

Lesson 2-7: Display images and links on a page

trivia

The Mosaic browser

Before 1993, the Internet was very different from the way it is today. Web pages were made up entirely of text.

The Mosaic browser changed all of that by allowing web pages to contain both images and text: the beginning of web pages as we know them today.

Although Mosaic wasn't actually the first graphical web browser (it was preceded by Erwise and ViolaWWW), it was the first to be widely used.

In 1995 Microsoft paid a \$2 million licence fee to use the Mosaic source code as the basis of Internet Explorer. Internet Explorer still contained some of Mosaic's original code up until Version 7.

With the skills you've learned so far in this session, you're close to being able to create useful HTML pages.

This lesson will show you how to add hyperlinks and images to a page.

1 Open *HTMLTest* from your sample files folder.

2 Open *linktest.aspx* in *Design* view.

3 Create a link in *Design* view.

1. Type the following text onto the page:

The Smart Method

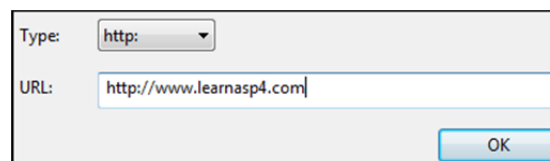
2. Select the text either by clicking and dragging or by using the tag navigator to select the *div* tag content (you learned how to do this in: *Lesson 2-6: Navigate HTML with the tag navigator*).



3. Click **Format** → **Convert to Hyperlink...**

A dialog appears.

4. Type **http://www.learnasp4.com** into the dialog and click **OK**.



5. View *linktest.aspx* in your browser and try clicking on the link.

The LearnASP4.com web site home page appears.

6. Close the browser and return to *Design* view.

4 Change the link's properties using *Design* view.

1. Click on your link in *Design* view.

The *Properties* window should display `<A>` as its selected object. The `<a>` tag is used to define an HTML hyperlink.

2. Change the *Target* property of the link to **_blank** using the *Properties* window.

You'll notice that the *Target* property has a drop-down menu. It is quicker to choose `_blank` from the drop-down list than to type it in manually

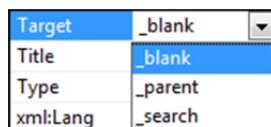
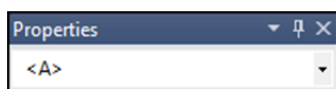
3. View the page in your browser and click on the link.

This time you'll see that the link opens in a new window.

4. Close the web browser.

5 Add a link in *Source* view.

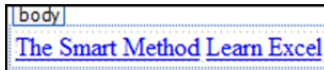
1. Switch to *Source* view.



- After the pair of `<a>` tags that define the hyperlink to *The Smart Method* add the following hyperlink code:

```
<a href="http://www.learnmicrosoftexcel.com">
Learn Excel</a>
```

```
<div>
  <a href="http://www.learnasp4.com" target="_blank">The Smart Method</a>
  <a href="http://www.learnmicrosoftexcel.com">Learn Excel</a>
</div>
```



- Switch back to *Design* view.

You will see that the HTML tag you added has created a link.

6 Add an image in *Design* view.

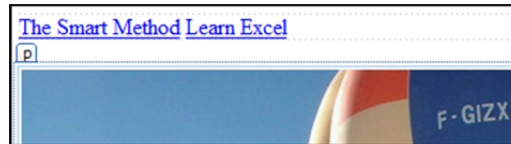
As you did in *Lesson 1-14: Add controls to a page with the Toolbox*, drag an *Image* control from the *HTML* category of the *Toolbox* onto the page, below the links.

7 Set the image path in *Design* view.

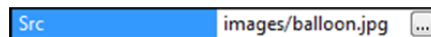
- Select the *Image* element and find the *Src* property in the *Properties* window.

If the *Src* property is not visible, it is because you have either added a standard image control instead of an HTML image control or because you have placed the image control inside the hyperlink `<a>` tags.

- Click the *browse* icon next to the *Src* property (⋮) and select *balloon.jpg* from the *images* folder.
- Click *OK*.



The image now appears on the page. Note that the *Src* property has been set to *images/balloon.jpg*. This is the *path* to the image (see sidebar).



8 Change the image path in *Source* view.

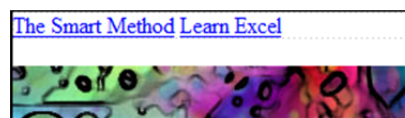
- Switch to *Source* view.
- Change the *src* property of the *img* tag to: **images/pattern.jpg**

```

```

- Switch back to *Design* view.

You will see that the image has changed.



You should now have a good idea of how to change properties using both the *Design* and *Source* views.

9 Save your changes and close Visual Studio.

note

Paths

If you're a seasoned Windows and Internet user, you probably understand that paths are used to tell computers which folder a file is in.

In this lesson, the images you need to display are in the *images* folder, so the path begins with *images*.

If an image called *image.jpg* was in a sub-folder of *images* called *photos*, the path would be:

```
images/photos/image.jpg
```

HTML paths are always relative to the current location of the page. If your page was in a folder called *pages*, you'd need to use the following path to get to the *images* folder:

```
../images/image.jpg
```

`../` in a path means to go up one level (ie to the folder that this folder is in).

If paths are getting confusing, using the browse feature, as you do in this lesson, will always return the correct path.