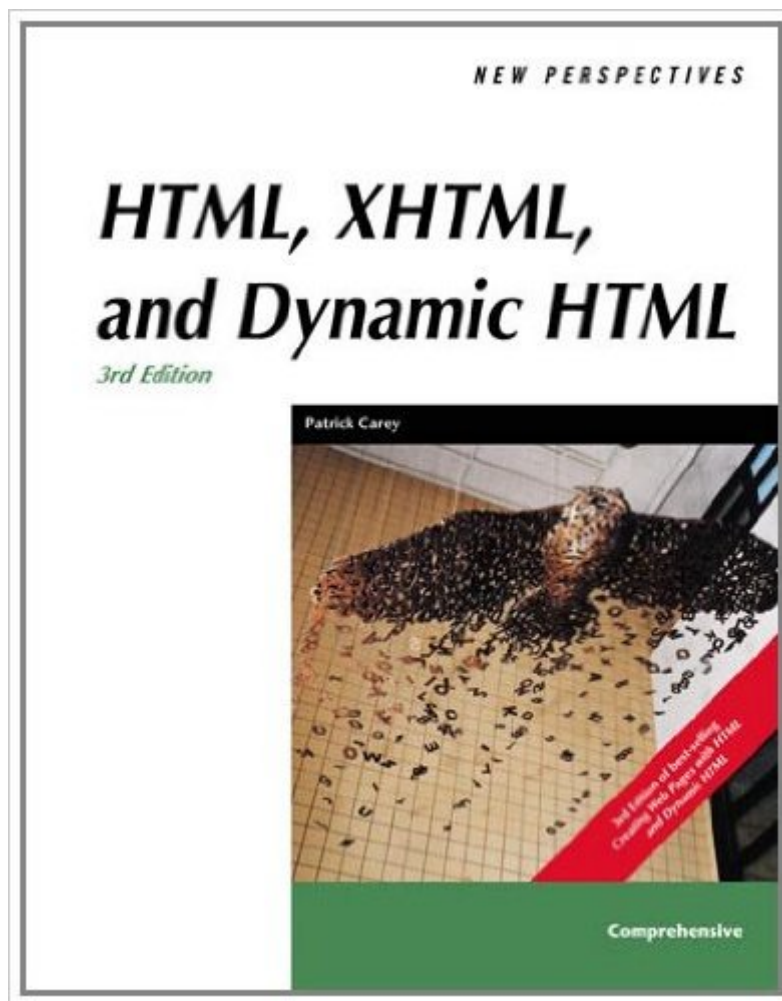


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# New Perspectives On HTML, XHTML, And Dynamic HTML, Comprehensive, Third Edition (New Perspectives Series)



## Synopsis

Part of the New Perspectives Series, this text teaches students HTML and XHTML using a simple text editor to create basic to complex Web sites. Advanced tutorials on DHTML help students to further their skills by learning and applying DHTML to make interactive features such as animated text, image rollovers, menus, and expandable outlines.

## Book Information

Series: New Perspectives Series

Paperback: 1160 pages

Publisher: Course Technology; 3 edition (June 21, 2005)

Language: English

ISBN-10: 0619267488

ISBN-13: 978-0619267483

Product Dimensions: 10.8 x 8.4 x 1.4 inches

Shipping Weight: 5 pounds

Average Customer Review: 3.8 out of 5 stars [See all reviews](#) (48 customer reviews)

Best Sellers Rank: #1,274,388 in Books (See Top 100 in Books) #55 in [Books > Computers & Technology > Programming > Languages & Tools > XHTML](#) #3767 in [Books > Computers & Technology > Networking & Cloud Computing > Internet, Groupware, & Telecommunications](#) #4239 in [Books > Textbooks > Computer Science > Programming Languages](#)

## Customer Reviews

I have just completed a university level course using Patrick Carey's text NEW PERSPECTIVES HTML AND XHTML, 5th Edition. I'll admit to having an extensive background as a student and to being over 70 with 40 years as a classroom instructor.

1. Text (physical) -- high gloss paper, small type, and colored backgrounds for charts of important information are very difficult to read even with a magnifying glass. User's light source must be perfect for the pages not to produce a glare, which again impedes readability. It is difficult to handle or lay in a position to move from section to section (I used heavy metal clamps.).
2. There is a major difference between a glossary and an index, which made locating information time consuming since the only other method is turning the pages one-by-one.
3. Instructions are confusing with little building on previous information.
4. There are long discussions of elements of the code that are no longer valid--but the student is only told that at the end of the section. Tip sections are interesting in that in more than one instance this is where information for completing a problem was located.
5. Practice lessons are a hodge-podge of

excessive verbal instructions, at times using a word that have just been explained as an attribute for a different purpose -- so the student is left playing guessing games as to what they are to accomplish.<sup>6</sup> When it takes an experienced computer user over seventy hours to complete one assignment; it falls under the heading of absurd.<sup>7</sup> For what audience was the books written? To impress fellow instructors or for a student who is trying to learn the code? I don't think the author has any idea. Nash Black, author of Indie finalists *WRITING AS A SMALL BUSINESS* and *HAINTS*.

When I through the first few chapters, I liked the book already. First it emphasize that the book only covers coding on Notepad or other text editors. I think that is the best way to learn the language. It doesn't need any HTML editors to do the job. It describes the history of internet and its technologies in some of the chapters. It covers the javascript concepts clearly and shows how things are done, step by step. At the end of each chapter, there are some assignments to enhance understanding. There are hints on how these assignments should be done, step by step also. Sometimes even with the hints, they are not easy to perform, especially for DHTML/Javascript, in many cases, I have to go back to the chapter and re-examine the reasons for writing certain functions, when to call the functions and so forth. This book is suitable for beginners with no HTML knowledge and don't want to code with HTML editors. Thankfully, there are some appendices to the tags used for XHTML, and examined the browser compatibilities also. I print out these appendices to allow me to summarise the book and to carry along. As with most books, this book also contain some errors especially with the answers provided, but it is of little problem if you went through the book thoroughly, you can spot them quite easily. There is another book, "New perspectives on Javascript" by the same author which covers mostly Javascript is not so good value, as a lot of Javascript stuff in that book is already covered here. For more seasoned HTML coders, this book is not so suitable, but if you want to learn new ways of coding to comply with new XHTML standards, you should give this book a look.

I needed this book for a class, otherwise I wouldn't even have touched a web design book. (You could learn more from Google, for free.)However, I did like the level of depth this book went into. It goes beyond the call of duty by even going through javascript- great touch!The only thing I can brag about is that this book is popular- so the examples and case problems are all online. This makes it easy to get "help" if you didn't have time to do your work.Without the class, I would still never buy this book. It's too wordy at times, and beats you over the head with what you already know.I'd say buy it if you need it for a class, otherwise you can skip it.

It's a standard how-to textbook. Some people might find it difficult if they have no experience with the web. You have to read carefully. It doesn't go into much detail, or gives you the examples when needed, but it's an ok option.

I bought this book for a community college course in HTML several years ago. We went through the entire book. It is well laid out and introduces the aspects of HTML very well. Each chapter builds on previous work. The exercises at the end of each chapter are great for learning to write HTML code. There are three aspects that I didn't like: 1) in the list of tags, the author lists attributes that are deprecated according to the HTML version current with the book. This is very distracting and these deprecated attributes should have been omitted. 2) at several places in the text, the author highlights how certain elements and attributes work and this is done through a demo program. I would have preferred just to write the code and see how the components of the chapter project were changed. 3) the index isn't detailed enough to be useful. The extended contents in the front of the book work better. I still use this book when I construct websites and webpages.

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