**5 HTML5**

**HTML5:**

**HTML5** is currently under development as the next major revision of the HTML standard. Like its immediate predecessors, HTML 4.01 and XHTML 1.1, HTML5 is a standard for structuring and presenting content on the World Wide Web. The new standard incorporates features like video playback and drag-and-drop that have been previously dependent on third-party browser plug-ins such as Adobe Flash, Microsoft Silverlight, and Google Gears. According to the W3C timetable, it was estimated that HTML5 would tentatively reach W3C Recommendation in late 2010.

[W3C reveals plan to finish HTML5 and HTML 5.1](http://www.theregister.co.uk/2012/09/21/w3c_html5_plan_proposed/)  
  
The Worldwide Web Consortium (W3C) says it's still on track to release the final HTML5 specification in 2014 – and to prove it, it's issued a tentative plan outlining the steps it will take to bring the web markup language to its next version and beyond.  
  
The plan still needs to be approved by the HTML Working Group – naturally – but assuming it goes forward, the W3C will deliver not just an HTML 5.0 standard in 2014, but also an HTML 5.1 spec in 2016.  
  
The reason it's announcing an additional version now is simple. Due to the pressure to deliver HTML 5.0 in 2014, the W3C wants to defer any new issues that are raised until HTML 5.1 and concentrate only on current issues that can be addressed without substantive changes to the 5.0 spec.

Note that many XHTML tags are valid in HTML5.

Here is a [preview of HTML 5](http://www.alistapart.com/articles/previewofhtml5) by Lachlan Hunt.

Here is a good site about [HTML 5](http://www.webreference.com/authoring/languages/html/HTML5/).

Here is a [page](http://fog.ccsf.cc.ca.us/~srubin/html5.html) that summarizes what's new in HTML5.

Here is a [good article](http://www.extremetech.com/computing/98137-what-is-html5-one) 'What is HTML5, and why it will save the web from itself'.

Most of the tags from HTML 4.01 are essentially used with some alterations in XHTML and HTML5. See this page for the [history of the transition](http://www.landofcode.com/xhtml-tutorials/xhtml-history.php)from HTML to XHTML to HTML5.

10 things every web developer, designer (and manager) should know about HTML5 - Watch this  .

HTML5 basic format

<!DOCTYPE html>  
<html lang="en">  
<head>  
<meta charset="utf-8">  
<title></title>  
</head>  
  
<body>  
  
<header>  
</header>  
  
<section>  
</section>  
  
<footer>  
</footer>  
  
</body>  
  
</html>

HTML5 has introduced new tags that actually have real meaning and purpose, much more semantic than simply using divs all over the place.

**HTML5 Tutorials**:

<http://www.html-5-tutorial.com/index.htm>  
  
<http://www.w3schools.com/html5/default.asp>

Note: HTML5 is not yet an official standard, and no browsers have full HTML5 support. Many HTML5 tags are not currently supported by all browsers. But all major browsers (Safari, Chrome, Firefox, Opera, Internet Explorer) continue to add new HTML5 features to their latest versions.   
  
 **Two new interesting HTML5 elements are the canvas and svg tags.**  
  
The canvas tag will draw a rectangle and can be modified with colored gradient fillings . It is used with javascript.   
  
For example:  
  
<canvas id="myCanvas" width="175" height="80" style="border:1px solid #d3d3d3;">  
your browser does not support the canvas tag </canvas>  
  
<script type="text/javascript">  
var canvas=document.getElementById("myCanvas");  
var ctx=canvas.getContext("2d");  
var grd=ctx.createLinearGradient(0,0,175,0);  
grd.addColorStop(0.3,"lightblue");  
grd.addColorStop(0.7,"lightgreen");  
ctx.fillStyle=grd;  
ctx.fillRect(0,0,175,80);  
</script>  
  
  
SVG stands for Scalable Vector Graphics. SVG is used to define vector-based graphics for the Web. Note that the below style element won't validate for CSS.   
  
For example:  
  
<svg xmlns="http://www.w3.org/2000/svg" version="1.1" height="95">  
<polygon points="50,5 20,90 95,30 5,30 80,90"  
style="fill:lightgreen;stroke:purple;stroke-width:5;fill-rule:evenodd;" />  
</svg>  
  
[Displayed](http://fog.ccsf.cc.ca.us/~srubin/canvassvg.html)  
  
  
**HTML5 Validator:**  
Use the same link for HTML5 validation as for XHTML, viz.,  
  
<a href="http://validator.w3.org/check?uri=referer">  
  
You will always get the warning message:  
Using experimental feature: HTML5 Conformance Checker  
For HTML5 logos, see  
  
<http://www.w3.org/html/logo/>  
  
or try<http://www.bing.com/images/search?q=HTML5+logos+from+W3C.&qpvt=HTML5+logos+from+W3C.&FORM=IGRE#x0y342>  
  
Note I created my own HTML5 validation iconin my graphics program**.  
  
Notes:**  
  
1. Some HTML5 pages won't validate unless you also use some CSS on the page.  
2. Unlike XHTML, statements that should self-close in XHTML are not required to self-close in HTML5. In HTML5, there is no error if the self-closing / is included.  
  
Example:  
  
XHTML: <img src="abc.gif" />  
HTML5: <img src="abc.gif"> or <img src="abc.gif" />  
  
3. Unlike XHTML, tagnames and attributes in HTML5 are allowed to be capitalized. For example:  
  
<IMG SRC="abc.gif">