

# TEI BY EXAMPLE

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TEI  
By  
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## XML RESOURCES

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## 8. DTDs

### 8.1 DALF

#### **Description**

DALF is an acronym for “Digital Archive of Letters in Flanders.” It is envisioned as a growing textbase of correspondence material which can generate different products for both academia and a wider audience, and thus provide a tool for diverse research disciplines ranging from literary criticism to historical, diachronic, synchronic, and sociolinguistic research. The input of this textbase will consist of the materials produced in separate electronic edition projects. The DALF project can be expected to stimulate new electronic edition projects, as well as the international debate on electronic editions of manuscripts.

The DALF DTD is defined as a customization of the TEI.

#### **Homepage**

<https://ctb.kantl.be/project/dalf/>.

### 8.2 HTML 4.01

#### **Description**

HTML 4.01 is a subversion of HTML 4. In addition to the text, multimedia, and hyperlink features of the previous versions of HTML (HTML 3.2 [HTML32] and HTML 2.0 [RFC1866]), HTML 4 supports more multimedia options, scripting languages, style sheets, better printing facilities, and documents that are more accessible to users with disabilities. HTML 4 also takes great strides towards the internationalization of documents, with the goal of making the Web truly World Wide.

#### **Homepage**

<https://www.w3.org/TR/html401/>

## 8.3 Teixlite

### **Description**

Teixlite describes a manageable subset of the full TEI encoding scheme. The scheme documented here can be used to encode a wide variety of commonly encountered textual features, in such a way as to maximize the usability of electronic transcriptions and to facilitate their interchange among scholars using different computer systems. It is also fully compatible with the full TEI scheme, as defined by TEI document P4, *Guidelines for Electronic Text Encoding and Interchange*, published by the TEI Consortium in 2002.

### **Homepage**

<https://www.tei-c.org>

## 8.4 XHTML 1.0

### **Description**

The Extensible HyperText Markup Language (XHTML) is a family of current and future document types and modules that reproduce, subset, and extend HTML, reformulated in XML. XHTML Family document types are all XML-based, and ultimately are designed to work in conjunction with XML-based user agents. XHTML is the successor of HTML, and a series of specifications has been developed for XHTML.

XHTML 1.0 is the W3C's first Recommendation for XHTML, following on from earlier work on HTML 4.01, HTML 4.0, HTML 3.2 and HTML 2.0. With a wealth of features, XHTML 1.0 is a reformulation of HTML 4.01 in XML, and combines the strength of HTML 4 with the power of XML.

XHTML 1.0 is the first major change to HTML since HTML 4.0 was released in 1997. It brings the rigor of XML to Web pages and is the keystone in W3C's work to create standards that provide richer Web pages on an ever increasing range of browser platforms including cell phones, televisions, cars, wallet sized wireless communicators, kiosks, and desktops.

XHTML 1.0 is the first step and the HTML Working Group is busy on the next. XHTML 1.0 reformulates HTML as an XML application. This makes it easier to process and easier to maintain. XHTML 1.0 borrows elements and attributes from W3C's earlier work on HTML 4, and can be interpreted by existing browsers, by following a few simple guidelines. This allows you to start using XHTML now!

You can roll over your old HTML documents into XHTML using an Open Source HTML Tidy utility. This tool also cleans up markup errors, removes clutter and prettifies the markup making it easier to maintain.

XHTML 1.0 is specified in three "flavors." You specify which of these variants you are using by inserting a line at the beginning of the document. For example, the HTML for this document starts with a line which says that it is using XHTML 1.0 Strict. Thus, if you want to validate the document, the tool used knows which variant you are using. Each variant has its own DTD - Document Type Definition - which sets out the rules and regulations for using HTML in a succinct and definitive manner.

### **XHTML 1.0 Strict**

Use this when you want really clean structural mark-up, free of any markup associated with layout. Use this together with W3C's Cascading Style Sheet language (CSS) to get the font, color, and layout effects you want.

### **XHTML 1.0 Transitional**

Many people writing Web pages for the general public to access might want to use this flavor of XHTML 1.0. The idea is to take advantage of XHTML features including style sheets but nonetheless to make small adjustments to your markup for the benefit of those viewing your pages with older browsers which can't understand style sheets. These include using the body element with bgcolor, text and link attributes.

### **XHTML 1.0 Frameset**

Use this when you want to use Frames to partition the browser window into two or more frames.

### **Homepage**

<https://www.w3.org/TR/xhtml1/>