

Now that we have our image folder set up, let's start adding images to our HTML code. We will begin by opening our HTML file in Visual Studio Code and scrolling down to the section where we want to insert our first image.

To add an image, we use the `` tag in HTML. This tag is self-closing, meaning it does not require a closing tag like other elements. The `` tag has two important attributes: `src` and `alt`.

The `src` attribute specifies the source location of the image. In our case, we will provide a relative path to the image file in our "img" folder. We can use the file explorer in Visual Studio Code to navigate to the image file and copy its relative path.

The `alt` attribute is used to provide alternative text for the image. This text is read by assistive technology like screen readers and also appears on the page if the image fails to load.

Let's save our HTML file and see the image appear on our web page. If we change the file name or remove the image, the alt text will be displayed instead to provide context.

Additional Image Attributes

There are a few more attributes that we can use with the `` tag. One of them is the `title` attribute, which specifies additional text that appears as a tooltip when we hover over the image. This text is not accessible to screen readers, so it should be used for complementary information rather than important content.

Another set of attributes that are making a comeback are the `width` and `height` attributes. While these were not required for a long time, they are now recommended to improve the user experience and prevent layout shifts. By providing the width and height of an image, we inform the browser about the image's dimensions, allowing it to reserve the space and prevent sudden shifts in the layout when the image loads. It's important to note that these values can still be overridden with CSS if needed.