Final Study Guide

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
 - o As links
- Links
 - o Relative
 - Absolute
 - o To within the same web page
 - o To a place within another web page
- Tables
 - o Rowspan
 - o Colspan
 - Tables within tables
- Lists
 - o Ordered
 - o Unordered
 - Lists within lists
- Forms
 - Submit button
 - o Radio button
 - o Text field
 - o Check box
 - Drop-down list
 - o 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
- o size, and
- o family
- line height
- colors using hex numbers
- border (width, color, style)
 - o border on only one side
- padding
- margin
 - o padding and margin different for one side versus another side
 - o 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
 - **■** Ftc
- Know what a parameter is and how to give a parameter a value.
- Know how to use a keypress to make a function happen