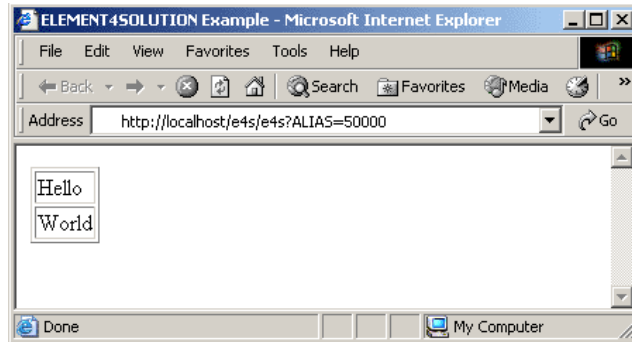


## HTML Rendering

The e4s.html package contains several basic HTML tags (such as <B>, <BODY>, <CENTER>, ..) which can be assembled one into the other to build up the main HTML output. It also contains elements which are not HTML standard and extending the functionality by providing more functionality, such as Trees, Menus, ..

This might be an example for an output you want to create:



The HTML content to be created should look like:

```
<HTML>
<TITLE>ELEMENT4SOLUTION Example</TITLE>
<BODY>
  <TABLE BORDER=1>
    <TR><TD>Hello</TD></TR>
    <TR><TD>World</TD></TR>
  </TABLE>
</BODY>
</HTML>
```

The program code to do this output looks like:

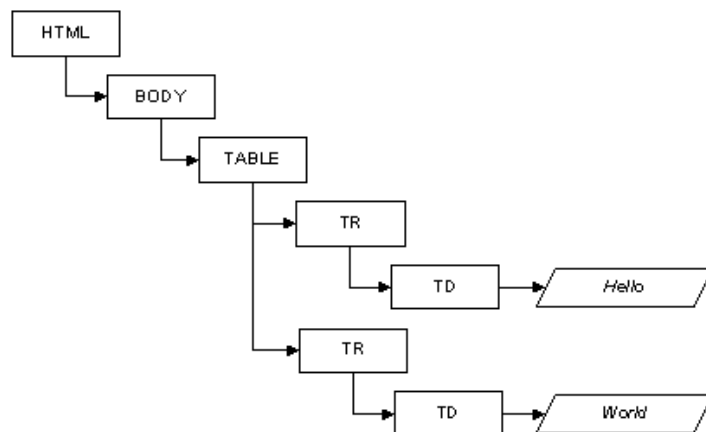
```
// E4S sample program
public void HelloWorld( HTML html )
{
  html.setTitle("ELEMENT4SOLUTION Example");

  TABLE table = html.BODY().TABLE();
  table.setBorder();

  table.TR().TD().print("Hello");
  table.TR().TD().print("World");
}
```

*The classes provided in this package can be nested, to create an instance of an class within another class, this class provides a function using the name of the class to be instanciated.*

The DOM looks like:



## Code Example

```
package e4s.tutorial;

import e4s.html.*;
import e4s.servlet.*;

/**
 * No tutorial without an Hello World example.
 *
 * {@tutorial Example_HelloWorld}
 */
public class Example_HelloWorld extends moduleImplementation
{
    public static MethodReflection helloWorld = null;

    public void helloWorld( HTML html )
    {
        html.setTitle("ELEMENT4SOLUTION Example");

        TABLE table = html.BODY().TABLE();
        table.setBorder();

        table.TR().TD().print("Hello");
        table.TR().TD().print("World");
    }
}
```

See <http://www.element4solution.com> for details  
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