



XHTML

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WHAT IS XHTML?

XHTML stands for Extensible Hypertext Markup Language.

- § XHTML is aimed to replace HTML
- § XHTML is almost identical to HTML 4.01
- § XHTML is a **stricter** and **cleaner** version of HTML

XML (Extensible Markup Language) is a markup language designed for describing *data*

- § XHTML is HTML redefined as an XML application.
- § XHTML is a **“bridge”** between HTML and XML

HTML VS. XML

XML looks a lot like HTML, but--

HTML uses a fixed set of tags.

With XML you make up your own tags (and define what they mean in a separate document).

HTML is designed to display data to humans.

XML is designed to describe data to computers.

Browsers are very tolerant of errors in HTML.

XML documents must be well-formed (syntactically correct).

All browsers can display HTML.

Most modern browsers can display XML.

FROM HTML TO XHTML, I

- XHTML elements must be properly nested
`<i>bold and italic</i>` is *wrong!*
- XHTML documents must be well-formed

```
<html>  
<head> ... </head>  
<body> ... </body>  
</html>
```

- Tag names must be in [lowercase](#).

- All XHTML elements must be closed.

§ If an HTML tag is not a container, close it like this:

```
<br />, <hr />, <image src="smile.gif" alt="test" />
```

§ Note: Some browsers require a space before the / .

FROM HTML TO XHTML, II

- Attribute names must also be in lower case.
 - § Example: `<table width="100%">`
- Attribute values must be quoted.
 - § Example: `<table width="100%">`
- Attribute minimization is forbidden.
 - § Example: `<frame noresize="noresize">`,
cannot be abbreviated to `<frame noresize>`
- The **id** attribute replaces the **name** attribute.
 - § Wrong: ``
 - § Right: ``
 - § Best: ``

SGML AND DTDS

- SGML stands for “Standard Generalized Markup Language”
- HTML, XHTML, XML and many other markup languages are defined in SGML.
- A DTD, or “Document Type Definition” describes the syntax to use for the current document.
- There are three different DTDs for XHTML--you can pick the one you want.

§ These DTDs are *public* and on the web

§ *You must start your XHTML document with a reference to one of these DTDs.*

DOCTYPE DECLARATION, I

Every XHTML document must begin with one of the **DOCTYPE** declarations (DTDs):

§ `<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN" "http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">`

§ `<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN" "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">`

§ `<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Frameset//EN" "http://www.w3.org/TR/xhtml1/DTD/xhtml1-frameset.dtd">`

DOCTYPE DECLARATION, II

The three main DTDs are as follows:

§ Strict

- § Use for really clean markup, with no display information (no font, color, or size information).
- § Use with CSS (Cascading Style Sheets) if you want to define how the document should look.

§ Transitional

- § Use with standard HTML and/or with CSS.
- § Allows *deprecated* HTML elements.

§ Frameset

- § Use if your document uses HTML frames.

```
<!DOCTYPE html PUBLIC
"-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
<html >
  <head>
    <title>A simple document</title>
  </head>
  <body>
    <p>A simple paragraph.</p>
  </body>
</html >
```

TOOLS

- W3C validator – <http://validator.w3c.org>
- HTML Tidy (HTML – XHTML Converter)
 - § Dos based program.
 - § Download from <http://tidy.sourceforge.net>.

