HTML

THE MEGA CHEAT SHEET

TAGS - EVENT ATTRIBUTES - MOBILE - BROWSERS - CANVAS

by Jamie Spencer @

make a websitehub.com

HTML 5 TAGS

Below is a full list of all the HTML 5 Tags / elements and a description of what they are used for.

NEW HTML 5 TAGS

<article>	self-contained composition that is independently distributable
<aside>	section of page that consists of content tangentially related to content around it
<audio>	sound content
<bdi>	span of text to be isolated from surroundings for bidirectional formatting purposes
<canvas>	area that can be used to draw graphics via JavaScript
<command>	user invokable command
<datalist>	dropdown list
<datatemplate>	data template
<details>	details of an element
<dialog>	specifies that part of an application is interactive
<embed>	embedded content
<figcaption>	caption of figure element
<figure>	group of media content
<footer>	footer for section or page
<header>	header for section or page
<hgroup>	group of headings for section
<keygen>	generated key in a form
<main>	specifies the main content area of an HTML document
<menuitem>	specifies a command that a user can invoke from a popup menu
<mark>	marked text
<meter>	measurement in defined range
<nav>	navigation links
<output>	represents results of calculation
<progress>	progress of any kind of task
<rb>	marks the base text component of a ruby annotation.
<rp>	parenthesized ruby text
<rt>	ruby text
<rtc>	marks a ruby text container for ruby text components in a ruby annotation
<ruby>	ruby annotations
<section>	section in a document
<source>	media resources
<summary>	header of a detail element
<template	declares HTML fragments that can be cloned and inserted in the document by script.
<time>	date/time
<track>	specifies a text track for media such as video and audio
<video>	video
<wbr>	possible line break

OLD UNSUPPORTED TAGS

<acronym>	acronym
<applet>	applet
<basefont>	base font
<bgsound>	background sound
<big>	big text
	centered text
<fn>	footnotes
<font>	text font, size, and color
<frame>	sub window
<frameset>	set of frames
<isindex>	provides searchable index related to current document
<dir>	directory list
<noembed>	no embed section
<noframes>	no frame section
<s>	strikethrough text
<strike>	strikethrough text
<tt>	teletype text
<u>	underlined text
<xmp>	preformatted text

EXISTING HTML 5 TAGS

<!--...-->	comment
<!doctype>	document type
<a>	hyperlink
<abbr>	abbreviation
<address>	address element
<area>	Image map area
<b>	bold text
<base>	base URL for all links in page relative to document root
<bdo>	text direction
<blockquote>	long quotation
<body>	body element
 	single line break
<button>	push button
<caption>	table caption
<cite>	citation
<code>	code text
<col>	attributes for columns
<colgroup>	groups of columns
<dd>	definition of description
<del>	deleted text
	generic block-level element
<dfn>	defining instance of a term
<dl>	definition list
<dt>	definition term
	emphasized text
<fieldset>	logically group items in a form
<form>	defines a form
<h1> to <h6>	header 1 to header 6
<head>	document information
<hr>	horizontal rule
<html>	html document
<i>	italic text
<iframe>	inline sub window
<img>	image
<input>	input field
<ins>	inserted text
<kbd>	keyboard text
<label>	label for a form control
<legend>	title in a fieldset
<li>	list item
<link>	resouce reference
<map>	image map
<menu>	menu list
<meta>	meta information
<noscript>	no script section
<object>	embedded object
<ol>	ordered list
<optgroup>	option group
<option>	option in a drop-down list
<p>	paragraph
<param>	parameter for an object
<pre>	preformatted object
<q>	short quotation
<samp>	sample computer code
<script>	script
<select>	selectable list
<small>	small text
	inline generic container
	strong text
<style>	style definition
<sub>	subscripted text
<sup>	superscripted text
<table>	table
<tbody>	table body
<td>	table cell
<textarea>	text area
<tfoot>	table footer
<th>	table header
<thead>	wraps row containing table headers
<title>	document title
<tr>	table row
<ul>	unordered list
<var>	variable

Existing Attributes In HTML4 & 5

A list of existing attributes that are support in both HTML4 & HTML 5

onabort	abort event
onbeforeunload	before unload event
onclick	mouse clicked event
ondblclick	mouse double-clicked event
ongesturechange	gesture change event
ongestureend	end of gesture event
ongesturestart	start of gesture event
onkeydown	key pressed down event
onkeypress	key pressed event
onkeyup	key released event
onmousedown	mouse button pressed down event
onmousemove	mouse moved event
onmouseout	mouse cursor exited event
onmouseover	mouse cursor entered event
onmouseup	mouse button released event
onmove	move event
onorientationchange	device orientation changed event
onpaste	paste event
onresize	resize event
ontouchcancel	touch canceled event
ontouchend	touch ended event
ontouchmove	touch move event
ontouchstart	touch started event

HTML 5 Browser Support

Below is a table showing the individual browser support specifications for each of the major web browsers in both desktop and mobile. We have given an over all percentage score on each browser, based on scores gathered by html5test.com

● Fully Supported ● Partially Supported ● Not Supported

	Details & Summary Elements	WebGL - 3D Canvas Graphics	Inline SVG in HTML5	Datalist Element	Progress & Meter	ClassList (DOM TokenList)	Ruby Annotation	Form Validation	Session History Mgmt	HTML5 Form Features	Drag & Drop
Desktop											
11.0	●	●	●	●	●	●	●	●	●	●	●
38.0	●	●	●	●	●	●	●	●	●	●	●
43.0	●	●	●	●	●	●	●	●	●	●	●
8.0	●	●	●	●	●	●	●	●	●	●	●
15.0	●	●	●	●	●	●	●	●	●	●	●
Mobile											
2.3	●	●	●	●	●	●	●	●	●	●	●
8.0	●	●	●	●	●	●	●	●	●	●	●
29.0	●	●	●	●	●	●	●	●	●	●	●
7.0	●	●	●	●	●	●	●	●	●	●	●
35.0	●	●	●	●	●	●	●	●	●	●	●
43.0	●	●	●	●	●	●	●	●	●	●	●
43.0	●	●	●	●	●	●	●	●	●	●	●

THE MEGA CHEAT SHEET

make a websitehub.com

	Content Editable Attribute	Text API for Canvas	Audio Element	Video Element	Data & Data (Attributes)	New Semantic Elements	Canvas (Basic Support)	Hashchange Event	Offline Web Apps	Get Elements by Class Name	
Desktop											
11.0	●	●	●	●	●	●	●	●	●	●	61%
38.0	●	●	●	●	●	●	●	●	●	●	83%
43.0	●	●	●	●	●	●	●	●	●	●	95%
8.0	●	●	●	●	●	●	●	●	●	●	71%
29.0	●	●	●	●	●	●	●	●	●	●	94%
Mobile											
5.0	●	●	●	●	●	●	●	●	●	●	81%
6.0	●	●	●	●	●	●	●	●	●	●	73%
12.0	●	●	●	●	●	●	●	●	●	●	88%
7.0	●	●	●	●	●	●	●	●	●	●	41%
35.0	●	●	●	●	●	●	●	●	●	●	82%
43.0	●	●	●	●	●	●	●	●	●	●	89%
8.1	●	●	●	●	●	●	●	●	●	●	62%

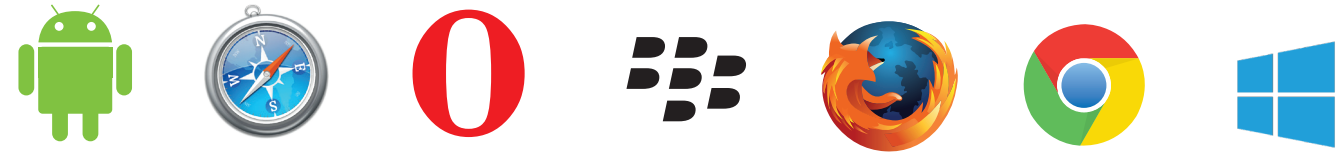
THE MEGA CHEAT SHEET

make a **websitehub**.com

Overall Support of HTML 5
On Desktop Browsers

61% 83% 95% 71% 94%

Overall Support of HTML 5
On Mobile Browsers



81% 73% 88% 41% 82% 89% 62%

Event Handler Content Attributes

HTML 4 added the ability to let events trigger actions in a browser, like starting a JavaScript when a user clicks on an element.

Below are event handler attributes that can be added to HTML elements to define event actions.

onbeforeonload	before onload event
oncanplay	media can start play
oncanplaythrough	media can be played to end
oncontextmenu	context menu is triggered
ondrag	element is dragged
ondragend	at the end of drag operation
ondragenter	element dragged on drop target
ondragleave	element leaves valid drop target
ondragover	element is dragged over drop target
ondragstart	at the start of drag operation
ondrop	dragged element is being dropped
ondurationchange	length of media is changed
onemptied	media resource element becomes empty
onended	media has reached end
onerror	error occurs
onformchange	form changes
onforminput	form gets user input
onhaschange	document has changed
oninput	message is triggered
oninvalid	element gets user input
onloadeddata	media data is loaded
onloadedmetadata	duration of media element is loaded
onloadstart	browser starts to load media data
onmessage	element is invalid
onmousewheel	mouse wheel is being rotated
onpause	media data is paused
onplay	media data is going to start playing
onplaying	media data has started playing
onprogress	browser is fetching media data
onratechange	media data's pplaying rate has changed
onscroll	element's scrollbar is being scrolled
onseeked	element's seeking attribute is not true
onseeking	element's seeking attribute is true
onstalled	there is error in fetching media data
onstorage	document loads
onsuspend	browser has stopped fetching media data
ontimeupdate	media changes its playing position
onvolumechange	media changes volume, also when mute
onwaiting	media has stopped playing

HTML 5 Canvas

The HTML <canvas> element is used to draw graphics, on the fly, via scripting (usually JavaScript). The <canvas> element is only a container for graphics. You must use a script to actually draw the graphics.

Canvas has several methods for drawing paths, boxes, circles, text, and adding images.

CANVAS ELEMENT

ATTRIBUTES

Name	Type	Default
Width	Unsigned Long	300
Height	Unsigned Long	150

METHODS

Return	Name
String	toDataURL([Optional] string type, [Variadic] any args)
Object	getContext9 string contextId)

2D CONTEXT

ATTRIBUTES

Name	Type
Canvas	HTMLCanvasObject [readonly]

METHODS

Return	Name
Void	save( )
Void	restore( )

TRANSFORMATION

METHODS

Return	Name
Void	scale(float x, float y)
Void	rotate (float x, float y)
Void	transform(float m11, float m12, float m21, float m22, float dx, float dy)
Void	setTransform(float m11, float m12, float m21, float m22, float dx, float dy)

IMAGE DRAWING

METHODS

Return	Name
Void	drawImage(Object image float dx, float dy, [Optional] float dw, float dh)

Argument "image" can be of type HTMLImageElement, HTMLCanvasElement or HTMLVideoElement

Void	drawImage(float sx, float sy, float sw, float sh, float dx, float dy, float dw, float dh)

COLORS, STYLES AND SHADOWS

ATTRIBUTES

Name	Type	Default
strokeStyle	any	black
fillStyle	any	black
shadowOffsetX	float	0.0
shadowOffsetY	float	0.0
shadowBlur	float	0.0
shadowColor	string	transparent black

METHODS

Return	Name
CanvasGradient	createLinearGradient(float x0, float y0, float r0, float x1, float y1, float r1)
CanvasPattern	createPattern(Object image, string repetition)

Argument "image" can be of type HTMLImageElement, HTMLCanvasElement or HTMLVideoElement
"repetition" supports any of the following values:
[repeat (default), repeat-x, repeat-y, no-repeat]

CANVASGRADIENT INTERFACE

Return	Name
Void	addColorStop(float offset, string color)

HTML 5 Canvas

The HTML <canvas> element is used to draw graphics, on the fly, via scripting (usually JavaScript). The <canvas> element is only a container for graphics. You must use a script to actually draw the graphics.

Canvas has several methods for drawing paths, boxes, circles, text, and adding images.

PATHS

METHODS

Return	Name
Void	beginPath( )
Void	closePath( )
Void	fill( )
Void	stroke( )
Void	clip( )
Void	moveTo(float x, float y)
Void	lineTo(float x, float y)
Void	quadraticCurveTo(float cpx, float cpy, float x, float y)
Void	bezierCurveTo(float cp1x, float cp1y, float cp2x, float cp2y, float x, float y)
Void	arcTo(float x1, float y1, float x2, float y2, float radius)
Void	arc(float x1, float y1, float radius) float startAngle, float endAngle, boolean anticlockwise)
Void	rect (float x, float w, float h) isPointInPath(float x, float y)

PIXEL MANIPULATION

METHODS

Return	Name
ImageData	createImageData(float sw, float sh)
ImageData	createImageData(ImageData
imagedata) ImageData void	getImageData(ImageData imagedata, float dx, float dy, [Optional] float dirtyX, float dirtyY, float dirtyWidth, float dirtyHeight)

ImageData interface

width	unsigned long	[readonly]
height	unsigned long	[readonly]
data	CanvasPixelArray	[readonly]

TEXT

ATTRIBUTES

Name	Type	Default
font	String	10px sans-serif
textAlign	String	start

Supports any of the following values:
[start, end, left, right, center]

textBaseline	String	alphabetic

Supports an of the following values:
[top, hanging, middle, alphabetic, ideographic, bottom]

METHODS

Return	Name
Void	fillText(string text, float x, float y, [Optional] float maxWidth)
Void	strokeText(string text, float x, float y, [Optional] float maxWidth)
TextMetrics	measureText(string text)

TextMetrics interface

width	float [readonly]

RECTANGLES

METHODS

Return	Name
Void	clearRect(float x, float y, float w, float h)
Void	fillRect(float x, float y, float w, float h)
Void	strokeRect(float x, float y, float w, float h)

HTML 5 Canvas

The HTML <canvas> element is used to draw graphics, on the fly, via scripting (usually JavaScript). The <canvas> element is only a container for graphics. You must use a script to actually draw the graphics.

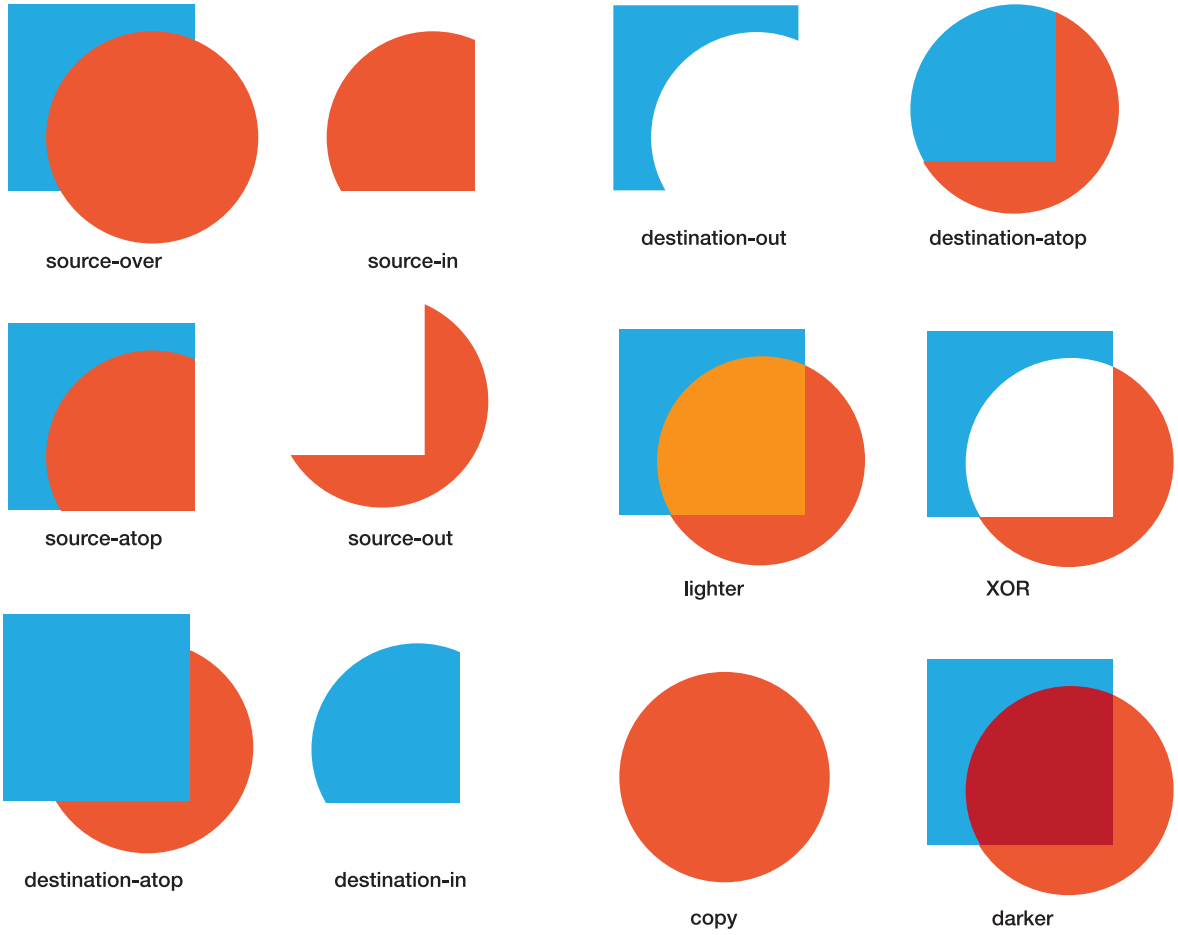
Canvas has several methods for drawing paths, boxes, circles, text, and adding images.

CANVAS ELEMENT

ATTRIBUTES

Name	Type	Default
gloabalAlpha	Float	1
gloabalCompositeOperation	String	Source-over

Supports any of the following values:



HTML 5 Canvas

The HTML <canvas> element is used to draw graphics, on the fly, via scripting (usually JavaScript). The <canvas> element is only a container for graphics. You must use a script to actually draw the graphics.

Canvas has several methods for drawing paths, boxes, circles, text, and adding images.

LINE STYLES

ATTRIBUTES

Name	Type	Default
lineWidth	Float	1
lineCap	String	Butt

Supports any of the following values:

butt

rounded

square

lineJoin	String	miter

Supports any of the following values:

round

bevel

miter

miterLimit	Float	10