



# HTML 5: The New Web

## Lecture 1

# Course Prerequisites

<HTML  
CSS}

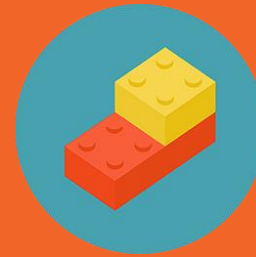


JavaScript

# Course Objectives



Learn about HTML 5 and it's  
new features



Learn how to use HTML5 Web APIs and  
Plug-ins to build awesome Apps

In 1989, **Tim Berners-Lee** invented WWW and after that HTML



HTML developed to v4 and **W3C** recommended after that XHTML 1.0



In 2004, **WHATWG** was formed in response to slow W3C development



**WHATWG** gained support by the major browser vendors



## HTML History

In 2006, **W3C** announced that they would support **WHATWG**



In 2014, **HTML5 W3C** Final Recommendation



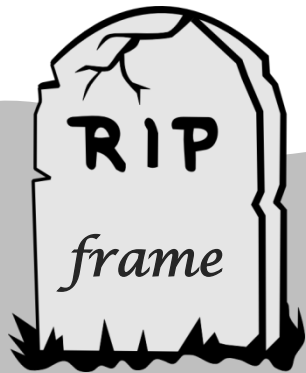
In 2012, **HTML5 WHATWG** Living Standard



In 2008, the first **HTML5** public draft was released.



R.I.P



# NewBorn

New Elements

New Attributes

Plug-ins

APIs

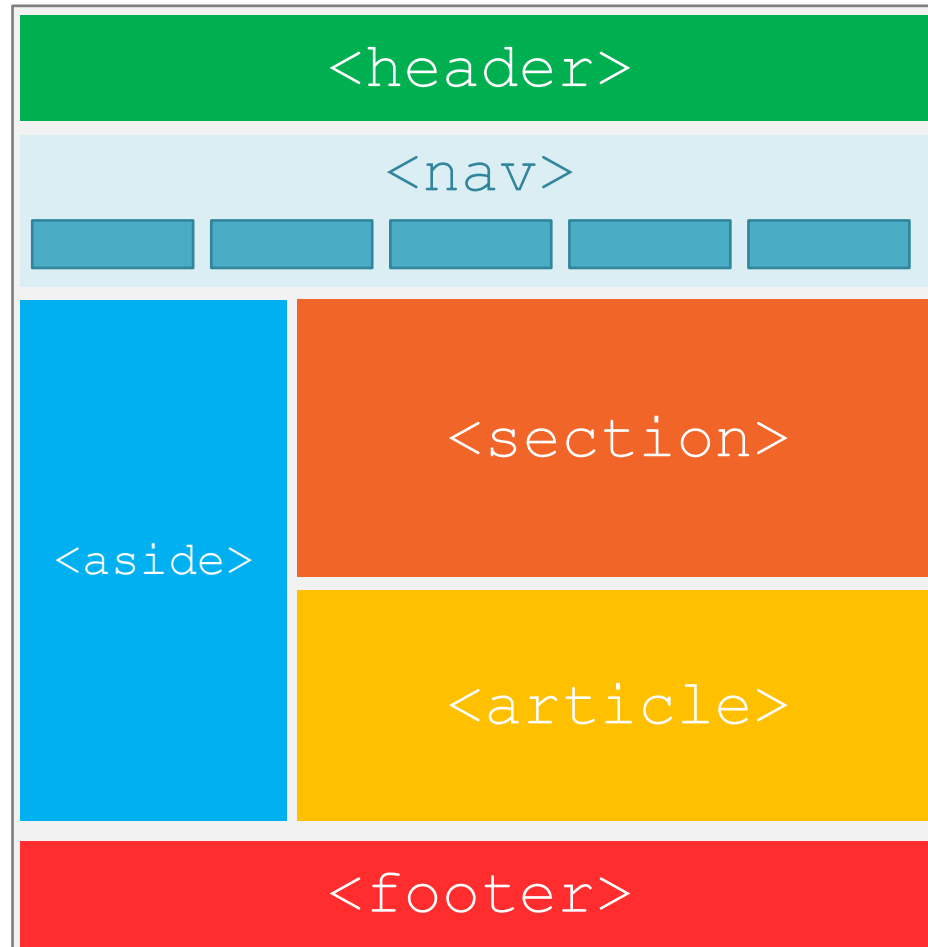


# New Elements

Let's Explore Some New Elements



# Structural Elements





# Semantic Elements

Let's Explore Some New Elements



## &lt;details&gt;

```
<details >  
  <summary>Hello Guest</summary>  
  <p>Welcome to my page .. Enjoy it</p>  
</details>
```

---

▶ Hello Guest



## &lt;details&gt;

```
<details open >  
  <summary>Hello Guest</summary>  
  <p>Welcome to my page .. Enjoy it</p>  
</details>
```

---

▼ Hello Guest

Welcome to my page ... Enjoy it



```
<p>We will learn HTML5 Today.</p>
```

---

We will learn HTML5 Today.



```
<p>We will learn <mark>HTML5</mark> Today.</p>
```

---

We will learn **HTML5** Today.



## &lt;figure&gt;

```
<figure >  
  <img src='juice.png' />  
  <figcaption>Fig.1 - Juice</figcaption>  
</figure>
```

---



Fig.1 - Juice

# New Form Elements

Let's Explore Some New Elements



# <datalist>

```
<input list="cities" name='city'>  
<datalist id="cities">  
  <option value="Cairo">  
  <option value="Mansoura">  
</datalist>
```

---

Ma	▼
Mansoura	





# <datalist>

```
<input list="cities" name='city'>  
<datalist id="cities">  
  <option value="Cairo">  
  <option value="Mansoura">  
</datalist>
```

---



# <output>

```
<form action="#" oninput="res.value = `Hi, `+name.value">  
  <input type="text" name="name">  
  <output name='res' ></output>  
</form>
```

---

Hello, a



# <output>

```
<form action="#" oninput="res.value = `Hi, `+name.value">  
  <input type="text" name="name">  
  <output name='res' ></output>  
</form>
```

---

Hello, a l



# <output>

```
<form action="#" oninput="res.value = `Hi, `+name.value">  
  <input type="text" name="name">  
  <output name='res' ></output>  
</form>
```

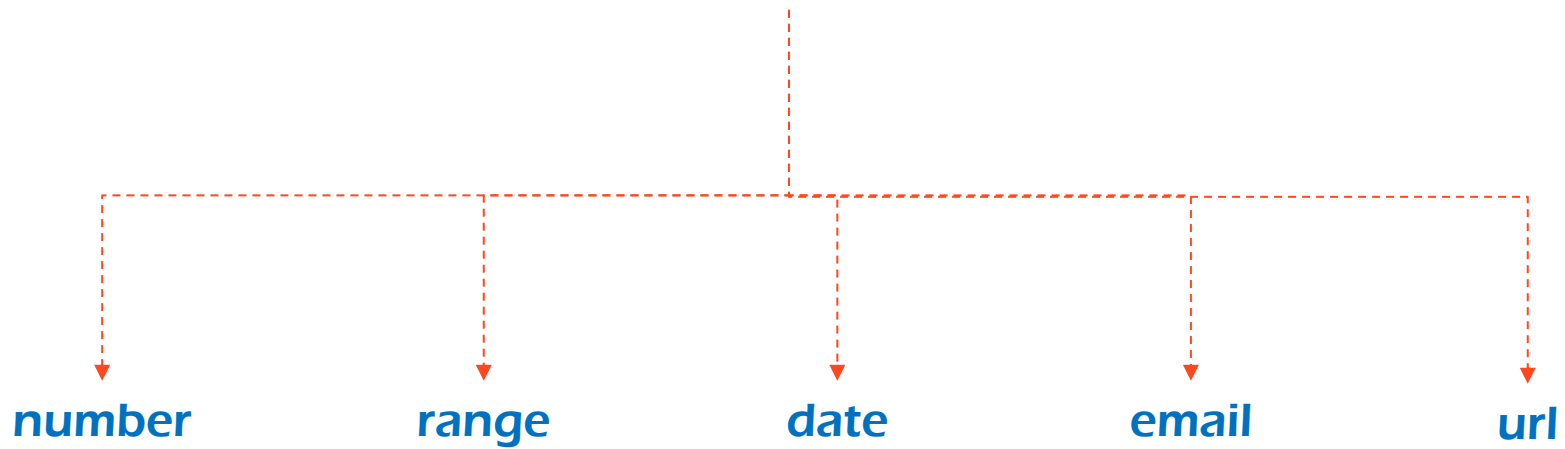
---

Hello, a l i



# <input type="?">

<input type="?">



# New Attributes

Let's Explore Some New Elements



# Let's Explore!

**<form>**    **novalidate**

**<input>**    |    autofocus

**min**

**step**

**max**

**multiple**

**required \***

**placeholder**



# Plug-ins

Let's Explore Some New Elements





The purpose of a **plug-in**, is to extend the functionality of the HTML browser.



# <object>

**object tag** used to open files like below in the HTML web page



pdf



swf



html



img

```
<object width="100%" height="500px" data="cv.pdf"></object>
```



# Web APIs

Let's Explore Some New Elements



```
<audio controls >  
  <source src='dream.mp3' type='audio/mpeg' >  
  </source>  
</audio>
```

---



```
<audio control autoplay >  
  <source src='dream.mp3' type='audio/mpeg' >  
  </source>  
</audio>
```

---



```
<audio control loop >  
  <source src='dream.mp3' type='audio/mpeg' >  
  </source>  
</audio>
```

---



```
<audio control muted >  
  <source src='dream.mp3' type='audio/mpeg' >  
  </source>  
</audio>
```

---



```
<video autoplay >
```

```
  <source src='brave.mp4' type='video/mp4' ></source>
```

```
</video>
```

---





# Video

```
<video autoplay >
```

```
  <source src='brave.mp4' type='video/mp4'></source>
```

```
  <track src="brave_ar.vtt" kind="subtitles"  
        srclang="ar" label="Arabic">
```

```
</video>
```



# Methods

`play()`

Play the current audio/video source

`pause()`

Pause the current audio/video source

---

## Example

```
var audio = document.getElementById('audio-player');  
  
audio.play();
```



# Properties

paused

Return whether the audio/video is paused or not.

ended

Return whether the audio/video is ended or not.

autoplay

Return or set whether the audio/video should be played after loading the source or not.

---

## Example

```
var audio = document.getElementById('audio-player');  
  
audio.paused; //false
```



# Events

ended

Triggered when the audio/video track is ended

play

Triggered when the audio/video track is started or no longer paused

pause

Triggered when the audio/video track is paused

## Example

```
var audio = document.getElementById('audio-player');  
audio.addEventListener("ended", function(e) {  
    e.target.src = "dream.mp3";  
    e.target.play();  
});
```



Thank You