

<HTML5>

NEW AND IMPROVED

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Who Am I



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- Less Header Code
- More Semantic HTML tags
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HTML5 History

- Specification of HTML published by W3C
- W3C HTML5 Spec => 900+ pages
- Work started on HTML5 in late 2003
- First Working Draft published January 2008
- Expected Candidate Recommendation - 2012
- W3C Recommendation - 2022 or later *

* Requires 2 100% complete and fully interoperable implementations

<http://dev.w3.org/html5/spec/>

Less Header Code

Pre HTML5:

```
<!DOCTYPE HTML PUBLIC "-//W3C//Dtd HTML 4.01 Transitional//EN" "http://www.w3.org/tr/html4/loose.dtd">
```

```
<html>
```

```
  <head>
```

```
    <meta http-equiv="Content-Type" content="text/html; charset=utf-8">
```

```
    <title>Awesome Stuff</title>
```

```
  </head>
```

```
...
```

With HTML5:

```
<!DOCTYPE HTML>
```

```
<html>
```

```
  <head>
```

```
    <meta charset="utf-8">
```

```
    <title>Awesome Stuff</title>
```

```
  </head>
```

```
...
```


No Need for Type Attribute

Pre HTML5:

```
<script type="text/javascript" src="script.js"> </script>  
<link type="text/css" href="style.css"></link>
```

With HTML5:

```
<script src="script.js"> </script>  
<link href="style.css"></link>
```


More Semantic HTML Tags

`<header>`

`<nav>`

`<aside>`

`<section>`
`<article>`

`<footer>`

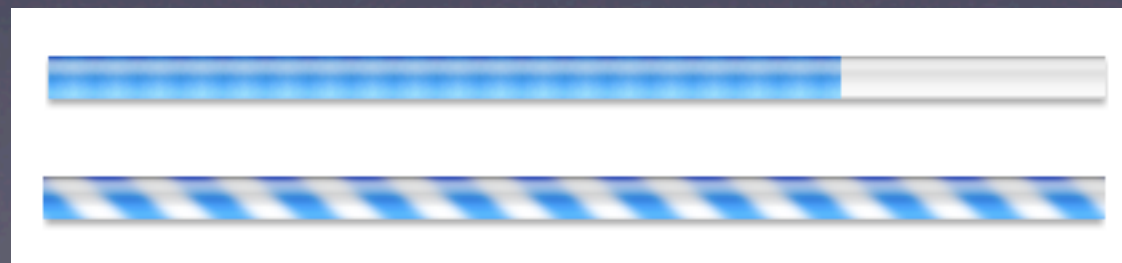
More Semantic HTML Tags

Output

```
<output name="result"></output>
```

Progress

```
<progress id="p" max=100><span>0</span>%</progress>
```



More Semantic HTML Tags

Meter

Storage space usage:

```
<meter value=6 max=8>6 blocks used (out of 8 total)</meter>
```

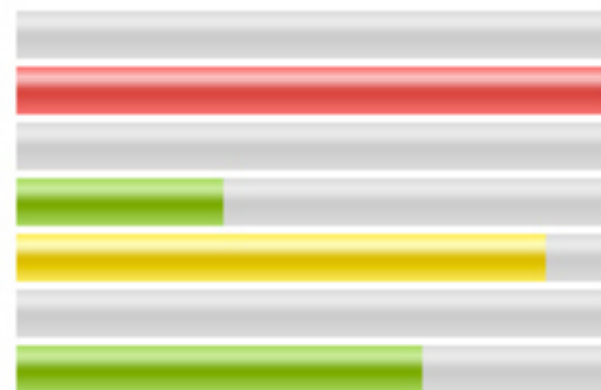
Voter turnout:

```
<meter value=0.75></meter>
```

Tickets sold:

```
<meter min="0" max="100" value="75"></meter>
```

- Meter: empty
- Meter: full
- Meter: "a bit"
- Preferred usage
- Too much traffic
- Optimum value
- Javascript



More Semantic HTML Tags

Details and Summary

<details>

<summary>

American League Central Division

</summary>

Detroit Tigers

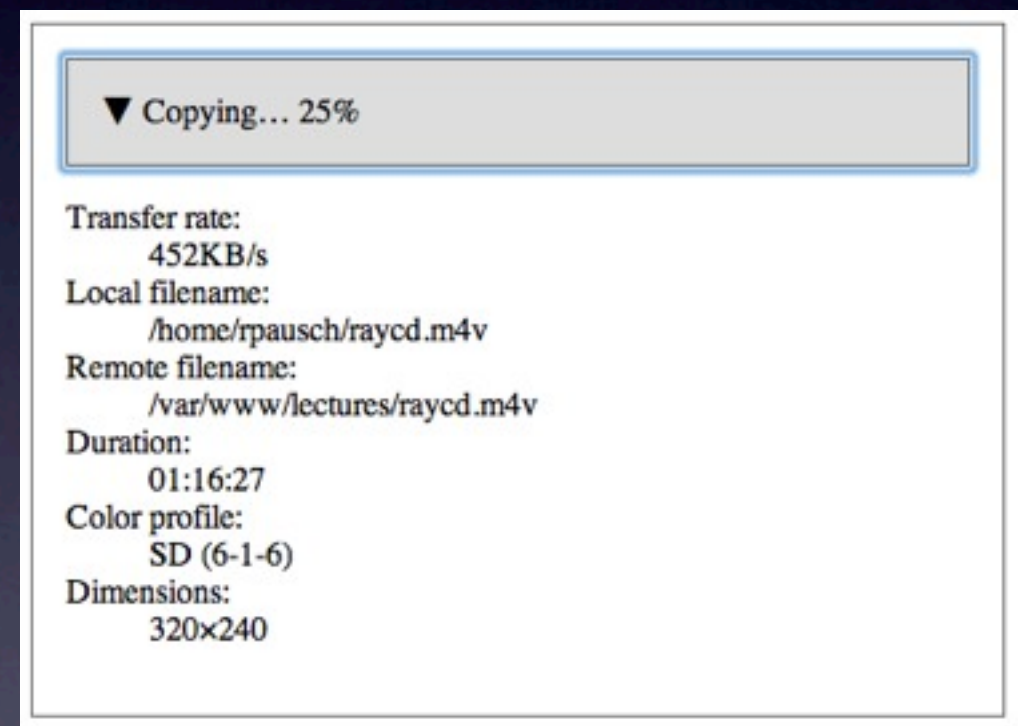
Minnesota Twins

Chicago White Sox

Cleveland Indians

Kansas City Royals

</details>



Use to create an expanding and contracting element that you can use to hide details without JavaScript

More Semantic HTML Tags

Address

```
<address>
```

```
  Written by:<br/>
```

```
  <a href="/people/show/23">Timothy Fisher</a>, <br/>
```

```
  Address: 25296 Hunter Lane, Flat Rock, MI 48134 <br/>
```

```
  Phone: 555-1212
```

```
</address>
```

Address applies to the nearest Article or Body tag.

Prior to HTML5 the Address element applied to the document/body as a whole

More Semantic HTML Tags

Data Attributes

```
<div class="car" data-brand="ford" data-model="mustang">  
  <button class="fire">  
</div>
```

//Using DOM's `getAttribute()` property

```
var brand=mydiv.getAttribute("data-brand") //returns "ford"  
mydiv.setAttribute("data-brand", "mazda") //changes "data-brand" to "mazda"  
mydiv.removeAttribute("data-brand") //removes "data-brand" attribute entirely
```

//Using JavaScript's `dataset` property

```
var brand=mydiv.dataset.brand //returns "ford"  
mydiv.dataset.brand='mazda' //changes "data-brand" to "mazda"  
mydiv.dataset.brand=null //removes "data-brand" attribute
```

Custom data attribs were always possible but prior to HTML5 they would cause validation errors.

More Semantic HTML Tags

Section, hgroup, Article

```
<article>
  <hgroup>
    <h1>Mobile Phones</h1>
    <h2>Different Smart Phones</h2>
  </hgroup>
  <p>Some of the more popular mobile smart phones</p>
  <section>
    <h1>Apple iPhone</h1>
    <p>A popular smart phone from Apple.</p>
  </section>
  <section>
    <h1>Android-based Phones</h1>
    <p>A series of smart phones that use the Google Android operating system.</p>
  </section>
</article>
```

These elements replace many of your divs

More Semantic HTML Tags

Figure and Figure Caption

```
<figure>  
    
  <figcaption>Cool Ninja Guy</figcaption>  
</figure>
```



Cool Ninja Guy

The browser can position the caption for you

More Semantic HTML Tags

Menu and Command

```
<menu label="Hero List">  
  <command type="radio" radiogroup="herolist" label="Spiderman">  
  <command type="radio" radiogroup="herolist" label="Superman">  
  <command type="radio" radiogroup="herolist" label="Batman">  
</menu>
```

a simple radio button group

More Semantic HTML Tags

Menu (continued)

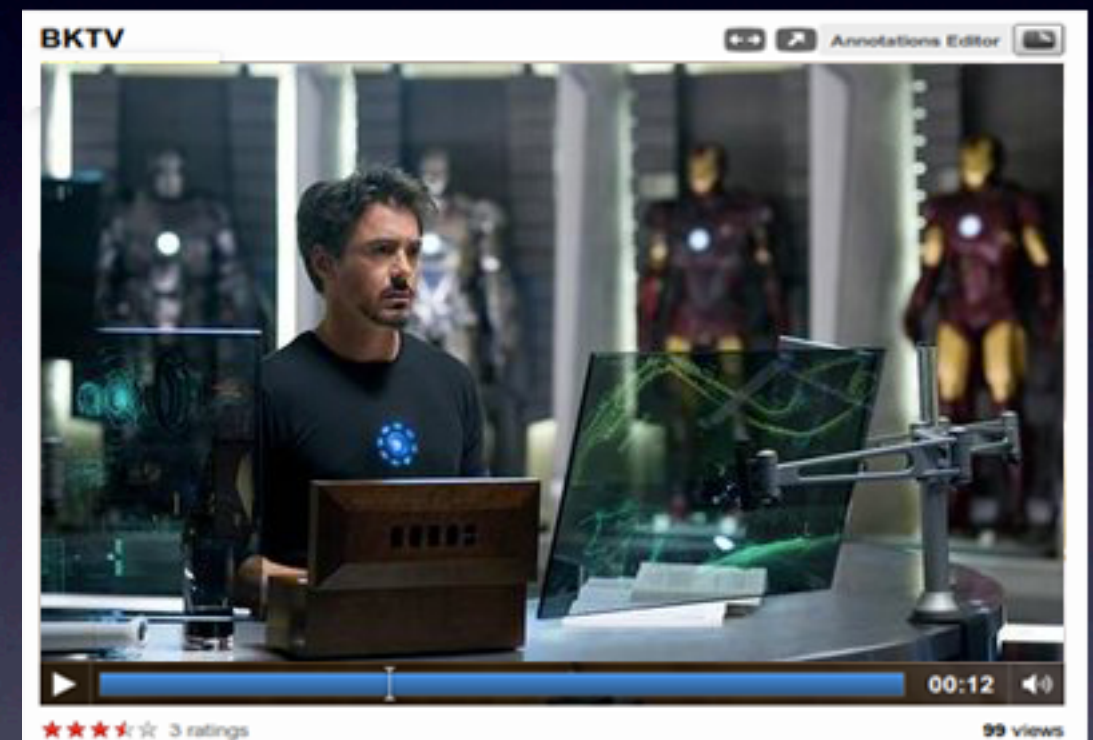
```
<menu type="toolbar">
  <li>
    <menu label="File">
      <button type="button" onclick="file_new()">New...</button>
      <button type="button" onclick="file_open()">Open...</button>
      <button type="button" onclick="file_save()">Save...</button>
      <button type="button" onclick="file_saveas()">Save As...</button>
    </menu>
  </li>
  <li>
    <menu label="Edit">
      <button type="button" onclick="edit_copy()">Copy...</button>
      <button type="button" onclick="edit_cut()">Cut...</button>
      <button type="button" onclick="edit_paste()">Paste...</button>
    </menu>
  </li>
</menu>
```


Media Tags

`<video src="ironman.ogg" />`

Automatically show native controls

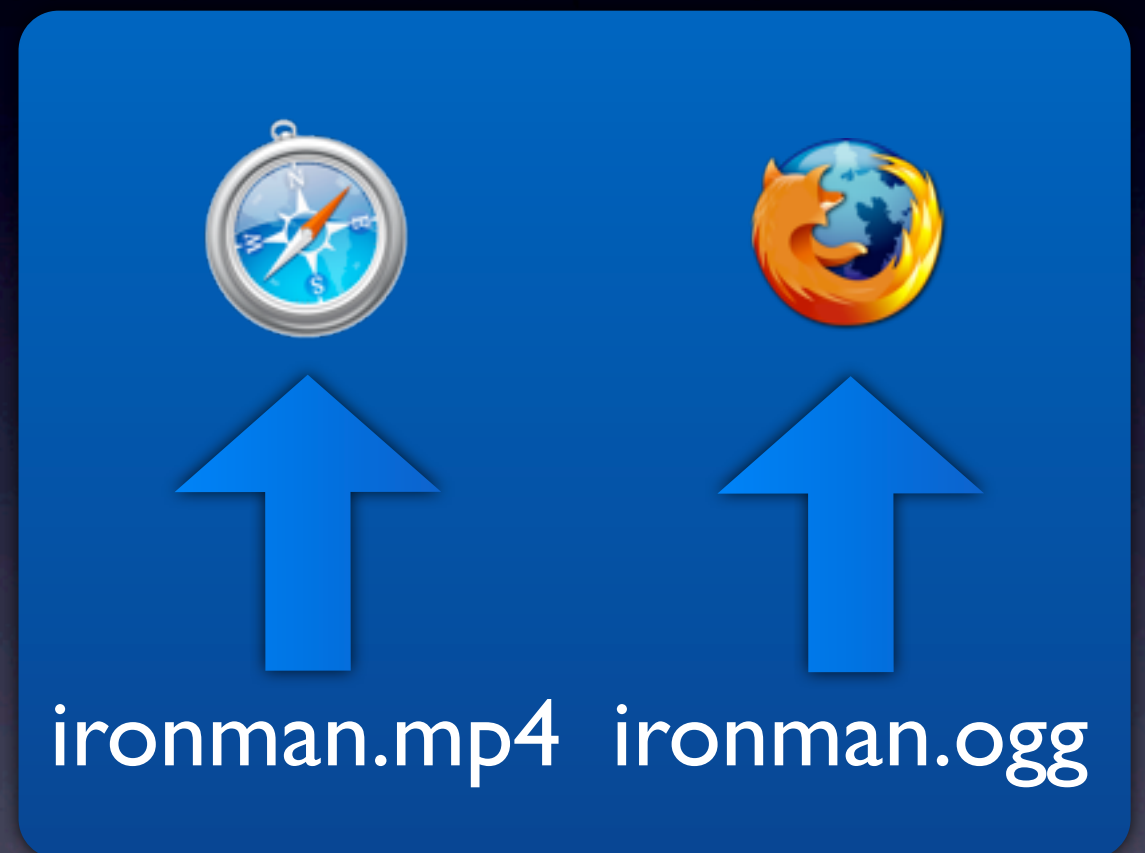
`<video src="ironman.ogg" controls />`



<http://www.youtube.com/html5>

Media Tags

```
<video controls/>  
  <source src="ironman.mp4" />  
  <source src="ironman.ogg" />  
</video>
```

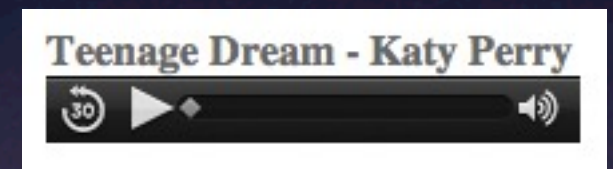


Specify multiple source elements to support more browsers
(i.e. mp4 will work in Safari, ogg will work in Firefox)

Media Tags

```
<audio src="teenage_dream.mp3"></audio>
```

```
<audio controls>  
  <source src="teenage_dream.mp3"/>  
  <source src="teenage_dream.ogg"/>  
</audio>
```



Provides a download link for non-supporting browsers:

```
<audio src="teenage_dream.ogg" autoplay controls loop>  
  <a href="teenage_dream.ogg">download</a>  
</audio>
```


Native GeoLocation

Build location-aware apps without access to native mobile apis

```
navigator.geolocation.getCurrentPosition(  
  function(position) {  
    // display position  
  }  
);
```

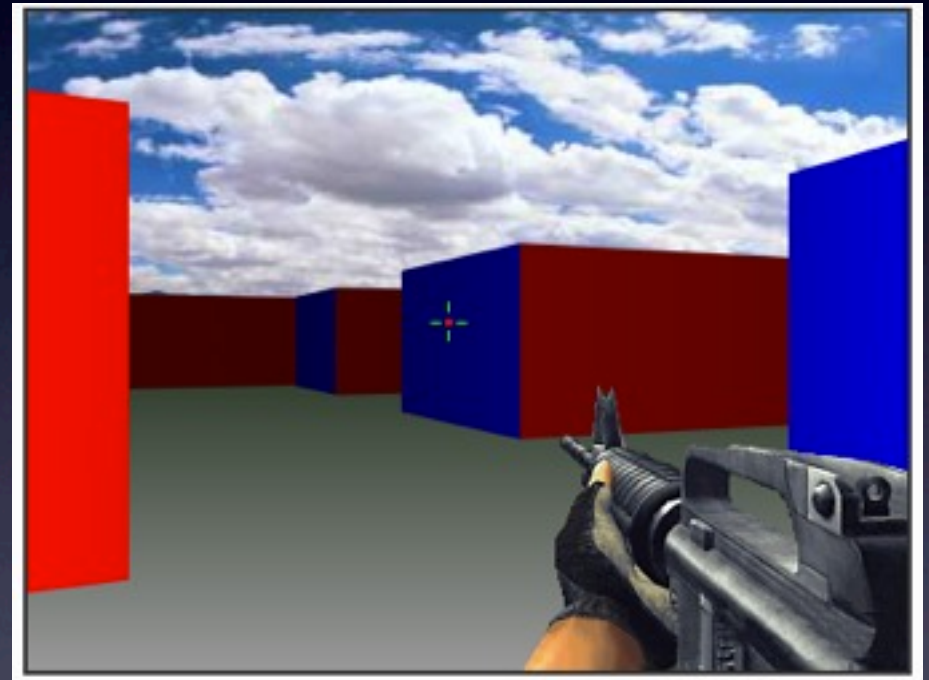


Canvas

A complete drawing and animation API

```
<canvas id="square">  
  fallback content  
</canvas>
```

```
<script>  
  // create basic filled square  
  canvas = canvas.getElementById('square');  
  context = canvas.getContext('2d');  
  context.fillStyle = "#000000";  
  context.fillRect(0, 0, 100, 100);  
</script>
```



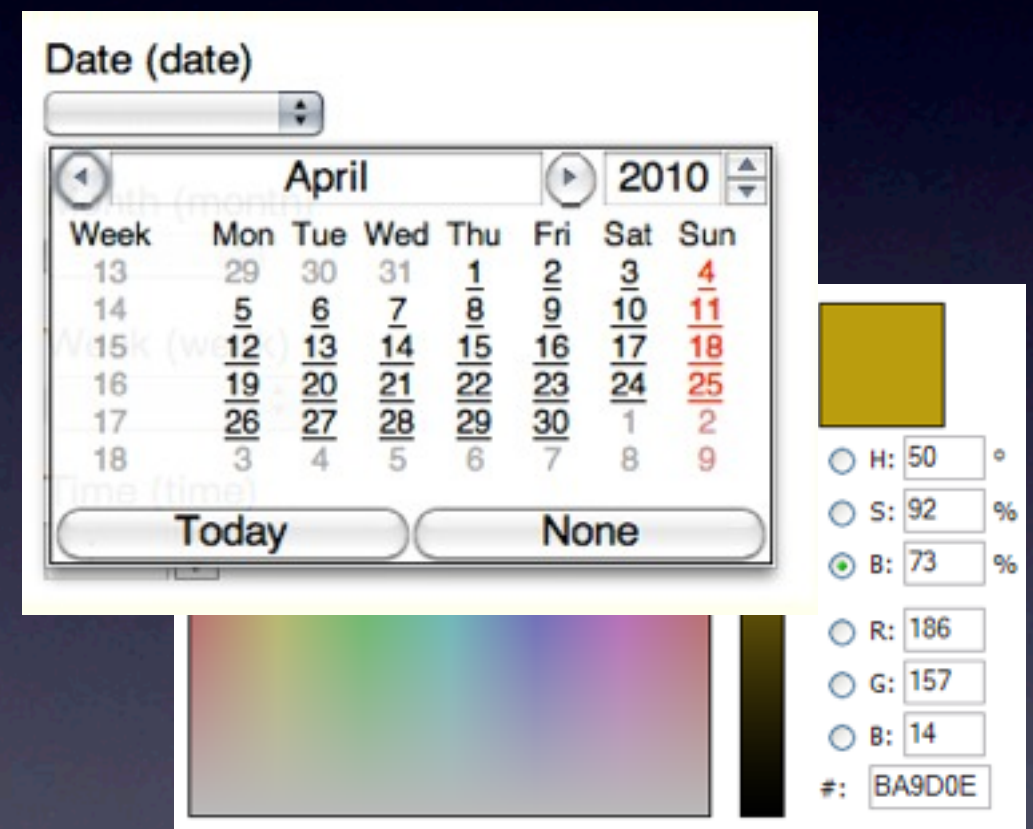
<http://www.theopensourcery.com/keepopen/2010/html5-canvas-demo/>

<http://www.benjoffe.com/code/demos/canvascape/>

Input Types

`<input type="email" />`

tel	datetime
search	date
email	range
url	color



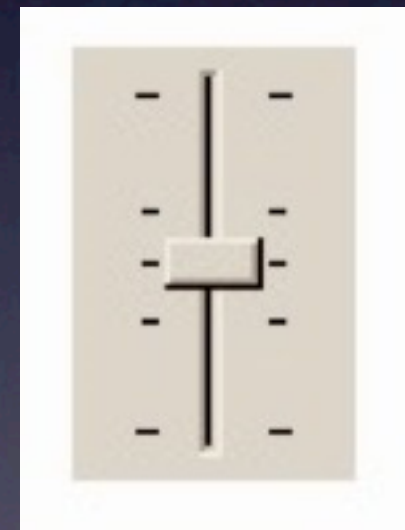
Unsupported browsers default to text type

Future browsers will display appropriate UI controls

Input Types

Input Type Range + Datalist

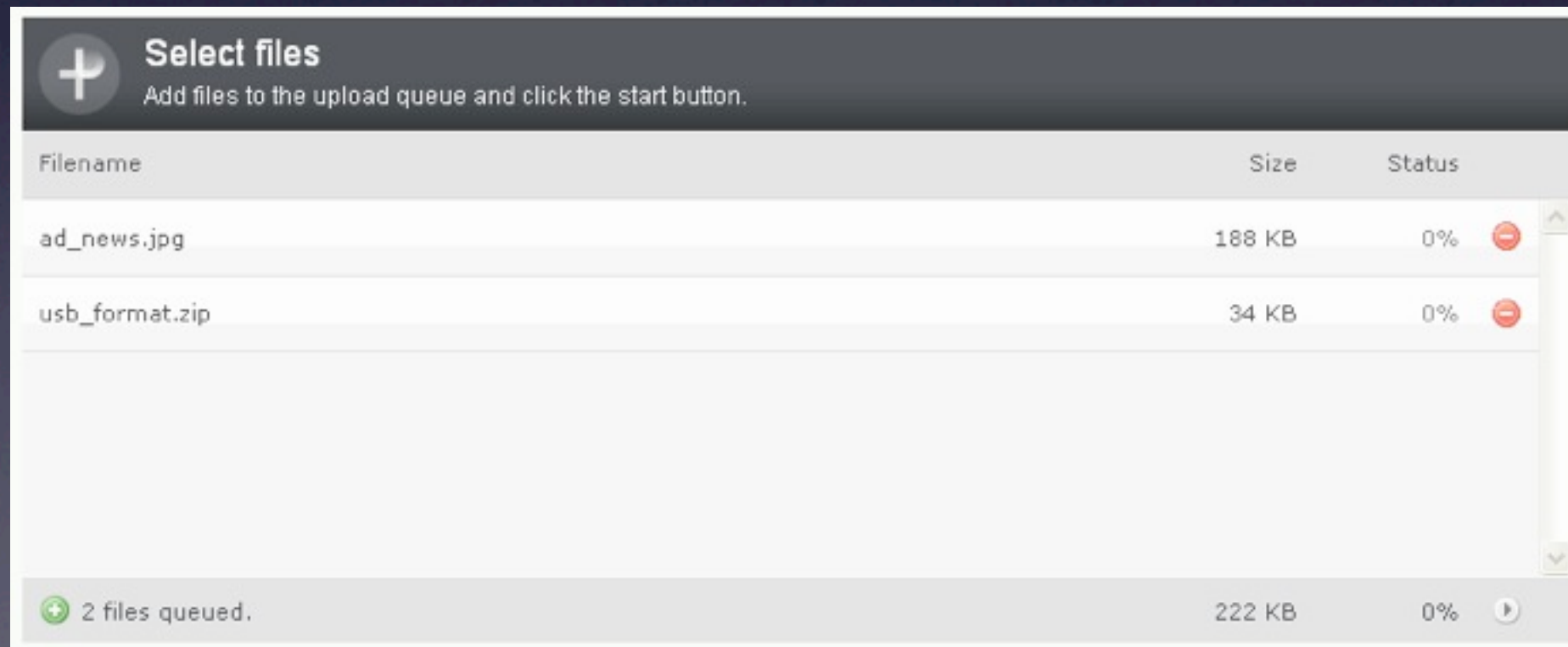
```
<input type="range" min="-100" max="100" value="0"
      step="10" name="power" list="powers">
<datalist id="powers">
  <option value="0">
  <option value="-30">
  <option value="30">
  <option value="+50">
</datalist>
```



Input Types

File Upload Multiple

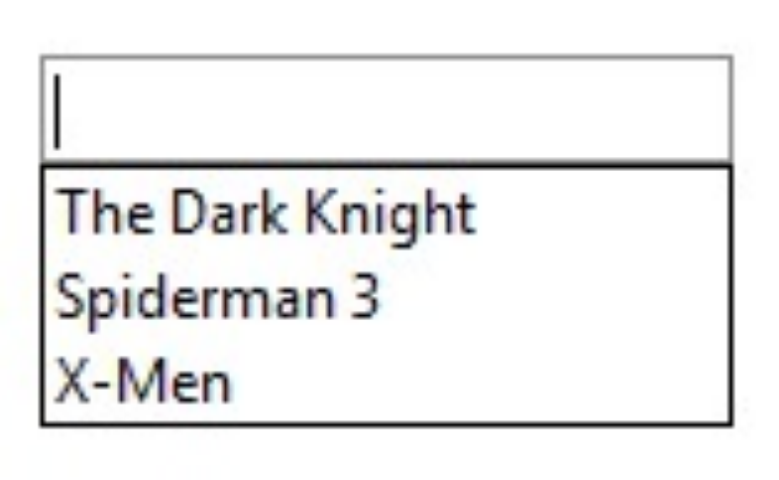
`<input type=file multiple>`



Input Types

Datalist

```
<input list="movies" />  
<datalist id="movies">  
  <option>The Dark Knight</option>  
  <option>Spiderman 3</option>  
  <option>X-Men</option>  
</datalist>
```



The image shows a web browser interface with a text input field. A dropdown menu is open, displaying three options: 'The Dark Knight', 'Spiderman 3', and 'X-Men'. The input field is empty, and the dropdown menu is positioned directly below it.

Used to provide Auto Complete feature

Form Validation

```
<input name="custname" required>
```

```
<script>  
    form.checkValidity();  
</script>
```

Username
blogfreakz

Password

Password Confirmation

Speciality
☒ jQuery ☒ JavaScript ☐ Rails ☒ PHP ☒ Wordpress ☒ Other

About you
CakePHP lover jQuery fans

(Try to) Submit

This field is required.

This field is required.

Select between 1 and 3 checkboxes.

By adding 'required' attribute you can take advantage of validity checking without custom JavaScript.

Form Validation

Custom Validation

```
<label>Gender: </label>
<input name="gender" type="text" oninput="check(this)">

<script>
  function check(input) {
    if (input.value != "male" && input.value != "female") {
      input.setCustomValidity("'" + input.value + "' is not a gender.");
    }
    else {
      // input is good - reset error message
      input.setCustomValidity("");
    }
  }
</script>
```

Local / Session Storage

```
sessionStorage.setItem(key, value);  
sessionStorage.getItem(key);
```

```
localStorage.setItem(key, value);  
localStorage.getItem(key);
```



Save key/value pairs to a client-side data store implemented by browser

Session store expires when the browser is closed

WebSQL Storage

A set of APIs to manipulate client-side databases using SQL

// open/create a database

```
var db = openDatabase(db_name, version, db_desc, est_size);
```

// create a table and insert some data

```
db.transaction(function (tx) {  
    tx.executeSql('CREATE TABLE foo (id unique, text)');  
    tx.executeSql('INSERT INTO foo (id, text) VALUES (1, "synergies")');  
});
```

// select data and display it

```
tx.executeSql('SELECT * FROM foo', [], function (tx, results) {  
    var len = results.rows.length, i;  
    for (i = 0; i < len; i++) {  
        alert(results.rows.item(i).text);  
    }  
});
```



Offline Applications

Offline Applications using manifest

`<html manifest="cache.manifest">`

provide a cache.manifest file:

```
CACHE MANIFEST
clock.html
clock.css
clock.js
```

uses MIME type:
text/cache-manifest



Run a web application in offline mode, disconnected from Internet

Of course your app will still have failures if it tries to pull live data from the Internet

Offline Applications

Detect Online or Offline

```
window.addEventListener("online", function() {  
    do_something();  
}, true);
```

```
window.addEventListener("offline", function() {  
    do_something();  
}, true);
```

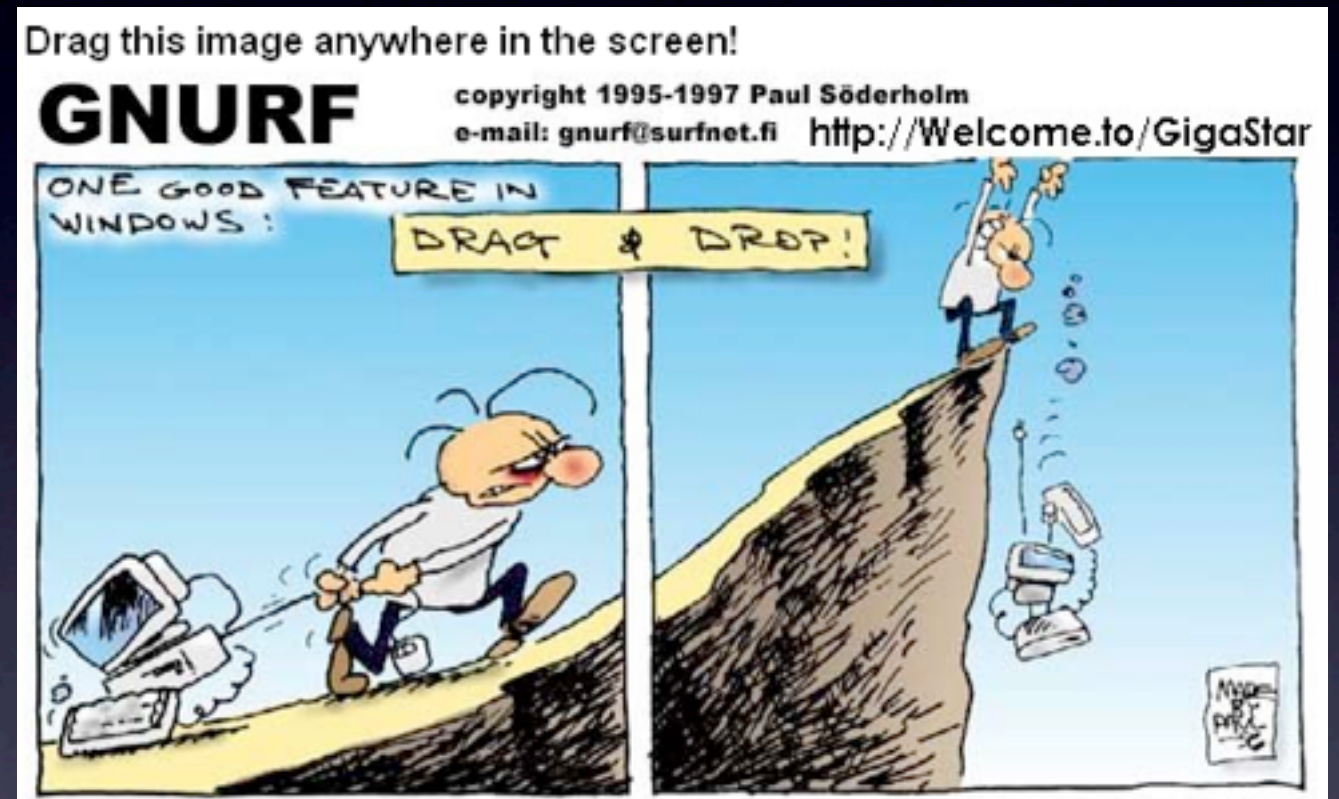


Draggable

```
<div draggable="true"></div>
```

```
// set data to access at target  
addEventListener("dragstart", function(e) {  
    e.dataTransfer.setData('foo', 'bar');  
}, true);
```

```
// access data from dragged object  
addEventListener('dragend', function(e) {  
    e.dataTransfer.getData('foo');  
}, true);
```



HTML5 drag and drop should work across frames, and **across browser windows**.

HTML5 drag and drop also allows users to drag and drop data **to and from non-web applications**, i.e. out of the browser or into the browser

Cross-Domain Messaging



// sender

```
var o = document.getElementsByTagName('iframe')[0];  
o.contentWindow.postMessage('Hello world', 'http://b.example.org/');
```

// recipient

```
addEventListener(window, "message", function(e){  
    document.getElementById("rcvd_message").innerHTML = e.origin + " said: " + e.data;  
});
```

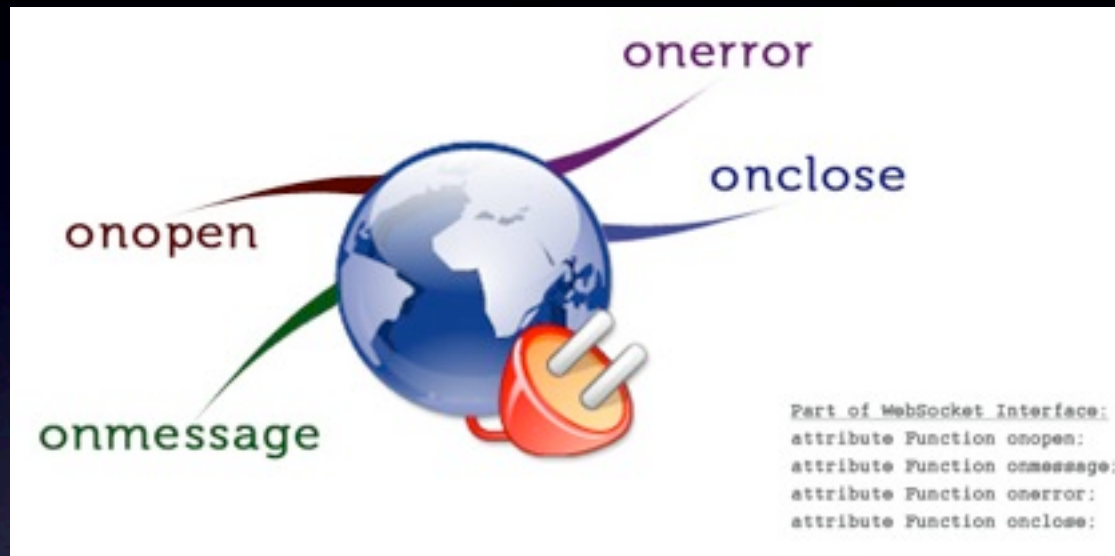

Editable Content



Turn any element into an editable area

```
<script>  
    document.getElementById('notepad').contentEditable = true;  
</script>
```


Web Sockets



- Opens a persistent connection to the server
- Can be used for server to browser push
- Restricted communication to origin server
- Eliminates need to poll for data

```
var ws = new WebSocket("ws://friendfeed.com/websocket");  
ws.onopen = function() {  
    ws.send("This is a message from the browser to the server");  
};  
ws.onmessage = function(event) {  
    alert("The server sent a message: " + event.data);  
};
```

Web Workers

- Provide “threads” for JavaScript execution
- Don’t have access to DOM or page.
- Have to communicate through postMessage API



Web Workers

In the Browser

// Create a Web Worker

```
var worker = new Worker("worker.js");
```

// Post a message to the Web Worker

```
worker.postMessage(0);
```

// Triggered by postMessage in the Web Worker

```
worker.onmessage = function(evt) {  
    // evt.data is the values from the Web Worker  
    alert(evt.data);  
};
```

// Catch Web Worker error

```
worker.onerror = function(evt) {  
    alert(evt.data);  
};
```



Web Workers

In the Web Worker

```
// Triggered by postMessage in the page  
onmessage = function(evt) {  
  // evt.data will be 0 here  
  for (var i=evt.data, k=1000001; i<k; i++) {  
    // Continually sends data back  
    postMessage(i);  
  };  
};
```



History API

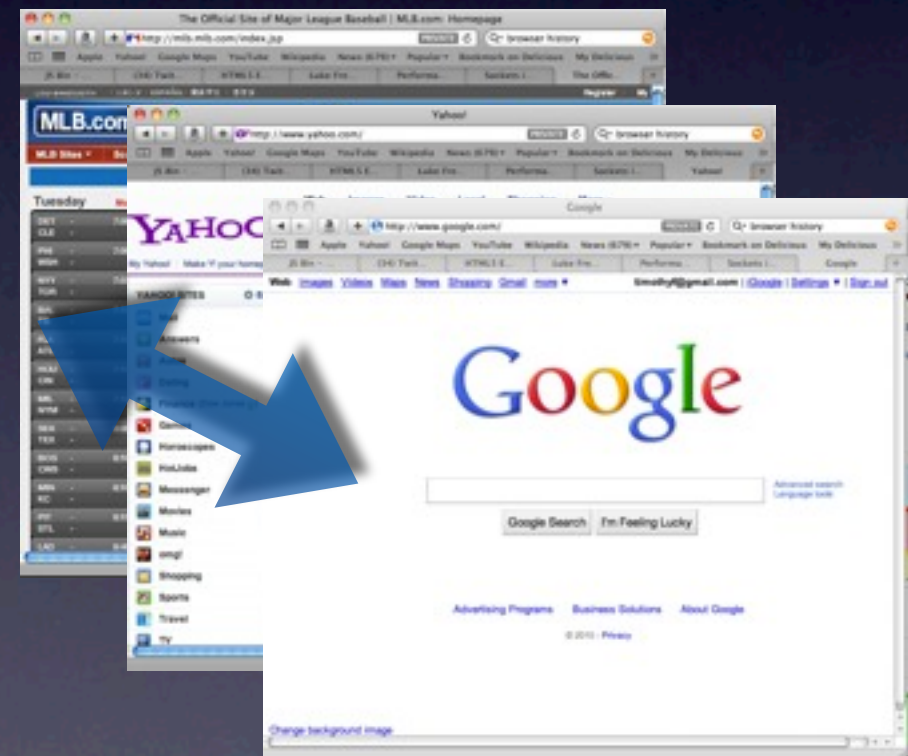
JavaScript API for moving through browser history

`window.history.back();`
`window.history.forward();`

`window.history.go(2);`

`window.history.length;`

`window.history.pushState(data, title, url);`
`window.history.replaceState(data, title, url);`



HTML5 Compatibility

HTML5Test.com scores browsers according to the following criteria:

- Parsing Rules
- Canvas
- Video
- Audio
- Local Devices
- Elements
- Forms
- User Interaction
- Microdata
- Web Applications
- Geo Location
- WebGL
- Communication
- Files
- Storage
- Workers

HTML5 Compatibilty



Safari 5



Chrome 7



Firefox 3.6

your browser scores

208

**AND 7 BONUS
POINTS**

out of a total of 300 points

your browser scores

231

**AND 12 BONUS
POINTS**

out of a total of 300 points

your browser scores

139

**AND 4 BONUS
POINTS**

out of a total of 300 points

<http://www.HTML5test.com/>

HTML5 Compatibility



IE 8



IE 9 Beta



Opera

your browser scores

27

**AND NO BONUS
POINTS**

out of a total of 300 points

your browser scores

96

**AND 3 BONUS
POINTS**

out of a total of 300 points

your browser scores

159

**AND 7 BONUS
POINTS**

out of a total of 300 points

<http://www.HTML5test.com/>

Progressive Enhancement

- Use HTML5 when available
- Fallback to a different mechanism when not available
- Supported by many libraries including jQuery.

if HTML5 video is not supported, flash video will load

```
<video controls width="500">  
  <source src="video.ogv" />  
  <source src="video.mp4" />  
  <embed src="http://blip.tv/play/gcMV" type="application/x-shockwave-flash"  
    width="1024" height="798" allowscriptaccess="always"  
    allowfullscreen="true"></embed>  
</video>
```


DON'T FORGET CSS3

- Rounded corners
- Box shadows
- Transitions
- Rotate
- Gradients
- Text shadow
- Web fonts



Recommended Sites

<http://html5.timothyfisher.com>

<http://www.HTML5test.com>

<http://html5demos.com>

<http://caniuse.com>

This Presentation:

<http://www.slideshare.net/timothyf/html5-new-and-improved>