

# **Review of Quizzes 3 and 4**

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Web Design in a Nutshell, Third Edition

Chapters 12 (Images), 15 (Forms), 33 (Audio) and 34 (Video)

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# Forms

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- Checkboxes allow users to select more than one value in that section of the form (A & B)
  - Radio Buttons only allow users to select one value (A or B)
  - Forms usually, but not always, require a server-based script to process the values submitted in the form
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# Images

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- Vector graphics can be scaled up without losing quality; bitmapped graphics can't be sized up without losing quality, but both can be sized down.
  - Vector graphics contain instructions for drawing primitives like squares, circles, etc.; Raster or bitmapped graphics contain the pixels needed to draw a picture at a certain size, not instructions to draw something at any size.
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# Images

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- GIF and PNG graphics use lossless compression for creating their images; JPEG images use lossy compression.
  - GIF and PNG graphics can have a color specified as transparent; JPEG images can't be transparent and the parts that you might think are transparent are rendered as white.
  - Additionally, PNG files can have varying degrees of transparency (aka opacity), e.g., 70%, 80%, etc.
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# Images

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- Where possible, you should work in the RGB color space because that's the space images will appear in to users; CMYK is for printed output only.
  - Images must be sized for this class. In Photoshop, the Window title will say 100% when an image is the size you want it to appear on the web page.
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# Audio

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- If done right, users can listen to audio over a dial-up connection; That means choosing a bit rate that is less than 3kbps. Thus, audio is a good medium for web content.
  - Stereo is two channels, meant for two ears, while mono is a single channel. Because more information is contained in a stereo audio file, the file size is generally larger.
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# Audio

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- Audio files can be directly embedded in a web page using the object and/or embed tags.
  - mp3 audio files are the most popular for the internet.
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# Video

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- Codec means compressor-de-compressor, essentially a mechanism for compressing and then decompressing files in software to reduce file sizes.
  - Flash uses two codecs to deliver video: Sorenson Spark and On2; Spark was introduced with Flash MX and On2 was introduced in Flash 8.
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