

Website Development

IT117 UNIT 8 QUIZ STUDY GUIDE

The <input> Tag

- Requires the type attribute and the name attribute
- Possible values for the type attribute:
 - text
 - email
 - tel
 - number
 - password
 - date
 - time
 - submit
 - reset
 - checkbox
 - radio

The Drop Menu

- The <select></select> tag pair surrounds entire menu
 - The name attribute is required in the select tag
- The <option></option> tag pair surround each menu item
 - The value attribute is required in the option tag
 - The label is typed between <option> and </option>

The autocomplete attribute

- Added to a tag to allow or prevent content from automatically filling in the field
 - autocomplete="on"
 - autocomplete="off"

The <form> tag

- One <form> and </form> tag pair per form
- Required attributes
 - action
 - method

The <form> tag

- Appropriate (optional) attributes
 - The autocomplete attribute
 - The style attribute
 - The class attribute
 - The id attribute

HTML Form Elements

- The textarea tag
- The min and max attributes
- The input type email validation
 - What does it check for when the user enters content
- The radio group
 - How do you make it so only one option can be selected
- The label tag
- The fieldset tag
- The disabled attribute

JavaScript

- Object-Oriented programming language
- JavaScript vs. Java
 - JavaScript – controls Web page behaviors
 - Java – desktop publishing programming language
 - Two completely different languages

JavaScript

- The document object
 - Refers to the current website page
- The getElementById method
 - `document.getElementById`
 - Used to retrieve an HTML element (such as a text field in a form)

JavaScript

- Statements for displaying data:
 - `document.write()`
 - `window.alert()`
 - `.innerHTML`

JavaScript

- The tag pair `<script></script>`
 - Internal JS is coded between these tags (similar to internal CSS coded between `<style>` and `</style>` tags)
- JavaScript syntax
 - `==` means equal to (Note it is 2 equal signs in a row)
 - Separate commands with semi-colons
 - The `var` command