

Contents

Chapter 1: Introduction to the Web	1
What Will This Cover?	2
What the Web Is	2
How the Web Works	3
What Did This Cover?	6
Additional Resources	6
 Chapter 2: Designing Web Applications	 9
What Will This Cover?	9
The Purpose of Design	10
The GUIDS Methodology	11
Goal-Centered Design	12
User-Interface Design	16
Implementation-Centered Design	23
Data Design	24
Strategies for Construction	24
What Did This Cover?	25
Additional Resources	25
 Chapter 3: Using HTML	 27
What Will This Cover?	27
HTML Basics	28
The Anatomy of an HTML Document	32
XHTML	35
How HTML Works	38
Creating a Static Web Page Using HTML	38
HTML Techniques	42
Linking to Other Web Pages	45
HTML Reference	48
HTML Character Entities	55

Contents

Browser Compatibility	56
Basic HTML Tips and Tricks	57
What Did This Cover?	64
Additional Resources	65

Chapter 4: Using Style Sheets69

What Will This Cover?	69
Cascading Style Sheet Basics	70
Defining Styles	73
Using Inline Styles for Greater Control	74
Using Embedded Styles for Standardization	76
Declaring Style Classes for Flexibility	80
Using Styles to Add Visual Effects	84
Creating an External Style Sheet for Reusability	89
Cascading Style Sheets	93
Cascading Style Sheet Reference	95
Basic CSS Tips and Tricks	100
What Did This Cover?	103
Additional Resources	103

Chapter 5: Building Tables105

What Will This Cover?	105
HTML Table Basics	105
Creating a Simple HTML Table	108
Giving a Table Some Style	112
Adding Scroll Bars to Tables	117
Using Tables for a Magazine-Style Layout	121
HTML Table Element and Attribute Reference	126
HTML Table Tips and Tricks	130
What Did This Cover?	131
Additional Resources	132

Chapter 6: Building Forms133

What Will This Cover?	133
HTML Form Basics	134
Creating a Simple HTML Form	137
Improving Forms with Tables and Styles	140

Adding a Selection Box to a Form	145
Submitting HTML Form Data	147
Passing Data with Hidden Fields	151
Form Layout with Absolute Positioning	153
HTML Form Element and Attribute Reference	159
HTML Forms Tips and Tricks	166
What Did This Cover?	168
Additional Resources	169

Chapter 7: Understanding Object Models171

What Will This Cover?	171
Object Model Basics	172
Browser Object Model	175
Document Object Model	179
A Word on DHTML	196
What Did This Cover?	197
Additional Resources	197

Chapter 8: Using JavaScript199

What Will This Cover?	200
JavaScript Basics	200
How JavaScript Works	206
Defining Scripts	208
Using Inline Scripts to React to Events	208
Using Embedded Scripts to Add Text to Your Page	212
Using Functions to Hide and Show Elements	216
Performing Image Rollovers	222
Reusing JavaScript Files	227
JavaScript Reference	228
JavaScript Tips and Tricks	240
What Did This Cover?	245
Additional Resources	245

Contents

Chapter 9: Validating Form Data	247
What Will This Cover?	247
Validation Basics	248
Writing Validation Functions	249
Performing Field-Level Validation	252
Performing Form-Level Validation	258
Notifying the User When an Element Is Invalid	268
Adding Additional Validation Types	277
Regular Expression Reference	281
Validation Tips and Tricks	284
What Did This Cover?	286
Additional Resources	286
 Chapter 10: Saving Data with Cookies	 289
What Will This Cover?	289
Cookie Basics	290
Storing Data in Cookies	294
Retrieving Data from Cookies	297
Cookies and State Management	302
Cookies and Security	303
Alternatives to Cookies	304
Cookie Tips and Tricks	306
What Did This Cover?	307
Additional Resources	308
 Chapter 11: Introduction to XML	 309
What Will This Cover?	309
XML Basics	310
Benefits of XML	314
The Anatomy of an XML Document	315
A Well-Formed XML Document	318
Parsing XML	319
Creating an XML File	320
Viewing an XML File with a Browser	323
Namespaces	326
The Many Uses of XML	328
XML Tips and Tricks	330
What Did This Cover?	332
Additional Resources	333

Chapter 12: Using XSL	335
What Will This Cover?	335
XSL Basics	336
The Anatomy of an XSLT Stylesheet	341
Creating an XSLT Stylesheet	345
Associating an XSLT Stylesheet	348
Iterating through XML Nodes	350
Understanding the Transformation	354
Setting Selection Criteria Using XPath	356
Working with XSLT Templates	362
Using XSLT Structures	369
XSLT Element and Attribute Reference	372
XSL Tips and Tricks	375
What Did This Cover?	380
Additional Resources	380
 Chapter 13: Defining Schemas and DTDs	 383
What Will This Cover?	383
Schema Basics	384
Schema vs. DTD	385
The Anatomy of a Schema	385
Creating a Schema	388
Associating a Schema	391
Schema Reference	391
Basic Schema Tips and Tricks	394
What Did This Cover?	394
Additional Resources	395
 Chapter 14: Reading XML with JavaScript	 397
What Will This Cover?	397
Reading an XML Document with JavaScript	398
Navigating Through an XML Document with JavaScript	402
Building a Table Using XML	406
What Did This Cover?	413

Contents

Chapter 15: Web Application Architectures	415
What Will This Cover?	415
Client-Side Architecture	416
Server-Side Architecture	423
Server-Side with Client-Side Architecture	438
Three-Tiered Architecture	440
What Did This Cover?	444
Additional Resources	444



<http://www.springer.com/978-1-893115-87-3>

Doing Web Development

Client-Side Techniques

Kurata, D.

2002, XX, 478 p. 113 illus., Softcover

ISBN: 978-1-893115-87-3

A product of Apress