



AKADEMIA GÓRNICZO-HUTNICZA
IM. STANISŁAWA STASZICA W KRAKOWIE
AGH UNIVERSITY OF KRAKOW

HTML 5.2

Elementy semantyczne HTML

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Katedra Geologii Ogólnej i Geoturystyki

Czym są elementy semantyczne w HTML

Element semantyczny jasno opisuje swoje znaczenie zarówno dla przeglądarki, jak i dewelopera.

- Przykłady elementów **niesemantycznych** : `<div>` i `` - elementy nie mówią nic o swojej zawartości.
- Przykłady elementów **semantycznych** : ``, `<table>` i `<article>` - elementy jasno określają swoją zawartość.

Elementy semantyczne w HTML

Wiele witryn internetowych zawiera kod HTML, taki jak:

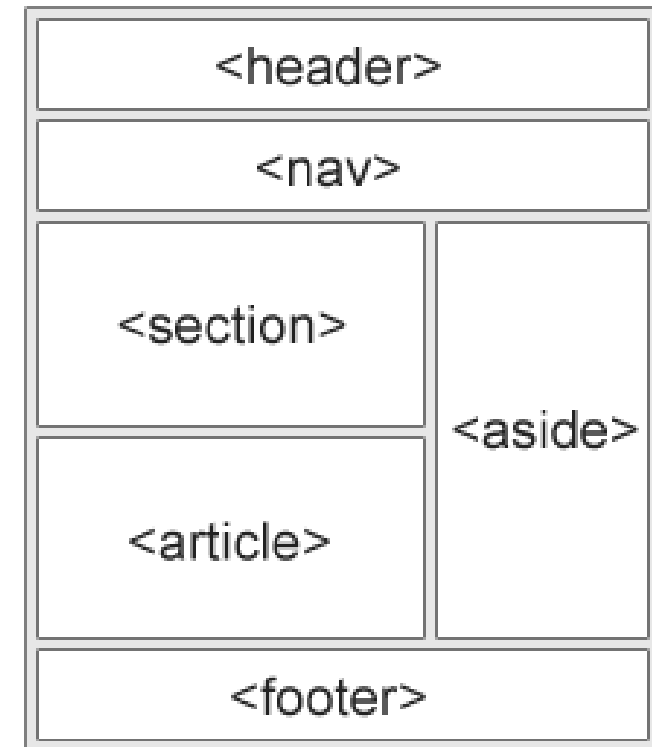
- `<div id="nav">`
- `<div class="header">`
- `<div id="footer">`

wskazujący nawigację, nagłówek i stopkę.

Elementy semantyczne w HTML

W języku HTML istnieje kilka elementów semantycznych, które można wykorzystać do definiowania różnych części strony internetowej:

<code><article></code>	<code><main></code>
<code><aside></code>	<code><mark></code>
<code><details></code>	<code><nav></code>
<code><figcaption></code>	<code><section></code>
<code><figure></code>	<code><summary></code>
<code><footer></code>	<code><time></code>
<code><header></code>	



Element `<section>`

Element `<section>` definiuje sekcję w dokumencie.

Zgodnie z dokumentacją HTML W3C: „**Sekcja to tematyczna grupa treści, zazwyczaj z nagłówkiem**”.

Przykłady zastosowań `<section>`:

- rozdziały
- wstęp
- wiadomości
- dane kontaktowe

Stronę internetową można zazwyczaj podzielić na sekcje zawierające wstęp, treść i dane kontaktowe.

Przykład <section>

```
<section>
```

```
<h1>WWF</h1>
```

```
<p>
```

The World Wide Fund for Nature (WWF) is an international organization working on issues regarding the conservation, research and restoration of the environment, formerly named the World Wildlife Fund. WWF was founded in 1961.

```
</p>
```

```
</section>
```

```
<section>
```

```
<h1>WWF's Panda symbol</h1>
```

```
<p>
```

The Panda has become the symbol of WWF. The well-known panda logo of WWF originated from a panda named Chi Chi that was transferred from the Beijing Zoo to the London Zoo in the same year of the establishment of WWF.

```
</p>
```

```
</section>
```

Element `<article>`

Element `<article>` określa niezależną, samodzielą treść.

Artykuł powinien mieć sens sam w sobie i powinno być możliwe jego rozpowszechnianie niezależnie od reszty witryny internetowej.

Przykłady, gdzie można użyć elementu `<article>`:

- posty na forum
- wpisy na blogu
- komentarze użytkowników
- karty produktów
- artykuły w gazetach

Przykład <article>

```
<article>
```

```
<h2>Google Chrome</h2>
```

```
<p>
```

Google Chrome is a web browser developed by Google, released in 2008. Chrome is the world's most popular web browser today!

```
</p>
```

```
</article>
```

```
<article>
```

```
<h2>Mozilla Firefox</h2>
```

```
<p>
```

Mozilla Firefox is an open-source web browser developed by Mozilla. Firefox has been the second most popular web browser since January, 2018.

```
</p>
```

```
</article>
```

```
<article>
```

```
<h2>Microsoft Edge</h2>
```

```
<p>
```

Microsoft Edge is a web browser developed by Microsoft, released in 2015. Microsoft Edge replaced Internet Explorer.

```
</p>
```

```
</article>
```


Zagnieżdżanie `<section>` i `<article>`

Element `<article>` określa niezależną, samodzielną treść.

Element `<section>` definiuje sekcję w dokumencie.

Czy możemy użyć definicji, aby zdecydować, jak zagnieżdżyć te elementy? -
Nie, nie możemy!

Znajdziemy więc strony HTML z:

elementami `<section>` zawierającymi elementy `<article>` oraz
elementami `<article>` zawierającymi elementy `<section>`.

Element `<header>`

Element `<header>` reprezentuje kontener na treść wprowadzającą lub zestaw łączy nawigacyjnych.

Element `<header>` zazwyczaj zawiera:

- jeden lub więcej elementów nagłówka (`<h1>`–`<h6>`)
- logo lub ikonę
- informacje o autorstwie

Uwaga: W jednym dokumencie HTML można umieścić kilka elementów `<header>`. Nie można ich jednak `<header>` umieszczać w elementach `<footer>`, `<address>` ani w innym elemencie `<header>`.

Przykład <header>

```
<article>
```

```
  <header>
```

```
    <h1>What Does WWF Do?</h1>
```

```
    <p>WWF's mission:</p>
```

```
  </header>
```

```
  <p>
```

```
    WWF's mission is to stop the degradation of our planet's  
    natural environment, and build a future in which humans live in  
    harmony with nature.
```

```
  </p>
```

```
</article>
```

Element `<footer>`

Element `<footer>` definiuje stopkę dokumentu lub sekcji.

Element `<footer>` zazwyczaj zawiera:

- informacje o autorstwie
- informacje o prawach autorskich
- dane kontaktowe
- mapę witryny
- powrót do linków na górze
- powiązane dokumenty

W jednym dokumencie może znajdować się kilka elementów `<footer>`.

Przykład <footer>

```
<footer>
```

```
<p>
```

```
    Author: Tomasz Bartuś
```

```
</p>
```

```
<p>
```

```
    <a href="mailto:bartus[at]example.com">
```

```
        bartus[at]example.com
```

```
    </a>
```

```
</p>
```

```
</footer>
```

Element `<nav>`

Element `<nav>` definiuje zestaw łączy nawigacyjnych.

Należy pamiętać, że NIE wszystkie linki dokumentu powinny znajdować się wewnątrz elementu `<nav>`. Element ten jest przeznaczony tylko dla głównych bloków linków nawigacyjnych.

Przeglądarki, takie jak czytniki ekranu przeznaczone dla użytkowników niepełnosprawnych, mogą używać tego elementu, aby określić, czy pominąć początkowe renderowanie tej zawartości.

Przykład <nav>

<nav>

HTML |

CSS |

JavaScript |

jQuery

</nav>

Element `<aside>`

Element `<aside>` definiuje pewną treść poza treścią, w której jest umieszczony (np. pasek boczny).

Treść `<aside>` powinna być pośrednio powiązana z otaczającą ją treścią.

Przykład <aside>

<p>

My family and I visited The Epcot center this summer.
The weather was nice, and Epcot was amazing! I had a
great summer together with my family!

</p>

<aside>

<h4>Epcot Center</h4>

<p>

Epcot is a theme park at Walt Disney World Resort
featuring exciting attractions, international
pavilions, award-winning fireworks and seasonal
special events.

</p>

</aside>

Elementy `<figure>` i `<figcaption>`

- Tag `<figure>` określa samodzielną treść, taką jak ilustracje, diagramy, zdjęcia, listy kodów itp.
- Tag `<figcaption>` definiuje podpis elementu `<figure>`.
- Element `<figcaption>` może być umieszczony jako pierwszy lub ostatni element potomny elementu `<figure>`.
- Element `` definiuje rzeczywisty obraz/ilustrację.

Przykład <aside>

```
<figure>  
    
  <figcaption>  
    Fig. 1. - Trulli, Puglia, Italy.  
  </figcaption>  
</figure>
```

Dlaczego używać elementy semantyczne?

Według W3C: *„Sieć semantyczna pozwala na udostępnianie danych i ich ponowne wykorzystywanie w aplikacjach, przedsiębiorstwach i społecznościach”.*

Elementy semantyczne w modelu blokowym traktujemy tak jak elementy blokowe div. Różnica polega na tym, że dodatkowo informujemy przeglądarkę co się w nich znajduje.

Podsumowanie

Tag	Opis
<code><article></code>	Definiuje niezależną, samodzielną treść (np. wpis na blogu, artykuł).
<code><aside></code>	Definiuje treść poboczną względem głównej zawartości strony (np. pasek boczny).
<code><details></code>	Definiuje dodatkowe szczegóły, które użytkownik może wyświetlić lub ukryć.
<code><figcaption></code>	Definiuje tytuł elementu <code><figure></code>
<code><figure></code>	Określa samodzielną treść, taką jak ilustracje, wykresy, zdjęcia, listingi kodu itp.
<code><footer></code>	Definiuje stopkę dokumentu lub sekcji
<code><header></code>	Definiuje nagłówek dokumentu lub sekcji
<code><main></code>	Definiuje główną zawartość dokumentu
<code><mark></code>	Definiuje tekst zaznaczony lub wyróżniony (podświetlony).
<code><nav></code>	Definiuje główne menu nawigacyjne
<code><section></code>	Definiuje sekcję dokumentu
<code><summary></code>	Definiuje widoczny nagłówek dla elementu <code><details></code>
<code><time></code>	Definiuje datę/czas

Przykład kodu semantycznego

```
<body>
  <header>
    <h1>Moja Strona</h1>
    <nav>
      <ul>
        <li><a href="/">Strona główna</a></li>
        <li><a href="/produkty">Produkty</a></li>
        <li><a href="/kontakt">Kontakt</a></li>
      </ul>
    </nav>
  </header>
```

Przykład kodu semantycznego

```
<main>
  <section>
    <h2>O Nas</h2> <p>Jesteśmy firmą specjalizującą się w...</p>
  </section>

  <section>
    <h2>Nasze Usługi</h2> <p>Zapoznaj się z naszymi usługami</p>
  </section>
</main>

<footer>
  <p>© 2023 Moja Strona. Wszelkie prawa zastrzeżone.</p>
</footer>
</body>
```

Przykład

Modern Art, Conceptual Art & Cubism


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Conceptual art

Conceptual art, sometimes simply called conceptualism, is art in which the concept(s) or idea(s) involved in the work take precedence over traditional aesthetic and material concerns. Some works of conceptual art, sometimes called installations, may be constructed by anyone simply by following a set of written instructions.

History of Conceptualism



Marcel Duchamp, *Fountain*, 1917.
 Photograph by Alfred Stieglitz.

The French artist Marcel Duchamp paved the way for the conceptualists, providing them with examples of prototypically conceptual works — the readymades, for instance. The most famous of Duchamp's readymades was *Fountain* (1917), a standard urinal-basin signed by the artist with the pseudonym "R.Mutt", and submitted for inclusion in the annual, un-juried exhibition of the Society of Independent Artists in New York (which rejected it).

The critique of formalism and of the commodification of art

Conceptual art emerged as a movement during the 1960s - in part as a reaction against formalism as then articulated by the influential New York art critic Clement Greenberg. According to Greenberg Modern art followed a process of progressive reduction and refinement toward the goal of defining the essential, formal nature of each medium. Those elements that ran counter to this nature were to be reduced. The task of painting, for example, was to define precisely what kind of object a painting truly is: what makes it a painting and nothing else.

Dematerialization of Art

Some have argued that conceptual art continued this "dematerialization" of art by removing the need for objects altogether, while others, including many of the artists themselves, saw conceptual art as a radical break with Greenberg's kind of formalist Modernism.

Commodification of Art

Conceptual art also reacted against the commodification of art; it attempted a subversion of the gallery or museum as the location and determiner of art, and the art market as the owner and distributor of art. Lawrence Weiner said: "Once you know about a work of mine you own it."

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Przykład

<header>

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<navbar>

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Conceptual Art

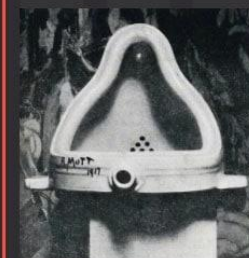
Cubism

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<footer>

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<section>
Conceptualism

<figure>


<figcaption>
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Conceptual Art

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Post conceptualism

Postconceptualism is an art theory that builds upon the legacy of conceptual art in contemporary art, where the concept(s) or idea(s) involved in the work takes some precedence over traditional aesthetic and material concerns.



Anti-anti-art

In Anti-anti-art, the Stuckists outlined their opposition to what is known as "anti-art". Stuckists claim that conceptual art is justified by the work of Marcel Duchamp, but that Duchamp's work is "anti-art by intent and effect".



Body Art

Body art is art made on, with, or consisting of, the human body. The most common forms of body art are tattoos and body piercings. Other types include scarification, branding, subdermal implants, scalpelwork, shaping...

Ressources

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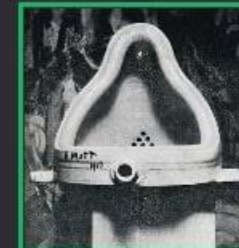
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Przykład

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<section>



Conceptual Art

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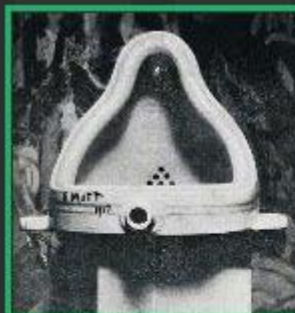
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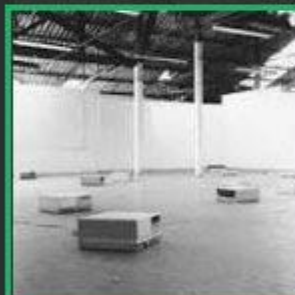
Przykład



Conceptual Art <H2>

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<article>



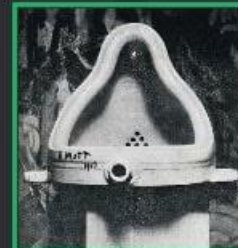
Post conceptualism <H2>

Postconceptualism is an art theory that builds upon the legacy of conceptual art in contemporary art, where the concept(s) or idea(s) involved in the work takes some precedence over traditional aesthetic and material concerns.

<article>

Articles

<section>



Conceptual Art

<article>

The French artist Marcel Duchamp paved the way for the conceptualists, providing them with examples of prototypically conceptual works — the readymades, for instance.



Post conceptualism

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Postconceptualism is an art theory that builds upon the legacy of conceptual art in contemporary art, where the concept(s) or idea(s) involved in the work takes some precedence over traditional aesthetic and material concerns.



Anti-anti-art

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In Anti-anti-art, the Stuckists outlined their opposition to what is known as "anti-art". Stuckists claim that conceptual art is justified by the work of Marcel Duchamp, but that Duchamp's work is "anti-art by intent and effect".



Body Art

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Body art is art made on, with, or consisting of, the human body. The most common forms of body art are tattoos and body piercings. Other types include scarification, branding, subdermal implants, scalpel, shaping...

Ressources

<section>

Wikipedia <article>

Wikipedia is the reference in terms of definition and crowd sourced reference articles.

Universalis <article>

The reference in terms of long form writing about Art and Philosophy.



Wykorzystano

https://www.w3schools.com/html/html5_semantic_elements.asp

<https://www.lukaszbacik.pl/semantyka-w-html5/>