Developing Windows 8 Apps
with HTML, CSS and JavaScript Jump Start

Jeremy Foster
Microsoft Technical Evangelist

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Microsoft Technical Evangelist

Meet Jeremy Foster | @codefoster

- Microsoft Technical Evangelist
  - Industry experience in education, aerospace manufacturing, insurance

- Passion for informing and inspiring software developers to write code and to "write it right"
  - www.codefoster.com
  - codeshow.codeplex.com

Meet Michael Palermo | @palermo4

- **Microsoft Technical Evangelist**
  - Prior to Microsoft, served as a Microsoft Regional Director, MVP, and Microsoft "insider" on a wide variety of technologies

- **Passion for HTML, CSS, JavaScript, and all things Windows 8**
  - Authored several technical books
  - Published several online courses

Day 1 | Developing in HTML5 with JavaScript and CSS3 (70-480)

Day 2 | Developing Windows Apps using HTML5 and JavaScript (70-481)

Accelerated Certification Prep Jump Start

Fast-paced, real-world scenario approach

No hands-on labs provided

Download demo code from **codeshow.codeplex.com**

Traditional Instructor-Led Training Options

- **Course 20480A targets exam 70-480**
  - Programming in HTML5 with JavaScript and CSS3
    - http://www.microsoft.com/learning/en/us/Course.aspx?ID=20480A&Locale=en-us

- **Course 20481A targets exam 70-481**
  - Essentials of Developing Windows Apps using HTML5 & JavaScript
    - http://www.microsoft.com/learning/en/us/Course.aspx?ID=20481A&Locale=en-us

Jump Start Target Agenda

Day 1	HTML, CSS and JavaScript	Day 2	Windows Apps using HTML and JavaScript
Module 1: HTML5 Semantic Structure	Module 1: Designing a Windows 8 App
Module 2: CSS3 Selectors and Style Properties	Module 2: Developing Windows 8 Apps
Module 3: Advanced Layout and Animation	Module 3: Working with Contracts
MEAL BREAK	MEAL BREAK
Module 4: JavaScript Core Capabilities	Module 4: UI and Controls
Module 5: DOM Interactions	Module 5: Interactions
Module 6: Advanced Topics	Module 6: Data Access

M1: HTML5 Semantic Structure

Michael Palermo
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Windows 8

Module Agenda

> Semantic tags

Forms

Audio / Video

Canvas

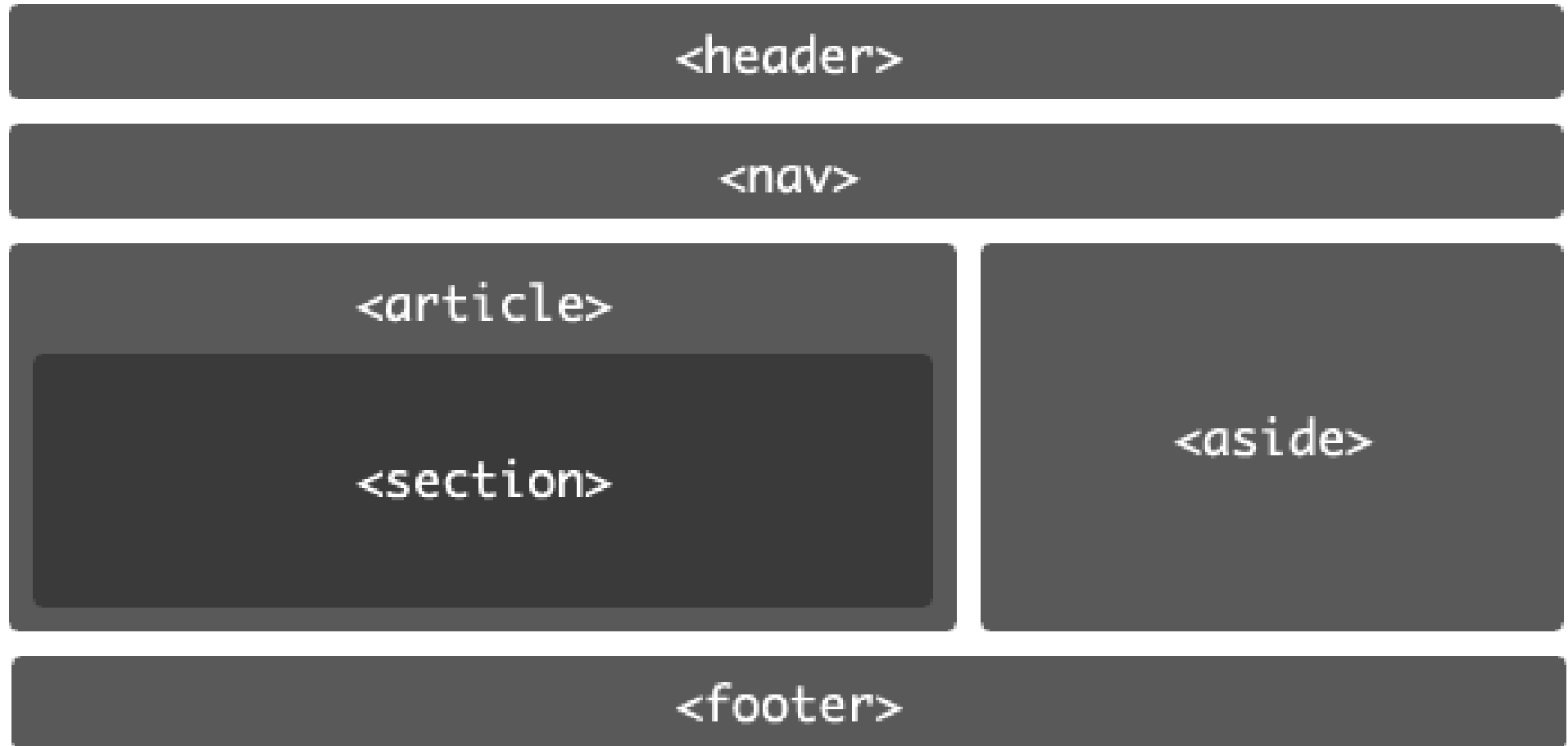SVG

Semantics via attribution

<div id="header">

<div id="nav">

<div class="article">

<div class="section">

<div id="sidebar">

<div id="footer">

Semantics via HTML5

Semantic tags

Element	Level	Purpose
<article>	Block	Independent content such as a blog post or article
<aside>	Block	Content slightly related to primary content on page
<figure>	Block	Grouping stand-alone content, such as video or image
<figcaption>	Text	For use with <figure>, (optionally) used to provide caption
<footer>	Block	Providing author, copyright data, etc.
<header>	Block	Introductory headings, could include navigation
<hgroup>	Block	For grouping <h1> to <h6>
<nav>	Block	Navigation – typically site level
<mark>	Text	Text to be referenced or highlighted
<section>	Block	Grouping of content usually with a heading, similar to chapters
<time>	Text	For date and/or time representation

Module Agenda

Semantic tags

> Forms

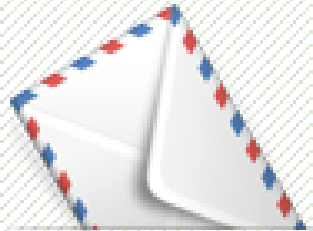Audio / Video

Canvas

SVG

Forms

Contact Data
You have data. We want it.

Name

```
<input type="text" required />
```

Email

```
<input type="email" required placeholder="you@domain.com" />
```

Site

```
<input type="url" placeholder="http://www.you.com" />
```

Phone

```
<input type="phone" pattern="\d\d\d\-\d\d\d\d" />
```

Send Data

demo

Module Agenda

Semantic tags

Forms

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SVG

Audio

```
<audio src="some.mp3" controls></audio>

<audio controls autoplay loop preload="auto">
    <source src="some.ogg" />
    <source src="some.mp3" />
    Your browser does not support audio!
</audio>
```

Video

```
<video src="some.mp4" controls></video>

<video controls autoplay loop muted>
   <source src="some.webm" />
   <source src="some.mp4" />
   Your browser does not support video!
</video>

<video width="400" height="300">…</video>

<video preload="none" poster="some.jpg">
   …
</video>
```

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> Canvas

SVG

Canvas

```
<canvas id="can" width="200" height="200">
   Your browser does not support canvas!
</canvas>


// JavaScript
var canvas = document.getElementById("can");
var ctx = canvas.getContext("2d");
ctx.fillStyle = "rgb(0,0,255)";
ctx.fillRect(10, 10, 180, 180);
```

Module Agenda

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> SVG

SVG

```
<svg width="200" height="200">
  <rect fill="rgb(0,0,255)"
        x="10"
        y="10"
        width="180"
        height="180" />
</svg>
```

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Summary

Semantic tags

Forms

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Canvas

SVG