Note: while this is a guide to what you should know, it is only a guide. Everything covered in class is fair game

Know:
  - Basic Terminology

HTML
  - Basic template tags
  - Paragraph
  - Headers
  - Images
    - As links
  - Links
    - Relative
    - Absolute
    - To within the same web page
    - To a place within another web page
  - Tables
    - Rowspan
    - Colspan
    - Tables within tables
  - Lists
    - Ordered
    - Unordered
    - Lists within lists
  - Forms
    - Submit button
    - Radio button
    - Text field
    - Check box
    - Drop-down list
    - Text area

CSS
  - Inline style definition
  - style definitions in the header
  - linking to a stylesheet (and creating styles within the stylesheet
  - Font styling:
    - font color
      - style
      - size, and
      - family
  - line height
  - colors using hex numbers
  - border (width, color, style)
    - border on only one side
  - padding
  - margin
    - padding and margin different for one side versus another side
    - auto-setting margin
• background color
• background image
  o tiling throughout
    ▪ not repeated and positioned
    ▪ repeating horizontally or vertically only
• class
• id
• div tags
  o a tag within your div tag given its own style (e.g. specifying a separate style for paragraphs within your div tag)
• span tags
• absolute positioning
• relative positioning
• fixed positioning
• float positioning

JavaScript
  ▪ Know: the difference between `document.write` and `document.getElementById`.
  ▪ Know what you can change using `document.getElementById`
  ▪ Know what the `innerHTML` is
  ▪ Know why we don’t use `innerHTML` with images
  ▪ Know how to use all of the above.
  ▪ Know how to write out `variables` using both `innerHTML` and `document.write`
  ▪ Know what you can `change about an image`
  ▪ Know how to `reposition an image`
  ▪ Know how to `change the style` of an element
  ▪ Know how to create a `variable`
  ▪ Know how to create an `array`
  ▪ Know how to create a `prompt box`, and how a variable holds what the user types in when a prompt box pops up
  ▪ Know how to create a `confirm box`, and how a variable holds what the user clicks on in response to the confirm box.
  ▪ Know how to generate a `random number`.
  ▪ Know how to generate a `random number between 3 and 10, not including 10`
  ▪ Know how to use the `random number to access something in an array`
  ▪ Know how to create an `if` condition
    ▪ Know how an `else if` and an `else` works
    ▪ Know how a `nested if` (an if inside of an if) works
  ▪ Know how to write a `function`
  ▪ Know the different `ways to call a function` (make a function happen)
    ▪ Know how to use onload
  ▪ Know how to add pictures to the end of an array
  ▪ Know how to use setTimeout
    ▪ For moving things
    ▪ For looping through arrays
    ▪ For making things blink
    ▪ Etc.
  ▪ Know what a parameter is and how to give a parameter a value.
  ▪ Know how to use a keypress to make a function happen