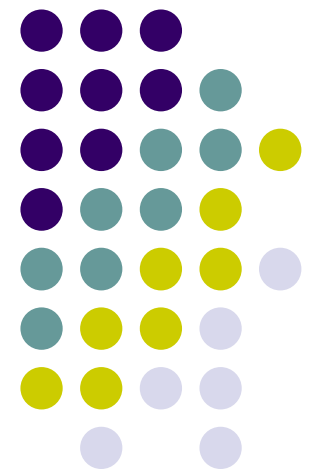


# Navigational Tools

---



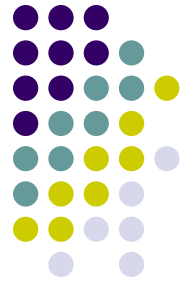
Seema Sirpal  
Delhi University Computer Centre

# What Are Navigational Tools?



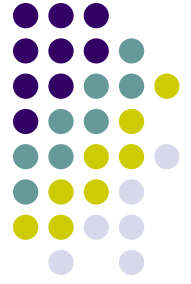
- Allow user to get around a Web site
- Provide orientation to users
- Easily distinguished from content
- Use standard navigational tools

# Standard Navigational Tools



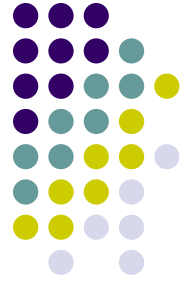
- Navigation bars or menus (global and local)
- Home button
- Logos
- Footer
- Search
- Standard and non-standard links

# More Standard Nav Tools



- Site map
- Site index
- Shortcuts
- Help
- Feedback

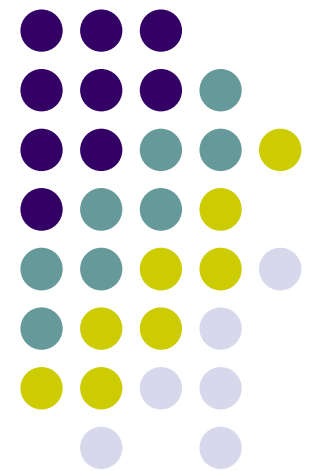
# Choosing Navigational Tools



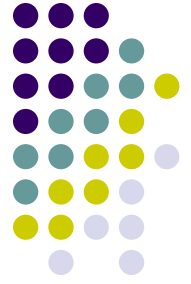
- Not all navigational tools are suitable
- Consider each when designing a site

# Preparing Images for the Web

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# Why Use Images



- Images enhance Web sites
- Users expect visually engaging sites
- Images can be used to portray information that would be difficult to explain using only text
- Images can increase the user experience

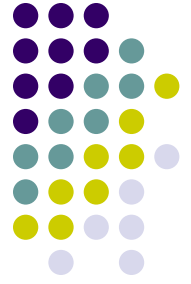
# Image Utilisation



- **Poor utilisation can be very costly**
- **Poor navigation**
- **Increased download time:**
  - Frustrated users
  - Users who suffer a bad experience won't return to the site
  - Damaged reputation



# Images and the Web



- **When preparing images for the Web there are a number of important considerations:**
  - Image file format (e.g. GIF, JPG etc)
  - Image file size (bytes)
  - Image dimensions (pixels)
  - Number of colours in the image (colour depth)

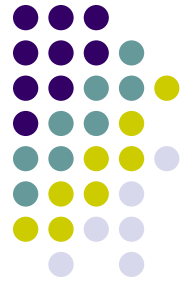
# Image Formats



- **Common formats supported by browsers:**
  - GIF (.gif) - Graphics Interchange Format
  - JPEG (.jpg or .jpeg) - Joint Photographic Experts Group
  - PNG (.png) - Portable Network Graphics
- **In addition, there are image formats that require a browser plugin:**
  - SWF - Flash Movie (ShockWave Flash)
  - SVG - Scalable Vector Graphics



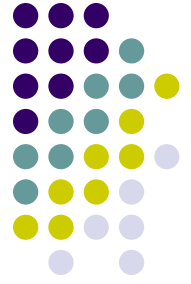
# JPEG



- **Most suited to:**
  - Photographs
  - images requiring more than 256 colours
  - pictures with continuous tone
- **Good compression ratios (typically 10:1 – 20:1 without visible loss)**
- **Not good at compressing images with large blocks of colour, intense changes of colour and/or sharp edges**



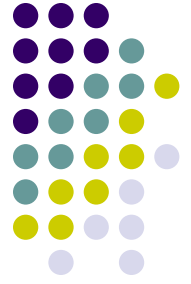
**PNG**



- **Most suited to:**
  - Photographs
  - images requiring more than 256 colours.
  - pictures with continuous tone
- **Supports 8 and 24-bit colour**
- **Lossless compression**
- **Limited browser support**
  - Microsoft Internet Explorer version 4+
  - Netscape Navigator version 4+

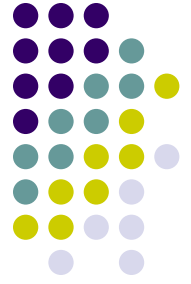


**GIF**



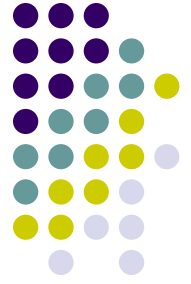
- Most suited to:
  - Graphic/cartoon images
  - Buttons and banners
  - photographic images with limited colour
- GIF has a maximum of 256 colours
- Lossless compression
- GIF supports animation.

# File Size (bytes)



- Image file size is determined by:
  - **Image dimensions**  
the number of pixels in the bitmap
  - **Colour depth**  
the number of bits (information) used to save each pixels

# Image Dimensions



- The size of Web images is measured in pixels, for example 100px by 150px.
- An image's pixel dimensions determine its on-screen size.
- Print image resolution (usually measured in dots per inch or dpi) is not relevant to Web browsers.
- A Web browser will display an image at its pixel dimensions irrespective of the image resolution.

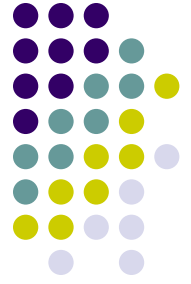
# Colour Depth



- **GIF, JPEG and PNG differ in the amount of information (bits) used to save each pixel**
- **More information per pixel means the number of colours available is increased. This is known as the colour depth:**
  - GIF uses 8 bits (1 byte) for each pixel. This results in GIF images having a maximum of 256 colours
  - JPEG uses 24 bits (3 bytes) per pixel and a maximum of 16.7 million colours
  - PNGs can be either 8 or 24-bit



# Files Size



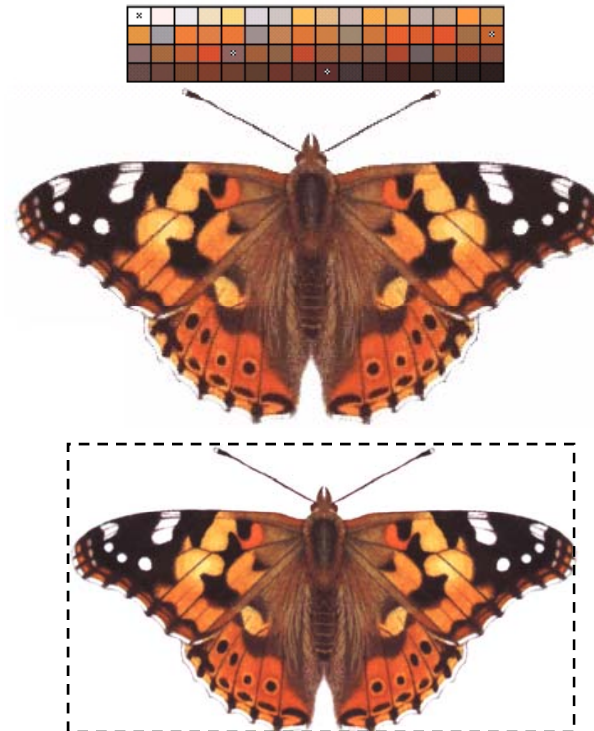
- Therefore:
  - An 8-bit, 100 x 100px image will be 10k
  - An 8-bit, 200 x 200px image will be 40k
  
  - A 24-bit, 100 x 100px image will be 30k
  - A 24-bit, 200 x 200px image will be 120k

# Image Optimisation

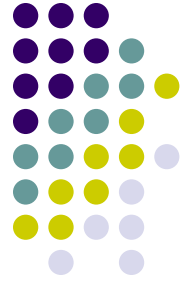


- File size (bytes) can be reduced by reducing:

- Colour depth
  - Palette size
  - Dithering
- Image dimensions
  - Cropping

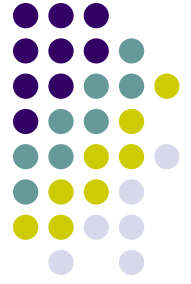


# Images and HTML



- **Images can be incorporated into HTML using:** ``
- **Attributes:**
  - `align="top", "bottom", "middle", "left", "right"`
  - `alt="text description of image"`
  - `border="n"`
  - `height="n" width="n"`
  - `hspace="n" vspace="n"`
  - `n` is a number, usually pixels

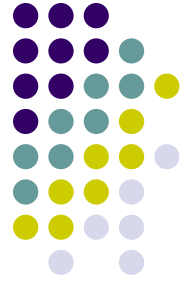
# Images and HTML



## align:-

- bottom - means that the bottom of the object should be vertically aligned with the current text baseline. This is the default value.
- middle - means that the centre of the object should be vertically aligned with the current text baseline.
- top - means that the top of the object should be vertically aligned with the top of the current text line.
- left - means the image will be aligned to the left of the page
- right - means the image will be aligned to the right of the page

# Summary



- Images can increase the user experience
- Poorly used images can frustrate users
- Images can be in bitmap or vector format
- Bitmap formats include: GIF, JPEG and PNG
  - GIF is an 8-bit image
  - JPEG images are 24-bit
  - PNGs can be either 8-bit or 24-bit
- Image optimisation is required before images can be used on the Web

# Meta Data

---

```
<head>
```

```
<meta name="keywords" content="list, of,  
keywords, separated, by, commas">
```

```
</head>
```

