptic and more widely supported by older browsers.

Character entities can be included in an HTML document via the use of *entity* references, which take the form &*EntityName*;, where *EntityName* is the name of the entity.

For example, —, much like — or —, represents U+2014: the em dash character — like this — even if the character encoding used doesn't contain that character.

4.1.13.2 Character encoding determination

In order to correctly process HTML, a web browser must ascertain which Unicode characters are represented by the encoded form of an HTML document. In order to do this, the web browser must know what encoding was used. When a document is transmitted via a MIME message or a transport that uses MIME content types such as an HTTP response, the message may signal the encoding via a Content-Type header, such as Content-Type: text/html; charset=ISO-8859-1. Other external means of declaring encoding are permitted, but rarely used. The encoding may also be declared within the document itself, in the form of a META element, like <meta http-equiv="content-type" content="text/html; charset=ISO-8859-1">. When there is no encoding declaration, the default varies depending on the localisation of the browser. For a system set up mainly for Western European languages, it will generally be ISO-8859-1 or its close relation Windows-1252. For a browser from a location where multibyte character encodings are the norm, some form of autodetection is likely to be applied.

Because of the legacy of 8-bit text representations in programming languages and operating systems, and the desire to avoid burdening users with needing to understand the nuances of encoding, many text editors used by HTML authors are unable or unwilling to offer a choice of encodings when saving files to disk, and often do not even allow input of characters beyond a very limited range. Consequently, many HTML authors are unaware of encoding issues and may not have any idea what encoding their documents actually use. It is also a common misunderstanding that the encoding declaration effects a change in the actual encoding, whereas it is actually just a label that could be inaccurate.

Many HTML documents are served with inaccurate encoding declarations, or no declarations at all. In order to determine the encoding in such cases, many browsers allow the user to manually select one from a list. They may also employ an encoding autodetection algorithm that works in concert with the manual override. The manual override may apply to all documents, or only those for which the encoding cannot be ascertained by looking at declarations and/or byte patterns. The fact that the manual

override is present and widely used hinders the adoption of accurate encoding declarations on the Web; therefore the problem is likely to persist. This has been addressed somewhat by XHTML, which, being XML, requires that encoding declarations be accurate and that no workarounds be employed when they're found to be inaccurate.

4.1.13.3 Web browser support

Many browsers are only capable of displaying a small subset of the full Unicode repertoire. Here is how your browser displays various Unicode code points:

Character	HTML char ref	Unicode name	What your browser displays	
U+0041	A	Latin capital letter A	А	
U+00DF	ß	Latin small letter Sharp S	ß	
U+00FE	þ	Latin small letter Thorn	Þ	
U+0394	Δ	Greek capital letter Delta	Δ	
U+0419	Й	Cyrillic capital letter Short I	Й	
U+05E7	ק	Hebrew letter Qof	P	
U+0645	م	Arabic letter Meem	2	
U+0E57	๗	Thai digit 7	๗	
U+1250	ቐ	Ge'ez syllable Qha		
U+3042	あ	Hiragana letter A (Japanese)		
U+53F6	叶 CJK Unified Ideograph-53F6 (Simplifi Chinese "Leaf")			
U+8449	葉 CJK Unified Ideograph-8449 (Traditional Chinese "Leaf")			
U+B0FB	냻	Hangul syllable Nyaelh (Korean "Nieun Yae Rieulhieuh")		
U+10346	𐍆	#66374; Gothic letter Faihu		

Some web browsers, such as Mozilla Firefox, Opera, and Safari, are able to display multilingual web pages by intelligently choosing a font to display each individual character on the page. They will correctly display any mix of Unicode blocks, as long as appropriate fonts are present in the operating system.

Internet Explorer is capable of displaying the full range of Unicode characters, and tries to automatically make the necessary font choice. However, sometimes this goes wrong, in which case Web page authors must guess which appropriate fonts might be present on users' systems, and manually specify them for those blocks of text where the automatic font change is not effective. If this happens, and a user has another font installed which would display the characters, but the web page author hasn't specified it, then Explorer will fail to display those characters, and show placeholder squares instead. The characters in the table above haven't been assigned specific fonts, yet most should render correctly if appropriate fonts have been installed.

Older browsers, such as Netscape Navigator 4.77, can only display text supported by the current font associated with the character encoding of the page, and may misinterpret numeric character references as being references to code values within the current character encoding, rather than references to Unicode code points. When you are using such a browser, it is unlikely that your computer has all of those fonts, or that the browser can use all available fonts on the same page. As a result, the browser will not display the text in the examples above correctly, though it may display a subset of them. Because they are encoded according to the standard, though, they *will* display correctly on any system that is compliant and does have the characters available. Further, those characters given names for use in named entity references are likely to be more commonly available than others.

For displaying characters outside the Basic Multilingual Plane, like the Gothic letter faihu in the table above, some systems (like Windows 2000) need manual adjustments of their settings.

4.1.14 Web colors

Authors of web pages have a variety of options available for specifying colors for elements of web documents. Colors may be specified as an RGB triplet in hexadecimal format (a *hex triplet*); they may also be specified according to their common English names in some cases.

The first versions of Mosaic and Netscape Navigator used the X11 color names as the basis for their color lists, as both started as X Window System applications. The origin of the X11 color list is unknown.

4.1.14.1 Hex triplet

A hex triplet is a six-digit, three-byte hexadecimal number used in HTML and CSS, and other computing applications, to represent colors. The bytes represent the red, green and blue components of the color. One byte represents a number in the range 00 to FF (in hexadecimal notation), or 0 to 255 in decimal notation. The hex triplet is formed by concatenating three bytes in hexadecimal notation, in the following order:

Byte 1: red value

Byte 2: green value

Byte 3: blue value

For example, consider the color where the red/green/blue values are decimal numbers: red=36, green=104, blue=160 (a greyish-blue color). The decimal numbers 36, 104 and 160 are 24, 68 and A0 respectively in hexadecimal notation. To obtain the hex triplet, we simply write the three hex bytes together without spaces, thus: 2468A0. If a byte is less than 16 (decimal) or 10 (hex) it must be represented with a leading zero to keep the number of digits in the triplet equal to six. For example, the decimal triplet 0,1,2 would be represented by the hex triplet 000102.

The number of colors that can be represented by this system is $256 \times 256 \times 256 = 16,777,216$

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4.1.14.2 Converting RGB to hexadecimal

Converting an RGB value to a hexidecimal value is quite simple. Any Microsoft Windows computer is capable of converting the values with the built-in system calculator. Open up the calculator (Start -> Program -> Accessories -> Calculator) and input the single RGB value. After typing in the value, click the bubble next to "Hex." This will convert the value in the input box to a hexidecimal value.

4.1.14.3 HTML color names

The HTML 4.01 specification defines sixteen named colors, as follows: Color Hexadecimal Color Hexadecimal Color Hexadecimal

black	#000000	silver	#c0c0c0	maroon	#800000	red	#ff0000
navy	#000080	blue	#0000ff	purple	#800080	fuchsia	#ff00ff
green	#008000	lime	#00ff00	olive	#808000	yellow	#ffff00
teal	#008080	aqua	#00ffff	gray	#808080	white	#ffffff

4.1.14.4 X11 color names

In addition, a number of colors are defined by web browsers such as Internet Explorer or Mozilla Firefox. A particular browser may not recognize all of these colors, but as of 2005 all modern general-use browsers support the full list. Many of these colors are from the list of X11 color names distributed with the X Window System. These colors were standardized by SVG 1.0, and are accepted by SVG Full user agents. They are not part of SVG Tiny. Some of them, along with their hexadecimal equivalents, are listed below.



hotpink	#f1
palevioletred	#d
khaki	#f(
lightgoldenrodyellow	#fa
lemonchiffon	#ff
gold	#ff
moccasin	#ff
cyan	#0
aquamarine	#7
mediumturquoise	#4
cadetblue	#5
lightcyan	#e
powderblue	#b
steelblue	#4
skyblue	#8
deepskyblue	#0
royalblue	#4
dodgerblue	#1
mediumblue	#0
navy	#0
lightsalmon	#fi
darkorange	#fi
tomato	#f
aquamarine	#7
springgreen	#0
greenyellow	#a
lawngreen	#7

#ff69b4	deeppink
#db7093	darkkhaki
#f0e68c	palegoldenrod
#fafad2	lightyellow
#fffacd	yellow
#ffd700	papayawhip
#ffe4b5	peachpuff
#00ffff	aqua
#7fffd4	turquoise
#48d1cc	darkturquoise
#5f9ea0	slategray
#e0ffff	paleturquoise
#b0e0e6	lightsteelblue
#4682b4	lightblue
#87ceeb	lightskyblue
#00bfff	cornflowerblue
#4169e1	mediumslateblue
#1e90ff	blue
#0000cd	darkblue
#000080	midnightblue
#ffa07a	orange
#ff8c00	coral
#ff6347	orangered
#7fffd4	mediumspringgreen
#00ff7f	palegreen
#adff2f	chartreuse
#7cfc00	lime

#111493 #bdb76b #eee8aa #ffffe0 #ffff00 #ffefd5 #ffdab9 #00ffff #40e0d0 #00ced1 #708090 #afeeee #b0c4de #add8e6 #87cefa #6495ed #7b68ee #0000ff #00008b #ffa500 #ff7f50 #114500 n #00fa9a #98fb98 #7fff00 #00ff00

lightgreen limegreen darkseagreen seagreen olivedrab darkolivegreen mediumaquamarine lightseagreen teal thistle violet magenta mediumorchid blueviolet mediumpurple purple darkslateblue honeydew azure ghostwhite lavenderblush antiquewhite snow beige oldlace ivory lightgrey

yellowgreen
mediumseagreen
forestgreen
green
olive
darkgreen
turquoise
darkcyan
lavender
plum
fuchsia
orchid
darkorchid
darkviolet
slateblue
darkmagenta
indigo
mintcream
aliceblue
whitesmoke
mistyrose
seashell
white
linen
floralwhite
gainsboro
silver

#9acd32 #3cb371 228622 #808000 #006400 #40e0d0 #008b8b #e6e6fa #dda0dd #ff00ff #da70d6 #9932cc #9400d3 #6a5acd #8b008b #f5fffa #f0f8ff #f5f5f5 #ffe4e1 #fff5ee #ffffff #faf0e6 #fffaf0 #dcdcdc #c0c0c0
darkgray dimgray lightslategray cornsilk bisque wheat goldenrod peru maroon brown darkred tan

#a9a9a9	gray
#696969	darkslategray
#778899	slategray
#fff8dc	blanchedalmond
#ffe4c4	navajowhite
#f5deb3	sandybrown
#daa520	darkgoldenrod
#cd853f	chocolate
#800000	saddlebrown
#a52a2a	sienna
#860000	burlywood
#d2b48c	rosybrown
#000000	

#	808080
1	214141
#	708090
#	ffebcd
#	ffdead
#	f4a460
#	b8860b
#	d2691e
#	8b4513
#	a0522d
#	deb887
#	bc8f8f

Color depth							
8-bit	color						
15/16 bit: Highcolor							
24/32 bit: Tr	uecolor						
Web-safe col	or						
Related							
RGB color	model						
Palette							

4.1.14.5 Web-safe colors

Another set of 216 color values are commonly considered to be the "web-safe" color palette; developed at a time when many computer displays were only capable of displaying 256 colors. A set of colors was needed that could be shown without dithering on 256-color displays; the number 216 was chosen partly because computer operating systems customarily reserved sixteen to twenty colors for their own use; it was also selected because it allows exactly six shades each of red, green, and blue. ($6 \times 6 \times 6 = 216$). The palette was first identified by Lynda Weinman.

"Web-safe" colors had a flaw in that, on systems such as X Window where the palette is shared between applications, smaller color cubes (5x5x5 or 4x4x4) were often allocated by browsers - thus, the "web safe" colors would actually dither on such systems. Better results were obtained by providing an image with a larger range of colors and allowing the browser to quantize the color space if needed, rather than suffer the quality loss of a double quantization.

By the early years of the 21st century, driven by the needs of video games and digital photos, personal computers typically had at least 16-bit color and usually 24-bit (truecolor). Even mobile devices had at least 16-bit color, driven by the inclusion of cameras on cellphones. The use of "web-safe" colors fell into disuse, but persisted as folklore.

The "web-safe" colors do not have names, but each can be specified by an RGB triplet. In the table below, a three-digit number is used as a shorthand notation for the six-digit hexadecimal numerals above. The digit "3" is equivalent to the hexadecimal numeral "33"; "C" is equivalent to "CC". For example, "F63" in the table below is equivalent to "#FF6633" in the system used previously. Below are the values for the 6 shades of each color out of 256 possible color shades.

6 shades of each color

digit	hexadecimal	decimal
0	00	0
3	33	51
6	66	102

9	99	153
C or (12)	СС	204
F or (15)	FF	255

The following table shows all of the "web-safe" colors, underlining the *really-safe* (see next section) colors. The lack of gamma correction means that the six desired intensities 0%, 20%, 40%, 60%, 80%, and 100% are displayed as 0%, 2%, 10%, 28%, 57%, and 100% on a standard 2.5 gamma CRT or LCD, making most colors very dark. The intensities at the low end of the range are nearly indistinguishable from each other:

Web-	Web-Safe Colors										
000	300	600	900	C00	<u>F00</u>	<u>003</u>	303	603	903	C03	<u>F03</u>
006	306	000	906	C06	F06	009	300	000	909	C09	F09
noc.	300	60C	90C	COC	FOC	<u>00F</u>	30F	501	90F	COF	<u>FOF</u>
030	330	630	930	C30	F30	033	333	633	933	C33	F33
036	350	636	936	C36	F36	039	339	639	939	C39	F39
03C	33C	63C	93C	СЭС	F3C	03F	131	6 1 F	93F	C3F	FJF
060	360	660	960	C60	F60	063	365	663	963	C63	F63
666	366	666	966	C66	F66	069	369	669	969	C69	F69
06C	36C	66C	96C	C6C	F6C	06F	36F	66F	96F	C6F	F6F
090	390	690	990	C90	F90	093	393	693	993	C93	F93
096	596	696	996	C96	F96	099	399	699	999	C99	F99
09C	39C	69C	99C	C9C	F9C	09F	39F	69F	99F	C9F	F9F
0C0	3C0	6C.0	9C0	CC0	FC0	0C3	3C3	6C3	9C3	CC3	FC3
00.6	306	6C6	9C6	CC6	FC6	0C9	3C9	6C9	9C9	CC9	FC9

0CC	3CC	6CC	9CC	CCC	FCC	0CF	3CF	6CF	9CF	CCF	FCF
<u>0F0</u>	3F0	<u>6F0</u>	9F0	CF0	<u>FF0</u>	0F3	<u>3F3</u>	<u>6F3</u>	9F3	CF3	<u>FF3</u>
<u>0F6</u>	<u>3F6</u>	6F6	9F6	<u>CF6</u>	<u>FF6</u>	0F9	3F9	6F9	9F9	CF9	FF9
<u>0FC</u>	<u>3FC</u>	6FC	9FC	CFC	FFC	<u>0FF</u>	<u>3FF</u>	<u>6FF</u>	9FF	CFF	FFF

4.1.14.5.1 Really web safe colors

Designers were often encouraged to stick to these 216 "web-safe" colors in their websites; however, 8-bit color displays were much more common when the 216-color palette was developed than they are now. David Lehn and Hadley Stern have since discovered that only 22 of the 216 colors in the web-safe palette are reliably displayed without inconsistent remapping on 16-bit computer displays. They called these 22 colors the "really safe" palette; it consists mainly of shades of green and yellow, as can be seen in the table above, where the "really safe" colors are underlined.

4.1.14.6 CSS colors

The Cascading Style Sheets language defines the same number of named colors as the HTML 4 spec, namely the 16 listed above. Additionally, CSS 2.1 adds the 'orange' color name to the list:

Color Hexadecimal

orange #ffa500

CSS 2, SVG and CSS 2.1 also allow web authors to use so-called *system colors*, which are color names whose values are taken from the operating system. This enables web authors to style their content in line with the operating system of the user agent. See . As of early 2004, it appears that the CSS3 color module will once again drop these values, marking them deprecated, but this may change.

CHAPTER FIVE: WEB SECURITY

5.1 WS-Security

WS-Security (Web Services Security) is a communications protocol providing a means for applying security to Web Services. On April 19, 2004 the WS-Security 1.0 standard was released by Oasis-Open.

Originally developed by IBM, Microsoft, and VeriSign, the protocol is now officially called WSS and developed via committee in Oasis-Open.

The protocol contains specifications on how Integrity and Confidentiality can be enforced on Web Services messaging. The WSS protocol includes details on the use of SAML and the Kerberos, and certificate formats such as X.509.

Integrity and Confidentiality can also be enforced on Web Services through the use of Transport Layer Security, for example by sending messages over https. This can significantly reduce the overheads involved, for example removing the need to encode keys and message signatures into ASCII before sending. The only likely downside to use of Transport Layer Security would be if messages needed to go through an https proxy of some, as it would need to be able to see the request for routing. In such an example, the server would see the request coming from the proxy, not the client; this could be worked around by having the proxy have a copy of the client's key and certificate, or by having a signing certificate trusted by the server, with which it could generate a key/certificate pair matching those of the client. However, the fact that the proxy is operating on the message means that it does not ensure end-to-end security, but only ensures point-to-point security. WS-Security incorporates security features in the header of a SOAP message and thus works in the application layer. Thus it ensures end-to-end security.

5.1.1 Web service

According to the W3C a Web service is a software system designed to support interoperable machine-to-machine interaction over a network. It has an interface that is described in a machine-processable format such as WSDL. Other systems interact with the Web service in a manner prescribed by its interface using messages, which may be enclosed in a SOAP envelope, or follow a REST approach. These messages are typically conveyed using HTTP, and normally comprise XML in conjunction with other Web-related standards. Software applications written in various programming languages and running on various platforms can use web services to exchange data over computer networks like the Internet in a manner similar to inter-process communication on a single computer. This interoperability (for example, between Java and Python, or Microsoft Windows and Linux applications) is due to the use of open standards. OASIS and the W3C are the primary committees responsible for the architecture and standardization of web services. To improve interoperability between web service implementations, the WS-I organization has been developing a series of profiles to further define the standards involved.

5.1.1.1 Standards used

- Web Services Protocol Stack: The Standards and protocols used to consume a web service, considered as a protocol stack.
- XML: All data to be exchanged is formatted with XML tags. The encoded message may conform to a messaging standard such as SOAP or the older XML-RPC. The XML-RPC scheme *calls functions* remotely, whilst SOAP favours a more modern (object-oriented) approach based on the Command pattern.
- Common protocols: data can be transported between applications using any number of common protocols, such as HTTP, FTP, SMTP and XMPP.
- WSDL: The public interface to the web service is described by Web Services Description Language, or WSDL. This is an XML-based service description on how to communicate using the web service.
- UDDI: The web service information is published using this protocol. It should enable applications to look up web services information in order to determine whether to use them.
- WS-Security: The Web Services Security protocol has been accepted as an OASIS standard. The standard allows authentication of actors and confidentiality of the messages sent.
- WS-ReliableExchange: A SOAP-based specification that fulfills reliable messaging requirements critical to some applications of Web Services. Accepted as an OASIS standard.

• WS-Management: This specification describes a SOAP-based protocol for systems management of personal computers, servers, devices, and other manageable hardware and Web services and other applications.

5.1.1.2 Advantages of web services

- Web services provide interoperability between various software applications running on disparate platforms.
- Web services use open standards and protocols. Protocols and data formats are textbased where possible, making it easy for developers to comprehend.
- By utilizing HTTP, web services can work through many common firewall security measures without requiring changes to the firewall filtering rules.
- Web services easily allow software and services from different companies and locations to be combined easily to provide an integrated service.
- Web services allow the reuse of services and components within an infrastructure.

5.1.1.3 Disadvantages of web services

- Web services standards for features such as transactions are currently nonexistent or still in their infancy compared to more mature distributed computing open standards such as CORBA. This is likely to be a temporary disadvantage as most vendors have committed to the OASIS standards to implement the Quality of Service aspects of their products.
- Web services may suffer from poor performance compared to other distributed computing approaches such as RMI, CORBA, or DCOM. This is a common trade-off when choosing text-based formats. XML explicitly does not count among its design goals either conciseness of encoding or efficiency of parsing. This could change with the XML Infoset standard, which describes XML-based languages in terms of abstractions (elements, attributes, logical nesting). The traditional angle-bracket representation is now seen as an ASCII (or Unicode) serialisation of XML, not XML itself. In this model, binary serialisation is an equally valid alternative. Binary representations such as SOAP MTOM promise to improve the wire efficiency of XML messaging.

5.1.1.4 Platforms

Web services can be deployed by using application server software. A sample of application servers:

- Axis and the Jakarta Tomcat server (both at the Apache project)
- ColdFusion from Macromedia
- Cordys WS-AppServer
- infoRouter Document Management software Web Services API
- DotGnu from GNU Project
- Java Web Services Development Pack (JWSDP) from Sun Microsystems (based on Jakarta Tomcat)
- JOnAS (part of the ObjectWeb Open Source initiative)
- Mono development platform from Novell
- Microsoft .NET servers from Microsoft
- WebLogic from BEA Systems
- WebSphere Application Server from IBM (based on the Apache server and the J2EE platform)
- Zope is an object oriented web application server written in Python
- Web Application Server from SAP (the Web AS is a key part of the SAP NetWeaver stack)
- Pramati Application Server from Pramati Technologies Limited
- OpenEdge Platform from Progress Software
- Oracle Application Server from Oracle Corporation

CHAPTER SIX: WEB PAGE DEVELOPMENT OF AZERBAIJAN & TRNC ECONOMICAL, CULTURAL AND SOCIAL CENTER

6.1 Introduction

I development a web site about Azerbaijan & TRNC Ecconomical,Cultural and Social Center in my graduational project.I used Hyper TEXT Markup Language (HTML) codes when I development this web site.So,I needed a HTML Editor and I used Microsoft FrontPage.The web site administration tool from Microsoft for the Windows operating system.Front Page is part of Microsoft Office and include in some versions of the popular bundle.In additional, I used Swish Program and Adobe Photoshop for make page heading and Azerbaijan & Trnc Economical,Cultural and Social Center' logo.When I insert flash animation in the page heading, I used Swish Program. Besides, I used Azerbaijan and TRNC photos in the page heading and I used photoshop for insert page's heading.

6.3 What is the Web Site?

Collection of files and related resources accessible through the World Wide Web and organized under a particular domain name.

Typical files found at a Web site are HTML documents with their associated graphic image files (GIF, JPEG, etc.), scripted programs (in Perl, CGI, Java, etc.), and similar resources. The site's files are usually accessed through hypertext or hyperlinks embedded in other files. A Web site may consist of a single HTML file, or it may comprise hundreds or thousands of related files. A Web site's usual starting point or opening page, called a home page, usually functions as a table of contents or index, with links to other sections of the site. Web sites are hosted on one or more Web servers, which transfer files to client computers or other servers that request them using the HTTP protocol. Although the term "site" implies a single physical location, the files and resources of a Web site may actually be spread among several servers in different geographic locations. The particular file desired by a client is specified by a URL that is either typed into a browser or accessed by selecting a hyperlink.

6.6 Intro and Main Page

This page is index page of web site. This page consists a lot of links interested in Azerbaycan and TRNC and their activities. These links connect to pages about Azerbaijan and TRNC. These links shows left side of page. These links are connect to web page about Azerbaijan and TRNC. These links are separetly two group about Azerbaijan and TRNC. The links' names are tarihçe, ekonomik yapı, coğrafi durum, siyasi yapı, sosyal yapı, turizm, Türkiye ile ilişkiler, K.K.T.C ile ilişkiler, kültür-sanat, tatil günleri, fotoğraf albümü. The other links are present above of the page and these links are interested about Azerbaijan & TRNC Ecconomical, Cultural and Social Center. The links' names are aktiviteler, haberler, duyurular, linkler. The links are depended to web page about Azerbaijan & TRNC Ecconomical, Cultural and Social CenterIn addition, some knowledge are given about diaspora and Azerbaijan-TRNC. In addition, every page connect to other page thanks to these links.





Figure 6.5.1. Anasayfa

6.6.1 Tarihçe (Azerbaijan)

We can connect to this page with "tarihçe" link in every page. This page give information about Azerbaijan's history.



Figure 6.5.2 Tarihçe (Azerbaijan)

6.6.3 Coğrafi durum (Azerbaijan)

We can connect to this page with "coğrafi durum" link in every page. This page give information about Azerbaijan's geography structure, natural source and neighbours.

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Figure 6.5.4 Coğrafi Durum (Azerbaijan)

6.6.4 Siyasi Yapı (Azerbaijan)

We can connect to this page with "siyasi yapı" link in every page .This page give information about Azerbaijan's political structure, government and management of country.



Figure 6.5.5 Siyasi Yapı (Azerbaijan)

6.6.5 Sosyal Yapı (Azerbaijan)

We can connect to this page with "sosyal yapı" link in every page. This page give information about Azerbaijan's population and management structure.



Figure 6.5.6 Sosyal Yapı (Azerbaijan)

6.6.6 Turizm (Azerbaijan)

We can connect to this page with "turizm" link in every page. This page gi information about Azerbaijan's tourism potential, touristic place (muzeums, history tra towns...etc)



Figure 6.3.7 Turizm (Azerbaijan)

6.6.8 K.K.T.C ile ilişkiler (Azerbaijan)

We can connect to this page with "K.K.T.C ile ilişkiler" link in every page.This page give information about Azerbijcan and TRNC relations between together.These relations can be represent about economic, culture, politic....etc.



Figure 6.5.9 K.K.T.C ile ilişkiler (Azerbaijan)

6.6.9 Kültür-Sanat (Azerbaijan)

We can connect to this page with "Kültür-Sanat" link in every page. This page give information about Azerbaijan culture and art.



Figure 6.5.10 Kültür-Sanat (Azerbaijan)

6.6.10 Tatil Günleri (Azerbaijan)

We can connect to this page with "tatil günleri" link in every page. This page give information about holiday of Azerbaijan.

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Figure 6.3.11 Tatil Günleri (Azerbaijan)

6.6.11 Fotoğraf albümü (Azerbaijan)

We can connect to this page with "fotoğraf albümü" link in every page. This page are shown photos dependend with Azerbaijan and important place.



Figure 6.5.12 Fotoğraf Albümü (Azerbaijan)

6.6.12 Tarihçe (TRNC)

We can connect to this page with "tarihçe" link in every page. This page give information about TRNC 's history.



Figure 6.5.13 Tarihçe (TRNC)

6.6.13 Ekonomik Yapı (TRNC)

We can connect to this page with TRNC's "ekonomik yapı" link in every page. This page give information about TRNC 's economic structure, relations and economic source.



Figure 6.5.14 Ekonomic Yapı (TRNC)

6.6.14 Coğrafi Durum (TRNC)

We can connect to this page with TRNC's "coğrafi durum" link in every page. This page give information about TRNC'a geography structure, neighbours and natural source.



Figure 6.5.15 Coğrafi Durum (TRNC)

6.6.15 Siyasi Yapı (TRNC)

We can connect to this page with TRNC's "siyasi yapı" link in every page. This page give information about TRNC's political structure and kind of management.



6.5.16 Siyasi Yapı (TRNC)

6.6.16 Sosyal Yapı (TRNC)

We can connect to this page with TRNC's "sosyal yapı" link in every page. This page give information about TRNC 's population and management structure.



Figure 6.5.17 Sosyal Yapı (TRNC)

6.6.17 Turizm (TRNC)

We can connect to this page with TRNC's "turizm" link in every page. This page give information about TRNC's tourism potential, touristic place(muzeums, history trace, towns...etc).



Figure 6.5.18 Turizm (TRNC)

6.6.18 Türkiye ile ilişkiler (TRNC)

We can connect to this page with TRNC's "Türkiye ile ilişkiler" link in every page. This page give information about TRNC and Turkey relations between together. These relations can be represent about economic, culture, politic....etc



6.5.18 Türkiye ile ilişkiler (TRNC)

6.6.19 Kültür-Sanat (TRNC)

We can connect to this page with TRNC's "kültür - sanat" link in every page. This page give information about TRNC's culture and art.



Dife://CilDocuments and Settings/ÖzgüR, SANANE/Desktop/Proje/KKTChin Kultur Sanat.htm sitesinden yükleniyor

Figure 6.5.20 Kültür-Sanat (TRNC)

.6.20 Tatil Günleri (TRNC)

We can connect to this page with TRNC's"tatil günleri" link in every page. This page give information about holiday of TRNC in this page.



Figure 6.521Tatil Günleri (TRNC)

6.6.21 Fotoğraf albümü (TRNC)

We can connect to this page with TRNC's "foğraf albümü" link in every page. This page are shown photos dependend with TRNC.



Figure 6.5.22 Fotoğraf Albümü (TRNC)

6.6.21 Diaspora

We can connect to this page with "Diaspora" link in every page. This page give about Azerbaijan & TRNC Ecconomical, Cultural and Social Center make the activities.

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A.I.T. Ur finktion	The dispersion of lews outside of Israel from the sixth century b.c., when they were excled to Babylona, until the present time.	- Tärkin Åe flig	iler (
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	3. chaspora	¹ Tarl timber		
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E) Bith		Ano many many marine		👌 Bilgiseyaran

Figure 6.5.22 Diaspora

6.6.24 Duyurular

We can connect to this page with "aktiveteler" link in every page. This page are given declaration about Azerbaijan & TRNC Ecconomical, Cultural and Social Center



Figure 6.5.25 Duyurular

6.6.25 Linkler

We can connect to this page with "linkler" link in every page. There are a lot of links about Azerbaycan and K.K.T.C in this page There are important web adress, news, radios about Azerbaycan and K.K.T.C in this page.



Figure 6.5.26 Linkler

6.6.25 XOCALI SOYQIRIMI

We can connect to this page with "XOCALI SOYQIRIMI" link in every page. There are a lot of links about Azerbaycan in this page There are important Ermenian genocide.



Figure 6.5.27 Ermeni Soykırımı

CONCLUSION

Today internet helps us to find almost every information we need.So, we must known how we use the internet.This project shows how do develop a web site and what technolocies to use.

Web design involves design of web pages and web applications. The term also refers to web-based Graphical user interface design using images, CSS and one of the HTML standards.

Some people distinguish between "web design" (the graphics and user interface design) and web development, which includes "web design" as well as web server configuration, writing web applications, dealing with security issues, etc.

There are large numbers of individuals and companies specialising in web site design. Internationally the scope for web site design as a business is vast with many outdated websites that could be re-designed, not forgetting the companies which have not yet embraced the Internet for business. Even after the dot-com crash web design has continued to be a profitable business for many companies around the world.

With this project, I have learned how to develop a web site and publish it. My work covers the development of a site that reveals Azerbaijan and TRNC Economical, Cultural and Social activities. The site gives information about Azerbaijan and TRNC in general and all the relationships built recently in particular. When published the site will give a broad idea about the recent development of relationship between the two conutries.

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[5] Hüseyin Çakır / M. Ali Göksel, İnternet ve Web Sayfası Hazırlama, No Yayın Dağıtım-Teknik Kitaplar, 2003

[6] Evan Callahan, Hızlı Çözümler Web Sayfası, Arkadaş Yayınları, 2005

[7] Memik Yanık, HTML El Kitabı, Beta Basım Yayım, 2001

[8] Thomas A. Powell, HTML ve XHTML, Alfa Yayınları, 2004

[9] Savaş Tekin, Flash ve Yardımcı Programlar, Hayat Yayınları, 2003

[10] Web Dersleri, 'http://www.webdersleri.com'

[11] Flash Okulu, 'http://www.flashokulu.com'

[12] Net Yardım, 'http://www.netyardim.net'

[13] Web Tasarım Rehberi, 'http://www.webtasarimrehberi.com'

[14] Turk 2 Flash, 'http://turk2flash.tripod.com'

[15] Harty, 'http://www.harty.8m.net'
APPENDIX : PROGRAM CODES

<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>

<meta http-equiv="Content-Language"

content="tr">

<meta name="PROJE" content="Microsoft FrontPage 5.0"> <meta name="ProgId" content="FrontPage.Editor.Document"> <title>Contact</title>

<meta name="keywords" content="">

<meta name="description"

content="">

k rel="File-List" href="index_files/filelist.xml">

<style>

a.link:link {font:11px Verdana,Arial;color:000000; text-decoration:none;}
a.link:visited {font:11px Verdana,Arial;color:000000; text-decoration:none;}
a.link:hover {font:11px Verdana,Arial;color:000000; text-decoration:none;}

td {font:13px arial; color:000000;} td.link {padding:2px 10px 2px 10px; cursor:hand;}

font.divider {font:11px Verdana,Arial; color:C5D9E1}
div.body {font:14px arial; color:000000;}

a:link {color:0000cc;}
a:visited {color:990099;}
a:hover {color:cc0000}

body {font:13px arial; color:000000;} </style>

<!--[if !mso]>

<style>

<xml><o:shapedefaults v:ext="edit" spidmax="1027"/>

</xml><![endif]-->

</head>

<body topmargin=0 bottommargin=0 leftmargin=0

rightmargin=0 marginwidth=0 marginheight=0 bgcolor="#F4F79F">

<style><!--

table.c {table-collapse:collapse;margin:0px;padding:0px;border:0px;}
td.c {margin:0px;padding:0px;}

ol

{margin-bottom:0cm;}

--></style>

bgcolor="1177dd" style="border:1px solid;border-color:#3399ff #0055bb #0055bb #3399ff;">

```
bgcolor="0066cc" height="35">
```

<div align="center">

<center>

border=0 align="left" bgcolor="#000080" style="border-collapse: collapse; border-width: 1" bordercolor="#F4F79F">

height="19" valign="baseline"

align="left" class="link"

onmouseover="bgColor='#000080'"

onmouseout="bgColor='0066CC""

onclick="window.location='index.htm"

>

height="19" valign="baseline"

align="left" class="link"

onmouseover="bgColor='#000080'"

onmouseout="bgColor='0066CC""

onclick="window.location='etkinlikler.htm"

>

<td class="c" width=18 align="center" bgcolor="0066CC"

height="19" valign="baseline"

align="left" class="link"

onmouseover="bgColor='#000080'"

onmouseout="bgColor='0066CC""

onclick="window.location='aktiviteler.htm'"

>

<span style="text-transform:

capitalize">

<a href="aktiviteler.htm"

onclick="return false;" class="link">

 <blink>Aktiviteler</blink>

<td class="c" width=18 align="center" bgcolor="0066CC"

height="19" valign="baseline"

align="left" class="link" onmouseover="bgColor='#000080'"

onmouseout="bgColor='0066CC""

onclick="window.location='haber.htm'"

>

<span style="text-transform:

capitalize">

<a href="haber.htm"

onclick="return false;" class="link">

 <blink>Haberler</blink>

<td class="c" width=1 align="center" bgcolor="0066CC"

height="19" valign="baseline"

align="left" class="link"

onmouseover="bgColor='#000080'"

onmouseout="bgColor='0066CC""

onclick="window.location='duyurular.htm"

>

 <blink>Duyurular</blink>

height="19" valign="baseline"

align="left" class="link"

onmouseover="bgColor='#000080'"

onmouseout="bgColor='0066CC""

onclick="window.location='linkler.htm'"

 <blink>Linkler</blink>

</center>

</div>

background="/r/designs/1062/t_page_background.gif" width=100% height=100%>

<!--TOOLBAR-->

height=1 align="center">

bgcolor="ffffff" style="border-collapse: collapse" bordercolor="#1177DD">

<td bgcolor="#F4F79F" width="756"

valign="top" height="98">

<head>

ł

<title>SWiSH Movie - Movie3.swi - www.swishzone.com</title>

<meta name="author" content="SWiSH v2.0">

<meta name="copyright" content="SWiSH v2.0">

<meta name="keywords" content="azerbaycan, bİrlİğİ,

ekonomİ, jpg, kktc, kültür, logo3, merkezİ, movie2, scene, ve"> </head>

<!-- Created by SWiSH - Flash made easy - only \$49.95 - www.swishzone.com --> <body bgcolor="#33FF00">

<center>

<object classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"

```
codebase="http://active.macromedia.com/flash4/cabs/swflash.cab#version=4,0,0,0"
id="Movie3" width="997" height="143">
```

<param name="movie" value="Movie3.swf">

<param name="quality" value="high">

<param name="bgcolor" value="#33FF00">

<embed name="Movie3" src="Movie3.swf" quality="high" bgcolor="#33FF00"</pre>

width="1000" height="143"

type="application/x-shockwave-flash"

pluginspage="http://www.macromedia.com/shockwave/download/index.cgi?P1_Prod_Vers ion=ShockwaveFlash">

</embed></object>

i

</center>

</body>

<blockquote>

<h5 align="justify">

<span style="font-size: 9pt; color:

#FFFFFF">

</h5>

</blockquote>

 Fitne

sok. 6, Taşkınköy, Lefkoşa, Mersin-10, Türkiye;Tel:

(0392) 2255270; (0542) 8582718; <u>

E-mail:aecbc@neu.edu.tr</u>

 <!--[if gte vml 1]><v:group id="_x0000_s1038" style='position:absolute;margin-left:13.5pt;margin-top:5.25pt;width:80.25pt; height:83.25pt;z-index:1' coordorigin="5375,788" coordsize="1417,1417"> <v:shapetype id="_x0000_t75" coordsize="21600,21600" o:spt="75" o:preferrelative="t" path="m@4@51@4@11@9@11@9@5xe" filled="f" stroked="f"> <v:stroke joinstyle="miter"/>
<v:formulas>
<v:f eqn="if lineDrawn pixelLineWidth 0"/>
<v:f eqn="sum @0 1 0"/>
<v:f eqn="sum @0 0 @1"/>
<v:f eqn="prod @2 1 2"/>
<v:f eqn="prod @3 21600 pixelWidth"/>
<v:f eqn="prod @3 21600 pixelHeight"/>
<v:f eqn="prod @3 21600 pixelHeight"/>
<v:f eqn="sum @0 0 1"/>
<v:f eqn="prod @6 1 2"/>
<v:f eqn="prod @6 1 2"/>
<v:f eqn="prod @7 21600 pixelWidth"/>
<v:f eqn="sum @8 21600 0"/>
<v:f eqn="sum @10 21600 0"/>
<v:f eqn="sum @10 21600 0"/>
</v:formulas>

<v:path o:extrusionok="f" gradientshapeok="t" o:connecttype="rect"/>

<o:lock v:ext="edit" aspectratio="t"/>

</v:shapetype><v:shape id="_x0000_s1039" type="#_x0000_t75" alt="MUSAVAT FLAG"

style='position:absolute;left:5594;top:998;width:1004;height:398'>

<v:imagedata src="index_files/image001.png"

o:href="http://www.zerbaijan.com/pic/azflag.gif"/>

</v:shape><v:shape id="_x0000_s1040" type="#_x0000_t75" style='position:absolute; left:5609;top:1553;width:975;height:474'>

<v:imagedata src="index_files/image002.png" o:title=""/>

</v:shape><v:shapetype id="_x0000_t23" coordsize="21600,21600" o:spt="23" adj="5400"

path="m,10800qy10800,,21600,10800,10800,21600,,10800xm@0,10800qy10800@2@1,1 0800,10800@0@0,10800xe">

<v:formulas>

<v:f eqn="val #0"/>

<v:f eqn="sum width 0 #0"/>

<v:f eqn="sum height 0 #0"/>

<v:f eqn="prod @0 2929 10000"/>

<v:f eqn="sum width 0 @3"/>

<v:f eqn="sum height 0 @3"/>

</v:formulas>

<v:path o:connecttype="custom"

o:connectlocs="10800,0;3163,3163;0,10800;3163,18437;10800,21600;18437,18437;21600

,10800;18437,3163"

textboxrect="3163,3163,18437,18437"/>

<v:handles>

<v:h position="#0,center" xrange="0,10800"/>

</v:handles>

</v:shapetype><v:shape id="_x0000_s1041" type="#_x0000_t23"

style='position:absolute;

left:5375;top:788;width:1417;height:1417;rotation:-320562fd' adj="3750" strokecolor="#005a66" strokeweight="1.5pt">

<v:textbox style='mso-next-textbox:#_x0000_s1041'>

<![if !mso]>

<![endif]>

< div >

<0:p> </o:p>

<b style="mso-bidi-font-weight: normal">

<span style="mso-spacerun: yes; font-size: 10.0pt; color:</pre>

teal"> <0:p></o:p></div>

<![if !mso]>

<![endif]></v:textbox>

</v:shape><v:shapetype id="_x0000_t146" coordsize="21600,21600" o:spt="146" adj="-11730944" path="al10800,10800,10800,10800@2@5e">

<v:formulas>

<v:f eqn="val #1"/>

<v:f eqn="val #0"/>

<v:f eqn="sum 0 0 #0"/>

<v:f eqn="prod #0 2 1"/>

<v:f eqn="sumangle @3 0 360"/>

<v:f eqn="if @3 @4 @3"/>

<v:f eqn="val 10800"/>

<v:f eqn="cos 10800 #0"/>

<v:f eqn="sin 10800 #0"/>

<v:f eqn="sum @7 10800 0"/>

<v:f eqn="sum @8 10800 0"/>

<v:f eqn="sum 10800 0 @8"/>

<v:f eqn="if #0 0 21600"/>

</v:formulas>

<v:path textpathok="t" o:connecttype="custom"

o:connectlocs="@12,10800;@9,@10;@9,@11"/>

<v:textpath on="t" style='v-text-kern:t' fitpath="t"/>

<v:handles>

<v:h position="@6,#0" polar="10800,10800"/>

</v:handles>

<o:lock v:ext="edit" text="t" shapetype="t"/>

</v:shapetype><v:shape id="_x0000_s1042" type="#_x0000_t146"

style='position:absolute;

left:5490;top:919;width:1187;height:1147;rotation:474038fd' adj="-11306700,5400" fillcolor="#036" strokecolor="#066"> <v:shadow color="#868686"/> <v:textpath style='font-family:"Times New Roman";font-size:12pt;

v-text-spacing:1.5;v-text-kern:f fitshape="t" trim="t" string="KKTC - AZERBAYCAN * 2005 *"/>

</v:shape><v:shapetype id="_x0000_t202" coordsize="21600,21600" o:spt="202"

path="m,l,21600r21600,l21600,xe">

<v:stroke joinstyle="miter"/>

<v:path gradientshapeok="t" o:connecttype="rect"/>

```
</v:shapetype><v:shape id=" x0000 s1043" type="# x0000 t202"
```

style='position:absolute;

left:5586;top:1291;width:983;height:375' filled="f" stroked="f">

<v:textbox style='mso-next-textbox:#_x0000_s1043' inset=".5mm,,.5mm">

<![if !mso]>

```
<![endif]>
```

<div style="width: 69; height: 19">

<b style="mso-bidi-font-weight: normal">

A E K İ M

<0:p></o:p>

</div>

```
<![if !mso]>
```

<![endif]></v:textbox>

</v:shape></v:group><![endif]--><![if !vml]><img width=119 height=123 src="index_files/image003.gif" v:shapes="_x0000_s1038
_x0000_s1039_x0000_s1040_x0000_s1041_x0000_s1042
_x0000_s1043"><![endif]>

AZERBAYCAN<

<table cellspacing="2" bgcolor="C5D9E1"

width="100%">

<td

align="left" class="link"

onmouseover="bgColor='C5D9E1""

onmouseout="bgColor='C5D9E1'"

onclick="window.location='tarihce.htm"

bgcolor="C5D9E1" >

<a href="tarihce.htm"

onclick="return false;" class="link">

Tarihçe

ł

<table cellspacing="2" bgcolor="C5D9E1"

>

width="100%">

<td

align="left" class="link"

onmouseover="bgColor='C5D9E1'" onmouseout="bgColor='C5D9E1'" onclick="window.location='ekonomik.htm'" bgcolor="C5D9E1"

>

Ekonomik Yapı

<td

align="left"

class="link"

onmouseover="bgColor='C5D9E1'"

onmouseout="bgColor='C5D9E1'" onclick="window.location='cografi_yapi.htm'" bgcolor="C5D9E1"

Coğrafi Durum

>

<td

align="left" class="link" onmouseover="bgColor='C5D9E1'" onmouseout="bgColor='C5D9E1'" onclick="window.location='siyasi.htm'" bgcolor="C5D9E1"


```
<font face="Century Gothic" style="font-size: 9pt">
Siyasi yapı</font></b></a>
```

<td

align="left"

ł

class="link"

onmouseover="bgColor='C5D9E1'"

onmouseout="bgColor='C5D9E1'"

onclick="window.location='sosyal.htm'"

bgcolor="C5D9E1"

>

 Sosyal

yapı

<td

align="left"

class="link"

onmouseover="bgColor='C5D9E1'"

onmouseout="bgColor='C5D9E1'"

onclick="window.location='tturizm.htm'

bgcolor="C5D9E1"

>

ł

Turizm

<td

align="left"

class="link"

onmouseover="bgColor='C5D9E1'"

onmouseout="bgColor='C5D9E1'"

onclick="window.location='ttürkiye.htm"

bgcolor="C5D9E1"

>

Türkiye

ile

İlişkiler

<td

align="left" class="link" onmouseover="bgColor='C5D9E1'" onmouseout="bgColor='C5D9E1'" onclick="window.location='kktc.htm'" bgcolor="C5D9E1" >

<fort face="Century Gothic" style="font-size: 9pt">K.K.T.C il<fort face="Century Gothic" style="font-size: 9pt">e İlişkiler

<table cellspacing="2" bgcolor="C5D9E1"

width="100%">

<td

align="left"

class="link"

onmouseover="bgColor='C5D9E1'"

onmouseout="bgColor='C5D9E1'"

onclick="window.location='tkültür.htm'" bgcolor="C5D9E1"

>

 Kültür-

Sanat

<td</td>

align="left"

1

class="link"

onmouseover="bgColor='C5D9E1'"

onmouseout="bgColor='C5D9E1'"

onclick="window.location='ttatil.htm'"

bgcolor="C5D9E1"

>

<font face="Century Gothic" style="font-size:

9pt">Tatil Günleri

<table cellspacing="2" bgcolor="C5D9E1"

width="100%">

 <td align="left" class="link"

1

onmouseover="bgColor='C5D9E1'" onmouseout="bgColor='C5D9E1'" onclick="window.location='fotolar.htm'" bgcolor="C5D9E1"

>

Fotoğraf Albümü

K.K.T.C<UI> <td align="left" class="link" onmouseover="bgColor='C5D9E1'" onmouseout="bgColor='C5D9E1'" onclick="window.location='ktarihce.htm'" bgcolor="C5D9E1" >

li> 9pt">Tarihçe

<td

align="left" class="link" onmouseover="bgColor='C5D9E1'" onmouseout="bgColor='C5D9E1'" onclick="window.location='kekonomi.htm'" bgcolor="C5D9E1"

>

Ekonomik Yapı

<td

align="left" class="link" onmouseover="bgColor='C5D9E1'"

onmouseout="bgColor='C5D9E1'" onclick="window.location='kcogra.htm'" bgcolor="C5D9E1"

>

Coğrafi Durum

<table cellspacing="2" bgcolor="C5D9E1"

width="100%">

<td

align="left" class="link" onmouseover="bgColor='C5D9E1'" onmouseout="bgColor='C5D9E1'" onclick="window.location='ksiyasi_yapi.htm'" bgcolor="C5D9E1"

>

Siyasi yapı

<table cellspacing="2" bgcolor="C5D9E1"

width="100%">

<td

align="left"

class="link"

onmouseover="bgColor='C5D9E1'"

onmouseout="bgColor='C5D9E1'"

onclick="window.location='ksosyal_yapi.htm"

bgcolor="C5D9E1"

>

Sosyal yapı

<table cellspacing="2" bgcolor="C5D9E1"

width="100%">

<td

align="left" class="link" onmouseover="bgColor='C5D9E1'" onmouseout="bgColor='C5D9E1'" onclick="window.location='kturiz.htm'" bgcolor="C5D9E1"

>

<font face="Century Gothic" style="font-size:

9pt">Turizm

<table cellspacing="2" bgcolor="C5D9E1"

width="100%">

<td

align="left" class="link"

onmouseover="bgColor='C5D9E1'"

onmouseout="bgColor='C5D9E1'"

onclick="window.location='kturkey.htm"

bgcolor="C5D9E1"

>

Türkiye

ile

İlişkiler

<table cellspacing="2" bgcolor="C5D9E1"

width="100%">

<td

align="left" class="link" onmouseover="bgColor='C5D9E1'" onmouseout="bgColor='C5D9E1'" onclick="window.location='kkkültür.htm'" bgcolor="C5D9E1" >

Kültür-Sanat

<table cellspacing="2" bgcolor="C5D9E1"

width="100%">

<td

align="left" class="link" onmouseover="bgColor='C5D9E1'" onmouseout="bgColor='C5D9E1'" onclick="window.location='kktatil.htm'" bgcolor="C5D9E1"

<font face="Century Gothic" style="font-size:

9pt">Tatil Günleri

<table cellspacing="2" bgcolor="C5D9E1"

>

width="100%">

<td

align="left" class="link" onmouseover="bgColor='C5D9E1'" onmouseout="bgColor='C5D9E1'" onclick="window.location='kkfoto.htm'" bgcolor="C5D9E1"

>

Fotoğraf

Albümü<font

face="Century Gothic" style="font-size: 9pt">


```
<table cellspacing=0 cellpadding="10" border=0
```

```
width=865 height=409 bgcolor="#F4F79F" style="border-collapse: collapse"
```

```
bordercolor="#1111111">
```

```
<!--[if gte vml 1]><v:shapetype
```

```
id="_x0000_t136" coordsize="21600,21600" o:spt="136" adj="10800"
```

```
path="m@7,l@8,m@5,21600l@6,21600e">
```

```
<v:formulas>
```

```
<v:f eqn="sum #0 0 10800"/>
```

```
<v:f eqn="prod #0 2 1"/>
```

<v:f eqn="sum 21600 0 @1"/>

```
<v:f eqn="sum 0 0 @2"/>
```

<v:f eqn="sum 21600 0 @3"/>

<v:f eqn="if @0 @3 0"/>

<v:f eqn="if @0 21600 @1"/>

<v:f eqn="if @0 0 @2"/>

<v:f eqn="if @0 @4 21600"/>

```
<v:f eqn="mid @5 @6"/>
```

<v:f eqn="mid @8 @5"/>

<v:f eqn="mid @7 @8"/>

```
<v:f eqn="mid @6 @7"/>
```

<v:f eqn="sum @6 0 @5"/>

</v:formulas>

<v:path textpathok="t" o:connecttype="custom"

o:connectlocs="@9,0;@10,10800;@11,21600;@12,10800"

```
o:connectangles="270,180,90,0"/>
```

<v:textpath on="t" fitshape="t"/>

<v:handles>

<v:h position="#0,bottomRight" xrange="6629,14971"/>

</v:handles>

<o:lock v:ext="edit" text="t" shapetype="t"/>

</v:shapetype><v:shape id="_x0000_s1045" type="#_x0000_t136" style='width:195pt; height:30pt' stroked="f">

<v:fill color2="#aaa" type="gradient"/>

<v:shadow on="t" color="#4d4d4d" opacity="52429f" offset=",3pt"/>

<v:textpath style='font-family:"Arial Black";font-size:16pt;v-text-spacing:58985f;

v-text-kern:t' trim="t" fitpath="t" string="What is diaspora?"/>

</v:shape><![endif]--><![if !vml]><img border=0 width=263 height=44

src="index_files/image004.gif" alt="What is diaspora?"

v:shapes="_x0000_s1045"><![endif]>

It was originally used to designate the

dispersal of the Jews at the time of the

destruction of the first Temple (586) and the

forced exile [Heb.,=Galut] to Babylonia (see

Babylonian captivity). The diaspora became a

permanent feature of Jewish life; by 70 Jewish

communities existed in Babylonia, Syria, Egypt,

Cyrene, Asia Minor, Greece, and Rome. Jews

followed the Romans into Europe and from Persia

and Babylonia spread as far east as China.

<i><font

size="2">.</i>

class="MsoNormal">

<!--[if gte vml 1]><v:shape</pre>

id="_x0000_s1046" type="#_x0000_t202" alt="" style='position:absolute;left:504.75pt; top:459.75pt;width:248.25pt;height:29.25pt;z-index:1' fillcolor="#fff200">

<v:fill color2="#4d0808" rotate="t" colors="0 #fff200;29491f #ff7a00;45875f #ff0300;1 #4d0808"

method="none" focus="100%" type="gradient"/>

<v:textbox>

K..K.T.C2de Haydar Aliyav Caddesi

</v:textbox>

</v:shape><![endif]--><![if !vml]><span style='mso-ignore:vglayout;position:

absolute;z-index:1;left:672px;top:612px;width:337px;height:45px'><img

width=337 height=45 src="index_files/image005.gif"

v:shapes="_x0000_s1046"><![endif]>diaspora

A dispersion

of an originally homogeneous entity, such as a

language or culture: <i>"the diaspora of

English into several mutually incomprehensible

languages" (</i><i><span style="font-family:

Arial">Randolph

Quirk). </i>

<td valign="top" style="padding:10 10" bgcolor="#F4F79F"

height="73" width="451">

The dispersion of Jews outside of Israel from the sixth century b.c., when they were exiled to Babylonia, until the present time. class="MsoNormal">

often diaspora The body

of Jews or Jewish communities outside

Palestine or modern Israel.

diaspora

A dispersion of a people from

their original homeland.

The community formed by such

a people: <i>"the glutinous dish known

throughout the </i>[West African]<i>

diaspora as ... fufu" (Jonell Nash).

</i>

<span style='font-size:10.0pt;

font-family: Arial'>

color:white; border-left-style:none; border-right-style:none; border-top-style:none; background-color:#3399FF" height="1" width="623">

<font face="arial"

size=4><div style="font:bold italic 16px arial;color:#ff0033">

<font

color="#000080"> &n

AZERBAYCAN</div>

color:white; border-left-style:none; border-right-style:none; border-top-style:none; background-color:#3399FF" height="1" width="686">

<i><font color="#808000"

size="3"> <font color="#000080"

size="3"> &nbs

K.K.T.C</i>

<TD vAlign=top align=left

background=file:///C:/Documents%20and%20Settings/lcd/Local%20Settings/Temp/images

/box-bg.gif height="293" width="623" style="font-weight: bold; color: black; border-style: none; background-color: #F4F79F">

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inset #427CB7 .75pt;background:#427CB7;padding:0cm 0cm 0cm 0cm' height="16"> RESMİ ADI

inset #427CB7 .75pt;background:#427CB7;padding:0cm; ' height="16"> BAŞKENT

â

inset #427CB7 .75pt;padding:0cm 0cm 0cm 0cm' height="39"> Azerbaycan Cumhuriyeti <o:p></o:p>

inset #427CB7 .75pt;padding:0cm; 'height="39" valign="middle"> Bakü <o:p></o:p> 4

<td width="50%" style='width:50.0%;border:inset #427CB7 1.0pt;mso-border-alt: inset #427CB7 .75pt;background:#427CB7;padding:0cm 0cm 0cm 0cm' height="17"> BAĞIMSIZLIK

TARİHİ

<td style='width:50%;border:1.0pt inset #427CB7;mso-border-alt: inset #427CB7 .75pt;background:#427CB7;padding:0cm; 'height="17"> YÜZÖLÇÜMÜ/NÜFUSU

<td width="50%" style='width:50.0%;border:inset #427CB7 1.0pt;mso-border-alt: inset #427CB7 .75pt;padding:0cm 0cm 0cm 0cm' height="35"> 30 Ağustos 1991

<0:p></o:p>

<td style='width:50%;border:1.0pt inset #427CB7;mso-border-alt:

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86.600 km2 / 7.908.224 <o:p></o:p>

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```
<b>
<font color="#FFFFFF">D&#304;L&#304;</font></b>
```

<td style='width:50%;border:1.0pt inset #427CB7;mso-border-alt:

inset #427CB7 .75pt;background:#427CB7;padding:0cm; 'height="16">

<span style="font-family:

Verdana">YÖNETİM

BİÇİMİ

inset #427CB7 .75pt;padding:0cm 0cm 0cm 0cm' height="41">

<span

style='font-size:10.0pt;font-family:Arial'>Azeri Türkçesi % 89 / Rusça % 3 /diğer % 8 <o:p></o:p>

<td style='width:50%;border:1.0pt inset #427CB7;mso-border-alt:

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<span

style='font-size:10.0pt;font-family:Arial'>Cumhuriyet <o:p></o:p>

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DEVLET BAŞKANI inset #427CB7.75pt;background:#427CB7;padding:0cm; ' height="1"> PARA BİRİMİ

....

inset #427CB7 .75pt;padding:0cm 0cm 0cm 0cm' height="112"> İlham Aliyev <o:p></o:p>

inset #427CB7 .75pt;padding:0cm; 'height="112" bgcolor="#F4F79F"> Manat <o:p></o:p>

</TD>

<TD vAlign=top align=left

background=file:///C:/Documents%20and%20Settings/lcd/Local%20Settings/Temp/images /box-bg.gif height="293" width="686" style="color: black; border-style: none; backgroundcolor: #F4F79F">

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<b>
<font color="#FFFFFF">RESM&#304; ADI</font></b>
```

inset #427CB7 .75pt;background:#427CB7;padding:0cm; ' height="16" valign="middle"> BAŞKENT

inset #427CB7 .75pt;padding:0cm; ' height="34" valign="middle"> Kuzey Kıbrıs Türk Cumhuriyeti inset #427CB7 .75pt;padding:0cm; ' height="34" valign="middle"> Lefkoşa

<td style='width:54%;border:1.0pt inset #427CB7;mso-border-alt:

inset #427CB7 .75pt;background:#427CB7;padding:0cm; 'height="16" valign="middle">

BAĞIMSIZLIK TARİHİ

<td style='width:50%;border:1.0pt inset #427CB7;mso-border-alt:

inset #427CB7 .75pt;background:#427CB7;padding:0cm; 'height="16" valign="middle"> <span
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style='font-family:Verdana;color:white'><font
size="2">YÜZÖLÇÜMÜ/NÜFUSU</font></span></b>
<o:p></o:p>
```

inset #427CB7 .75pt;padding:0cm; 'height="33" valign="middle"> 15 Kasým 1983

<td style='width:50%;border:1.0pt inset #427CB7;mso-border-alt:

```
inset #427CB7 .75pt;padding:0cm; 'height="33" valign="middle">
```

1

<td style='width:54%;border:1.0pt inset #427CB7;mso-border-alt:

```
inset #427CB7 .75pt;background:#427CB7;padding:0cm; 'height="16" valign="middle">
```

```
<font color="#FFFFF"><b>D&#304;L&#304;</b></font>
```

<td style='width:50%;border:1.0pt inset #427CB7;mso-border-alt:

```
inset #427CB7 .75pt;background:#427CB7;padding:0cm; 'height="16" valign="middle">
<b>
```

<span

```
style='font-family:Verdana;color:white'>YÖNETİM BİÇİMİ
</span></b><o:p></o:p>
```

<td style='width:54%;border:1.0pt inset #427CB7;mso-border-alt:

inset #427CB7 .75pt;padding:0cm; 'height="38" valign="middle"> Türkçe

inset #427CB7 .75pt;padding:0cm; 'height="38" valign="middle"> Cumhuriyet <o:p></o:p>

<td style='width:54%;border:1.0pt inset #427CB7;mso-border-alt:

inset #427CB7 .75pt;background:#427CB7;padding:0cm; 'height="16" valign="middle"> <span

style='font-family:Verdana;color:white'>DEVLET BAÞKANI <o:p></o:p>

<td style='width:50%;border:1.0pt inset #427CB7;mso-border-alt:

inset #427CB7 .75pt;background:#427CB7;padding:0cm; 'height="16" valign="middle">

<span

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style='font-family:Verdana;color:white'><font size="2">PARA </font></span></b></span style="color: #FFFFFF"><b><span style="font-family:
```

Verdana">BİRİMİ

<td style='width:54%;border:1.0pt inset #427CB7;mso-border-alt:

inset #427CB7 .75pt;padding:0cm; 'height="117" valign="middle">

Mehmet Ali Talat