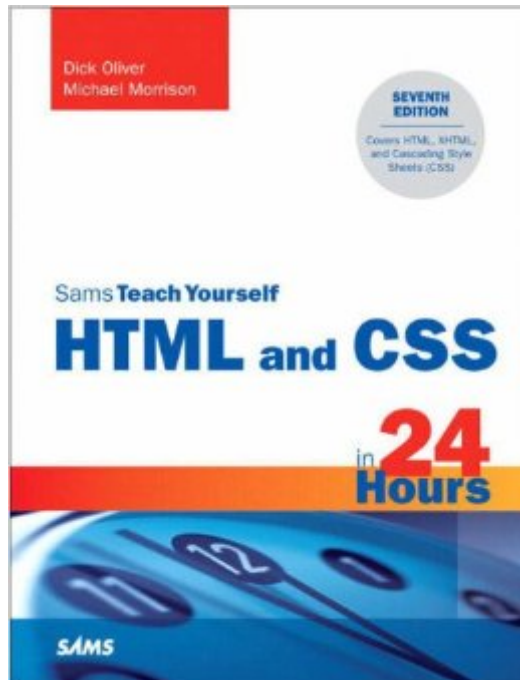# Sams Teach Yourself HTML And CSS In 24 Hours (7th Edition)

Synopsis

Learn from the newest, updated edition of the highly acclaimed introduction to HTML, Sams TeachÂ Yourself HTML and CSSÂ In 24 Hours. The seventh edition includes updates to introduce Cascading Style Sheets (CSS) in concert with HTML to produce quality web pages.Â You'll be able toÂ study revisions that refine examples, as well as provide an enhanced integration withÂ your web pages. You'll also gain a comprehensive understanding with new examples that match the current state of HTML. Â This carefully organized, well-written tutorial teaches beginning web page development skills, covering only those HTML and CSS tags that are likely to be used on creating a beginning web page. The 24 separate, one hour-long tutorials follow the process by which you should be creating your web page, building knowledge not only of how to create a web page, but building a general knowledge of how to use HTML and CSS in other projects as well. Â Chapters include: Understanding HTML and XHTML Creating Your Own Web Page Graphics Using Tables to Organize and Lay Out Your Pages Using Style Sheets for Page Layout Dynamic Web Pages

Book Information

Paperback: 576 pages

Publisher: Sams; 7 edition (December 24, 2005)

Language: English

ISBN-10: 0672328410

ISBN-13: 978-0672328411

Product Dimensions: 7 x 1.1 x 9.1 inches

Shipping Weight: 2 pounds

Average Customer Review: 4.3 out of 5 starsÂ Â See all reviewsÂ (66 customer reviews)

Best Sellers Rank: #1,542,481 in Books (See Top 100 in Books) #67 inÂ Books > Computers & Technology > Programming > Languages & Tools > XHTML #181 inÂ Books > Computers & Technology > Programming > Languages & Tools > CSS #704 inÂ Books > Computers & Technology > Graphics & Design > Desktop Publishing

Customer Reviews

This text will not make you a wizened internet programming guru... but it doesn't pretend to do so. What it does promise, and deliver, is a solid grounding in the creation of basic web pages. The book starts with the absolute basics; nothing is assumed. Finding someone to host your web site is covered, as is the creation of files using the Windows Notepad text editor and the uploading of files

onto a web hosting computer. And, of course, there's a tremendous amount of detail in creating web pages.It's important to note that there are two approaches to creating web pages today: you can create them by hand, using XHTML code written with a simple text editor like notepad; or you can use a web page authoring package, such as DreamWeaver or FrontPage. Using a program like DreamWeaver (most agree its the #1 program of its type) will allow you to create web pages much more quickly than by hand coding them; and unless you have an innate skill as a design artist, they will likely look better than something you hand code.On the other hand, you'll never have a clue about how the code actually works, if you don't learn XHTML; and so you'll never be able to modify it. You'll be stuck with whatever the web authoring package can do for you. And there's also the cost factor: web authoring packages cost several hundreds of dollars, but notepad is free; it's part of the Microsoft Windows operating system. (Macs have a similar built in text editor.)Most internet pros can do both; they regularly use DreamWeaver as a production tool, but know XHTML so that they can quickly modify what the program generates when the need arises. On the other hand, amateurs building simple web pages probably would never be able to justify the cost of a full blown web authoring package, so learning XHTML makes perfect sense.Either way, learning XHTML is an appropriate way to start your web page building education; and this book is the perfect way to do so. Having read several books on the subject - including some thousand+ page hardcover whoppers - I can confidently state that this book does a spectacular job of teaching you exactly what you need to know. It gets right to the point, and quickly and simply teaches the core material. All the fluff is gone; everything in this book is solid. There's thorough coverage of graphics, animated graphics, even some javascript. There's a lot of reference to readily available tools on the net, and some indication of how they might be used. I was particularly impressed with the clarity of the instruction; the book does a spectacular job of identifying and teaching exactly what needs to be taught, while deftly avoiding extraneous discussion. Most universities don't provide a quality of instruction as crisp and as easily followed as that contained within this book.So what's missing? Not much. There's no coverage of Flash to speak of, or CGI scripting. I didn't see any mention of secure HTML, so you'll need more than this book in order to start processing credit cards, or conducting commerce. And a few of the web resource links that the author provides are dead links, and haven't worked for years; they should have been caught during the revision process.But these are mere quibbles; make no mistake, this book gives you an awful lot. If your desire is a really good book that starts right at the very beginning, and gives you enough knowledge to build really good looking web pages from scratch... then this is your book. If you want to set up a simple web page for yourself - or an informational web page designed to promote your home business - this is a great text. And if you

plan on persuing a career as a web page developer, but have no previous knowledge of web design or HTML... then this is a great book to start with.The book is now in its 6th edition, and that says a lot; publishers won't revise a book with poor sales. For a computer book to be revised and released 6 times is a dramatic testament to its popularity, and inherent quality. I can only think of one other book on my bookshelf - Muellers' Upgrading and Repairing PCs - that has shown such a continuing popularity level.When you invest in this book, you get a lot of value. When you've learned and applied everything in this book, you'll be able to create extremely good looking and well written informational web pages from scratch, without having to rely on a web authoring package; and you'll be completely prepared to learn the intricacies of Java, Flash, and CGI scripting, if you so choose. However, probably 90% or more of the people who read this book, will never need to move beyond it.For most web pages, this book is all you'll ever need.

By no means, is it just for beginners. I use it as a reference every day, and I don't let it out of my site! With style & humor, Dick educates the reader with examples and exercises that are meaningful & applicapable to real-world environments. The steps he take the reader though, each chapter building on the previous chapter, together with the companion web-site examples, helped me overcome the frustrations I was experiencing with the lack of control and limits of FrontPage.I was astonished to find that coding pages by hand was easier, more controllable, and more rewarding than using an HTML generator. I would recommend this book to anyone wanting to learn HTML, or just needing a great reference manual. Thanks, Dick!

As an IT professional that has built and maintained personal web sites for several years, I decided I needed to better understand what I was doing. I have used Front page for years to build the basic structure of my web pages, then venturing into the HTML to modify and add functionality. I never have taken a class or read any other books on HTML, if I got stuck, I would do a search and find a solution. Before purchasing this book I would not say I was a beginner, but I also knew my skill level was not that of an expert.Authors of how to books must decided who they are writing for. In this case the authors chose to write to beginners, a category I don't personally fit neatly into. Each chapter is about twenty pages long and includes Q&A, quiz, and exercise sections. Each hour is intended to take an hour to read and complete the quizzes and exercises. However since I am not a beginner I find many sections require much less time. I don't feed the need to practice inserting an image onto a page when I already can accomplish the task.But if I can already do the task, why read the hour? Well for starters, I'm not skillful enough to assume I know anything beyond the

basics. Not only that, this book is teaching XHTML when and where it can. I may know how to insert an image, but making the code XHTML compliant is not something I was previously aware of. Not only can I add an image, but now I can easily explain the whys and hows to others if they should ask.As I progressed through the hours, the subjects got more complex. Even so the chapters where presented and the subjects explained in an easy to understand manner. Each progressive hour builds on the previous ones, however if I wanted to, I could skip ahead to a different chapter and still be able to understand the lesson.If you are a total beginner to HTML and CSS, this is the book to get. If you are not quite a beginner like I was, this book will take you to the next level. If you are an expert looking to brush up on your skills, look elsewhere. An expert may learn a thing or two from this book, but it is clearly not written for experts. As for me, I have no doubt this book has helped be become a better web master.PROS:Very well written and structured in a way that promotes learningIn-depth discussions of CSSThorough list of subject matterWorth every cent I paid and then someImproved my skill levelCONS:I didn't get this book sooner

HTML Beginner's Crash Course: HTML for Beginner's Guide to Learning HTML, HTML & CSS, & Web Design (HTML5, HTML5 and CSS3, HTML Programming, HTML CSS, HTML for Beginners, HTML Programming) Sams Teach Yourself HTML and CSS in 24 Hours (Includes New HTML 5 Coverage) (8th Edition) Sams Teach Yourself UNIX System Administration in 24 Hours (Sams Teach Yourself in 24 Hours) Swift in 24 Hours, Sams Teach Yourself (Sams Teach Yourself -- Hours) Sams Teach Yourself RoboHELP 2000 for HTML Help in 24 Hours (Teach Yourself -- Hours) Sams Teach Yourself HTML and CSS in 24 Hours (7th Edition) Sams Teach Yourself WordPerfect Office 2000 for Linux in 24 Hours (Teach Yourself -- 24 Hours) Sams Teach Yourself DirectX 7 in 24 Hours (Teach Yourself -- Hours) Sams Teach Yourself ADO 2.5 in 21 Days (Sams Teach Yourself...in 21 Days) Alpha Teach Yourself Bookkeeping in 24 Hours (Alpha Teach Yourself in 24 Hours) Teach Yourself Java in 21 Days: Professional Reference Edition (Sams Teach Yourself) Handcrafted CSS: More Bulletproof Web Design, Video Edition (includes Handcrafted CSS book and Handcrafted CSS: Bulletproof Essentials DVD) Teach Yourself How to Become a Webmaster in 14 Days (Sams Teach Yourself) Sams Teach Yourself UNIX System Administration in 21 Days (Teach Yourself -- Days) Teach Yourself Unix Shell Programming in 14 Days (Sams Teach Yourself) Teach Yourself Database Programming With Delphi in 21 Days (Sams Teach Yourself) Teach Yourself Borland Delphi in 21 Days (Sams Teach Yourself) Teach Yourself Visual C++ in 21 Days (Sams Teach Yourself) Learn CSS in One Day and Learn It Well (Includes HTML5): CSS for Beginners with Hands-on Project. The only book you need to start coding in CSS ... Coding

Fast with Hands-On Project) (Volume 2) Sams Teach Yourself HTML in 10 Minutes (4th Edition)