The Nature of the Web

The Nature of the Web

code · html · http · standards · evolution · role of client · role of servers · learning resources

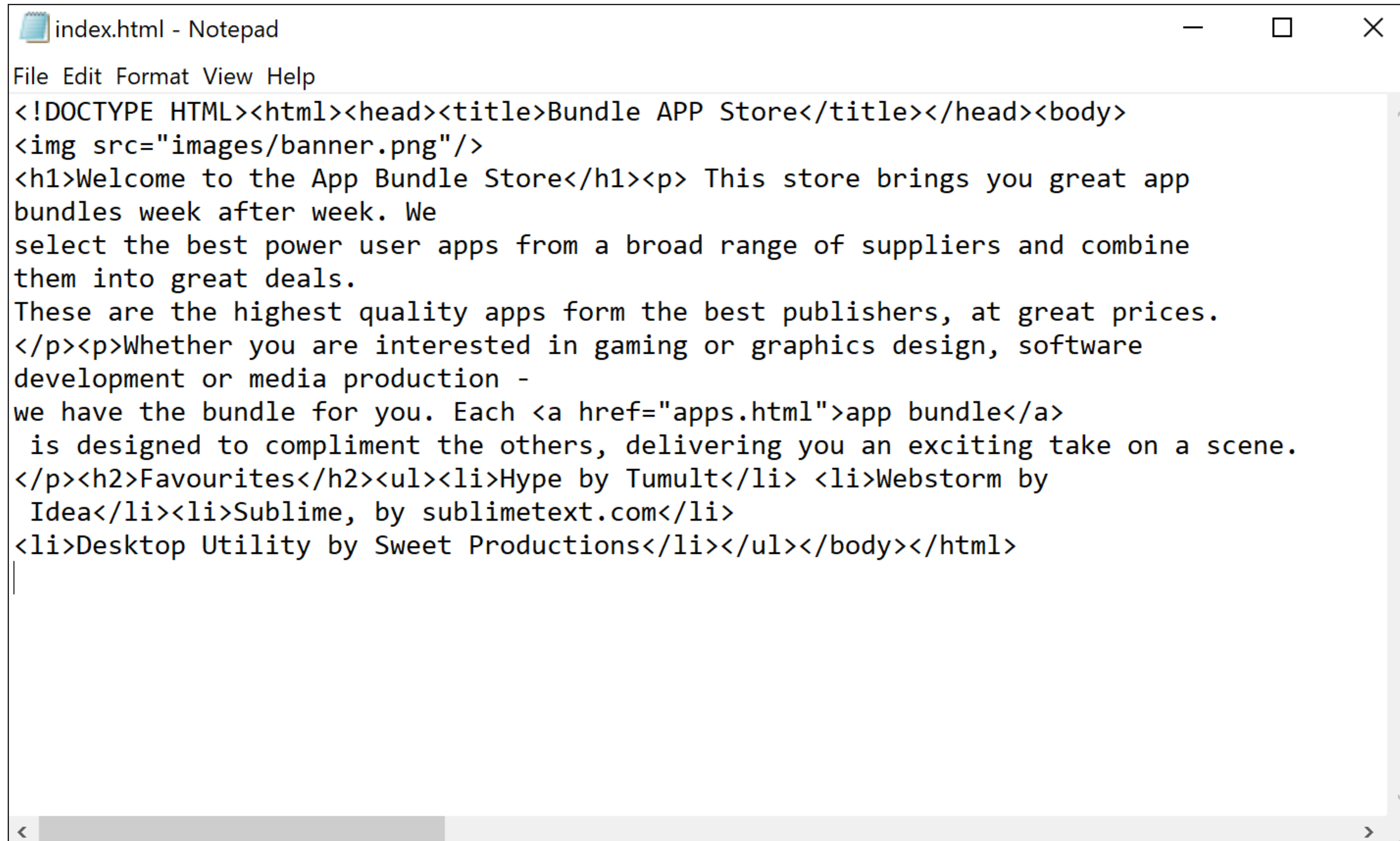# Agenda

Code

The Internet

The Web

Useful References

CODE is King (or Queen)

- The language of the Web:

    Hypertext Markup Language - HTML

    Cascading Style Sheets - CSS

- Build over successive labs a simple web sites from scratch.

- Focus on the structure and meaning of:

CODE *- html, css*

The Code in a Conventional Editor

index.html - Notepad

File Edit Format View Help
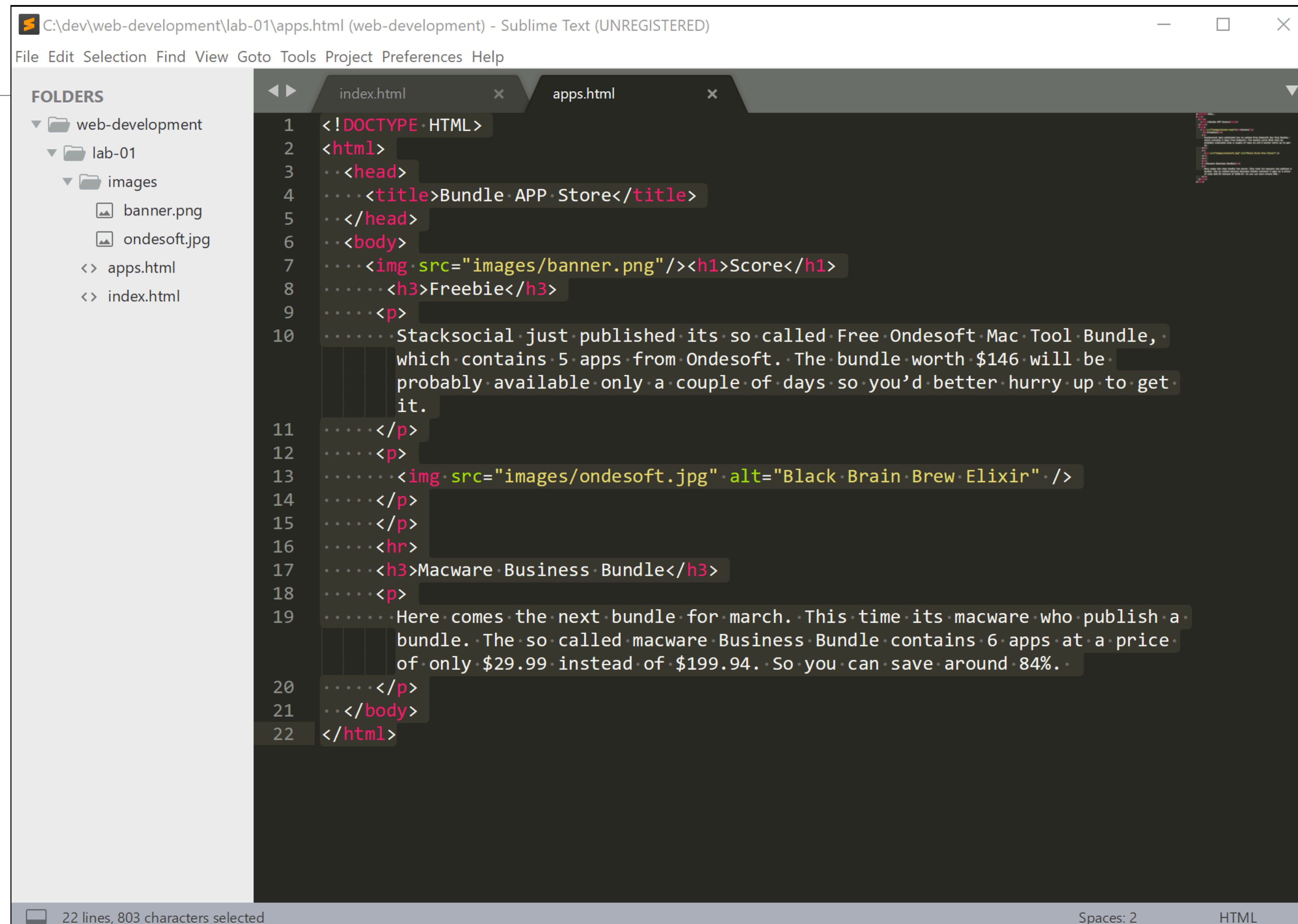
```
<!DOCTYPE HTML><html><head><title>Bundle APP Store</title></head><body>
<img src="images/banner.png"/>
<h1>Welcome to the App Bundle Store</h1><p> This store brings you great app
bundles week after week. We
select the best power user apps from a broad range of suppliers and combine
them into great deals.
These are the highest quality apps form the best publishers, at great prices.
</p><p>Whether you are interested in gaming or graphics design, software
development or media production -
we have the bundle for you. Each <a href="apps.html">app bundle</a>
 is designed to compliment the others, delivering you an exciting take on a scene.
</p><h2>Favourites</h2><ul><li>Hype by Tumult</li> <li>Webstorm by
 Idea</li><li>Sublime, by sublimetext.com</li>
<li>Desktop Utility by Sweet Productions</li></ul></body></html>
```

- The actual document text - but poorly structured (indented)

The Code in a Programmers Editor

- Same document - pleasingly indented and syntax highlighted

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Agenda

Code

The Internet

The Web

Useful References

The Internet
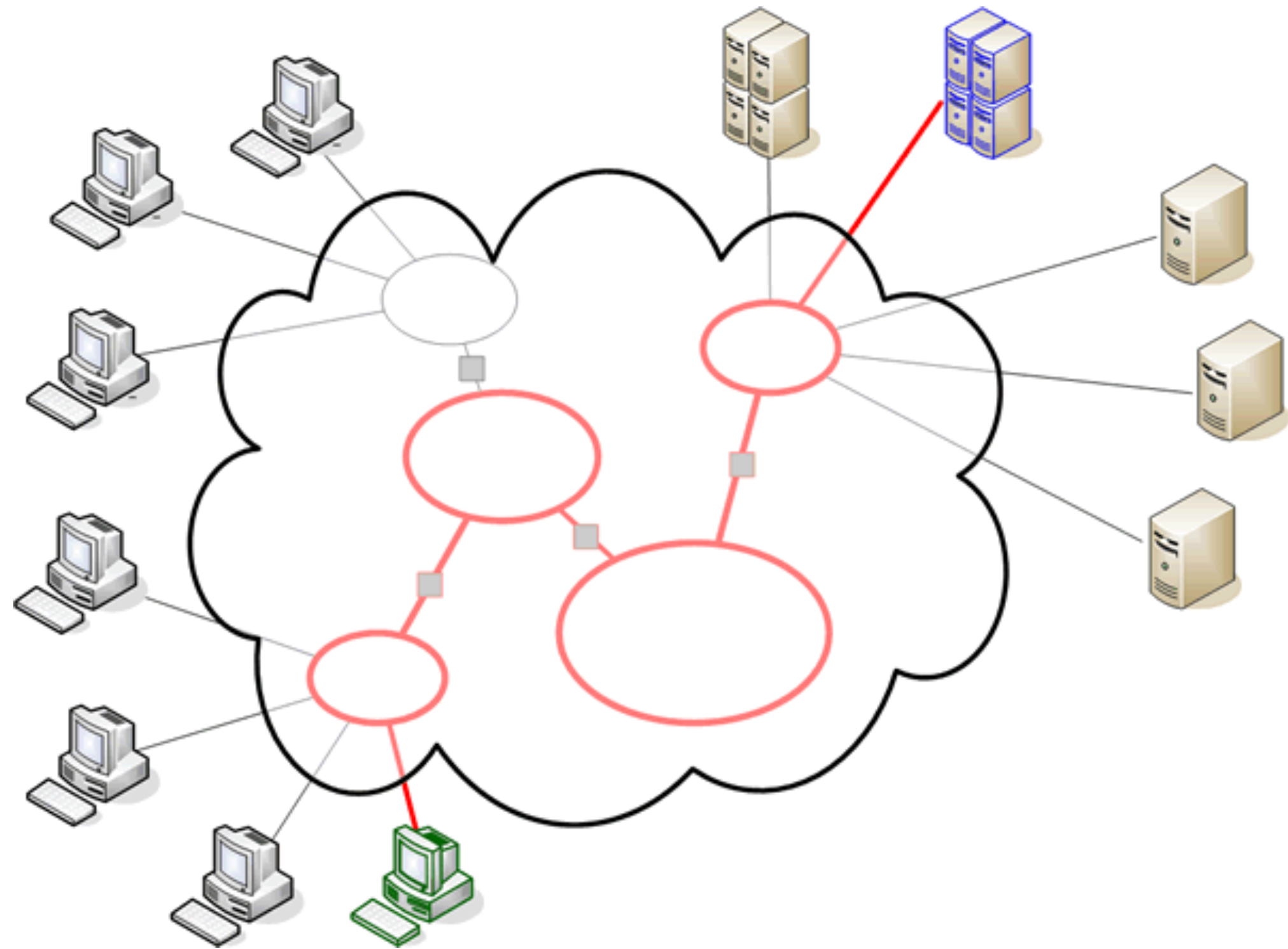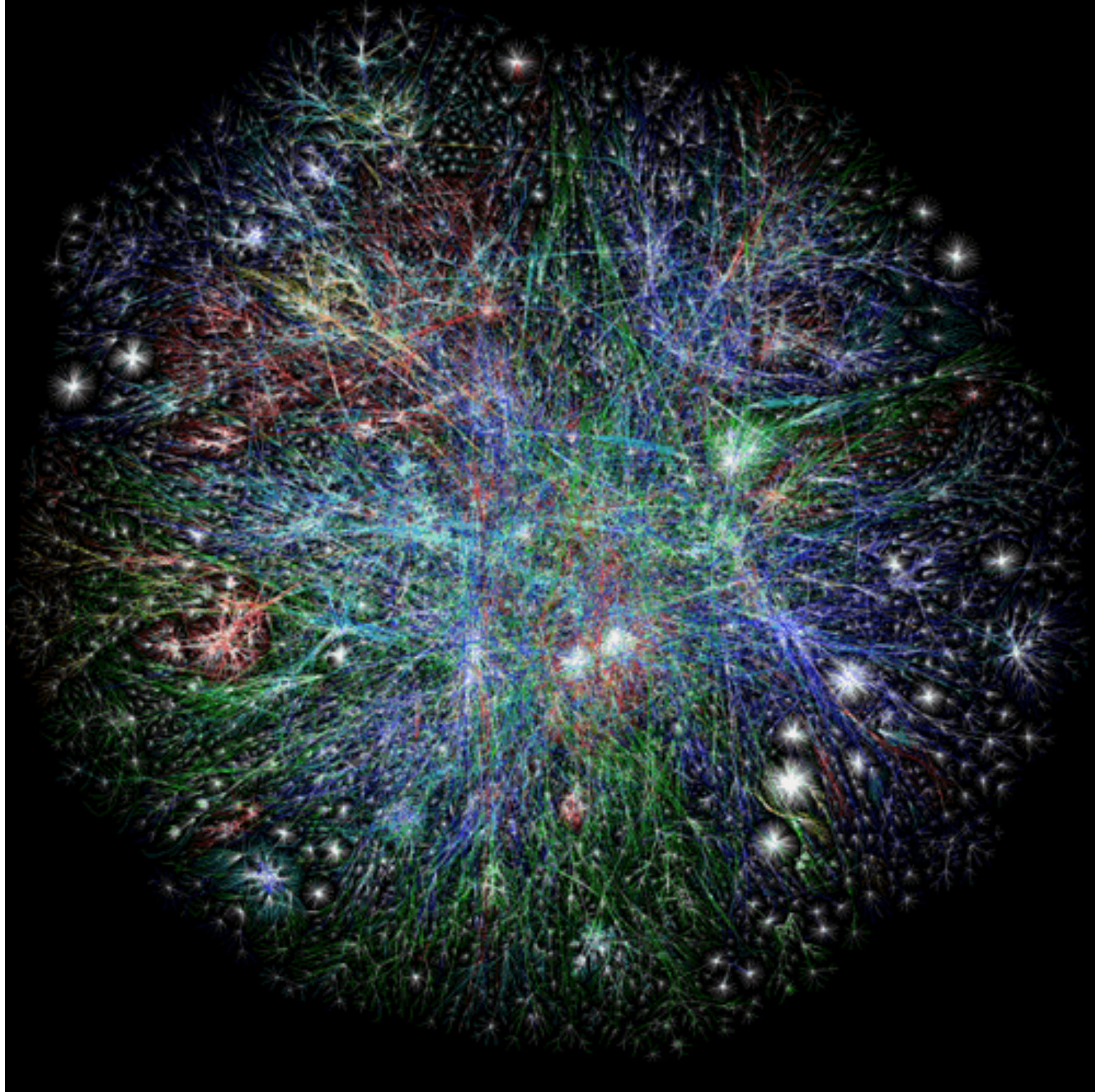
The Internet

4,123,117,736

Internet Users in the world

1,948,088,972

Total number of Websites

183,036,958,463

Emails sent today

4,582,315,180

Google searches today

4,341,467

Blog posts written today

531,335,674

Tweets sent today

4,912,550,278

Videos viewed today
on YouTube

56,787,108

Photos uploaded today
on Instagram

94,139,117

Tumblr posts today

Underlying nature of the Internet - Protocols & Standards

"The irony is that in all its various guises -- commerce, research, and surfing -- the Web is already so much a part of our lives that familiarity has clouded our perception of the Web itself."

Tim Berners-Lee in Weaving the Web

Application layer	Application layer protocols: DHCP, DNS, FTP, HTTP, POP3, SMTP, TELNET, SSL, ...	← You are here!
Transport layer	Transport layer protocols: TCP, UDP, ...	HTTP
Network layer	Network layer protocols: IP, ICMP, IGMP, ARP, RARP, ...	
Link layer	Link layer protocols: Ethernet (IEEE 802.3), ...	
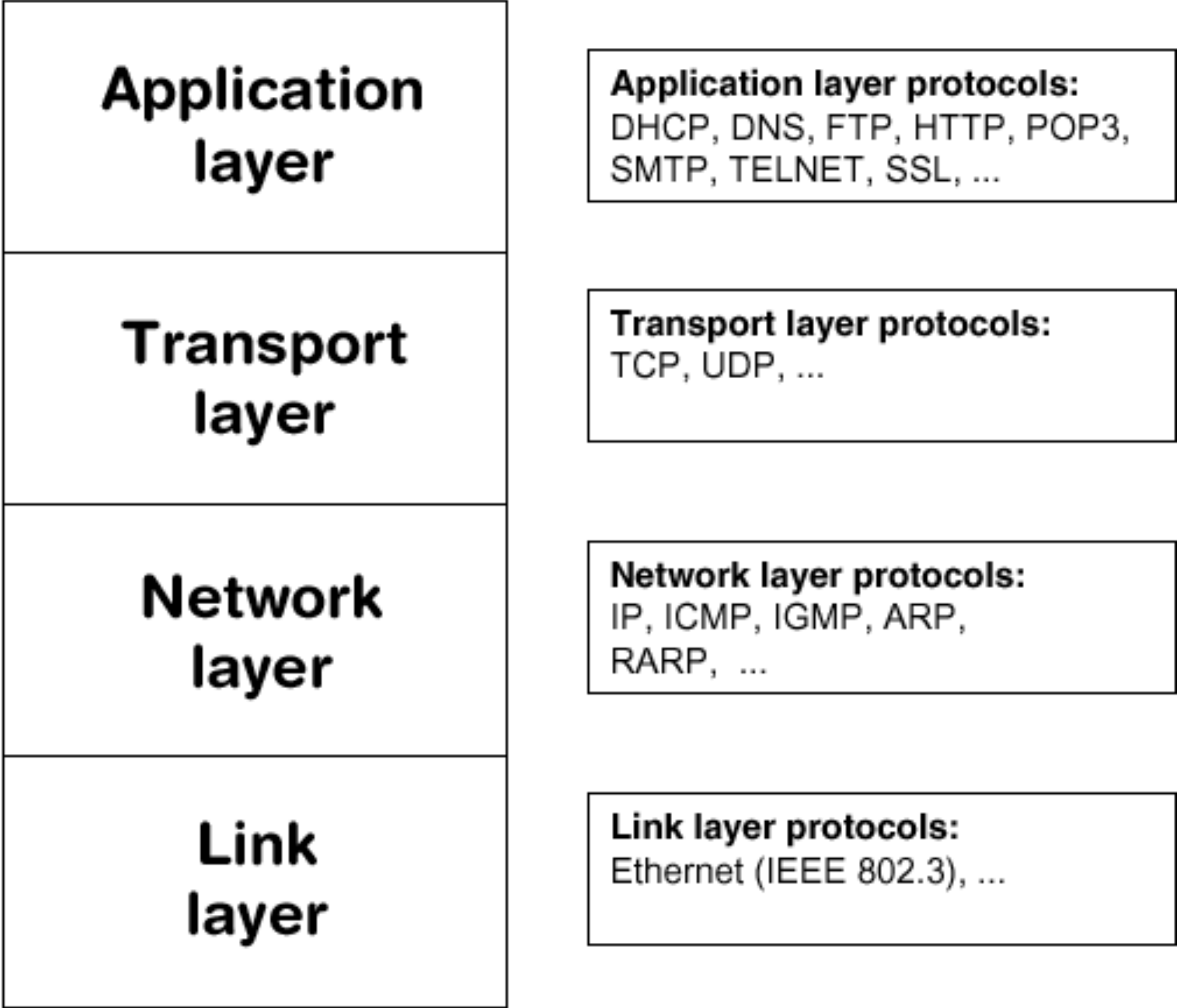
Internet Technologies

Agenda

Code

The Internet

The Web

Useful References

World Wide Web

- The world wide web is a huge globally distributed collection of information and data that can be accessed via the internet with the help of of http: Hypertext Transfer Protocol

- WWW has made the Internet the most important communication medium of our days.

- Thanks to the simple to use graphical interface – The Web Browser – the WWW provides everyone with simple access to information
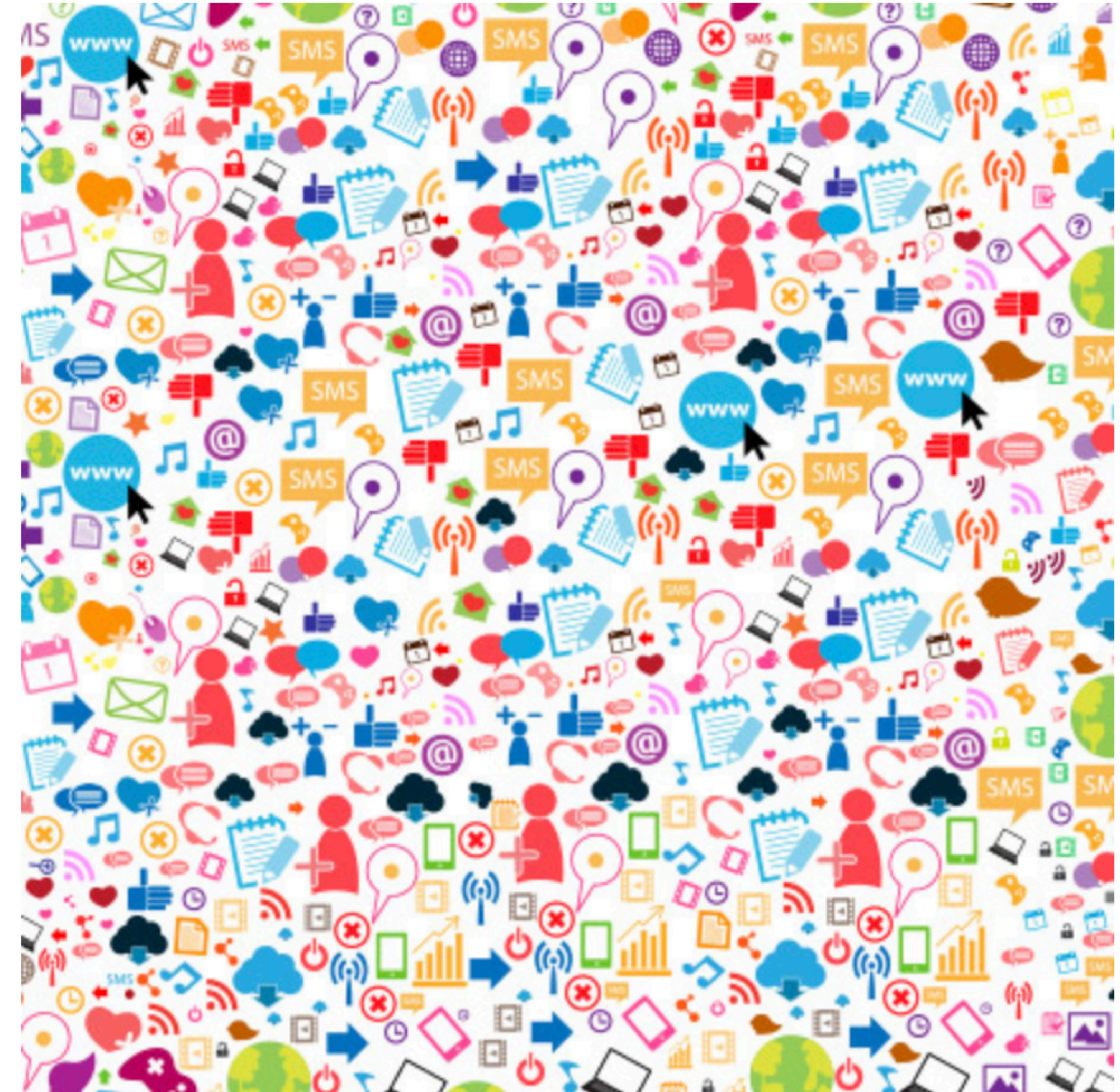
Evolution of the Web - 1990-2012
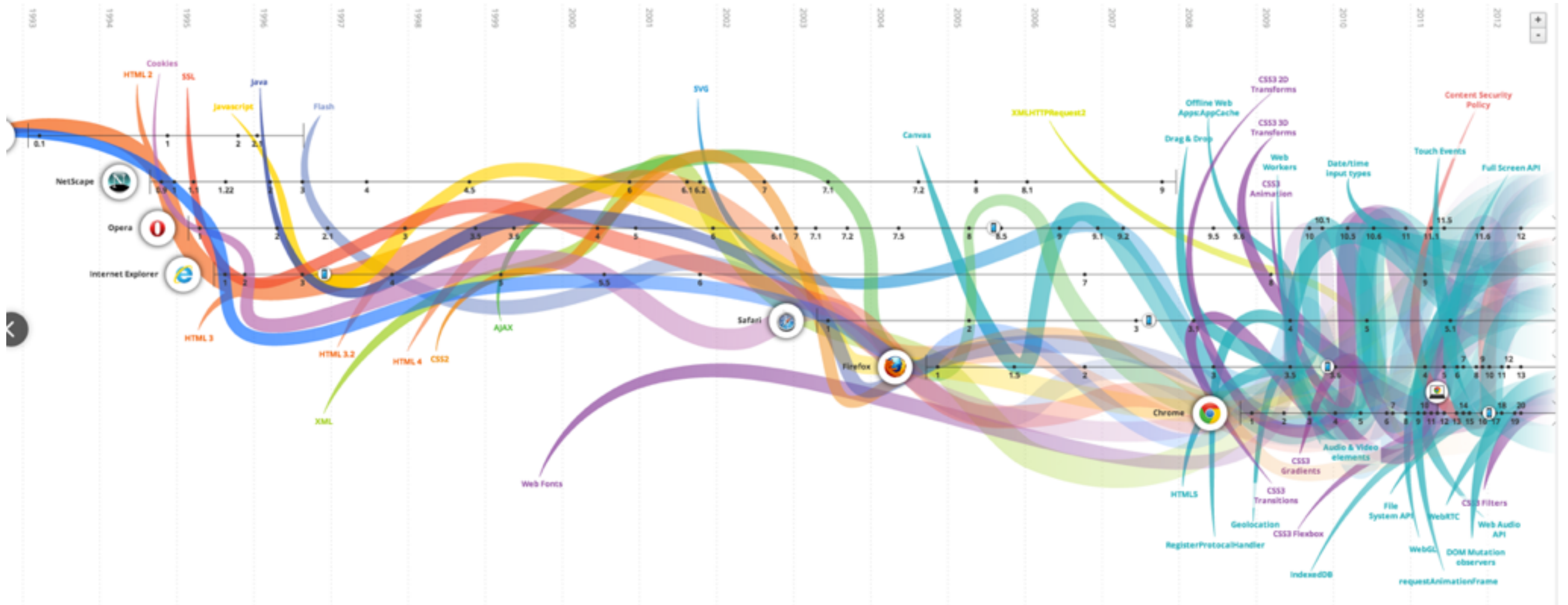
Evolution of the Web - 1990-2000
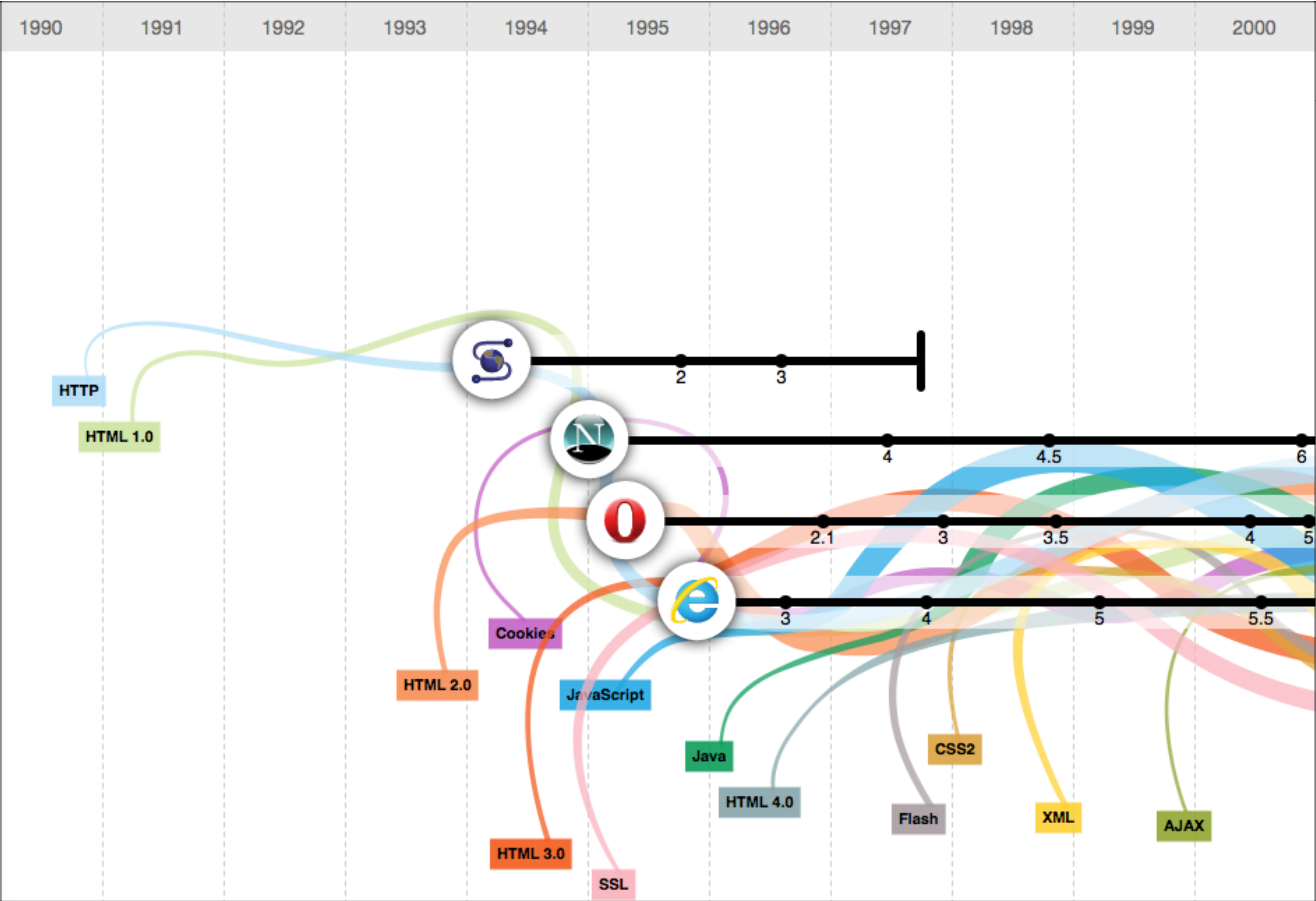
2001-2005
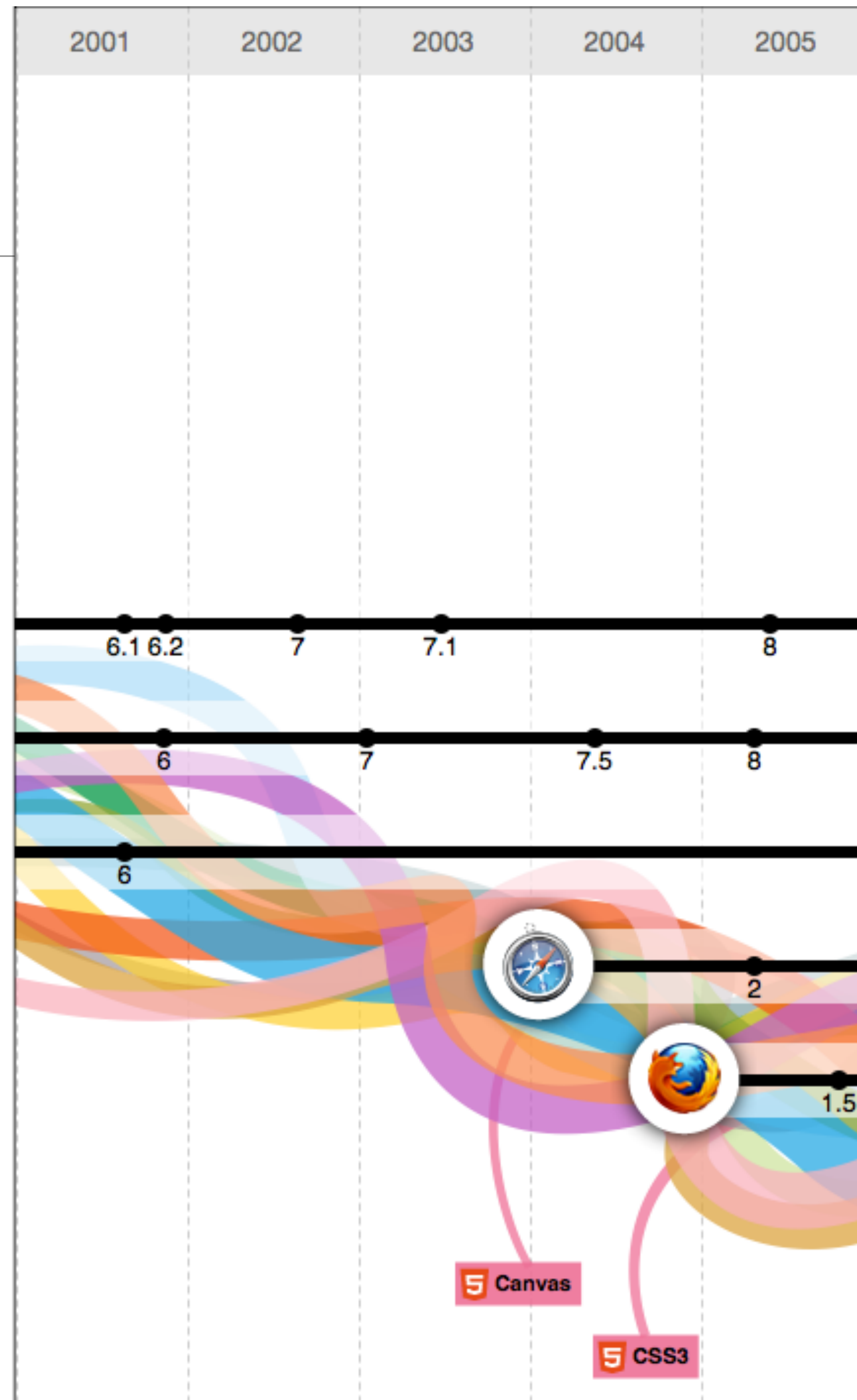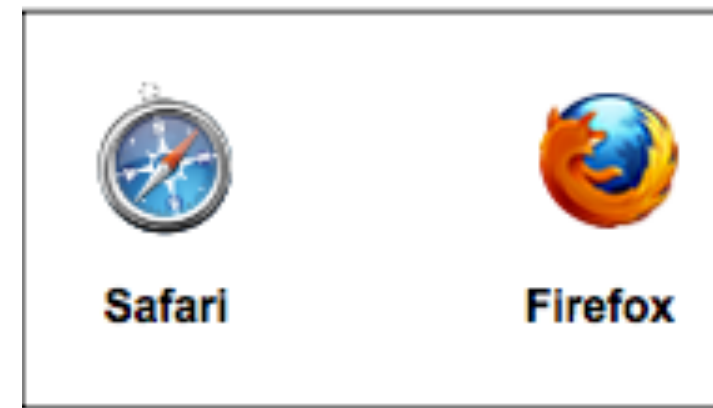
2006-2012
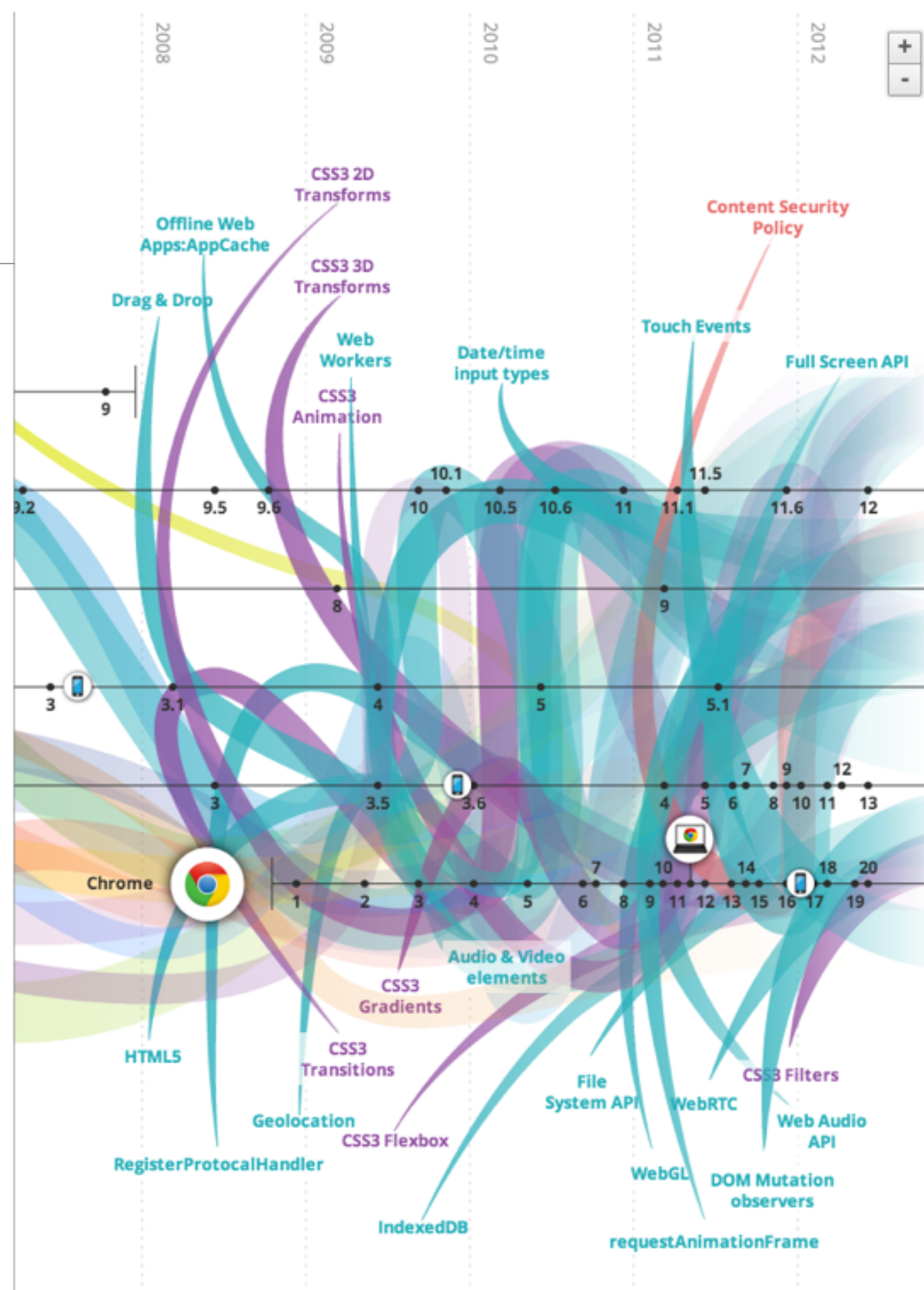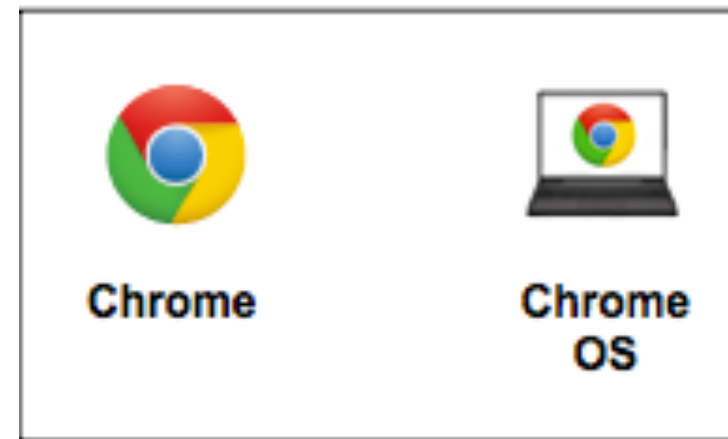
Web 1.0
'the mostly read-only Web"

Web 2.0
'the widly read-write Web"

published content

user generated content

social networks

published content

user generated content

16
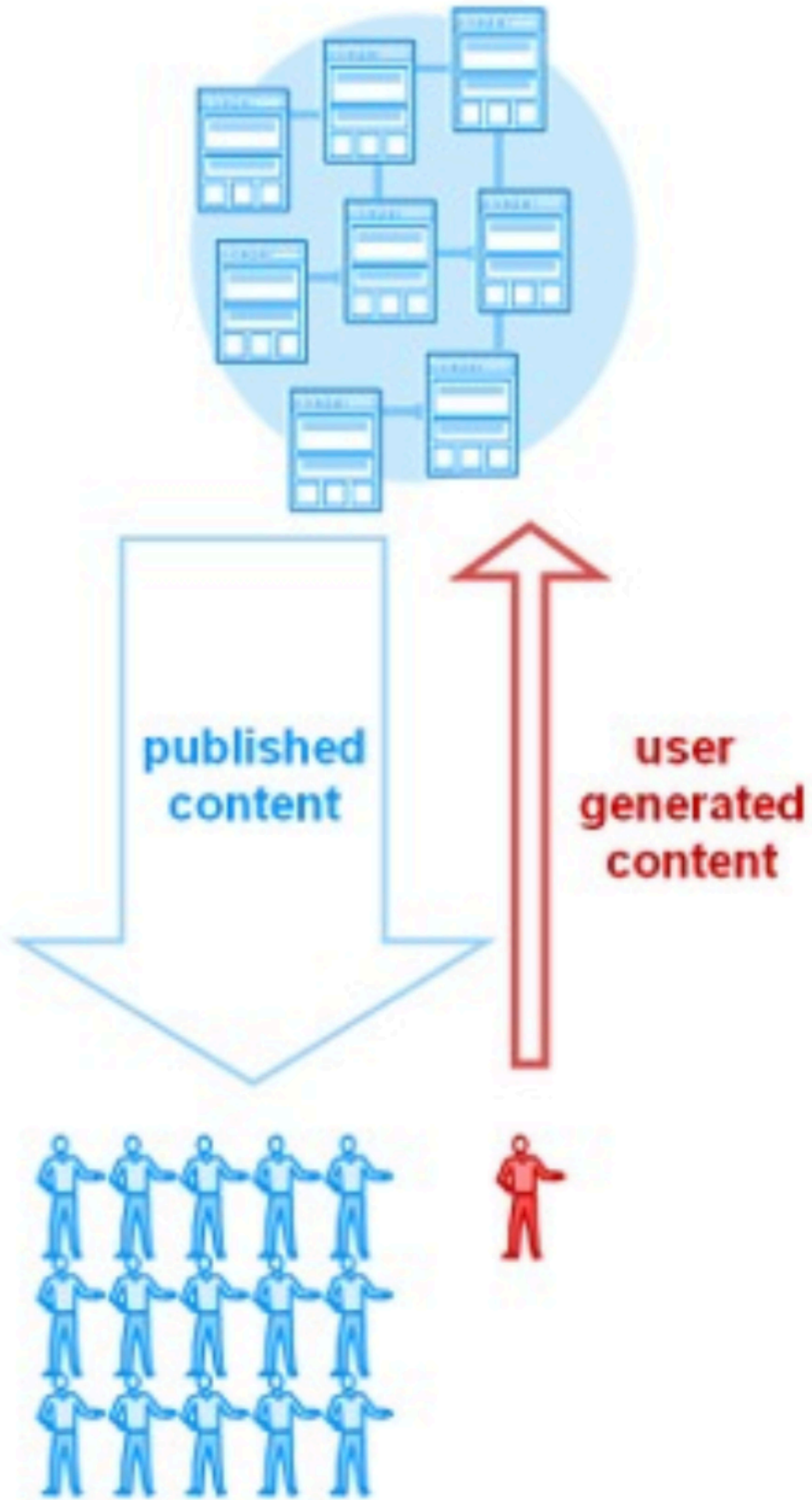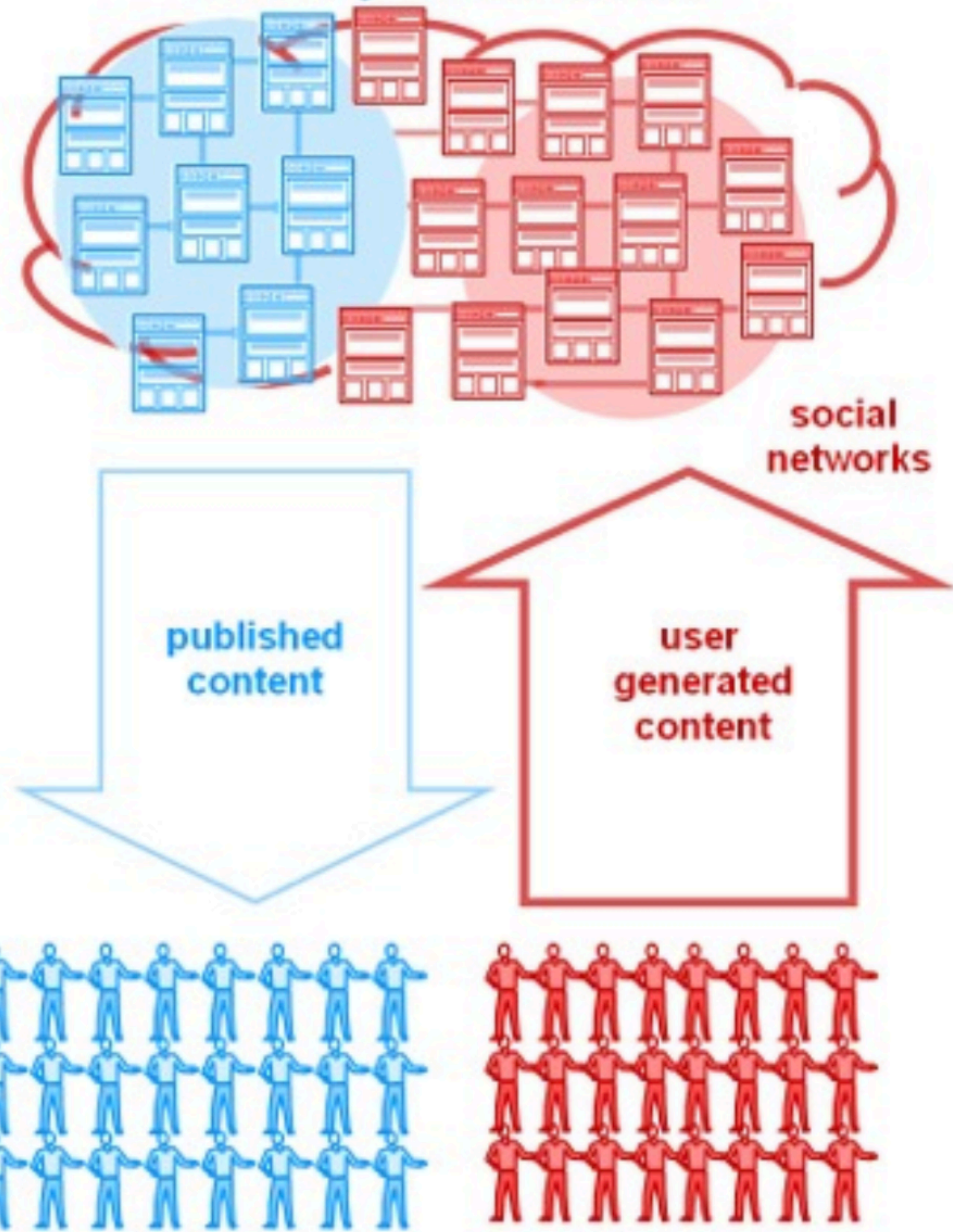
The Mobile Revolution
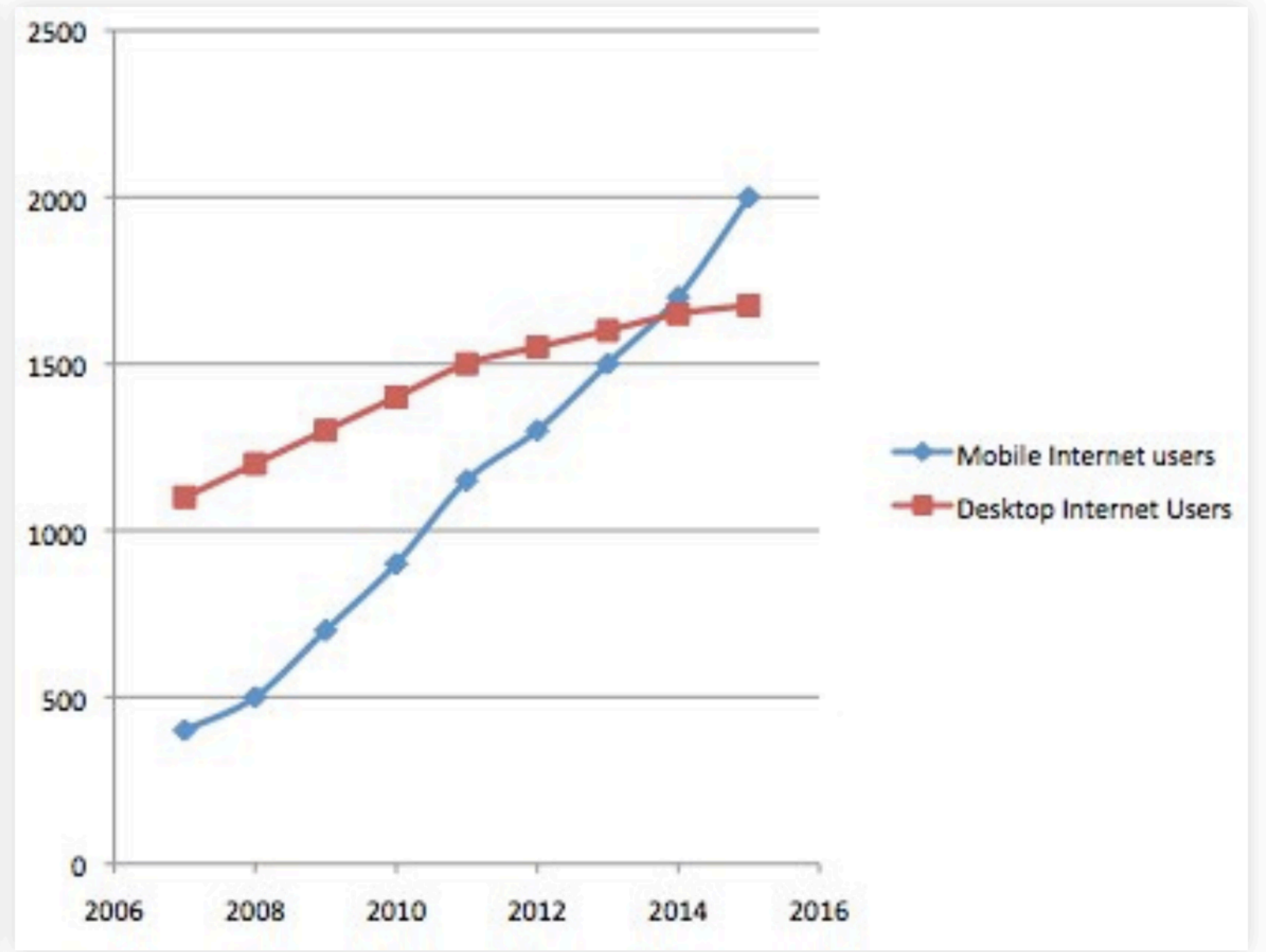
- Mobile usage of the web exceeds desktop usage

Web Browser Wars

- Chrome (Google)
- Safari (Apple)
- IE + Edge (Microsoft)
- Firefox (Mozilla)
- UC Browser (UCWeb)
- Opera (Opera Software)
- Android (Google)
- Autre

Devices: Things!

Electric Toothbrush: Automatically reorders brush heads, shares brushing habits with your dentist

Automobile: Maps traffic in real time; others can track your location

Computer: Centralized control for remote interface to any other device

Media Player: Remotely orders new songs & video

Alarm Clock: Remote programs, custom tones, turns on coffee maker

Refrigerator: RFID tags reorders groceries as needed, and suggests recipes

VoIP phone: Automatic updates, integration and forwarding

Printer: Automatically reorders toner and paper as needed

Microwave: Automatically sets cook cycle with RFID recognition

Home / Bed — COMMUTE — Workplace — COMMUTE — Home / Bed

Coffee Maker: Custom setting for each coffee type, starts when alarm goes off

Oven: Oven settings from computer or phone if running late

HVAC: Controls temperature & lights for maximum efficiency

Building Security: Security cameras interact with facial recognition database

Television: Immediate "one-click" ordering of products seen on commercials

Smart Scale: Measures and sends weight info for progress tracking

Cell Phone: Secure performs identification & verification for payments

Vending: Automatically reorders supplies before it's empty

Exercise Equipment: Recognizes individual user and tracks workout schedule

The Web

- Protocols & Standards

  - Protocol : agreed vocabulary to enable two programs to communicate

  - Standard: an agreed definition of the structure and meaning of a document

- Web Protocol

  - Hyper Text Transfer Protocol - HTTP

- Web Standard

  - Hyper Text Markup Language – HTML

  - Cascading Style Sheets - CSS

- Web Servers and Web Browsers use HTTP to exchange HTML documents

Layer 4 COMPOSE	Systems Integration · IFTTT · Node-RED · Automated UI Generation · WoT-a-Mashup · Physical Mashups · Web Applications
Layer 3 SHARE	Social Networks · API Tokens · TLS · DTLS · Delegated Authentication · OAuth · JWT · PKI · Social WoT · Encryption
Layer 2 FIND	REST Crawler · Web Thing Model · RDFa · HATEOAS · Search engines · JSON-LD · Link Header · Schema.org · Linked Data · Semantic Web · mDNS
Layer 1 ACCESS	HTML · JSON · WebSockets · REST API · Web Hooks · Proxy · HTTP · URI / URL · Gateway · MQTT · CoAP
Networked Things	NFC · 6LoWPAN · Thread · Ethernet · Wi-Fi · QR · Beacons · Bluetooth · ZigBee · 3/4/5 G

Source: Building the Web of Things: book.webofthings.io
Creative Commons Attribution 4.0

Clients and Servers

- Client/Server Computing:

  - The interaction between two programs when they communicate across a network.

  - A program at one site sends a request to a program at another site and awaits a response.

  - The requesting program is called a client; the program satisfying the request is called the server.

client program → client request → server program

server program → server response → client program
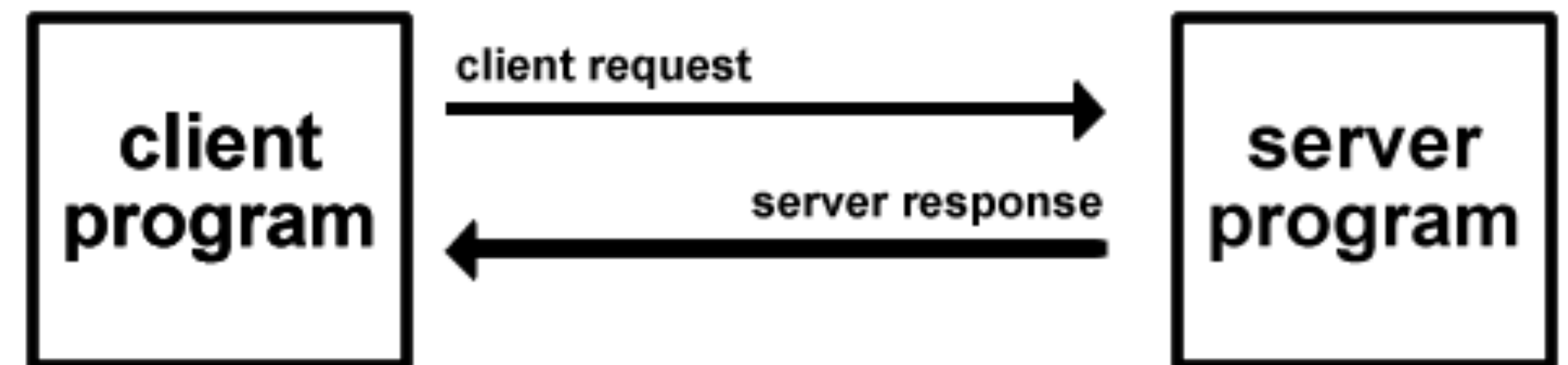
Role of Server
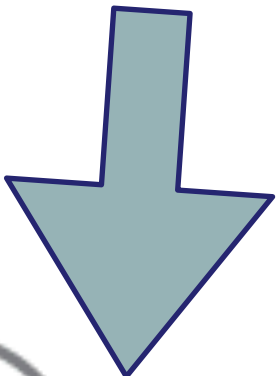
The server's just a computer connected to the Internet waiting for requests from browsers.

Browsers make requests for HTML pages or other resources, like images.

"I need the HTML file 'lounge.html'"
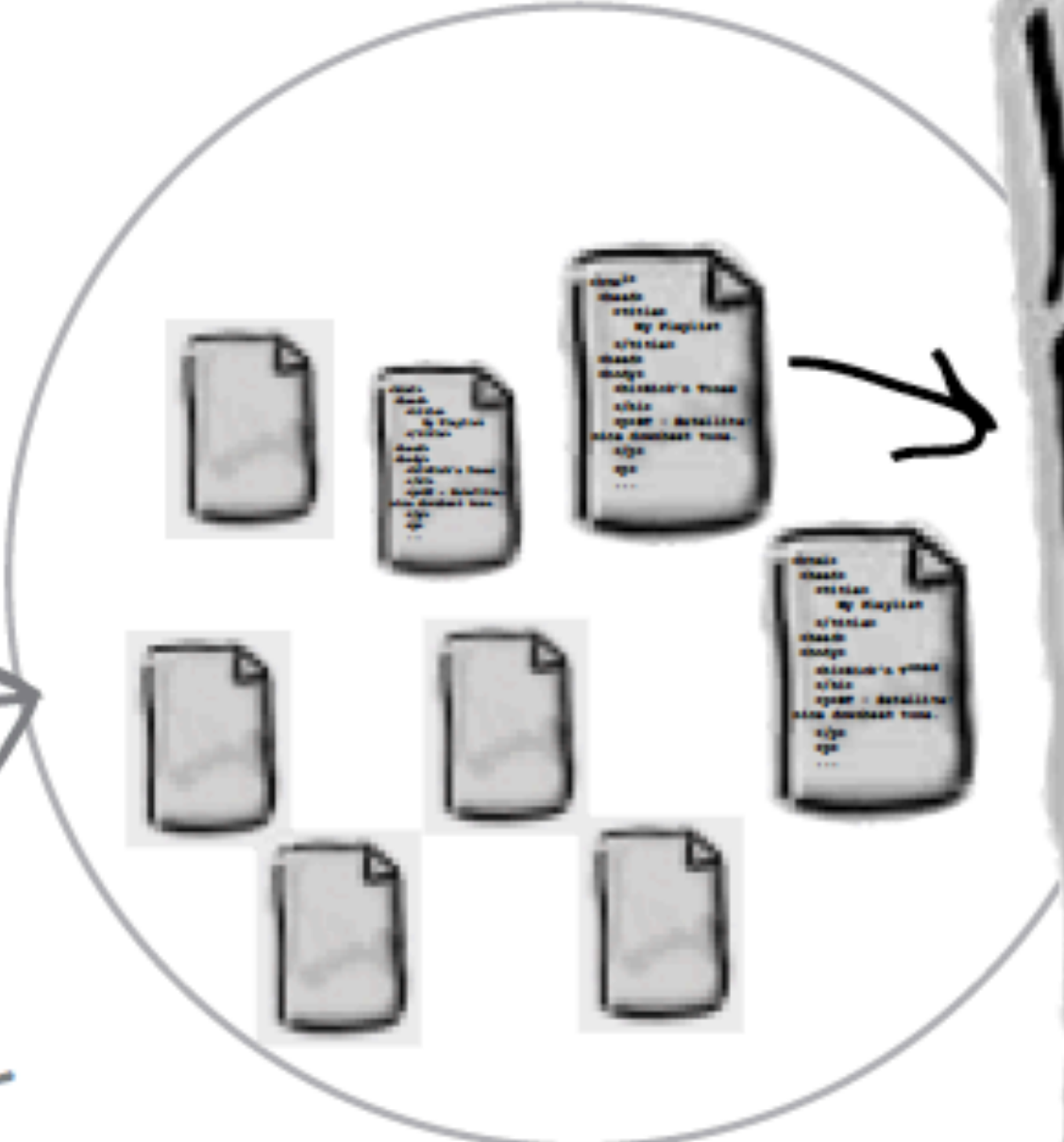
Each server stores HTML files, pictures, sounds and other file types.

Web Server

"Found it, here ya go"

...and if the server can locate the resource, it sends it to the browser.

Role of Client

The server "serves up" Web pages and sends them to the browser.

```
<html>
 <head>
  <title>
   Head First Loung
  </title>
 <head>
 <body>
  <h1>Welcome to Hea
  </h1>
  <img src="drinks.gi
  <p>Join us any even
  </p>
  <p>
  ...
```

The browser retrieves the page...

...and the browser displays the HTML page.

Web Server
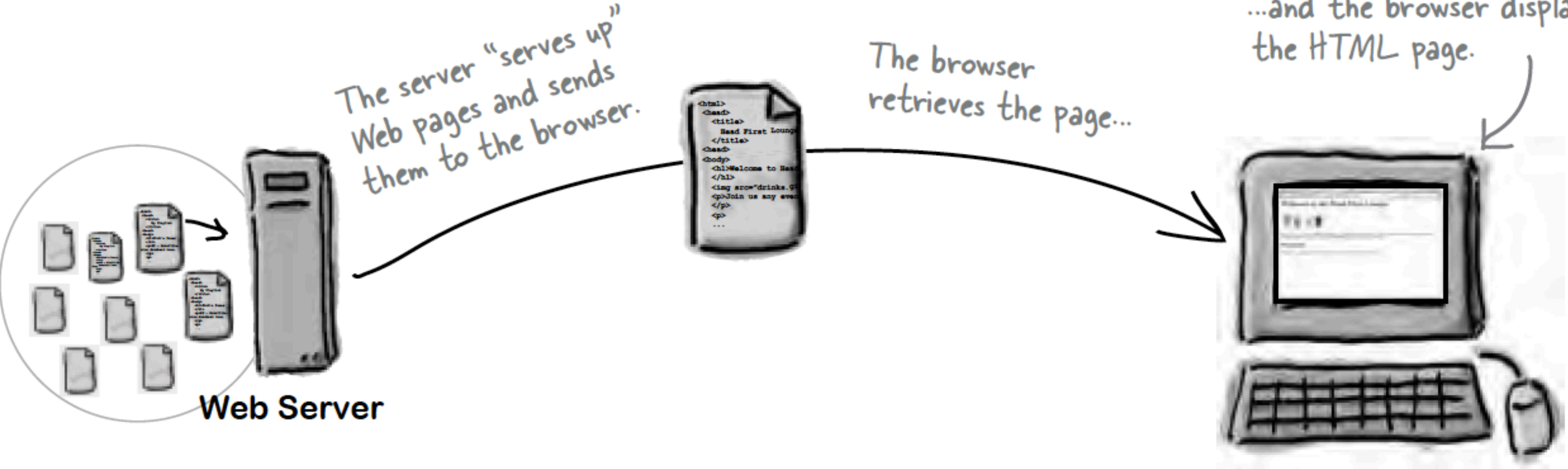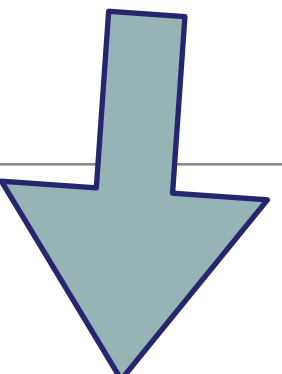
Hyper Text Markup Language

- HTML tells your browser about the structure of your document:

  - where the headings are,

  - where the paragraphs are,

  - what text needs emphasis, etc

  - what text needs to linked

  - what images to be displayed

- Given this information, browsers have built-in default rules for how to display each of these elements.

- This information is conveyed using "Tags", this denote the intention of the author regarding the structure and display of the document.

```html
<!DOCTYPE HTML>
<html>
  <head>
    <title>Bundle APP Store</title>
    <link rel="stylesheet" href="style.css">
  </head>
  <body>
    <img src="images/banner.png">
    <h1>Welcome to the App Bundle Store</h1>
    <p>
      This store brings you great app bundles week after week. We select the best power
      user apps from a
      broad range of suppliers and combine them into great deals. These are the highest
      quality apps
      from the best publishers, at great prices.
    </p>
    <p>
      Whether you are interested in gaming or graphics design, software development or
      media production
      - we have the bundle for you. Each <a href="apps.html">app bundle</a> is designed
      to compliment the others, delivering you an exciting take on a scene.
    </p>
    <h2>Favourites</h2>
    <ul>
      <li>Hype by Tumult</li>
      <li>Webstorm by Idea</li>
      <li>Sublime, by sublimetext.com</li>
      <li>Desktop Utility by Sweet Productions</li>
    </ul>
  </body>
</html>
```


Welcome to the App Bundle Store

This store brings you great app bundles week after week. We select the best power user apps from a broad range of suppliers and combine them into great deals. These are the highest quality apps from the best publishers, at great prices.

Whether you are interested in gaming or graphics design, software development or media production - we have the bundle for you. Each app bundle is designed to compliment the others, delivering you an exciting take on a scene.

Favourites

- Hype by Tumult
- Webstorm by Idea
- Sublime, by sublimetext.com
- Desktop Utility by Sweet Productions

HTML

- An HTML document is called a 'page'

- The starting page of a site is called the 'homepage'

- Markup language should only be used for the description of the document structure and not to describe the document presentation

- Every HTML document consists of two parts:

  - Document 'header': contains information about the document.

  - Document 'body': contains the content of the document.

```html
<!DOCTYPE HTML>
<html>
  <head>
    <title>Bundle APP Store</title>
  </head>
  <body>
    <img src="images/banner.png">
    <h1>Welcome to the App Bundle Store</h1>
    <p>
      This store brings you great app bundles week after week. We select the best power user apps from a
      broad range of suppliers and combine them into great deals. These are the highest quality apps
      from the best publishers, at great prices.
    </p>
    <p>
      Whether you are interested in gaming or graphics design, software development or media production
      - we have the bundle for you. Each <a href="apps.html">app bundle</a> is designed
      to compliment the others, delivering you an exciting take on a scene.
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    <h2>Favourites</h2>
    <ul>
      <li>Hype by Tumult</li>
      <li>Webstorm by Idea</li>
      <li>Sublime, by sublimetext.com</li>
      <li>Desktop Utility by Sweet Productions</li>
    </ul>
  </body>
</html>
```

HTML Tags (more correctly called Elements)

Starter Tags

<html>
<head>
<title>
<body>
<h1>
<h2>
<em>
<a>
<img>
<style>

- Grouped by purpose:
  - Structural
    - <html>, <head>, <title>, <body>
  - Text
    - Heading
      - <h1>, <h2>
    - Text
      - <p>, <em>

  - Hypertext
    - <a>
  - Image
    - <img>
  - Style
    - <style>
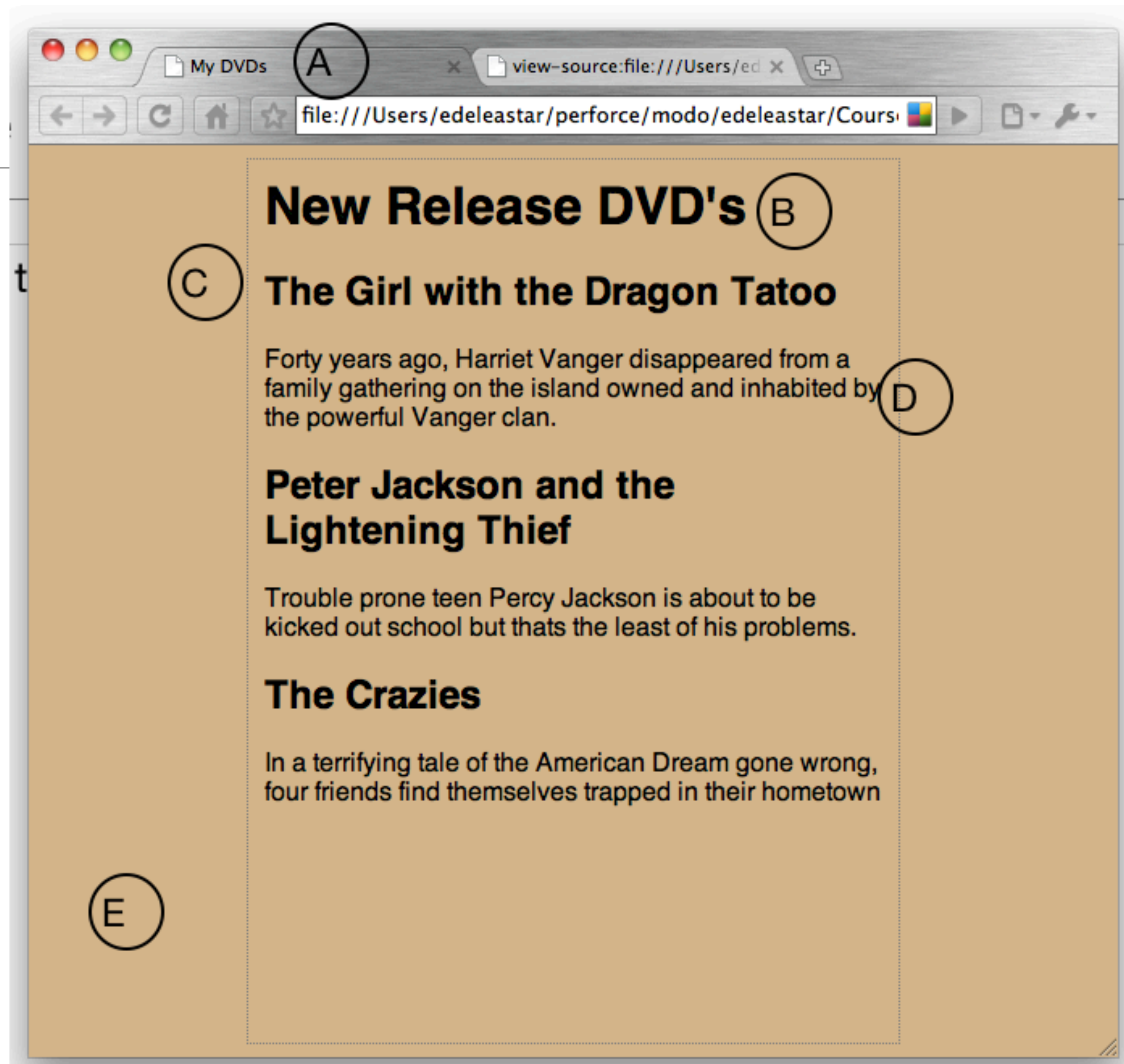
```
1  <html>
2    <head>
3      <title>My DVDs</title>   (A)
4      <style type="text/css">
5        body
6        {
7          background-color: #d2b48c;
8          margin-left: 20%;          (E)
9          margin-right: 20%;
10         border: 1px dotted gray;
11         padding: 10px 10px 10px 10px;
12         font-family: sans-serif;
13       }
14     </style>
15   </head>
16   <body>                            (B)
17     <h1>New Release DVD's</h1>
  (C) <h2>The Girl with the Dragon Tatoo</h2>
19     <p>
20       Forty years ago, Harriet Vanger disappeared from a family
21       gathering on the island owned and inhabited by the powerful Vang(D)clan.
22     </p>
23     <h2>Peter Jackson and the Lightening Thief</h2>
24     </p>
25       Trouble prone teen Percy Jackson is about to be kicked out school
26       but thats the least of his problems.
27     </p>
28     <h2>The Crazies</h2>
29     <p>
30       In a terrifying tale of the American Dream gone wrong,
31       four friends find themselves trapped in their hometown
32     </p>
33   </body>
34 </html>
```

Every word in <> is a *Html Element*

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Browser rendered view:

New Release DVD's ⓑ

ⓒ ## The Girl with the Dragon Tatoo

Forty years ago, Harriet Vanger disappeared from a family gathering on the island owned and inhabited by ⓓ the powerful Vanger clan.

Peter Jackson and the Lightening Thief

Trouble prone teen Percy Jackson is about to be kicked out school but thats the least of his problems.

The Crazies

In a terrifying tale of the American Dream gone wrong, four friends find themselves trapped in their hometown

Source view:

```
1  <html>
2    <head>
3      <title>My DVDs</title>        ⓐ
4      <style type="text/css">
5        body
6        {
7          background-color: #d2b48c;
8          margin-left: 20%;              ⓔ
9          margin-right: 20%;
10         border: 1px dotted gray;
11         padding: 10px 10px 10px 10px;
12         font-family: sans-serif;
13       }
14     </style>
15   </head>
16   <body>
17     <h1>New Release DVD's</h1>       ⓑ
18     <h2>The Girl with the Dragon Tatoo</h2>
ⓒ 19     <p>
20       Forty years ago, Harriet Vanger disappeared from a family
21       gathering on the island owned and inhabited by the powerful Vanger clan.   ⓓ
22     </p>
23     <h2>Peter Jackson and the Lightening Thief</h2>
24     <p>
25       Trouble prone teen Percy Jackson is about to be kicked out school
26       but thats the least of his problems.
27     </p>
28     <h2>The Crazies</h2>
29     <p>
30       In a terrifying tale of the American Dream gone wrong,
31       four friends find themselves trapped in their hometown
32     </p>
33   </body>
34 </html>
```

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HTML 5 NEW TAG
TAG NOT SUPPORTED IN HTML 5

Tag	Description / Attributes
`<!--...-->`	Define a comment
`<!DOCTYPE>`	Defines the document type
`<a>`	Defines a hyperlink — href, hreflang, media, ping, rel, target, type
`<abbr>`	Defines an abbreviation
`<acronym>`	Used to define an embedded acronyms
`<address>`	Defines an address element
`<applet>`	Used to define an embedded applet
`<area>`	Defines an area inside an image map — alt, coords, href, hreflang, media, ping, rel, shape, target, type
`<article>`	Defines an article — cite, pubdate
`<aside>`	Defines content aside from the page content
`<audio>`	Defines sound content — autobuffer, autoplay, controls, src
`<b>`	Defines bold text
`<base>`	Defines a base URL for all the links in a page — href, target
`<basefont>`	Used to define a default font-color, font-size, or font-family for all the document
`<bdo>`	Defines the direction of text display — dir
`<big>`	Used to make text bigger
`<blockquote>`	Defines a long quotation — cite
`<body>`	Defines the body element
` `	Inserts a single line break
`<button>`	Defines a push button — autofocus, disabled, form, formaction, formenctype, formmethod, formnovalidate, formtarget, name, type, value
`<canvas>`	Defines graphics — height, width
`<caption>`	Defines a table caption
`<center>`	Used to center align text and content
`<cite>`	Defines a citation
`<code>`	Defines computer code text — autobuffer, autoplay, controls, src
`<col>`	Defines attributes for table columns
`<colgroup>`	Defines groups of table columns — span
`<command>`	Defines a command button — checked, disabled, icon, label, radiogroup, type

Tag	Description / Attributes
`<datalist>`	Defines a dropdown list
`<dd>`	Defines a definition description
`<del>`	Defines deleted text — cite, datetime
`<details>`	Defines details of an element — open
`<dialog>`	Defines a dialog (conversation)
`<dfn>`	Defines a definition term
`<dir>`	Used to define a directory list
`<div>`	Defines a section in a document
`<dl>`	Defines a definition list
`<dt>`	Defines a definition term
`<em>`	Defines emphasized text
`<embed>`	Defines external interactive content or plugin — height, src, type, width
`<fieldset>`	Defines a fieldset — disabled, form, name
`<figure>`	Defines a group of media content, and their caption
`<font>`	Used to define font face, font size, and font color of text
`<footer>`	Defines a footer for a section or page
`<form>`	Defines a form — accept-charset, action, autocomplete, enctype, method, name, novalidate, target
`<frame>`	Used to define one particular window (frame) within a frameset
`<frameset>`	Used to define a frameset, which organized multiple windows (frames)
`<h1>` to `<h6>`	Defines header 1 to header 6
`<head>`	Defines information about the document
`<header>`	Defines a header for a section or page
`<hgroup>`	Defines information about a section in a document
`<hr>`	Defines a horizontal rule
`<html>`	Defines an html document — manifest, xmlns
`<i>`	Defines italic text
`<iframe>`	Defines an inline sub window — height, name, sandbox, seamless, src, width
`<img>`	Defines an image — alt, src, height, ismap, usemap, width
`<input>`	Defines an input field — accept, alt, autocomplete, autofocus, checked, disabled, form, formaction, formenctype, formmethod, formnovalidate, formtarget, height, list, max, maxlength, min, multiple, name, pattern, placeholder, readonly, required, size, src, step, type, value, width

Tag	Description / Attributes
`<ins>`	Defines inserted text — cite, datetime
`<keygen>`	Defines a generated key in a form — autofocus, challenge, disabled, form, keytype, name
`<kbd>`	Defines keyboard text
`<label>`	Defines an inline sub window — for, form
`<legend>`	Defines a title in a fieldset
`<li>`	Defines a list item — value
`<link>`	Defines a resource reference — href, hreflang, media, rel, sizes, type
`<map>`	Defines an image map — name
`<mark>`	Defines marked text
`<menu>`	Defines a menu list — label, type
`<meta>`	Defines meta information — charset, content, http-equiv, name
`<meter>`	Defines measurement within a predefined range — high, low, max, min, optimum, value
`<nav>`	Defines navigation links
`<noframes>`	Used to display text for browsers that do not handle frames
`<noscript>`	Defines a noscript section
`<object>`	Defines an embedded object — data, form, height, name, type, usemap, width
`<ol>`	Defines an ordered list — reversed, start
`<optgroup>`	Defines an option group — label, disabled
`<option>`	Defines an option in a drop-down list — disabled, label, selected, value
`<output>`	Defines some types of output — for, form, name
`<p>`	Defines a paragraph
`<param>`	Defines a parameter for an object — name, value
`<pre>`	Defines preformatted text
`<progress>`	Defines progress of a task of any kind — max, value
`<q>`	Defines a short quotation — cite
`<rp>`	Used in ruby annotations to define what to show browsers that to not support the ruby element
`<rt>`	Defines explanation to ruby annotations
`<ruby>`	Defines ruby annotations
`<s>`, `<strike>`	Used to define strikethrough text.

Tag	Description / Attributes
`<samp>`	Defines sample computer code
`<script>`	Defines a definition list — async, type charset defer, src
`<section>`	Defines a section — cite
`<select>`	Defines a selectable list — autofocus, disabled, form, multiple, name, size
`<small>`	Defines small text
`<source>`	Defines media resources — media, src, type
`<span>`	Defines a section in a document
`<strong>`	Defines strong text
`<style>`	Defines a style definition — type, media, scoped
`<sub>`, `<sup>`	Defines sub/super-scripted text
`<table>`	Defines a table — summary
`<tbody>`	Defines a table body — summary
`<td>`	Defines a table cell — colspan, headers, rowspan
`<textarea>`	Defines a text area — autofocus, cols, disabled, form, maxlength, name, placeholder, readonly, readonly, required, rows, wrap
`<tfoot>`, `<thead>`	Defines a table footer / head
`<th>`	Defines a table header — colspan, headers, rowspan, scope
`<time>`	Defines a date/tim — datetime
`<title>`	Defines the document title
`<tr>`	Defines a table row — datetime
`<tt>`	Used to define teletype text
`<u>`	Used to define underlined text
`<ul>`	Defines an unordered list
`<var>`	Defines a variable
`<video>`	Defines a video — autobuffer, autoplay, controls, height, loop, src, width

HTML5 TAG CHEAT SHEET
Created by WebsiteSetup.org

30

Periodic table of HTML elements

Major Categories of Elements

- Base
- Metadata
- Sectioning
- Text Content
- Text Semantics
- Media
- Embedded
- Script
- Edits
- Table
- Forms
- Interactive
- Web Components

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Agenda

Code

The Internet

The Web

Useful References

Useful Web Resource: MDN Web Docs

https://developer.mozilla.org/en-US/docs/Learn/Getting_started_with_the_web/HTML_basics

HTML: Structuring the Web

▼ Introduction to HTML

Introduction to HTML overview

Getting started with HTML

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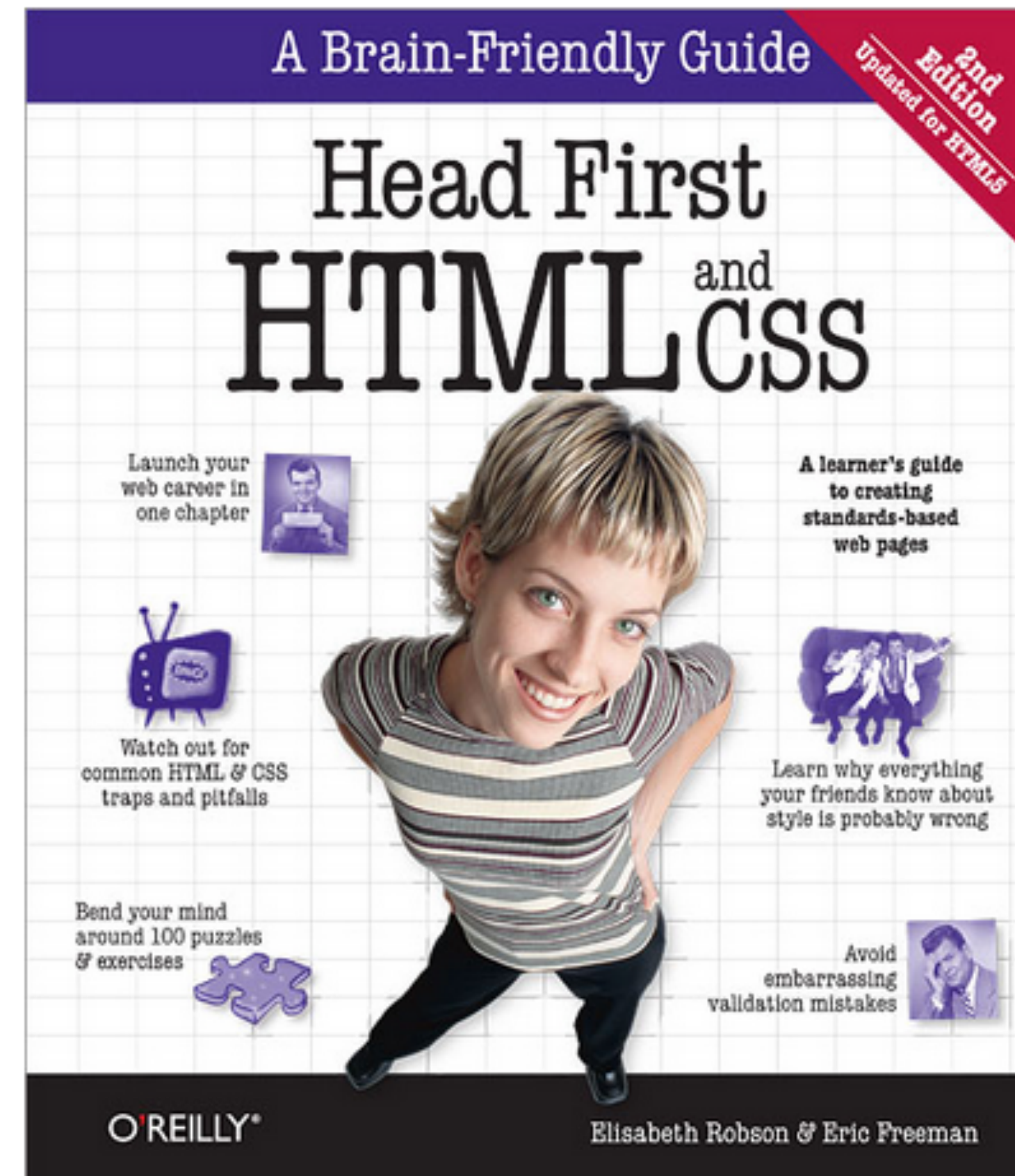
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Useful Text

- Head First HTML and CSS, 2nd Edition. By Freeman, Elisabeth and Eric Freeman. 2012. [Head First HTML with CSS & XHTML](#) . O'Reilly & Associates. 658 p. ISBN 978-0-596-15990-0

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New Year, Lots of New Books (and an iPhone app)!

Are you sitting down? Hopefully you are, because we've got a lot to discuss here. Since the last time we posted, we've released four more new books, and an iPhone app to boot. Speaking of iPhone apps, let's start with one of the more recent books we just published...

Head First iPhone Development
In true Head First fashion, you'll be building an app right out of the gate in the first chapter of Head First iPhone Development. Obviously, if you want to build iPhone apps, you want to sell them in the app store, so the book is geared towards getting you creating apps quickly, and also focuses on designing top-notch apps and how to navigate the app submission process. Back in November, co-author Dan Pilone taught a great workshop, Build, Compile, and Run Your iPhone App in 2 days, which covered a lot of the material in the book, namely, getting a developer who knows how to code in an Object Oriented environment coding on a Mac in Objective-C. And Tracey Pilone (co-pilot of the most prolific Head First writing couple since Kathy and Bert!) also recently posted over on the O'Reilly Community blog about her experience as a Head First author, which is a great read for any aspiring Head First authors. (You can follow them both on Twitter as @danpilone and @traceypilone.)

Head First Programming
Completely new to programming? Based on experience with Head First's successful books on programming languages, design patterns, and technologies, learners have long been clamoring for a general Head First introduction to programming for the absolute beginner. In November, Paul Barry and Head First veteran David Griffiths teamed up to finally fill that need with Head First Programming. Of course, this being Head First, you can forget "Hello, World!" and pages upon pages of dull, dry, boring text you'll never apply to real-world problems. By the time you've worked through the first few chapters of this book, you'll have written a numeric guessing game and interfaced with Twitter's API. And by the end of the book, you'll have a completely functional and attractive graphical desktop application! Though the authors use the dynamic and versatile Python language to apply and reinforce the general programming concepts illustrated in concrete examples and exercises, you'll be able to apply this knowledge to whatever language or software project you need or want to learn.

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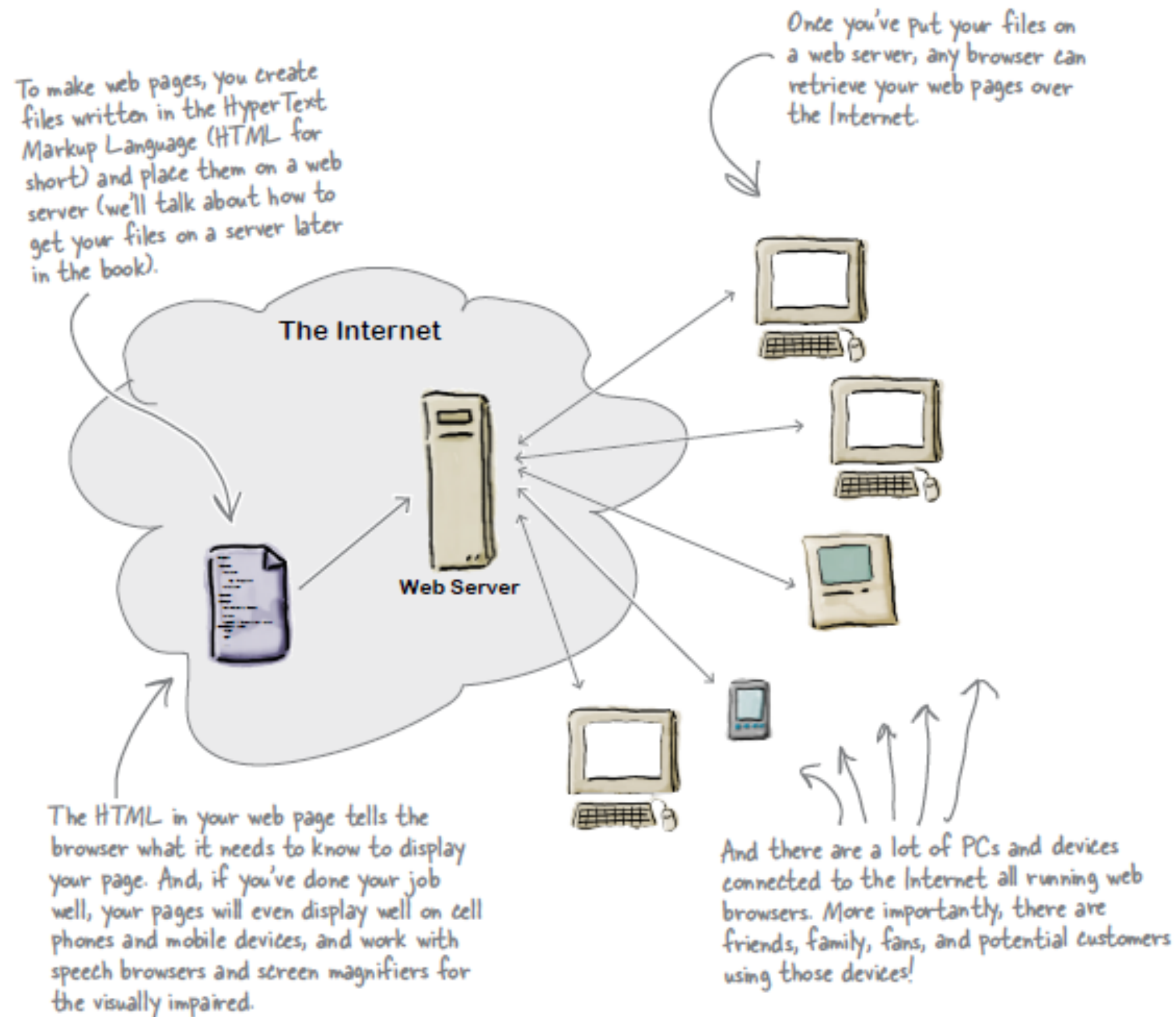
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The Web
~~Video~~ killed the radio star

Want to get an idea out there? Sell something? Just need a creative outlet? Turn to the Web—we don't need to tell you it has become the universal form of communication. Even better, it's a form of communication **YOU** can participate in.

But if you really want to use the Web effectively, you've got to know a few things about **HTML**—not to mention, a few things about how the Web works too. Let's take a look from 30,000 feet:

To make web pages, you create files written in the HyperText Markup Language (HTML for short) and place them on a web server (we'll talk about how to get your files on a server later in the book).

Once you've put your files on a web server, any browser can retrieve your web pages over the Internet.

The Internet

Web Server

The HTML in your web page tells the browser what it needs to know to display your page. And, if you've done your job well, your pages will even display well on cell phones and mobile devices, and work with speech browsers and screen magnifiers for the visually impaired.

And there are a lot of PCs and devices connected to the Internet all running web browsers. More importantly, there are friends, family, fans, and potential customers using those devices!

A flavour of the book…

40

What you write (the HTML)

So, you know HTML is the key to getting a browser to display your pages, but what exactly does HTML look like? And what does it do?

Let's have a look at a little HTML…imagine you're going to create a web page to advertise the *Head First Lounge*, a local hangout with some good tunes, refreshing elixirs, and wireless access. Here's what you'd write in HTML:

```
<html>
  <head>
    <title>Head First Lounge</title>  Ⓐ
  </head>
  <body>
    <h1>Welcome to the Head First Lounge</h1>  Ⓑ
    <img src="drinks.gif">  Ⓒ
    <p>
  Ⓓ   Join us any evening for refreshing elixirs,
        conversation and maybe a game or
        two of <em>Dance Dance Revolution</em>.  Ⓔ
        Wireless access is always provided;
        BYOWS (Bring your own web server).
    </p>
    <h2>Directions</h2>  Ⓕ
    <p>
  Ⓖ   You'll find us right in the center of
        downtown Webville. Come join us!
    </p>
  </body>
</html>
```
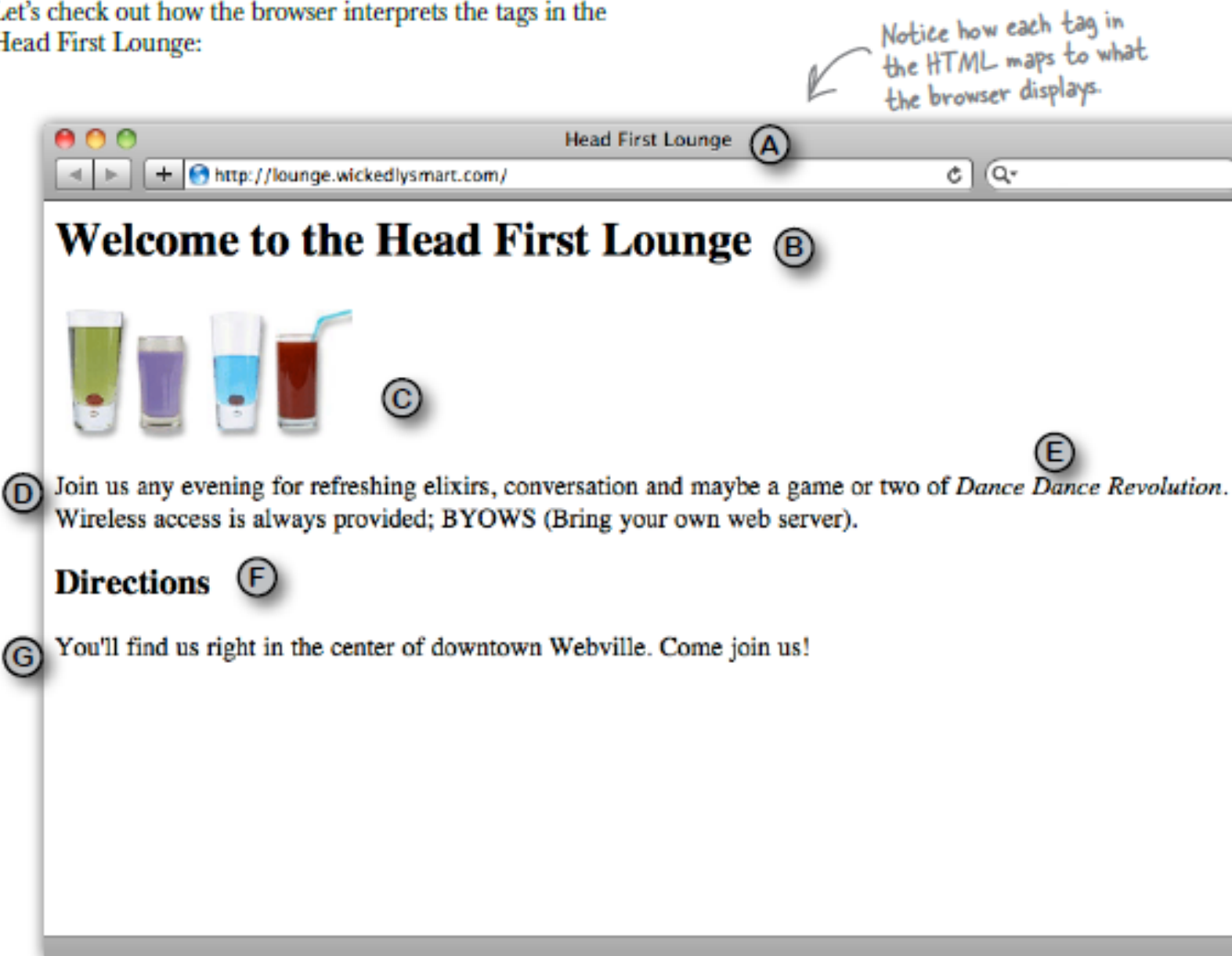
We don't expect you to know HTML yet.

Relax

At this point you should just be getting a feel for what HTML looks like; we're going to cover everything in detail in a bit. For now, study the HTML and see how it gets represented in the browser on the next page. Be sure to pay careful attention to each letter annotation and how and where it is displayed in the browser.

What the browser creates

When the browser reads your HTML, it interprets all the *tags* that surround your text. Tags are just words or characters in angle brackets, like `<head>`, `<p>`, `<h1>`, and so on. The tags tell the browser about the *structure and meaning* of your text. So rather than just giving the browser a bunch of text, with HTML you can use tags to tell the browser what text is in a heading, what text is a paragraph, what text needs to be emphasized, or even where images need to be placed.

Let's check out how the browser interprets the tags in the Head First Lounge:

Notice how each tag in the HTML maps to what the browser displays.

Head First Lounge Ⓐ

http://lounge.wickedlysmart.com/

Welcome to the Head First Lounge Ⓑ

Ⓒ

Ⓓ Join us any evening for refreshing elixirs, conversation and maybe a game or two of *Dance Dance Revolution*. Wireless access is always provided; BYOWS (Bring your own web server). Ⓔ

Directions Ⓕ

Ⓖ You'll find us right in the center of downtown Webville. Come join us!

A flavour of the book…