

Announcements

- ❖ Check class announcements daily
- ❖ You must implement programming projects by yourself

Multimedia

- ❖ Several video file formats. For example:
 - ❖ Macromedia Flash
 - ❖ MPEG (MPEG-4)
 - ❖ QuickTime
 - ❖ Windows Media
 - ❖ Others
- ❖ Each has its advantages and disadvantages
- ❖ Two main approaches to access video, audio, animation:
 - ❖ **File Downloading** (HTTP streaming/HTTP delivery)
 - ❖ **Streaming**

Multimedia

❖ File Downloading

- ❖ Entire file must be downloaded to your computer before starting viewing the media (video, audio, animation, etc.)
- ❖ This approach is relatively easy and cheap to implement via either
 - ❖ hyperlink to the file → When the user selects the link the appropriate player will start processing the media file
 - ❖ Embedding → media appears in a portion of the web page rather than in a separate application

❖ Streaming

- ❖ File is sent in a stream and user can start viewing the media almost immediately
- ❖ Streaming allows for broadcasting of live events (webcasting)
- ❖ Streaming services can be expensive.
- ❖ Live Streaming Example: <http://www.wtop.com/?sid=599366&nid=162>

❖ Progressing Downloading

- ❖ File is downloaded but the user can start viewing the media once a portion of the file has been downloaded

Multimedia

- ❖ Due to its cost and simplicity file downloading (HTTP Streaming Video) is the option you may frequently use
- ❖ To deploy HTTP Streaming video
 - ❖ Create a media file
 - ❖ Upload the file to the web server
 - ❖ Make a hyperlink or embed the media in your page
- ❖ In order to embed media we use the html object tag. Each media file (e.g., quicktime, mpeg, etc.) follows a particular configuration illustrated in the following examples:
- ❖ Important: In firefox you must make sure you have the appropriate plugin (<https://addons.mozilla.org/en-US/firefox/browse/type:7>)
- ❖ For our examples, we needed to install the windows media plugin
- ❖ **Example:** EmbeddingAVI.html
- ❖ **Example:** EmbeddingWMV.html
- ❖ **Example:** EmbeddingQuicktimeV1(V2).html
- ❖ **Example:** EmbeddingFlash.html

Placing Your Videos on the Web

- ❖ Transfer the video your computer.
 - ❖ Video software mentioned below can help you in this process (“Capturing Video”)
- ❖ Edit video if necessary. Example of video editing software:
 - ❖ PowerDirector
 - ❖ ShowBiz DVD
 - ❖ Ulead VideoStudio
 - ❖ Nero Ultra Edition
- ❖ Export video in a web-compatible format like Quicktime, Windows Media, etc.
- ❖ Place the video in your web site

CLEAR PROPERTY

- ❖ An element that follows a floated element will be placed next to the floated element if possible
- ❖ If you want an element to sit below (and not next to it) then use the clear property on the element
- ❖ You can set the clear property to left, right, both
 - ❖ Implies elements “sits below” elements floated on left, right or both
- ❖ **Example:** float.html

CSS POP-UP Effect

- ❖ The display property can assume the none value
- ❖ Elements whose display property is set to none are not displayed
 - ❖ Any space occupied by the element is removed
- ❖ Using the position and display property (along with :hover pseudo-class) we can create pop-up effects
- ❖ :hover pseudo-class → Allow us to define a response when we hover an element
- ❖ **Example:** popUp.html, popUp.css

PaGE LAYOUTS (1-COLUMN)

- ❖ Use % to make column width flexible
- ❖ **Example:** oneColumnPageLayout.html,
oneColumnPageLayout.css

Page Layouts (2-Column)

- ❖ When designing your pages it will help you to set borders
- ❖ Notice how block elements (e.g., div) float around each other
- ❖ **Example:** twoColumnPageLayoutA.html,
twoColumnPageLayoutA.css
- ❖ Adding header and footer
- ❖ Notice how to generate line divisions
- ❖ **Example:** twoColumnPageLayoutB.html,
twoColumnPageLayoutB.css

Page Layouts (3-Column)

- ❖ Define the width of columns using %
- ❖ The total percentage should add to a 100
- ❖ Make each column float to left
- ❖ **Example:** threeColumnPageLayoutA.html,
threeColumnPageLayoutA.css

Project Implementations

- ❖ Let's go over possible implementations for projects #3 and #4 (this code will not be posted)
- ❖ For project #3, how can we keep track of those values already entered?