

**E-Content of
INTERNET TECHNOLOGY AND WEB DESIGN**

Chapter: 8.5 HTML

Topic: 8.5.1 HTML

HTML

- HTML stands for Hyper Text Markup Language, it is a language for describing web pages.
- A markup language is a set of markup tags which describe document content.
- HTML documents contain HTML tags and plain text where documents are also called web pages.
- HTML describes the Structure of a Page.
- HTML, by virtue of its SGML heritage, is a language for describing the structure of a document, not its actual presentation.
- The idea here is that most documents have common elements—for example, titles, paragraphs, and lists. Before start writing, user can identify and define the set of elements in that document and give them appropriate names.
- The HTML page structure is depicted in the FIG

```
<html>  
  <body>  
    <h1>This is a heading</h1>  
    <p>This is a paragraph.</p>  
    <p>This is another paragraph.</p>  
  </body>  
</html>
```

FIG 8.4: HTML

**E-Content of
INTERNET TECHNOLOGY AND WEB DESIGN**

Chapter: 8.6 CGL

Topic: 8.6.1 CGL

CGL

- The CGL (Core OpenGL) API is lowest-level programming interface for the Apple implementation of OpenGL.
- CGL supports free screen OpenGL drawing and drawing to pixel buffers, which are a hardware-accelerated off-screen drawing location.
- Any Cocoa or carbon application can use CGL to get the most direct access to system functionality.
- The Cocoa classes that support OpenGL and the AGL API are each built on top of CGL.