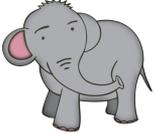


Part 6: Adding images to your web page

As you will have noticed, what you have created so far is a fairly ordinary (some might even say boring!) looking web page. What's needed are some images to make it look a bit more exciting.

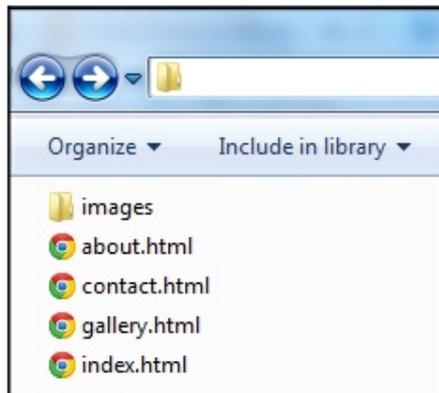


Don't forget that if an image file is too large it may take a long time to load and ideally you want all the content on your page to appear almost immediately. For details of how to resize an image file see the resources page on the website: computing-made-simple.co.uk/resources.

It's important to note that images for use on a webpage **SHOULD NOT** be too large.

As will be illustrated later in the chapter, if an image is much larger than 500 pixels wide it may not fit onto your page, meaning people would have to scroll left and right in order to view all the content. This could prove to be quite annoying. To find the dimensions of an image file you can right-click on it, select `properties>details`. The width and height will be displayed (in pixels.)

When creating web pages which contain multiple images it is important to keep images separate from your HTML files, otherwise things can get very confusing.

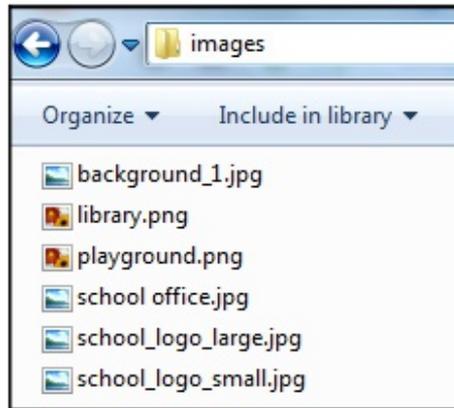


So it's good practice to get all your files organised right from the start. The example shown on the left is the easiest way to go about this: HTML files sit in your main *website* folder. Alongside this create another folder named *images*, into this

save all the images you intend to use on your website.



Re-naming a file is easy. Right-click on the file in question, select 'Rename.' Give it a new name and hit enter to confirm the change. Done.



Another useful tip, which helps to keep things tidy and organised, is to give each of your images a memorable file name, ideally a name which has something to do with the content of the image itself e.g. *playground.png* or *school_office.jpg*. It

doesn't matter what your image files are called, but simple and identifiable file names make things easier when it comes to finding them and inserting them into a web page.

Before going any further you MUST make sure that you have created an folder called images, into which you have saved a selection of image files (.jpg, .png) with easily identifiable file names.



Don't forget that the `` tag has no closing tag.

To insert an image to your web page you need to use the `` tag. A typical `` tag might look like the example below:

```

```

As you may have guessed `img` is short for image and `src` is short for source. This tag is telling the browser "I am inserting an image here, this is where you can find it." The bit between the quote marks is the pathway or location of this image. In this example, the location is `images/playground.jpg` which is an image named *playground.jpg* that is sitting inside the images folder.



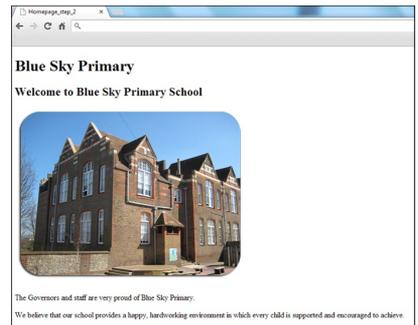
Try it yourself

Open up *index.html* in Notepad and add the `` tag as shown below highlighted in bold (replacing *sch_building.png* with the name of your image.)

```
<!DOCTYPE html>
<html>
<head>
<title>Homepage_step_2</title>
</head>
<body>
<h1>Blue Sky Primary</h1>
<h2>Welcome to Blue Sky Primary
School</h2>

<p> The Governors and staff are
very proud of Blue Sky Primary.</P>

<p>We believe that our school
provides a happy, hardworking
environment in which every child is
supported and encouraged to
achieve.</P>
</body>
</html>
```



The example above, to the right shows how this page looks when viewed in a browser. The image appears between the `<h2>` tag and the first `<p>` tag. The image in the example shown is 468 pixels wide and 360 pixels high. This gives you an idea of how much of your whole web page an image of this size would cover. Any larger and there wouldn't be room for much else!



Try inserting a selection of different pictures from your *images* folder. It is very important that you know what type of image file you are inserting because if, for example, the image called *background_1* is a **.jpeg** and your code reads `` the browser will be looking for a .png file NOT a .jpg file and will not be able to locate the image in order to load it.

The examples below demonstrate how image tags in the HTML code are arranged one below the other but when viewed in your browser they actually appear side by side.

If you were to insert a large number of images they would continue to tile horizontally from left to right until reaching the right-hand edge of the browser window, at which point they would start appearing on the row below.



You might have noticed the “alt=” attribute written after the image. This is alternative text which appears if the image doesn't display correctly for some reason. It is not strictly necessary to add this “alt=” attribute when inserting an image but it is good practice.

```
<!DOCTYPE html>
<html>
<head>
<title>Homepage_images_example</title>
</head>
<body>
<h1>Blue Sky Primary</h1>
<h2>Look at our cool new logo</h2>



<h3>Logos are great.</h3>
</body>
</html>
```

