Chapter 4 - Tables

This is an excerpt from Joy Of Code's Workshop - Introduction To XHTML And CSS. For further details see joyofcode.com or contact Bud Kraus, friendly@joyofcode.com, 973 235 1452.

Rows and Columns

To start a Table, use the `<table>` `</table>` container. Inside that container, use the `<tr>` `</tr>` and `<td>` `</td>` pairs to form the cells.

Example of Table with 2 Rows X 2 Columns (Four Cells)

Code View

```
<table>
<tr>
<td>One</td>
<td>Two</td>
</tr>
<tr>
<td>Three</td>
<td>Four</td>
</tr>
</table>
```

Browser View

One Two
ThreeFour

NOTES

1. The rows are created with tr (Table Row) and the cells in each row are made with td (Table Data).
2. **ALWAYS** end your Table with `</table>`. Failure to do so will cause a big mess.

Table Attributes

The Table element carries many attributes which allow web designers a wide variety of layout options.

Use as many of these attributes as necessary to achieve a desired result.

Table No. 6 - Common Attributes of Table

Attribute	Value	Purpose / Example

align	left, center or right.	Positions Table to the left, center or right of your page. `align="center"`
border	Expressed in pixels.	Creates a border around a Table. `border="2"`
width	Expressed as a percentage or in pixels.	Defines the width of a Table. `width="75%"` or `width="500"`
cellpadding	Expressed in pixels.	Defines the distance between a text (or other content) inside a cell. `cellpadding="5"`
cellspacing	Expressed in pixels.	Defines the distance between cells of a Table. `cellspacing="10"`
bgcolor	Expressed as hexadecimal value or color word.	Defines the background color of the entire Table. `bgcolor="#0000ff"` or `bgcolor="blue"`

1. The order of the Attribute-Value pairings, as always, is irrelevant. `<table border="2" width="40%" cellpadding="4">` is the same as `<table width="40%" cellpadding="4" border="2">`.
2. While you don't have to use any table attributes, as I did in the example above, you'll want to use them in order to gain control over layout. And you'll find, like any tag, Table has default Attributes. For instance, if you don't say `border="0"`, you'll still get a table without a border, just as when you don't say `align="left"` in a `<p>` tag, you'll get a paragraph that defaults to the left margin.

Example of a 3 X 3 Table (Nine Cells) with Attributes

Code View

```
<table width="50%" border="2" cellpadding="5" cellspacing="5">
<tr>
<td>One</td>
<td>Two</td>
<td>Three</td>
</tr>
<tr>
<td>Four</td>
<td>Five</td>
<td>Six</td>
</tr>
<tr>
<td>Seven</td>
<td>Eight</td>
<td>Nine</td>
</tr>
</table>
```

Browser View

One	Two	Three
Four	Five	Six
Seven	Eight	Nine

More Tables

Go ahead and try to make a simple Table with Code Tester. Use the above code and then make some edits to change things around to see how it works.

Table Sizing

As I just mentioned, you can use the Width attribute for Table to set its size in pixels or as a percentage.

Using pixels allows you to set an exact measurement. If a table is 400 pixels wide, that's all it can or will ever be. If you set a table using a percentage, such as 50%, your table will occupy 50% of the width of a screen.

Don't let me fool you. This distinction is no trivial matter. In fact, it lies at the heart of what creating anything on the electronic canvas is all about.

Many who have come from more traditional backgrounds in print or other fixed media find the elasticity, or "liquidness," of a screen to be alarming. Those, like me, who have no such "encumbrances," have not had to adjust to this medium, but rather embrace its inherent characteristics.

That's a fancy way of saying that design for print and design for the electronic environment are very different. Remember, this is no small matter!!

As you will see, because of the nature of this medium, I favor the approach of creating design that scales to user settings. What's that mean?

Because I don't know what display driver, monitor size, browser, operating system and other factors that the content will find itself within, I want to use an approach that sort of says "Hey, it doesn't matter. I will just scale - expand or contract - to wherever I find myself." (Yes, here I go talking on behalf of a web page. Wait till I talk as if I'm a web browser).

The way to do that is by favoring the use of percentages - a measurement which scales - over one that is fixed, such as a pixel.

Appendix D - Old World, New World

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