HTML Image Maps

The HTML <map> tag defines an image map. An image map is an image with clickable areas. The areas are defined with one or more <area> tags.

For example:

```
 <img src="workplace.jpg" alt="Workplace"
usemap="#workmap">
 <map name="workmap">
   <area shape="rect" coords="34,44,270,350"
alt="Computer" href="computer.htm">
   <area shape="rect" coords="290,170,333,250"
alt="Phone" href="phone.htm">
   <area shape="circle" coords="337,300,44"
alt="Coffee" href="coffee.htm">
 </map>
```

How It Works

The idea behind an image map is that you should be able to perform different actions depending on where in the image you click.

To create an image map you need an image, and some HTML code that describes the clickable areas.

The image is inserted using the `<img>` tag. The only difference from other images is that you must add the `usemap` attribute:

```
  <img src="workplace.jpg" alt="Workplace"
usemap="#workmap">
```

The `usemap` value links to the `name` attribute of the map element that specifies the clickable areas and their locations. The usemap value must link to the map element with a hash (#) before the name of the map element, just as if it is linking to an id attribute.

Then, add a `<map>` element. The `<map>` element is used to create an image map, and is linked to the image by using the required name attribute.

Then, add the clickable areas. A clickable area is defined using an `<area>` element. The area element has some attributes that would help you to point to the clickable areas. They are `shape`, `coords`, `alt`, and `href`.

1. Shape: You must define the shape of the clickable area, and you can choose one of these values: `rect`, `circle`, `poly`, or `default`.
2. Coords: Coordinates are used to define the area of the image wherein the shape and its link is viable. There different patterns for setting coordinates for different shapes.
    a. For rect: four values would be set. Each would be separated by a comma. The pattern is x1, y1, x2, y2. All the values are in relation to the top border of the image. x1 and x2 specify the points on the horizontal axis of the image where the rect starts and ends resp, using the top-left corner as origin. y1 and y2 specify the points on the vertical axis of the image using

the top-left corner as origin where the rect starts and ends resp.

b. For circle: three values are set. The three values are separated using commas. The pattern is x, y, rad. The first two values specify the centre of the circle while the last specifies the radius of the circle in pixels.

c. For poly: so many values would be set to define the clickable area. This can be used to create any shape. The pattern is x1, y1, x2, y2, ..., x_n, y_n. Where n is the number of points or vertices.

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MR YOUNG

IGWURUTA | ISIOKPO | ELELE | IKIRI | OMOKU

mryoung.presmaltra.com.ng

