

ABSTRACT

XHTML is a technology website in the world where a document regeneration of XML-based HTML 4, and ultimately are designed to work in conjunction with XML-based user. Version of the XHTML DTDs provide a strict definition in XHTML 1.0 documents, which are restricted to elements and attributes of XML and XHTML 1.0. On 26 January 2000 (revised 1 August 2002), the W3C provides standard DTDs for XHTML document in 3 types: XHTML 1.0 Strict, XHTML 1.0 Transitional and XHTML 1.0 Frameset.

In the development of the current web site, there are still many in the Internet world that still uses XHTML 1.0 Transitional, not necessarily both the performance and W3C standardization too many problems that have been violated.

In this final project, XHTML technology will be applied to compare and analyze XHTML 1.0 Strict and XHTML 1.0 Transitional. W3C standardized testing and performance testing becomes the basis for comparison as well as analyzing the XHTML 1.0.

Finally it was concluded that the XHTML 1.0 Strict is better than XHTML 1.0 Transitional to websites that are large and XHTML 1.0 Transitional is better for small websites or still in the learning stage.

Keywords: XHTML, XML, DTDs, Strict, W3C, Transitional, Frameset.