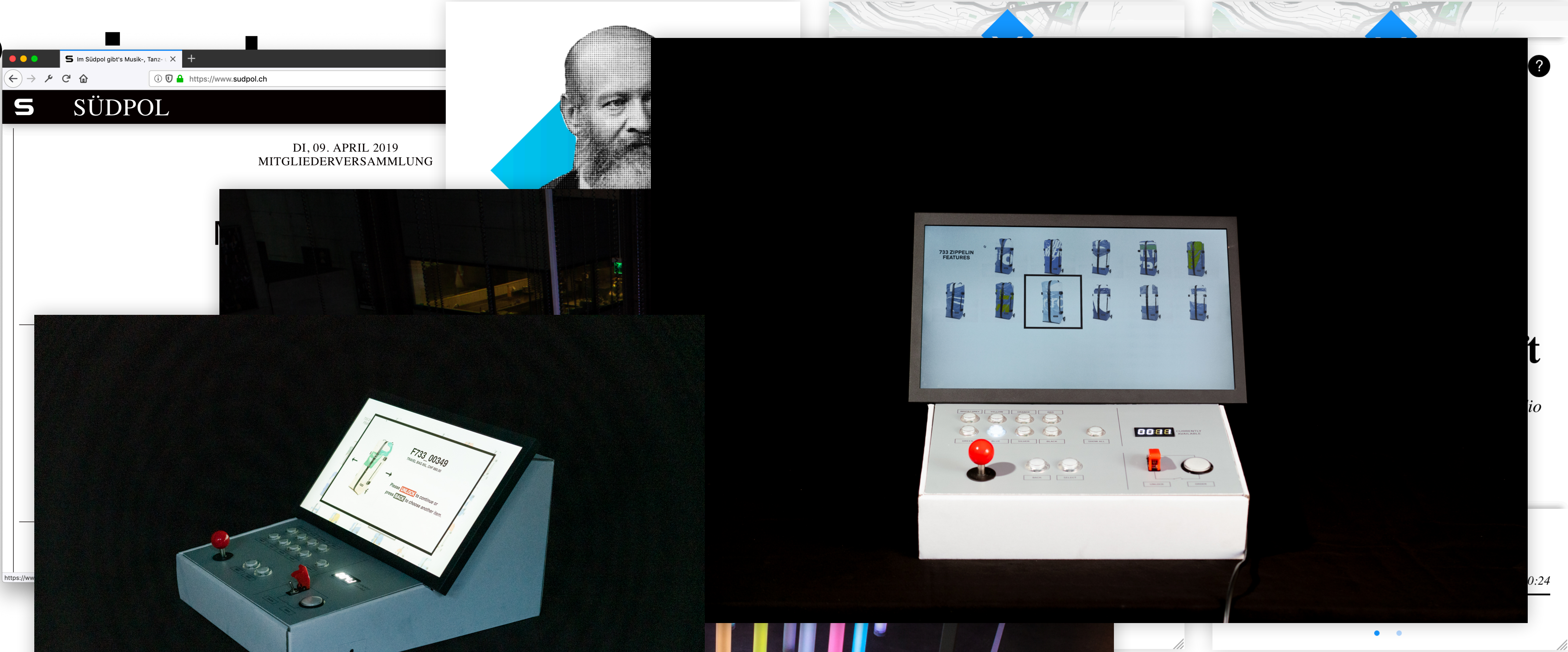


# Web Technologies

## Course Intro



P

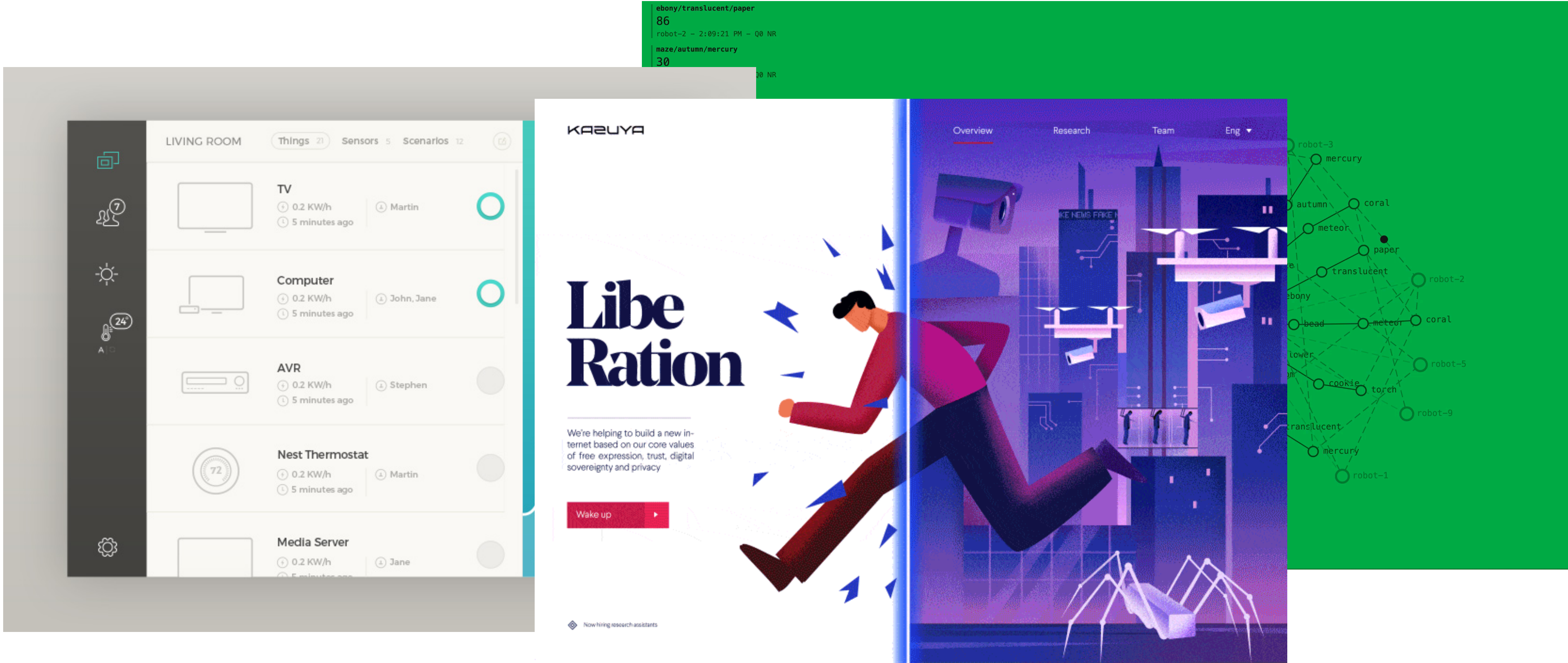


?

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io

0:24

# Web Technologies — why?



# Course Syllabus — Dates

- **Fr 12.04 (Morgen)**
- **Fr 03.05 (Morgen)**
  
- **Di 07.05**
- **Do 16.05**
- **Do 23.05**
- **Fr 31.05**

# Course Syllabus — Deliverables & Grades

- 80% of time present
- 25% of overall grade
- 2 Exercises (graded)
  - Individual work (no groups!)
  - Product Description
  - «Shopping Cart»

# Exercise: Product Description

- Basic structure, HTML tags
- Basic styling, positioning
- Responsive Layout
- (Description on wiki)

## Sony Alpha a7S II Body (E-Mount)

1 select rental period »

Add to Cart »

Atlanta, GA In Stock Now	Dallas, TX In Stock Now	Washington, DC In Stock Now
-----------------------------	----------------------------	--------------------------------

In Stock For Shipping

The a7S II Mirrorless Digital Camera from Sony offers an impressive blend of sensitivity, dynamic range, resolution, and speed to benefit a versatile multimedia workflow. Revolving around a full-frame 12.2MP Exmor CMOS sensor, the a7S II is capable of internal UHD 4K recording at 30 fps with full pixel readout as well as 1080p recording at up to 120 fps, all in the XAVC S format. For both stills and video recording, the BIONZ X image processor also pairs with the sensor to enable expanded sensitivity to ISO 409600, continuous shooting to 5 fps, and fast intelligent autofocus with low-light sensitivity to -4 EV. Further enabling working in difficult lighting conditions, 5-axis SteadyShot INSIDE image stabilization compensates for vertical, horizontal, pitch, yaw, and roll camera movements for sharper, smoother handheld recording.

Complementing the 4K recording capabilities is a redeveloped recording setup, including the ability to utilize S-Log3 Gamma and S-Gamut3 in addition to S-Log2, for increasing dynamic range values by up to 1300% to better match high-end post-production workflows. For clearer monitoring potential, an enhanced Zebra function better supports working with S-Log gamma settings and a Gamma Display Assist helps to preview imagery with



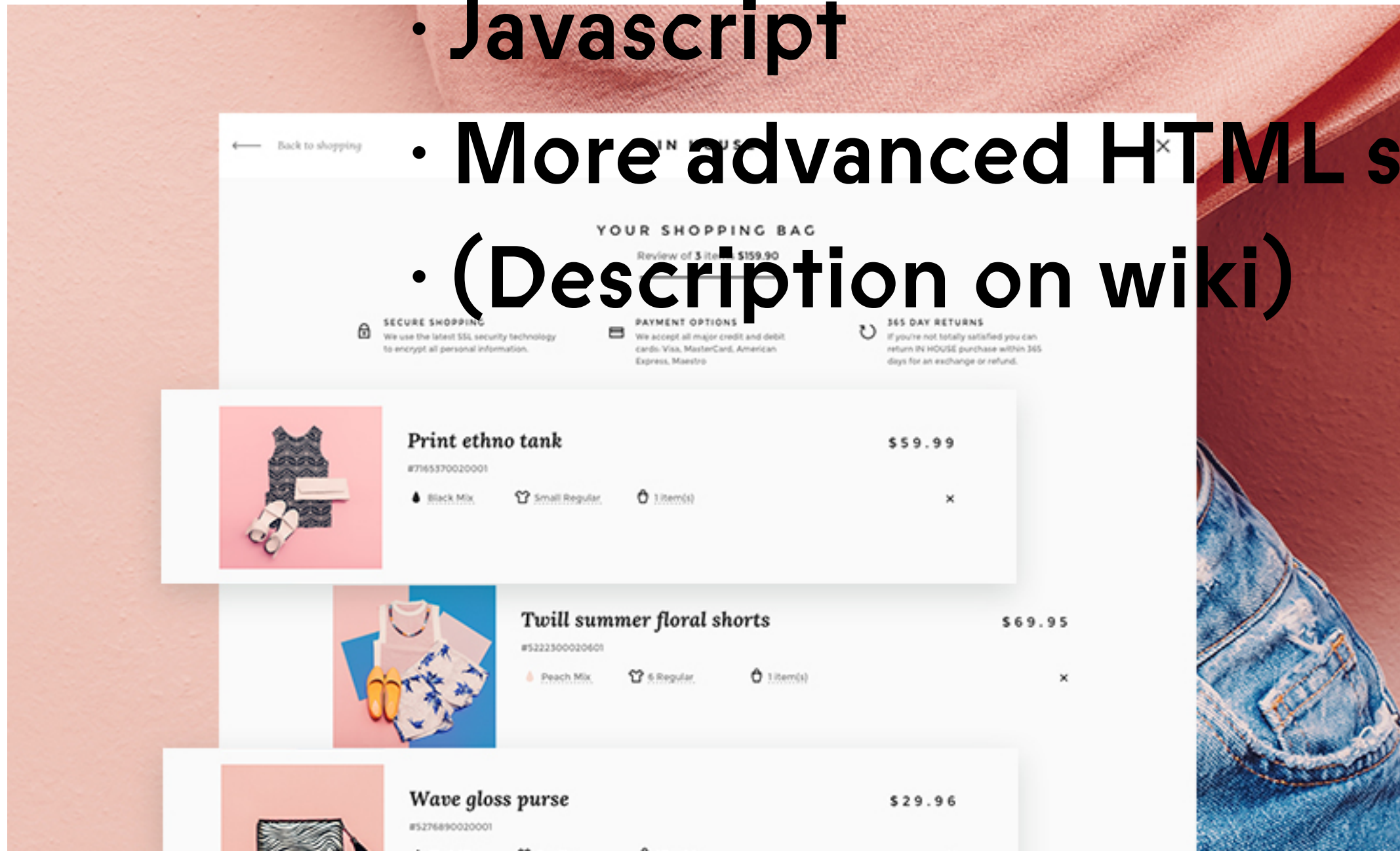
- **Max Resolution:** 12MP: 4240 x 2832
- **Sensor Type:** CMOS, 35.8 x 23.9 mm
- **Video Recording:** Yes, NTSC. 3840 x 2160: 30 fps, 24 fps, 10 fps. 1920 x 1080: 120 fps, 100 fps, 60 fps, 50 fps, 30 fps, 25 fps, 24 fps
- **Memory Card Type:** SD, SDHC, SDXC, Memory Stick PRO (High Speed), Memory Stick PRO HG-Duo, Memory Stick XG Duo

### Documents

- [Instruction Manual](#)

# Exercise: «Shopping Cart»

- 🚧 Still unclear:
- Interactions (Add/Remove items)
- Javascript
- More advanced HTML structure
- (Description on wiki)



SHOPPING CART



PYZEL RADIUS SURFBOARD

Size: 6'2

\$695.00



PYZEL SHADOW SURFBOARD

Size: 5'8

\$695.00



**What do you already know?**

**What do you expect?**



**Resources/Knowledge:**

**<http://wiki.iad.zhdk.ch/CP>**

**Course Information (Basic GUI):**

**<http://wiki.iad.zhdk.ch/BGUI/598999049/>**

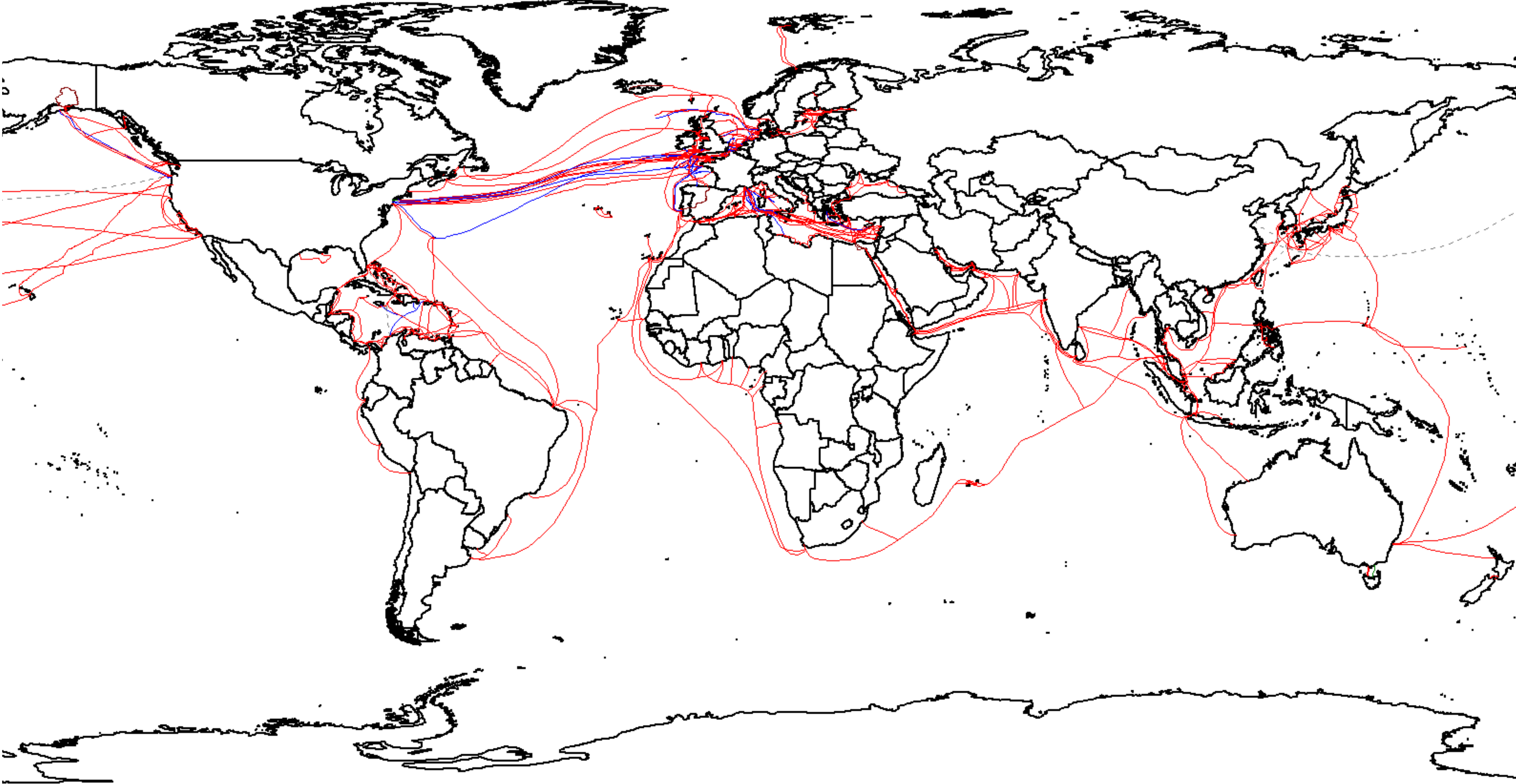
**[Basic+GUI+2019](#)**

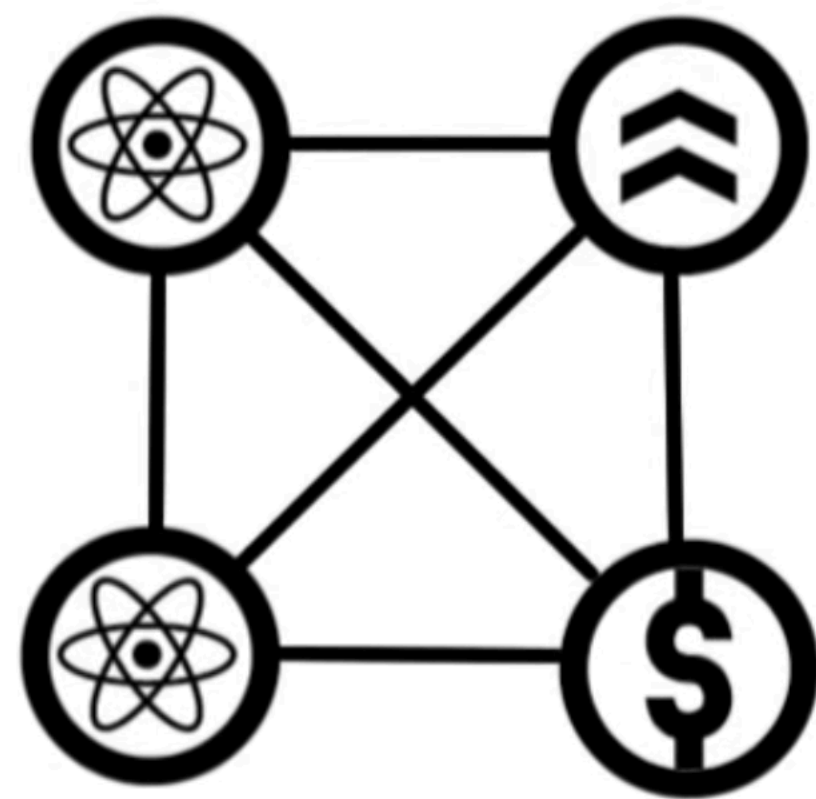
**Course Information (Web Dev)**

**<http://wiki.iad.zhdk.ch/BA2/612663325/>**

# History of internet and the world wide web



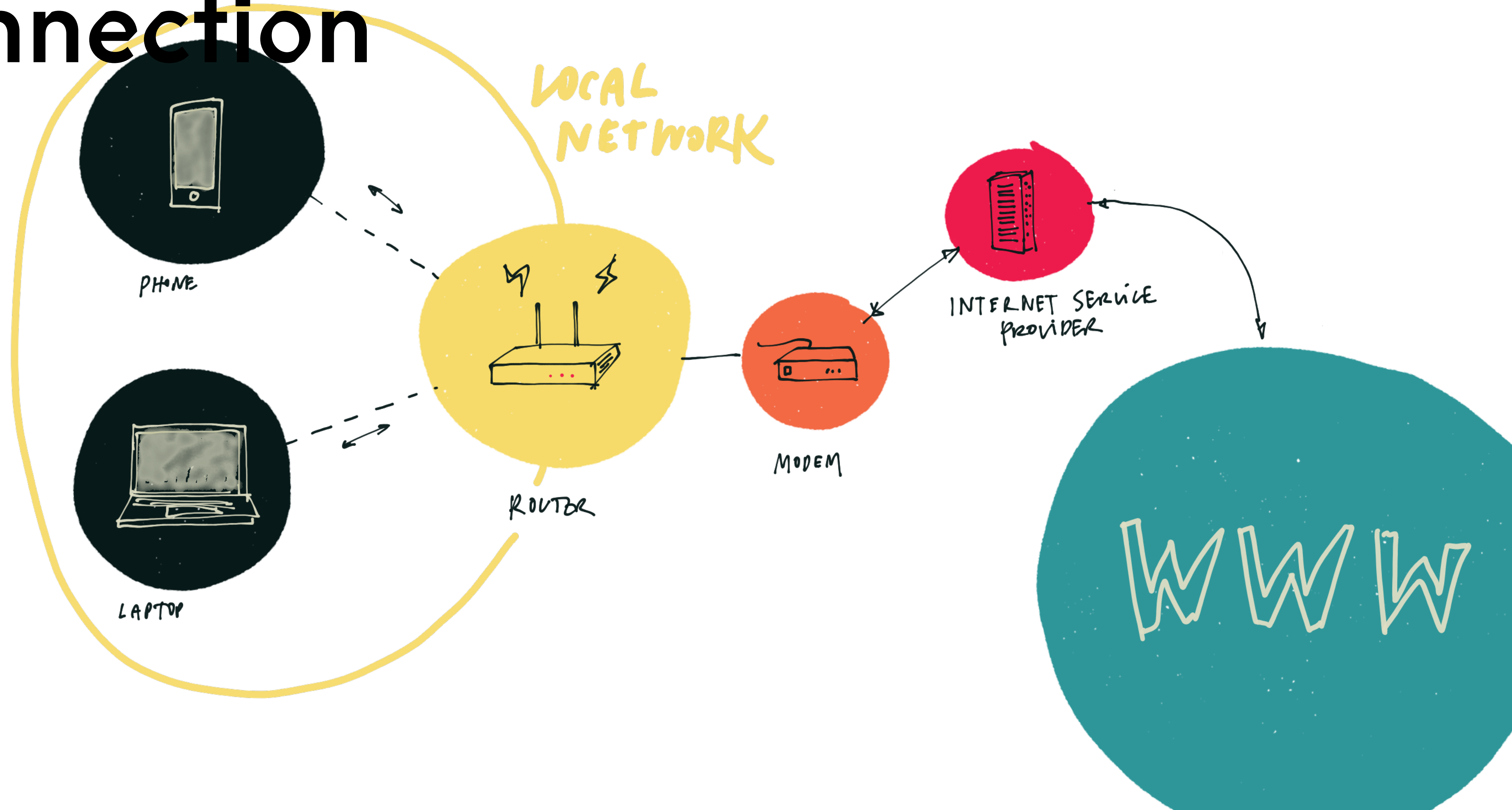




▶ ⏪ 🔊 2:40 / 8:10



# Connection



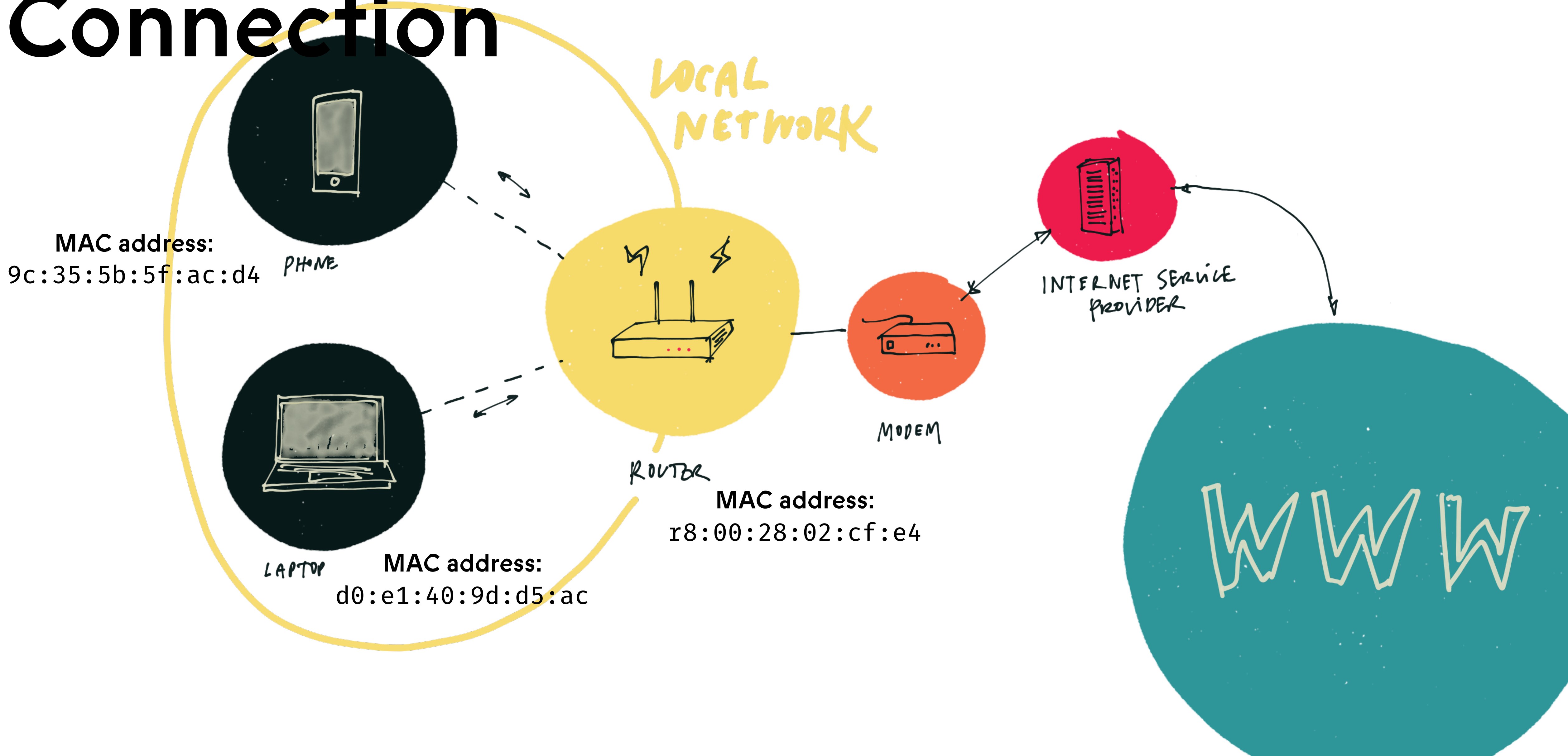
# Protocols

- **Set of rules that governs communication between two computers in a network.**
- **Different layers:**
  - **Data-Link – Protocols: e.g. Ethernet Protocol**
  - **Internet Protocols: e.g. IP4, IP6**
  - **Transport Protocols: e.g. TCP**
  - **Application Protocols: e.g. Email**

# MAC addresses

- **Every device that connects to a network has a MAC-address**  
`d0:e1:40:9d:d5:ac`
- **Used to identify a device in a local network.**

# Connection

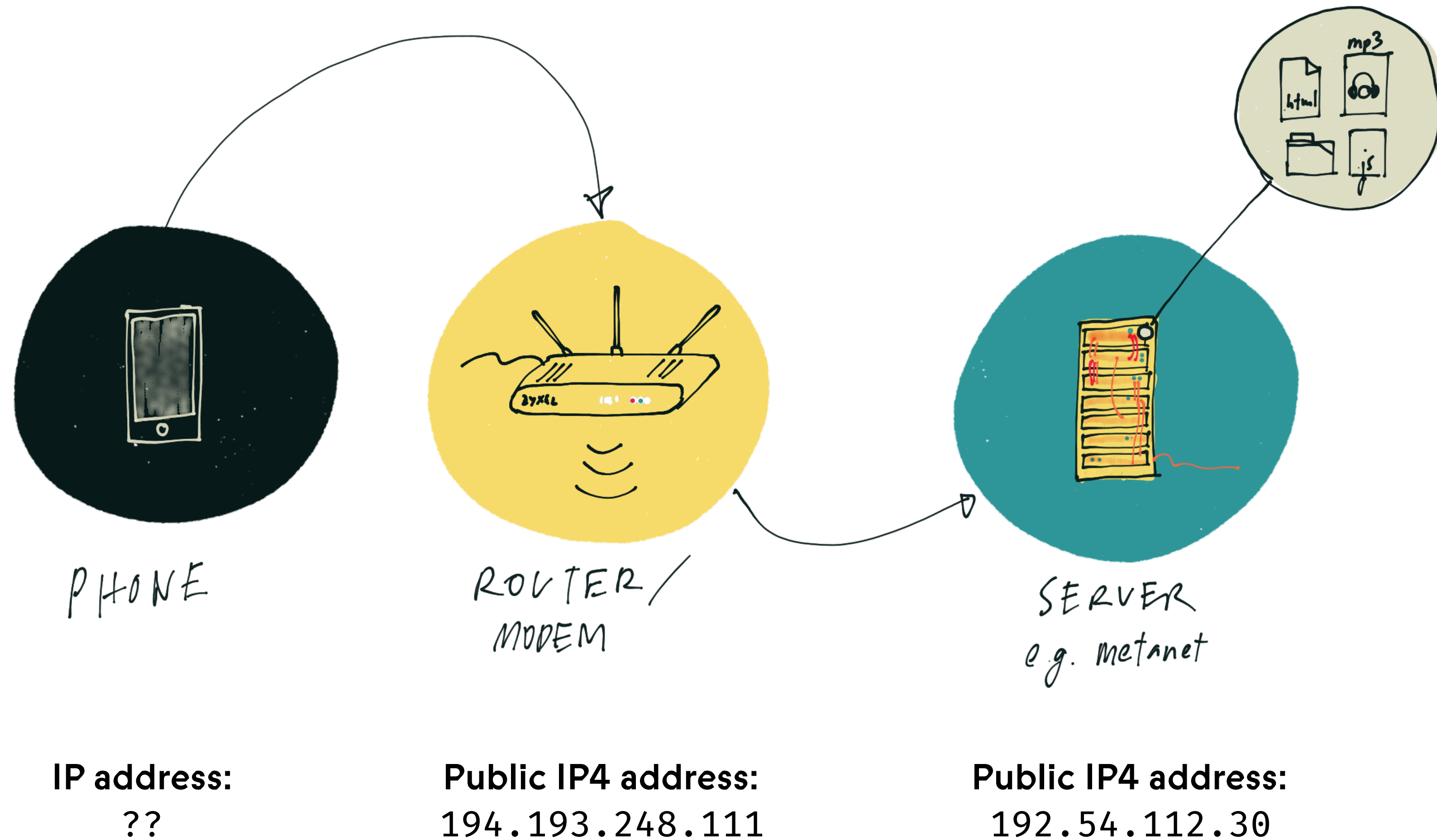




# Protocols: IP4/IP6

- **Every computer has an IP4 adress:**  
173.194.40.40
- **Only 4'294'967'296 addresses world wide!**
  
- **> Soon every computer also has an IPv6 address:**  
2001:0db8:0000:0042:0000:8a2e:0370:7334
- **About  $3.4 \times 10^9$  addresses world wide.**
  
- **An IP address is used to identify a computer on the internet.**

# Connection



# Reserved IP addresses

- **Some address ranges are used for private networks:**

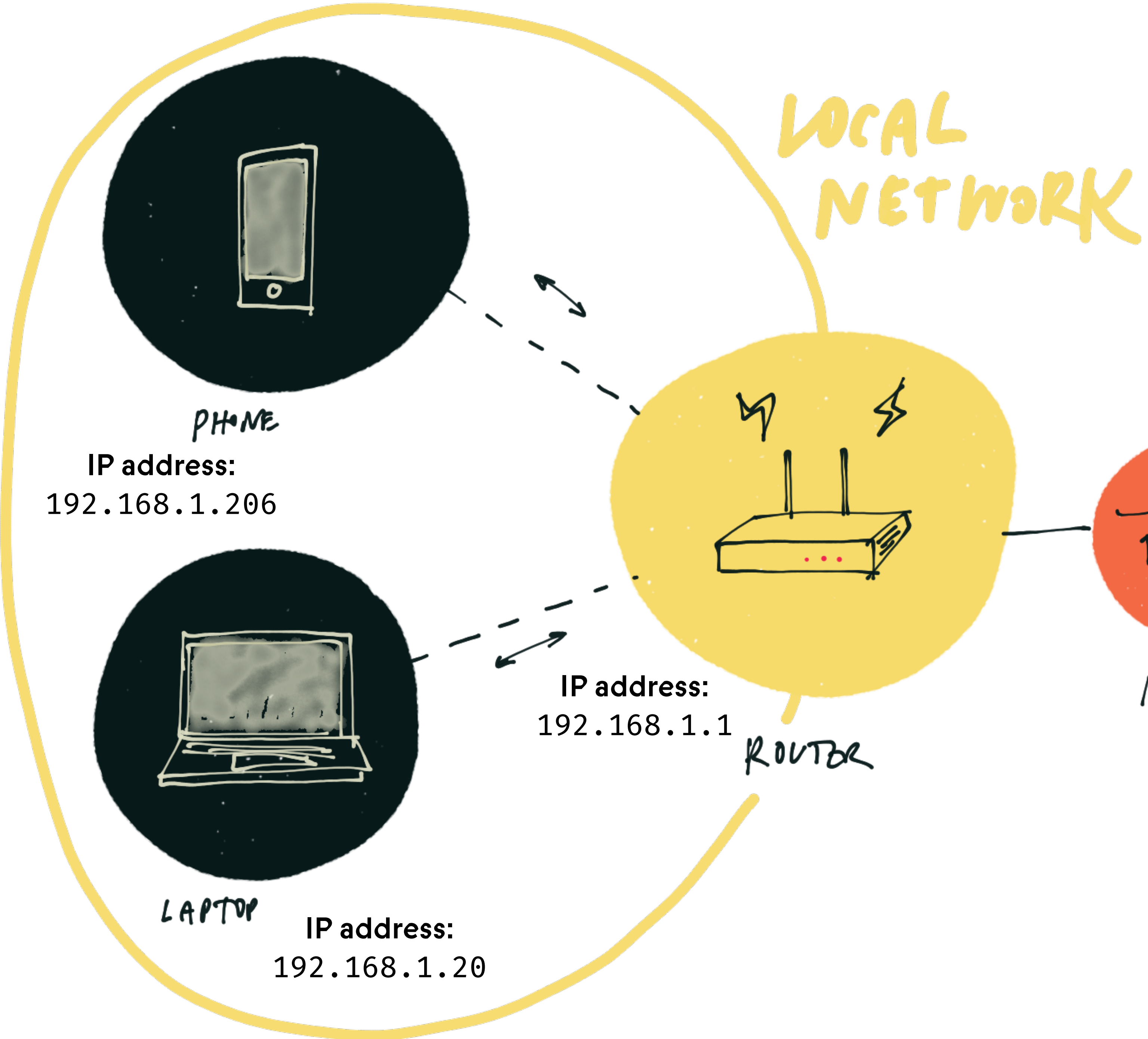
10.0.0.0	-	10.255.255.255
172.16.0.0	-	172.31.255.255
192.168.0.0	-	192.168.255.255



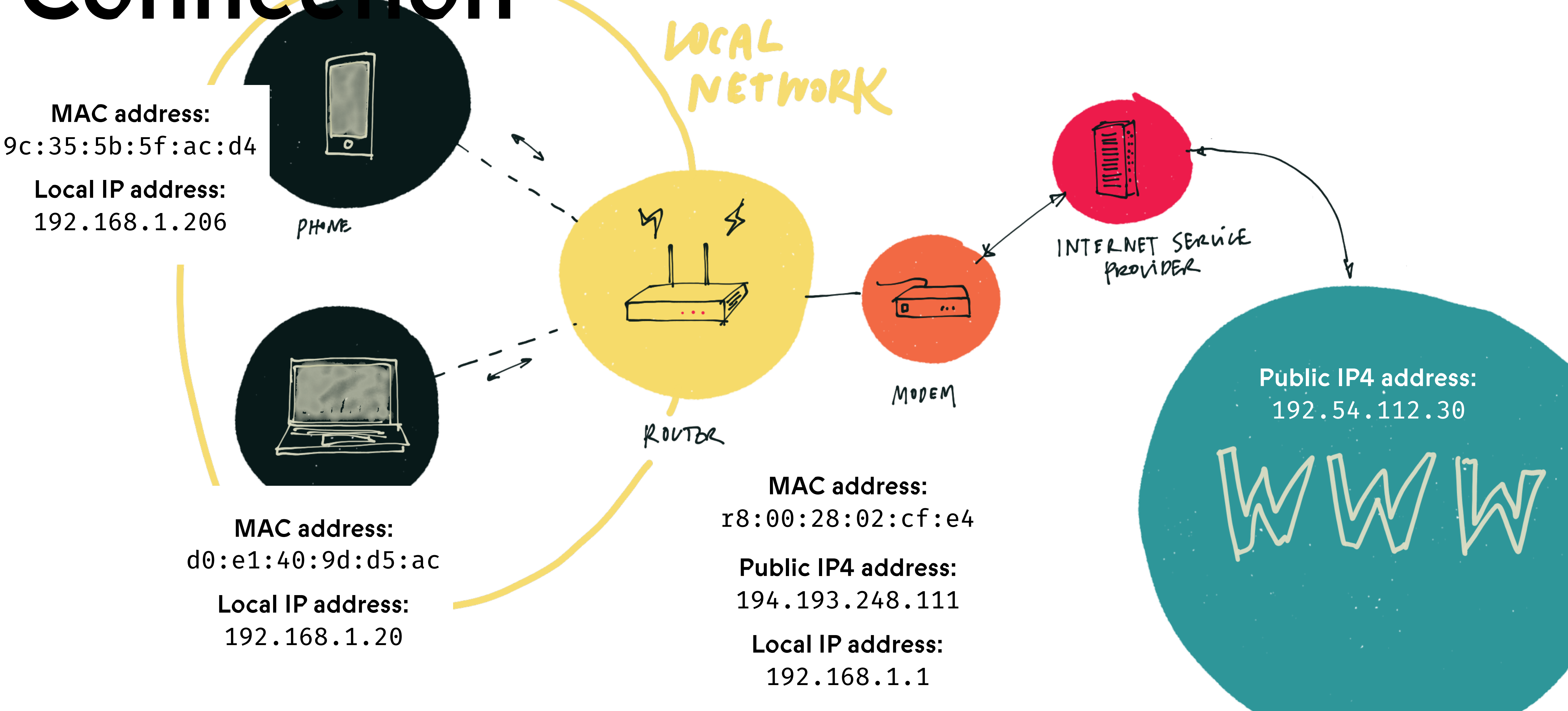
# MAC addresses

- **281,474,976,710,656 possible MAC addresses**
- **Vendors are given a range of MAC Addresses that can be assigned to their products**

# Connection



# Connection



# Localhost

- Your computer has a local address

127.0.0.1 / localhost



- When building a webpage, you often run a local server > <http://localhost:3000>



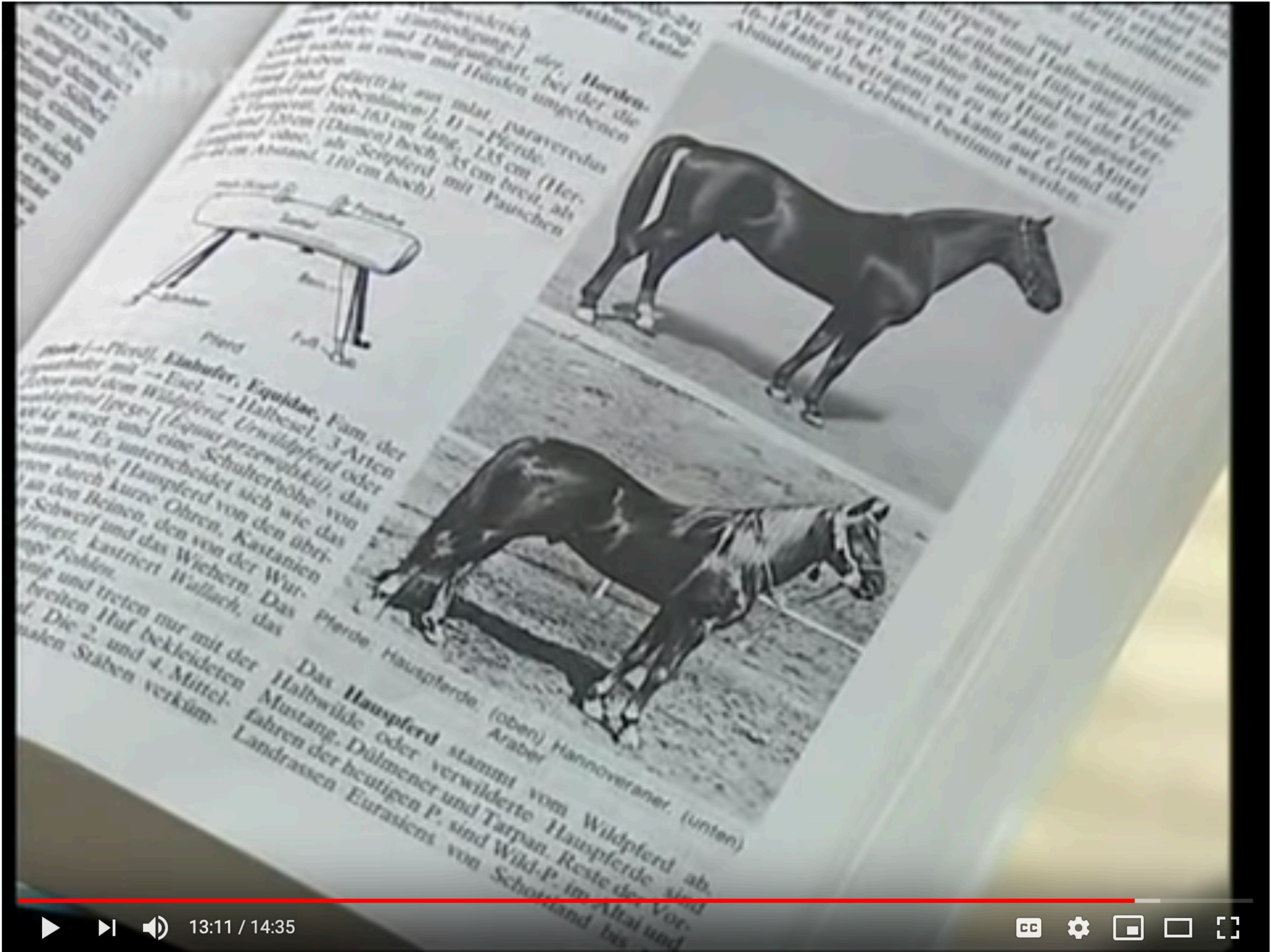
Más frikismo en Frikilogia



# Protocols

- **Transmission Control Protocol (TCP)**
- **Internet Protocol (IP)**
  - > **TCP/IP**
- **Hypertext Transfer Protocol (HTTP) /  
Hypertext Transfer Protocol Secure (HTTPS)** 
- **FTP (File Transfer Protocol)**
- **Mail-Protocols (SMTP, POP3, IMAP)** 
- **Secure Shell (SSH)**

# World Wide Web





<http://line-mode.cern.ch/www/hypertext/WWW/TheProject.html>

# Domains

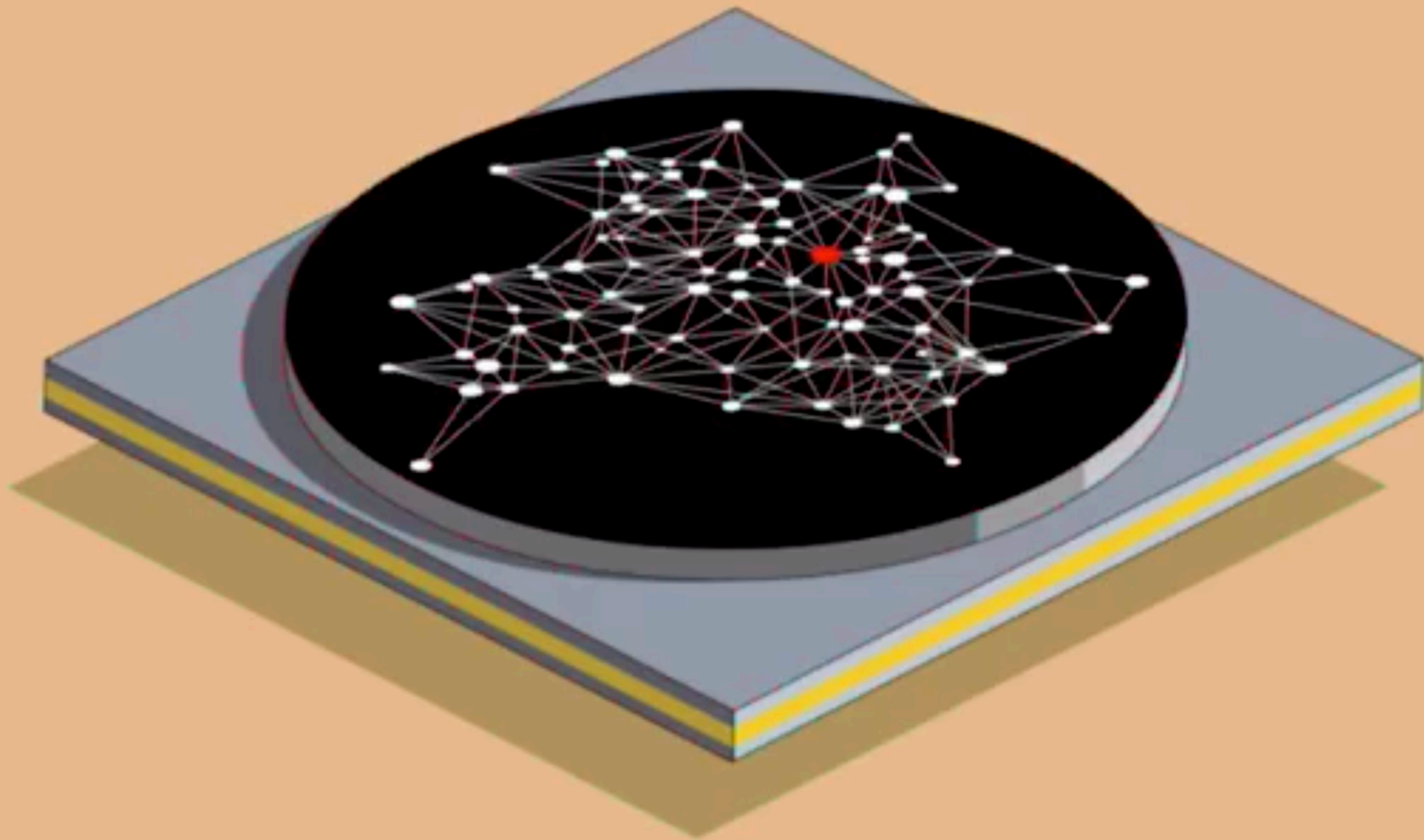


# Domain Name System (DNS)

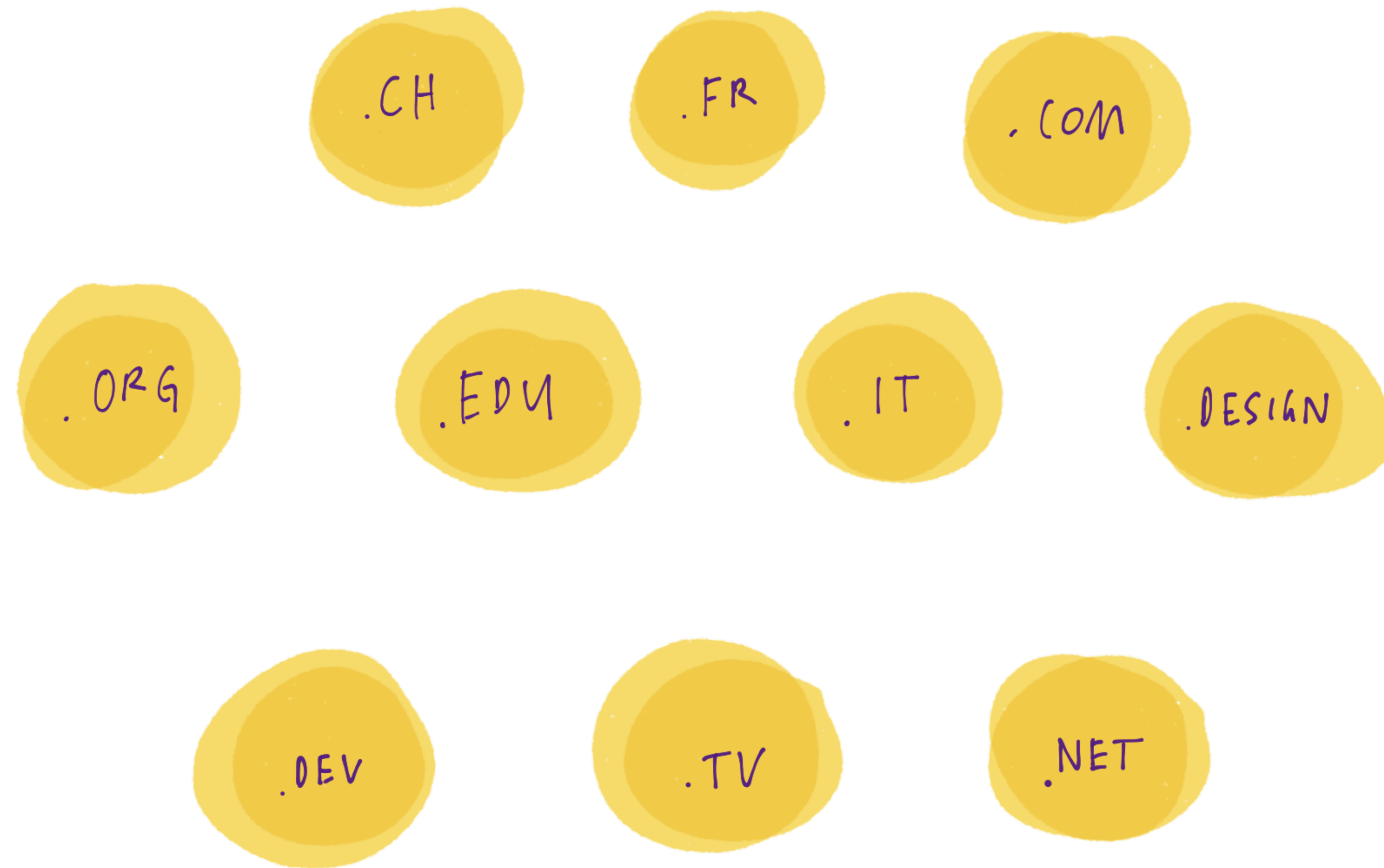
- **Translates IP addresses into memorizable names:**

google.com > 173.194.40.40

localhost > 127.0.0.1



# Top-level Domains

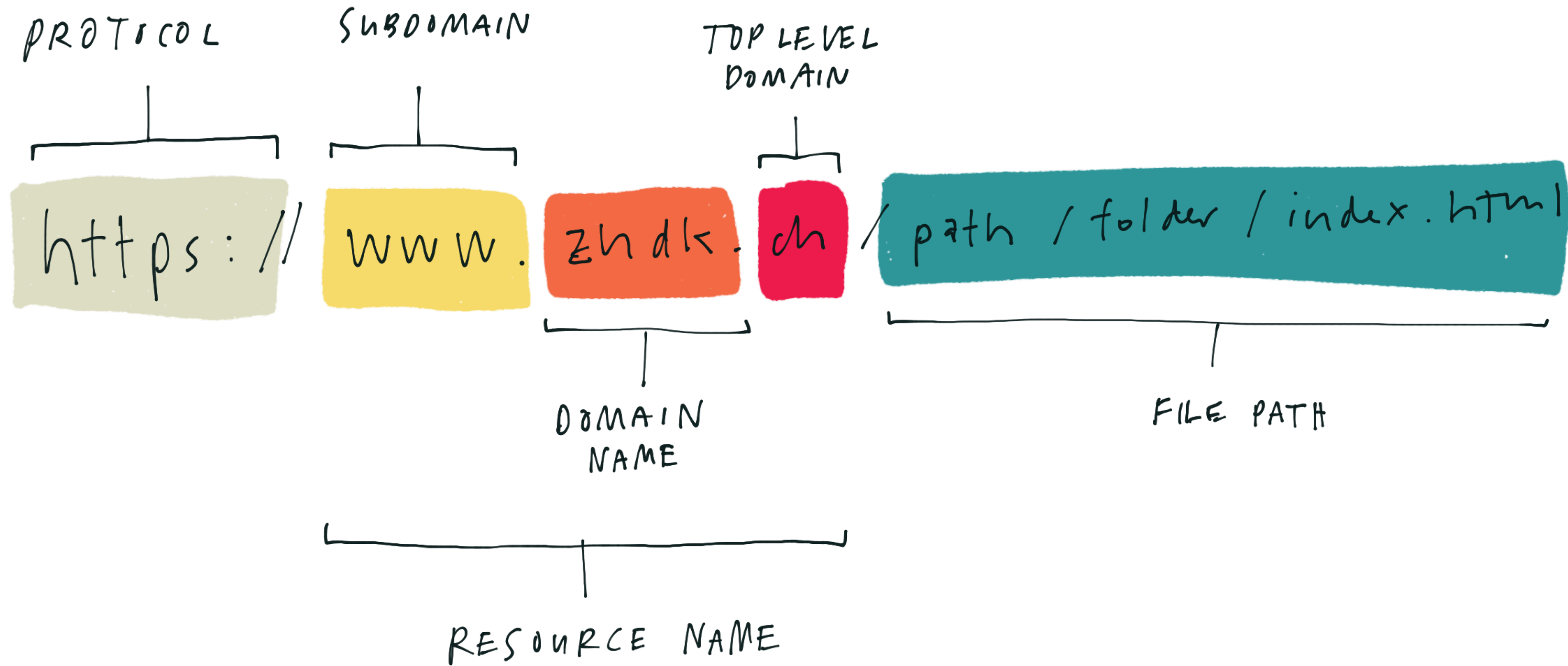


# Uniform Resource Locator (URL)

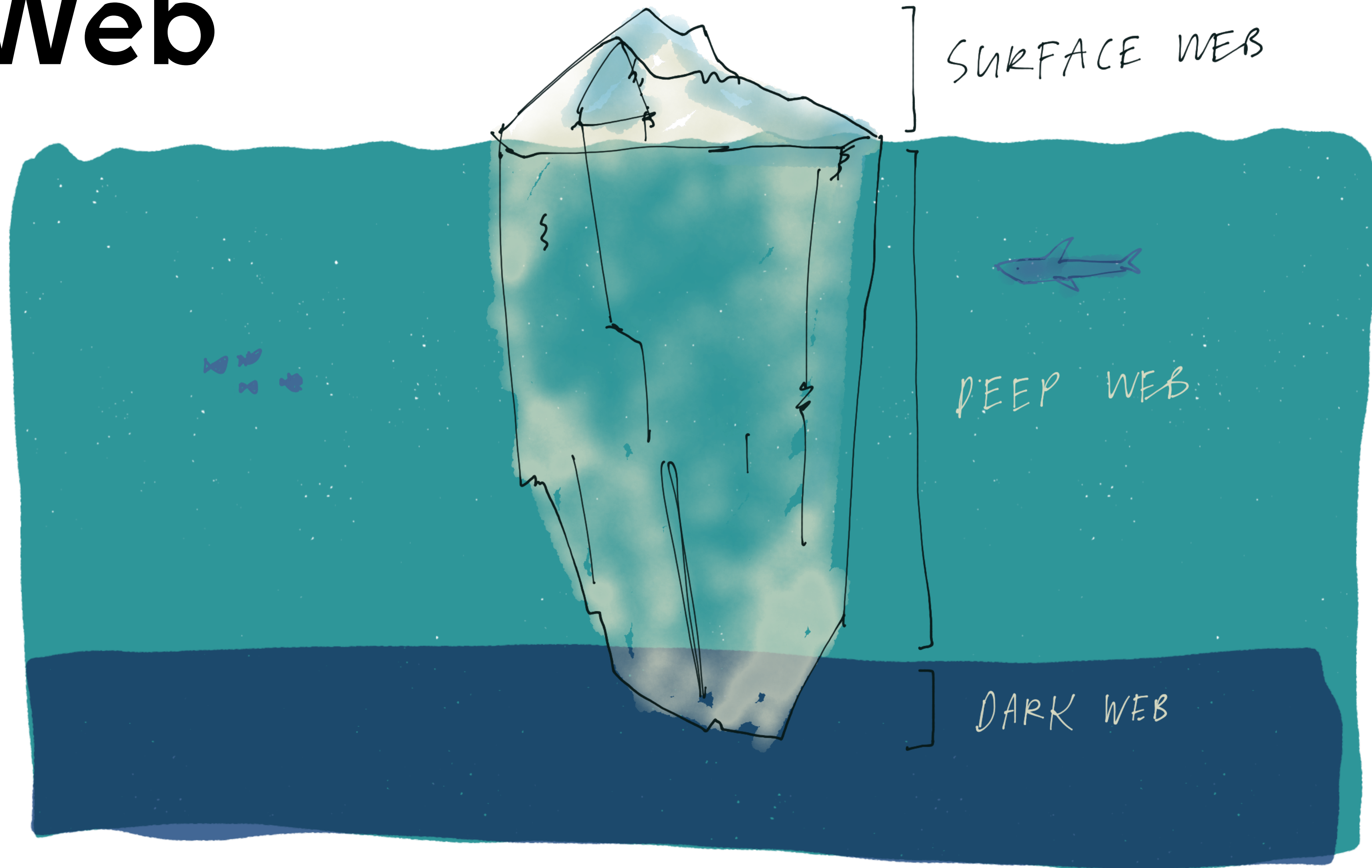
`https://www.zhdk.ch/path/folder/index.html`



# Uniform Resource Locator (URL)



# The Web



# Web Technologies

- **HTML 5**
- **CSS**
- **Javascript**
- **PHP**
- **Go**
- **Xml**

# HTML

```
1 <html>
2   <head>
3     <title>An Example Page</title>
4   </head>
5   <body>
6     <h1>A Title</h1>
7     <p>A Paragraph</p>
8   </body>
9 </html>
```

# Cascading Style Sheets (CSS)

```
1  body {  
2    font-family: "Helvetica";  
3    font-size: 16px;  
4  }  
5  
6  h1 {  
7    font-weight: bold;  
8    color: red;  
9  }
```

# JavaScript

```
1  var title = document.getElementById("title");  
2  |  
3  if (!easterEgg.wasFound) {  
4  |  title.innerHTML = "Find every easter egg on this page!";  
5  |  }  
6  }
```

# Homework

- **Absolutely mandatory:**  
**Download & setup code editor (Atom)**  
**<http://wiki.iad.zhdk.ch/CP/4456471/Code+Editors>**
- **Feel free to browse**  
**<http://wiki.iad.zhdk.ch/CP>**