**XHTML Rules of Thumb**

- Here are some overall guidelines for defining your application structure in XHTML — for specifics and details, learn to do what most everyone else does:
  
  ◊ Use the View Source command on your browser liberally to see how other sites do it
  ◊ Look things up on the Web (useful sites listed later and on the course Web site)

- First, we reiterate our Web authoring grain of salt: because of the Web’s history, not everyone (nor every browser) does everything in the same way; for this class, we focus on the most recent, recommended ways and standards for doing things

**Web Page Startup**

Start all of your pages with this — this declares that you are trying to follow the latest, strictest standard:

```xml
<?xml version="1.0" encoding="iso-8859-1"?>
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.1//EN" "http://www.w3.org/TR/xhtml11/DTD/xhtml11.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
    <!-- Fill this out... -->
</head>
<body>
    <!-- Really fill this out... -->
</body>
</html>
```
General “Tagging” Rules

• Make your tags reflect the content structure of your page: “this part is the menu,” “this part is the title,” “this part is a descriptive paragraph,” etc.

• To do this, you use both the built-in tags (h’s, p, div, span), and the special class and id properties

• Validate, validate, validate: use the official XHTML validator at http://validator.w3.org to make sure that you're following all the rules

• Use multiple browsers, but rely on the most standards-compliant ones first

Learn How to Learn

• As mentioned, the Web is very much a self-documenting technology: it is easy to find sites on the Web that are about its technology and standards

• Here are a few sites that I have come to rely on myself (aside from the generic Google and Wikipedia):
  ◦ http://www.htmlhelp.com
  ◦ http://www.w3schools.com
  ◦ http://zvon.org