HTML5 & CSS3

A chance to Do things Differently

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Day 2

Web Storage APIs

Web Storage APIs

- Sometimes called DOM Storage
- Similar to http-cookies, for storing name-value pairs on the client side; but can store much larger amount of data.
- Two kinds for storing data on the client
  - localStorage
    - stores data with no expiration date
  - sessionStorage
    - stores data for one session

Web Storage APIs

- Web Storage APIs are instance of storage object, and can only store strings.
- It provide up to 5Mbytes per origin
- Same Origin Restrictions
- Stored as key/value pairs, and can only store strings
- We need to check browser support before using Web Storage APIs & add its polyfill if needed

Storage Object Methods & Properties

- Methods
  - clear()
  - getItem('key')
  - setItem('key','value')
  - removeItem('key')
  - key(idx)

- Properties
  - length

localStorage

window.localStorage

- Persistent on page reloads
- Data stored locally with no expiration date.
- Avoids HTTP overhead of cookies
- Great for storing user preferences

sessionStorage

window.sessionStorage

- Data stored for only one session
- Lasts as long as browser is open
- Opening page in new window or tab starts new session

http://dev.w3.org/html5/webstorage/

- Good for sensitive data

Cookies
Vs.
Web Storage

?

https://gist.github.com/remy/350433

New Element Enable & Feature Detection

New Element Enable

- Earlier IE doesn't know how to render CSS on elements that it doesn't recognize
- HTML5 Shiv or Shim by John Resig document.createElement("….") for all of the used tag

https://github.com/aFarkas/html5shiv/blob/master/src/html5shiv.js

API Feature Detection

- Modernizr.js
  - Implement HTML5 Shim
  - Apply classes to <html> based on what the browser support
  - Better place its script within <head> and after<style>
  - if(!Modernizr.localstorage){ //provide polyfill}

http://html5please.com/#polyfill

https://github.com/Modernizr/Modernizr/wiki/HTML5-Cross-browser-Polyfills

API Feature Detection

- Modernizr.js
  - Runs automatically, creating a ***global*** object called ***Modernizr*** that contains a set of Boolean properties for each feature it can detect.
    - Example:
      if your browser supports the video API , the Modernizr.video property will be true.
      else, the Modernizr.video property will be false
  - By default, ***Modernizr*** sets classes for all of tests on the root element.
    - i.e. adding the class for each feature when it is supported, and adding it with a no- prefix when it is not.
  - It is recommended to add no-js class to root element

API Feature Detection

- Conditionally loading .js file
  - Conditionizr library
    - https://conditionizr.github.io/
    - https://github.com/conditionizr/conditionizr
  - Conditionizr jQuery Plugin
    - https://github.com/renvrant/conditionize.js/tree/master
    - https://www.jqueryscript.net/form/jQuery-Plugin-For-Conditional-Form-Fields-conditionize-js.html
  - Head.js
    - http://headjs.com/

Demo

Modernizr.js

http://fmbip.com/litmus/
http://www.wufoo.com/html5/
http://html5readiness.com/
http://caniuse.com/

MathML

MathML

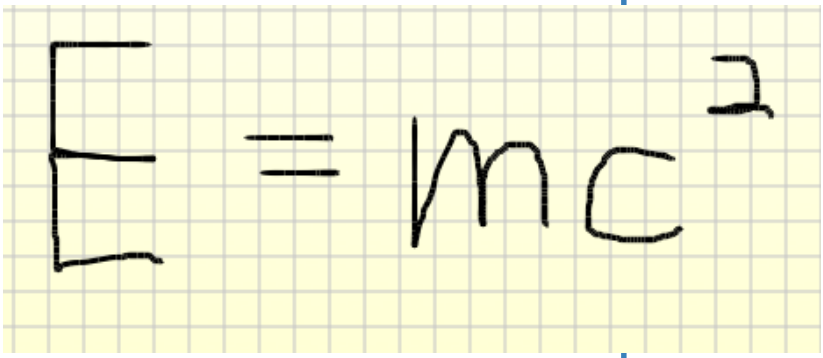
- MathML is an XML vocabulary for representing mathematical expressions
- The HTML5 specification provides native support for MathML in HTML documents
- MathML provides both Presentation and Content Markup models.
  - Presentation markup tags math expressions based on how they should be displayed
    - e.g., “superscripted 2”
  - Content markup tags expressions based on the mathematical operations performed
    - e.g., “taken to the 2nd power”

MathML Presentation Markup Glossary

- <math> -- Root element for a mathematical expression
- <mrow> -- Element for grouping subexpressions
- <mo> -- Math operator (e.g., +, -)
- <mi> -- Math identifier (e.g., variable or constant)
- <mn> -- Number
- <mfrac> -- Fraction
- <msqrt> -- Square root
- <msup> -- Superscript
- <msub> -- Subscript
- <mfenced> -- Parentheses or braces

Converting Famous Eqn. to MathML

```
<math xmlns="http://www.w3.org/1998/Math/MathML">
   <mi> E </mi>
   <mo> = </mo>
   <mi> m </mi>
   <msup>
     <mrow>
       <mi> c </mi>
     </mrow>
     <mrow>
       <mn> 2 </mn>
     </mrow>
   </msup></math>
```



SVG

SVG

- SVG stands for **S**calable **V**ector **G**raphics and it is a language for describing 2D-graphics and graphical applications in XML
- SVG is W3C standard
- HTML5 allows embedding SVG directly using **<svg>...</svg>**

SVG

- SVG would draw
  - rectangle using
    - <rect x="" y="" width="“" height="“" style="“”>
  - line using
    - <line x1="“" y1="“” x2="“" y2="““ style="“”>
  - circle using
    - <circle cx="" cy="“" r="“" stroke="““ stroke-width="“" fill="““>
  - ellipse using
    - <ellipse cx="“" cy="“" rx="“" ry=""“ style="“”>

SVG

- SVG would draw
  - path
    - <path d=“”>
  - polygon using
    - <polygon points=“”> tag
  - polyline using
    - <polyline points=“”> tag

http://www.svgbasics.com/index.html

Canvas

Canvas

- Canvas is a new HTML element
- A canvas is a rectangular area, that you control every pixel of it.
- The canvas element has several methods for drawing paths, boxes, circles, characters, and adding images...

Canvas

- <canvas> element is an HTML tag, with the exception that its contents are rendered with JavaScript.
- It creates a fixed size drawing surface that exposes one or more *rendering contexts* using canvas context object.
- Each canvas element can only have one context that can be “2d”.

Canvas

- Draw dynamic and interactive graphics
- Draw images using 2D drawing API
  - Lines, curves, paths, shapes, fill styles, etc.
- Useful for:
  - Graphs
  - Applications
  - Games and Puzzles
  - And more…

Steps to follow

- Place the canvas tag somewhere inside the HTML document,
- Access the canvas tag with JavaScript,
- Create a 2D context, and then
- Utilize the HTML5 Canvas API to draw visualizations.

```
<canvas id="myCanvas" width="300" height="150"></canvas>

<script>
    var canvas = document.getElementById('myCanvas');
    var context = canvas.getContext('2d');
    // do stuff here
</script>
```

Canvas Element & Canvas Context

- The canvas element is an actual DOM node that's embedded in the HTML page.
- The canvas context is an object with properties and methods that you can use to render graphics inside the canvas element.
- The context is *2d*.

Canvas Context Properties & Methods

- Color &Fill Styles
- Line
- Path
- Curve
  - Besier
  - Quadratic
- Shapes
  - Rectangle
  - Circle
  - Custom Shapes
- Text
- Shadows
- Images/Videos
- Clipping
- Transforms
  - Scale
  - Translate
  - Rotate
- Patterns
- Gradients
  - Linear
  - Radial

Line using HTML5 Canvas

- To draw a line using HTML5 Canvas

http://www.w3.org/TR/2dcontext/#building-paths

  - First, use the *beginPath()*
    - method to declare that we are about to draw a new path.
  - Next, use the *moveTo()*
    - method to position the context point (i.e. drawing cursor
  - Then, use the *lineTo()*
    - method to draw a straight line from the starting position to a new position.
  - Finally, to make the line visible, we can apply a stroke to the line using *stroke()*.
  - Note:
    - without declaring strokeStyle property before using stroke(), the stroke default color is black

Line useful Properties & Methods

- lineWidth
  - used to define width of the required line to be drawn in px,
  - should be declared before strokeStyle property.
- lineCap = square | round | butt
  - declares how the drawn line ends look
- lineJoin = bevel | round | miter
  - declares how two lines are joined together

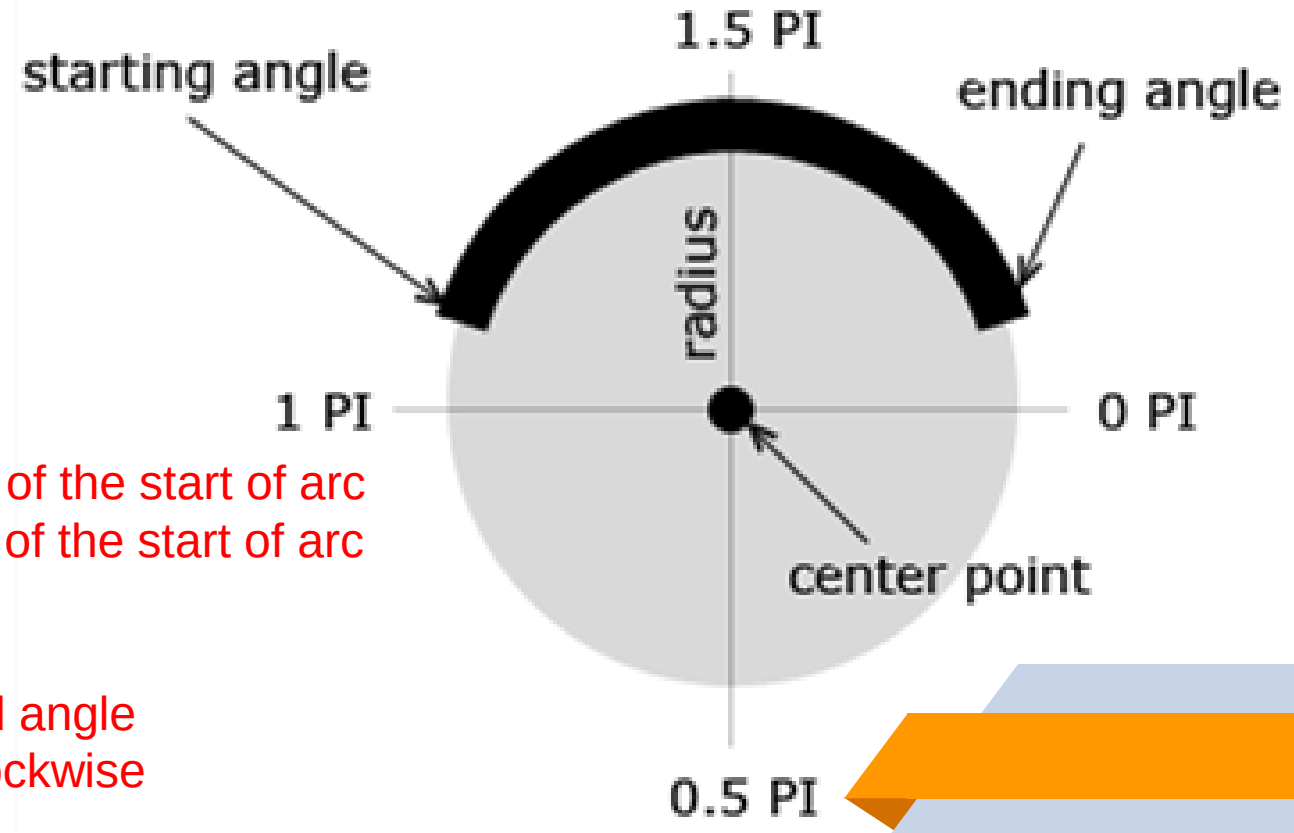
Curves & Arcs Using HTML5 Canvas

arc(x, y, radius, startAngle, endAngle, antiClockwise);

- An arc is nothing more than a section of the circumference of an imaginary circle that can be defined by *x*, *y*, and *radius*.
- *startAngle* and *endAngle*. These two angles are defined in radians.
- *antiClockwise* boolean value which defines the direction of the arc path between its two ending points, its default is false
  - i.e. the arc to be drawn is clockwise

Curves & Arcs Using HTML5 Canvas

- arc(x, y, radius, startAngle, endAngle, antiClockwise);
- arcTo(controlX,controlY,endX,endY,radius);



Example:

```
arc(
        210, // X coordinate of the start of arc
        210, // Y coordinate of the start of arc
        200,  // Radius
        0,     // Start angle
        Math.PI * 2,    // End angle
        true);          // Anticlockwise
```

Circle & Semi-Circle using HTML5 Canvas

- To draw a circle
  - Use *arc()* method and define its starting angle as 0 and the ending angle as 2 * PI.

```
arc(x, y, radius, 0, 2*Math.PI, anticlk);
```

- To draw a semi-circle
  - Use *arc()* method and define its ending angle has *startAngle* + PI.

```
arc(x, y, radius, sAngle,  sAngel+Math.PI, anticlk);
```

Rectangle using HTML5 Canvas

rect(x, y, width, height)
fillRect(x, y, width, height)
strokeRect(x, y, width, height)
clearRect(x, y, width, height)

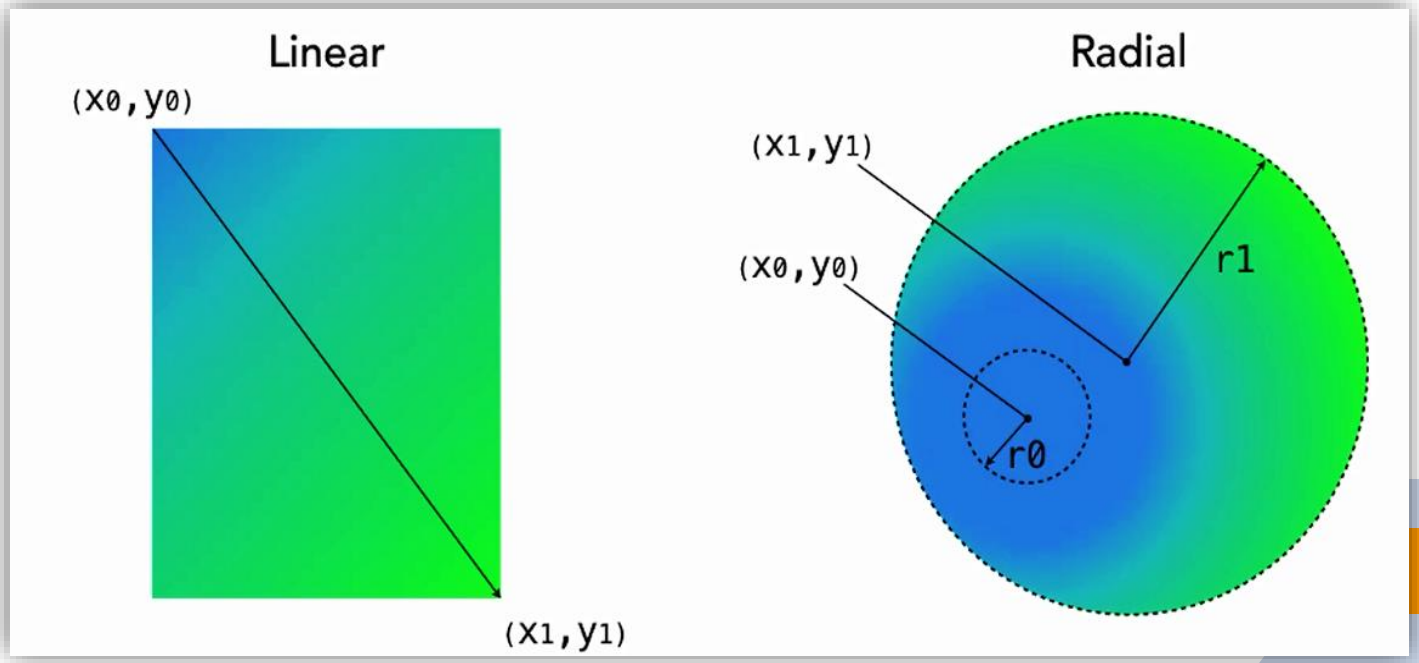
- An HTML5 Canvas rectangle is positioned with *x* and *y* parameters, and is sized with *width* and *height* parameters.
- The rectangle is positioned about its top left corner.

Paths & shapes using HTML5 Canvas

- To create a path with HTML5 Canvas, connect multiple subpaths using
  - *lineTo()*,
  - *arcTo()*,
  - *quadraticCurveTo()*, and
  - *bezierCurveTo()*
- To create a custom shape
  - First create a path and mentioned above
  - Then, close it using the *closePath()*
- *Note:*
  - *beginPath()* is used in the beginning to start drawing a new path.
  - fillStyle property & fill() can be used to fill in color within drawn shape.

Gradient

- Gradient can be used to fill rectangles, circles, lines, text, etc..
- Two types of gradient
  - Linear Gradient
  - Radial Gradient



Assignments