

CM-HTML Web Design Application

Basic User Guide, Version 1.0 May 2026



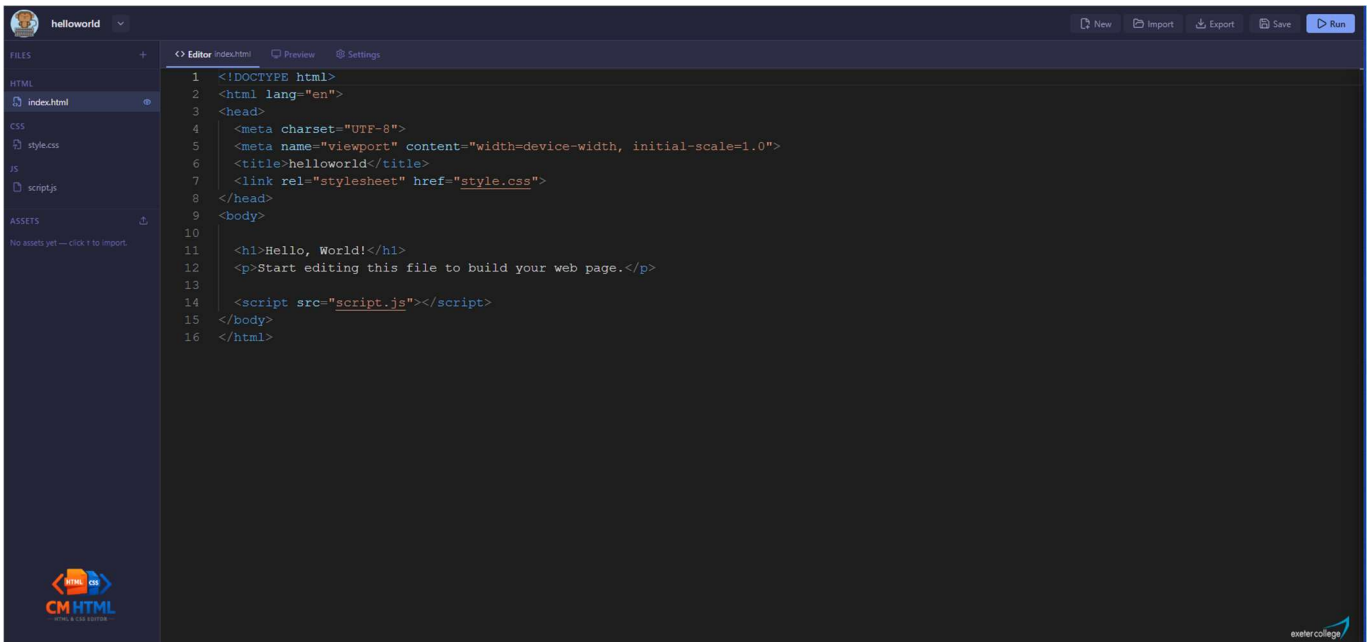
Introduction

cm-html is a self-contained web application that lets Level 2 and Level 3 FE students write and preview real HTML, CSS, and JavaScript files – all inside a browser, with no login, no installation, and no backend required.

The URL for this free-to-use tool is <https://html.toolsforteaching.co.uk/>

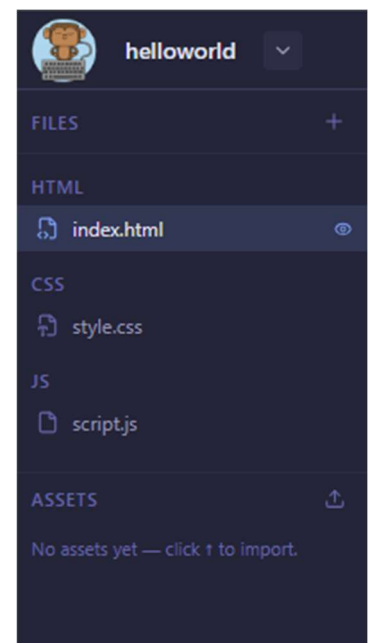
Getting Started

When the URL is loaded for the first time it loads a default site. Subsequent loads will pick up the last worked on project.



On the left side of the screen is the **filetree** which shows you all the resources we are using in the project. At present there are no images or json files ('assets') loaded.

Clicking on the name on the right of the CodeMonkey enables you to rename your project.



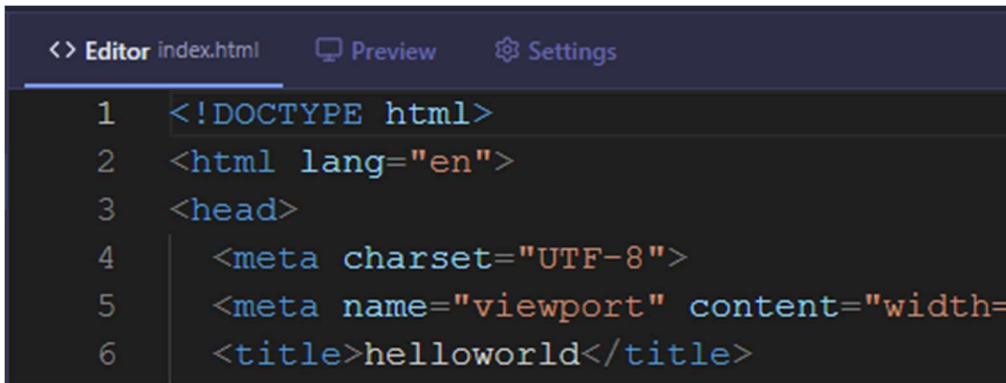
IMPORTANT

This application runs all the files in memory.

To keep work from one session to the next, you need to export the site at the end of the lesson to keep it safe. Do not forget to export the zip file!!

Editing Files

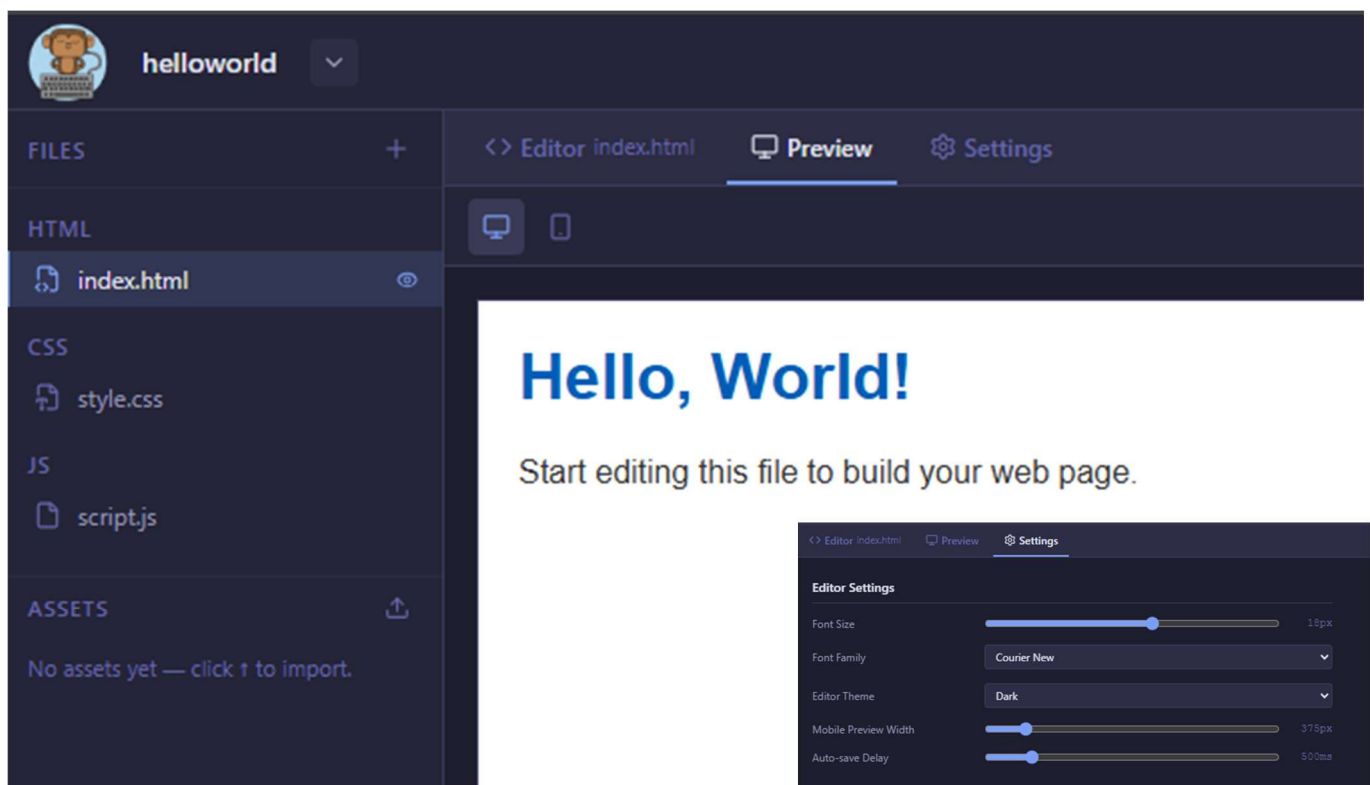
At the top of the editing window are a number of tabs:



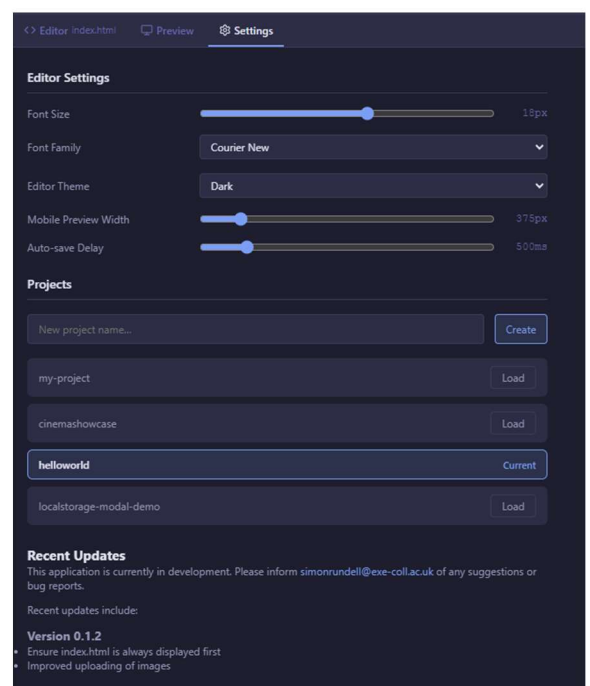
```
<> Editor index.html Preview Settings
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta name="viewport" content="width=
6   <title>helloworld</title>
```

The **Editor** shows you the file currently being edited. This might be an HTML file, a CSS file or a JavaScript file. The editing might look familiar to you because it is the same one used by VS Code, a very common development tool used in Industry and Schools/Colleges. To change editing to another file, click on it in the filetree.

The **Preview** tab shows the output of the HTML, CSS and JavaScript. It is where you will do the testing of your project.



The **Settings** tab is where you can configure the App Editor to meet your needs: changing the size of the text (visual adaptation), the font used, light or dark mode and the size of the mobile width in Preview.

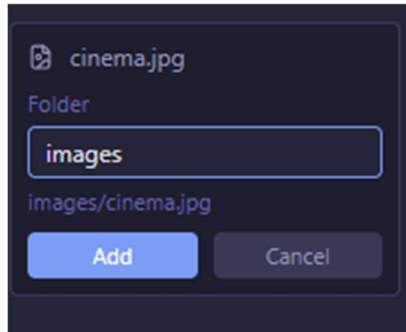
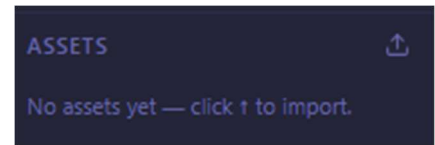


Adding Assets

To add images to your project, you can link to external images in the HTML or use local assets.

To add them locally, click on the Assets upload button.

A standard dialog box opens enabling you to select your image to upload into the system and then the App asks you to specify the folder in which the file is to be stored. The default is **images**.



If the folder does not exist, it will be created. If it exists, the file will be added to that existing folder.

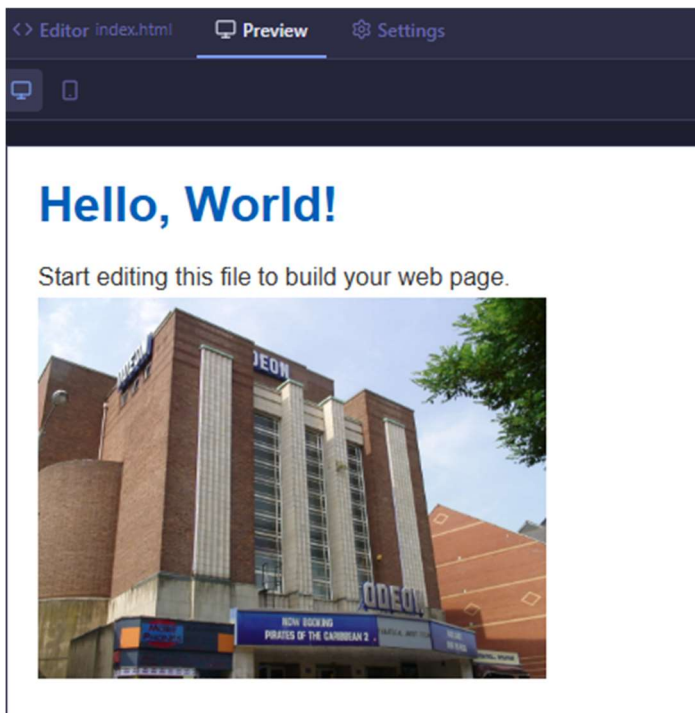
At this point you cannot rename the file, but it can be done at a later point from the filetree buttons.

The file is now added into the project and can be accessed as a path relative to root of the project. In this example it would be **images/cinema.jpg** Note that **./** or **/** would result in the file not being found.

Sample HTML:

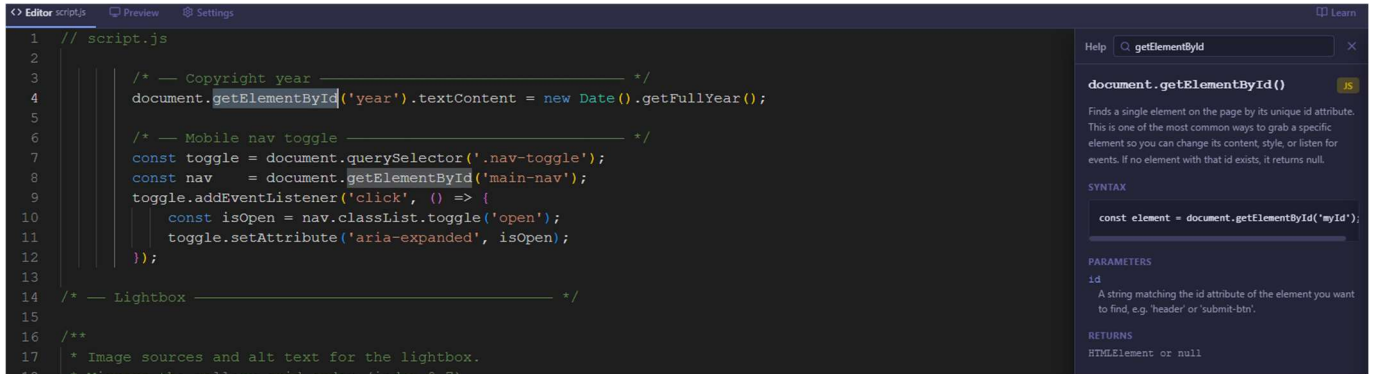
```
<> Editor index.html Preview Settings
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta name="viewport" content="width=device-width, initial-scale=1.0">
6   <title>helloworld</title>
7   <link rel="stylesheet" href="style.css">
8 </head>
9 <body>
10
11 <h1>Hello, World!</h1>
12 <p>Start editing this file to build your web page.</p>
13 
14
15 <script src="script.js"></script>
16 </body>
17 </html>
```

Produces this output:



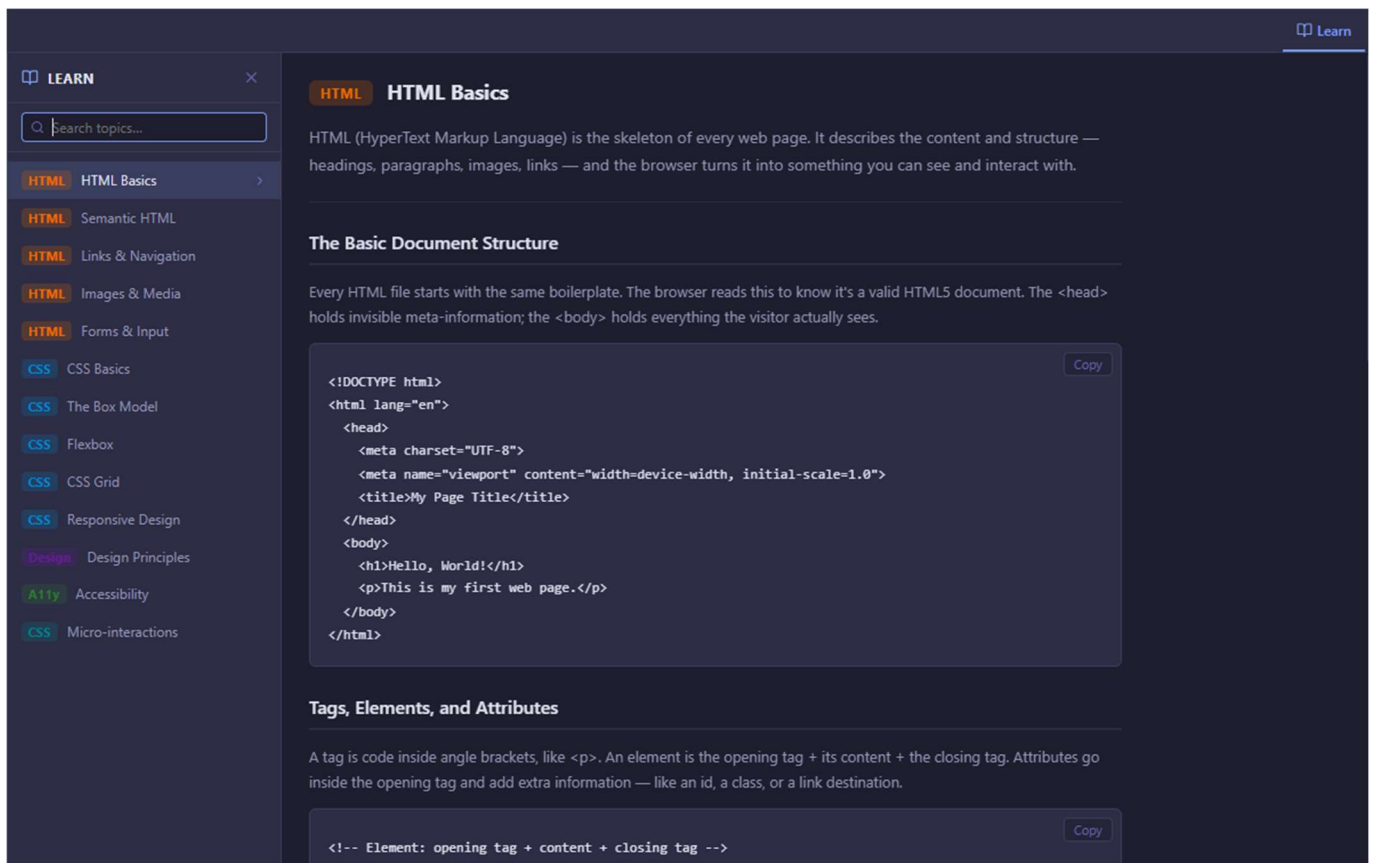
In-Line Help

If you highlight a keyword in HTML, CSS or JavaScript then help on the syntax of that element will be displayed. There is also a link to the Mozilla documentation which gives even more detailed information.



HTML / CSS / JavaScript Teaching

Clicking on **Learn** on the right hand side of the screen will display a systematic 16-lesson course which takes you through the key elements of this trio of development tools. There are samples of code to copy and try and a whole range of self-directed learning.

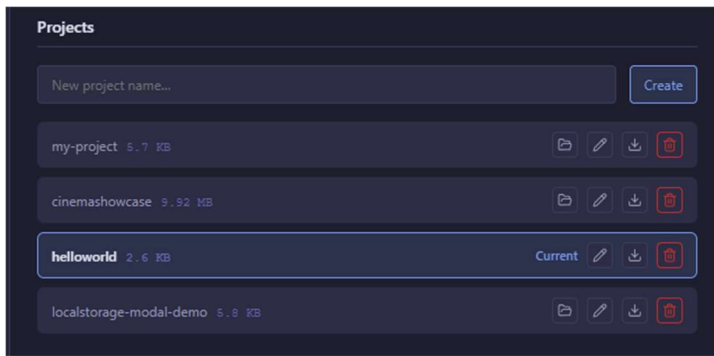


You can also import examples of code from CodePen (<https://codepen.io>) which has some great HTML and CSS examples for you to learn from¹.

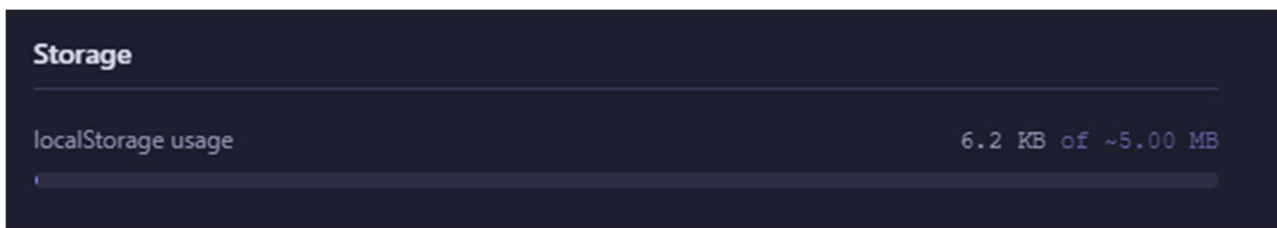
¹ You will need a free account from CodePen to export the 'Pens' you want to explore.

Project Management

In the Settings tab there is a list of the current projects in local storage for you. You can create a new project, rename the project, export it as a zip or delete it (by selecting the bin and then the tick).



You have a maximum of 5Mb of storage space in memory. Use it wisely.



Using CSS and Script files

CSS files and JavaScript files can be linked from the HTML files. Although both can also be utilised inside the HTML files, it is seen as good practice to use a single CSS and Script file to contain all these resources across the files.

Embedding YouTube videos

Embedding YouTube videos anywhere within Exeter College causes an error because YouTube cannot see that it is the College asking for the video. It is possible to embed a Vimeo video. You should not load a video locally as you will quickly use up your local storage space of 5Mb. However, if you copy/paste the embed code from YouTube (Click **Share** then **Embed**) into the HTML, then a placeholder will be created - an image from the video - and a link. Clicking the link opens the video on YouTube. It is not perfect but it still links the video to the webpage. Outside of **cm-html** it would play in place.

Support Contact

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