# Lab 8: Getting On The Web

#### Goals

Review file locations and the FTP tools. Post a Web page with your Creative Assignment in it.

### Inputs

You need a digital photo of yourself. Find one online; save to your desktop.

## Posting A Web Page

UW gives you your own personal Web space so you can have a Web page. If you turned on "Web services" back in Lab 02, you're set to go. If not, you need to set up "Web services" here:

http://www.washington.edu/lst/help/web/intro/uwservices

Today, you will post a UW Web page. The page you create will have a specific name

http://students.washington.edu/YOURUWNETID/mycode/show.html

which you must use so we can find you!

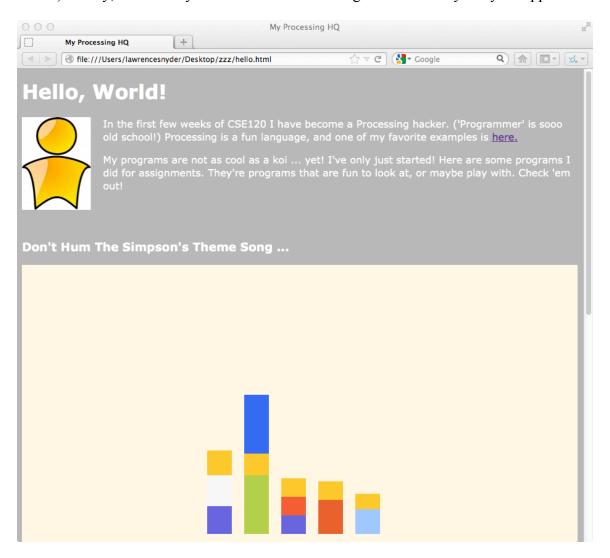
## **Posting Processing Programs**

Processing is set up to display your programs on the WWW. To do that, you build a Web page (find it with this assignment), and in page give the names of your .pde files. That's all. It is very slick.

Here are the steps.

- 1) Using Firefox click on the starter link in the calendar entry for the today's lab.
- 2) Save the page to the desktop. Notice what you have:
  - a. show.html file
  - b. A folder called show\_files containing the file, person.jpg.
- 3) Move the **show.html** file to its own folder, called **mycode**. Put your own photo in there, too.
- 4) Also, transfer the file processing-1.4.1.min.js from the calendar page to your mycode folder. This is what does the actual "processing".
- 5) Find the program notepad (or better, notepad++) on your computer. Open the file show.html using notepad.
- 6) Looking at the file (below) you should be able to find several parts by comparing the Web page as it is displayed in the browser, and the text that created the page in notepad:
  - a. The heading, "Hello, World!"
  - b. The paragraphs of text

- c. The image (show\_files/person.jpg) file; needs to refer simply to your photo, as in myphoto.jpg.
- d. The H3 head and the CANVAS tag following, which mentions .pde files.
- 7) Modify the files using notepad++ to change (c) to refer to your own picture, and (d) so it references each of your four .pde files created as part of the creativity assignments (9 & 10); of course you will need four copies of the (d) code. Make the headings explain what the user is to do. (*Change any of the text, as you wish.*)
- 8) Put the .pde files in the mycode directory, too. Include any fonts that you've used. (Notice, in Processing you needed a data folder for the fonts; the Web version doesn't need that folder. Fonts go in the same folder as the .pde file.)
- 9) Using the file transfer information you've learned, move the whole mycode folder to your UW Web space. Check list: show.html, your photo, 4 .pde files, and the processing-1.4.1 file.
- 10) Finally, test it all by reference to the address given above. Try out your apps!



```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
 <meta http-equiv="Content-Type" content="text/html; charset=utf-8"/>
 <title>My Processing HQ</title>
<script src="processing-1.4.1.min.js"></script>
</head>
<body style="background:#AAAAAA; color:#FFFFFF;">
  <h1> Hello, World! </h1>
  <!-- The photo file is specified in the next line -->
  <img src="person.jpg" alt="My Photo"
        style="float:left;padding-right:20px" height="150px"/>
  In the first few weeks of CSE120 I have become a Processing hacker.
      ('Programmer' is sooo old school!) Processing is a fun language, and
      one of my favorite examples is
      <a href="https://mylifeaquatic.herokuapp.com/"> here.</a>
  My programs are not as cool as a koi ... yet! I've only just started!
      Here are some programs I did for assignments. They're programs
      that are fun to look at, or maybe play with. Check 'em out!
  <!-- Reference .pde files here, following this format -->
  <br/><br/>
  <h3>Don't Hum The Simpson's Theme Song ...</h3>
  <canvas data-processing-sources="simpsons2.pde"></canvas>
  <br/><br/>
  <h3>Click the Mouse ... Draw A Snow Angel</h3>
  <canvas data-processing-sources="blueAngel.pde"></canvas>
</body>
</html>
```