

# **HTML**



**A DEVELOPER'S PARADISE  
THE ULTIMATE HTML5  
CHEAT SHEET**



# HTML5 BASIC TAGS

## Standard Structure

**<html> ... </html>** These tags are used at the beginning and end of an HTML document. This is known as the "root element." Using these tags tells the website that the web page is being written in HTML5, and that all the other tags within these are HTML formatted.

**<title> ... </title>** This is used for the title tag of the page. Here you'll place a title that is useful to both search engines and users.

**<head> ... </head>** Use these to group information specific to the page. This includes title tags, meta descriptions, and links to both script and style sheets.

**<body> ... </body>** Between these tags is where you'll place all the content for users. This includes text, images, and graphic elements.

### Here's what a typical layout looks like:

```
<html>
<head><title>HTML 5 Cheat Sheet</title>
</head><body> Your content </body>
</html>
```

### <meta/>

Includes additional information about the page. This includes descriptions, author, publish date, keywords, and other "off-page" information.

### <style> ... </style>

Used to include document style information which is usually CSS.

### <base/>

Signifies the Base URL and specifies all relative links in the document.

### <link/>

Creates association with external pages like style sheets.

### <script> ... </script>

All the information or links to external scripts.

### Here's an Example:

```
<html>
  <head>
    <meta charset="utf-8">
    <base href="http://www.mywebsite.com" target="_blank"/>
    <title>My Website</title>
    <link rel="stylesheet" href="/css/master.css">

    <script type="text/javascript">
      Var MyVar = 0;
    </script>
  </head>
  <body>
    Your content
  </body>
</html>
```



# HTML5 COMMON TAGS

## Formatting your Text

### <strong> .. </strong>

Places strong emphasis on something  
(displays in bold on browsers)

### <em> ... </em>

The emphasis tag. Turns text into italics for  
on browsers.

### <cite> ... </cite>

This highlights references information. Good for  
quotes and statements.

### <del> ... </del>

Labels a previously deleted portion of text.

### <blockquote> ..... </blockquote>

These are used for long paragraphs of  
quotation which are commonly cited as well.

### <br/>

This creates a line break used for writing blocks  
of text on different lines.

### <sub> ... </sub>

Subscript text that is smaller and placed a  
half-line lower than previous text.

### <b> ... </b>

Also creates bold text, but not as effective as the  
tag above.

### <i> ... </i>

An alternate way to create italics, but mainly  
used for thoughts or names.

### <pre> ... </pre>

Monospace text laid out with the whitespace  
inside the element intact.

### <ins> ... </ins>

Shows a section that has been inserted into the  
content.

### <q> ... </q>

Used for shorter quotations.

### <hr/>

Create a horizontal rule or sectional break. This is used  
to create a change in topic or section on the page.

### <sup> ... </sup>

Superscript text which is half a line higher than  
previous text.

## TEXT FORMATTING

**This text is bold**

*This text is italic*

*This text is* <sup>superscript</sup>



# HTML5 DOCUMENT STRUCTURE

<h1 - h6>

...

</h1 - h6> These are the six levels of headings on a page. One is the most important and six is the least.

<div> ... </div>

Containers used to label a page section or the placement of an element.

<span> ... </span>

Inline labels used to group style elements.

<p> ... </p>

Used to organize paragraphs of text.

## Example of Text and Document Formatting

```
<div>
<h1>How to start a blog</h1>
<p>So you have this idea, and you want to <strong>create
a blog</strong>. Well, today I'm going to show you how to
make that happen.</p>

<hr/>

<h2>Start With an Idea</h2>
<p>It all begins with a topic you want to cover in your new
blog. Remember, your topic is <em>the soul of your
blog</em>. It has to be something you're <span>passionate
about</span>.</p>
</div>
```

```
<hgroup>
```

H1

H2

H3

```
</hgroup>
```



# HTML5 IMPLEMENTING IMAGES

**<img />** This tag is used to display image files.

**src="url"** The URL or file name of the image being displayed.

**alt="text"**

Alternative text used to explain image content to both search engines and users.

**height=""**

Used to specific image height in either pixels or percentages.

**Width=""**

Specify width in pixels or percentages.

**Align=""**

Where to align the image relative to other elements on the page.

**Border=""**

Specifies border thickness (if any).

**vspace=""**

Denote spacing on the left or right side of the image.

**hspace=""**

Spacing on the top or bottom of the image.

**<map> ... </map>**

Informs users that an interactive image is present with clickable areas.

**<map name="">... </map>**

The name of the map between the image and the map itself.

**<area />**

The image area of an image map.

## Example of Images

```

<map name="planetmap">
  <area shape="rect" coords="0,0,82,126" href="sun.htm" alt="Sun">
  <area shape="circle" coords="90, 58, 3" href="mercur.html" alt="mercury">
  <area shape="circle" coords="124, 58, 8" href="venus.htm" alt="venus">
</map>
```



# HTML5 CREATING LISTS

**<ol> ... </ol>** Numbered lists in sequential order.

**<ul> ... </ul>** Bullet point list (no particular order).

**<li> ... </li>** Specify each item to be bulleted or numbered.

**<dl> ... </dl>** List item definitions.

**<dt> ... </dt>** Defines a single term inline with body content.

**<dd> ... </dd>** A description for a defined term.

## Example of Listing

```
<ol>
<li>One</li>
<li>Two</li>
<li>Three</li>
<li>Four</li>
</ol>

<ul>
<li>Bacon</li>
<li>Eggs</li>
<li>Pancakes</li>
</ul>

<dl>
<dt>Cofee</dt>
<dd>Hot or iced drink, black</dd>
<dt>Milk</dt>
<dd>White, cold drink</dd>
</dl>
```



# HTML5 DOCUMENT STRUCTURE

`<a href="">  
... </a>`

Creates a hyperlink with defined anchor text.

`<a href="mailto:">  
... </a>` A link that pulls up an outgoing messages to a specific email address.

`<a href="tel://###-#">  
... </a>`

A link that makes numbers clickable. Great for mobile users.

`<a name="">  
... </a>`

Anchor text used to bring users to a specific place in a document.

`<a href="#name">  
... </a>` Anchor text used to bring users to a div element.

## Example of Link

```
<a href="www.onblastblog.com">On Blast Blog</a>
```

FIND OUT NOW





# HTML5 ADDING FORMS AND TABLES

## Formatting your Text

<b>&lt;form&gt;</b> ... <b>&lt;/form&gt;</b>	Tags used to create a form. Combined with attributes to show how the form will operate.	<b>action="url"</b> Shows where data is sent when a visitor submits the form.
<b>method=""</b>	Refers to the HTTP method and how to send the form data.	<b>enctype=""</b> Dictates how the form data is supposed to be encoded when submitting information to the web server. Only used with method="post".
<b>Autocomplete</b>	Turns autocomplete on or off on the form.	<b>Novalidate</b> Defines whether the form should be validated when submitted.
<b>Accept-Charsets</b>	Identifies character encoding on the form submission.	<b>Target</b> Used to show where the form response should be displayed after being submitted. Used with _blank, _self, _parent, _top
<b>&lt;fieldset&gt; .... &lt;/fieldset&gt;</b>	Identifies the group of all fields on the form.	<b>&lt;label&gt; ... &lt;/label&gt;</b> A label telling the user what to enter in each field.
<b>&lt;legend&gt; .... &lt;/legend&gt;</b>	A caption for the fieldset element.	<b>&lt;input /&gt;</b> The input attribute shows what type of field information to receive from users.

The form is a dark-themed sign-up page. At the top, there are two buttons: 'Sign Up' on the left and 'Log In' on the right. Below them is the text 'Sign Up for Free'. There are four input fields: 'First Name \*', 'Last Name \*', 'Email Address \*', and 'Set A Password \*'. Each input field has a small red asterisk indicating it is required. At the bottom of the form is a large green button labeled 'GET STARTED'.



# HTML5 INPUT TYPE ATTRIBUTES

<b>type=""</b>	Specifies field input type, including text, password, date-time, checkbox, etc.	<b>name=""</b>	The name of the form
<b>value=""</b>	The value of input field information.	<b>size=""</b>	The input element width in characters
<b>maxlength=""</b>	Maximum input element characters allowed.	<b>Required</b>	Tag used to ensure the <input> element is completed before submitting the form.
<b>step=""</b>	The number intervals for an input field.	<b>width=""</b>	Width in pixels of an <input> element.
<b>height=""</b>	Height in pixels of an <input> element.	<b>placeholder=""</b>	A hint for users showing what the <input> element value should be.
<b>pattern=""</b>	Checks the input against a defined value to ensure the information is correct.	<b>min=""</b>	The minimum value of an <input> element.
<b>max=""</b>	The maximum value of an <input> element.	<b>Autofocus</b>	Ensures the <input> element comes into focus once a page loads.
<b>Disabled</b>	Disables an <input> element on the form.	<b>&lt;textarea&gt; ... &lt;/textarea&gt;</b>	Specifies a large text input for longer messages.
<b>&lt;select&gt; ... &lt;/select&gt;</b>	Drop-down box for users to select from options.		

Field Options	
Input Type	<input type="text" value="Text"/>
Max Length	<input type="text" value="128"/>
Autofocus	<input type="radio"/> Yes <input checked="" type="radio"/> No
Placeholder Text	<input type="text"/>
Pattern	<input type="text"/>
Text direction	<input checked="" type="radio"/> Left to Right <input type="radio"/> Right to Left
Show Smileys	<input type="radio"/> Yes <input checked="" type="radio"/> No
Show Glossary	<input type="radio"/> Yes <input checked="" type="radio"/> No
Show Spellcheck	<input type="radio"/> Yes <input checked="" type="radio"/> No
Show File Chooser	<input type="radio"/> Yes <input checked="" type="radio"/> No
<input type="button" value="Update"/>	



# HTML5 SELECT ATTRIBUTES

(To be Used in </select> Tags)

<b>name=""</b>	The title for a drop-down combination box.	<b>size=""</b>	The number of options in a drop-down box.
<b>Multiple</b>	Allows multiple sections to be made at one time.	<b>Required</b>	Requires a value to be selected before a user can submit a form.
<b>&lt;optgroup&gt;</b> Specifies an entire grouping of available options. ... <b>&lt;/optgroup&gt;</b>		<b>&lt;option&gt;</b> Defines one of the available options in the drop-down list. ... <b>&lt;/option&gt;</b>	

## Option Attributes

<b>value=""</b>	Explains an option's value available for selection.	<b>Selected</b>	Shows the default selection option for users.
<b>&lt;button&gt; ...</b> Shows the clickable button for users to submit options.			

## Example of Form

```
<form action="action_page.php" method="post">
<fieldset>
<legend>basic information:</legend>
First name:<br>
<input type="text" name="firstname" value="Matt"
placeholder="First Name"><br>
Last name: <br>
<input type="text" name="lastname" value="Banner"
placeholder="last name"><br><br>
Blog topic:<br>
<select>
<option value="cooking">Cooking</option>
<option value="SEO">SEO</option>
<option value="Fashion">Fashion</option>
</select>
<textarea name="description"></textarea>
<input type="submit" value="Submit">
</fieldset>
</form>
```



# HTML5 TABLE FORMATTING

(To be Used in <select> Tags)

**<table>** These tags define all the content related to a table.  
... </table>

**<caption>** ... </caption> A description of the table's purpose and the information it contains.

**<thead>** ... </thead> The headers that label the content in each column.

**<tbody>** ... </tbody> The body of the table data or information.

**<tfoot>** ... <tfoot> Describes all footer content.

**<tr>** ... </tr> Content within a single row.

**<th>** ... </th> The data in a single header item.

**<td>** ... </td> Content within a single table cell.

**<colgroup>** ... </colgroup> Groups columns for formatting purposes.

**<col />** A single column of information within a table.

## An Example of Table Formatting

```
<table>
  <colgroup>
    <col span="2" style="background-color: #182afb">
    <col style="background-color: #2f1475b">
  </colgroup>
  <tr>
    <th>Blog title</th>
    <th>URL</th>
    <th>DA</th>
  </tr>
  <tr>
    <td>On Blast Blog</td>
    <td>www.onblastblog.com</td>
    <td>52</td>
  </tr>
</table>
```



# HTML5 OBJECTS AND IFRAMES

## Objects

**<object> ...  
</object>**

Describes a file type to be embedded (audio, video, PDFs, etc.).

**height=""** The height of the object.

**width=""** Width of the object.

**type=""** The type of media the object contains.

**usemap=""** The name of the client-side image map within the <object> tag.

## iFrames formatting

**<iframe>  
...  
</iframe>**

An inline frame that allows external information to be embedded into a document.

**name=""** The name of the <iframe>

**src=""**

The source URL for the object within the <iframe>.

**srcdoc=""** The HTML content within the frame.

**Width=""**

The width of the <iframe>.

**<param />** Adds extra parameters to help customize the iframe's content.

**<embed>  
... </embed>** A container for another external application or plug-in. Embed can also be used with the height, width, src, and type tags above.

## Examples

```
<object width="425" height="225"></object>
<iframe src="blogging_iframe.htm" width="300"
height="600"></iframe>
<embed src="bringonblogging.swf" width="400"
height="800"></embed>
```



# HTML5 NEW HTML5 TAGS

**<header>** The header block for a document.  
... </header>

**<footer>** The footer block for a document or section.  
... </footer>

**<main>** The main content of a document.  
... </main>

**<article>** Identifies an article within a document.  
... </article>

**<aside>** For content contained in a sidebar.  
... </aside>

**<section>** A section block in a document.  
... </section>

**<details>** Additional facts or information that users can view/hide.  
... </details>

**<dialog>** A box or window for dialog.  
... </dialog>

**<figcaption>** A <figure> element caption that describes the figure.  
... </figcaption>

**<figure>** A content block featuring diagrams, photos, illustrations, and more.  
... </figure>

**<mark>** Displays highlighted text within the content.  
... </mark>

**<nav>** Navigation links for users.  
... </nav>

**<menuitem>** The menu item a user can raise from a popup menu.  
...  
</menuitem>

**<meter>** The scalar measurement within a known array.  
... </meter>

**<progress>** The progress of a task, usually used for a progress bar.  
...  
</progress>

**<rp>** ... </rp> Display text in browsers that don't support ruby annotations.

**<rt>** ... </rt> Display East Asian typography character details.

**<ruby>** ... </ruby> A Ruby annotation for East Asian typography.

**<summary>** Contains a heading for a <details> element.  
... </summary>

**<bdi>** ... </bdi> Format part of text in a different direction from other text.

**<time>** ... Identifies time and date.  
</time>

**<wbr>** A line break within content.



# HTML5 CHARACTER OBJECTS

&#34; &quot; Quotation Marks - "

&#38; &amp; Ampersand - &

&#60; &lt; Less Than - <

&#62; &gt; Great Than - >

&#160; &nbsp; Non-breaking space

&#169; &copy; Copyright symbol - ©

&#64; &Uuml; "at" symbol - @

&#149; &ouml; Small bullet - •

&#153; &ucirc; Trademark symbol - ™

## Unsupported Tags in HTML5

<acronym>

<applet>

<basefont>

<bgsound>

<big>

<center>

<fn>

<font>

<frame>

<frameset>

<isindex>

<dir>

<noembed>

<noframes>

<s>

<strike>

<tt>

<u>

<xmp>



# EVENT HANDLER ATTRIBUTES

<b>Onbeforeonload</b>	Before onload event	<b>Ondragenter</b>	Element dragged on drop target
<b>Oncanplay</b>	Media can start play	<b>Ondragleave</b>	Element leaves valid drop target
<b>Oncanplaythrough</b>	Media can be played to the end	<b>Ondragover</b>	Element is dragged over drop target
<b>Oncontextmenu</b>	Context menu is triggered	<b>Ondragstart</b>	At the start of the drag operation
<b>Ondrag</b>	Element is dragged	<b>Ondrop</b>	Dragged element is being dropped
<b>Ondragend</b>	At the end of drag operation	<b>Ondurationchange</b>	Length of media is changed
<b>Onbeforeonload</b>	Before onload event	<b>Ondragenter</b>	Element dragged on drop target
<b>Oncanplay</b>	Media can start play	<b>Ondragleave</b>	Element leaves valid drop target
<b>Oncanplaythrough</b>	Media can be played to the end	<b>Ondragover</b>	Element is dragged over drop target
<b>Oncontextmenu</b>	Context menu is triggered	<b>Ondragstart</b>	At the start of the drag operation
<b>Ondrag</b>	Element is dragged	<b>Ondrop</b>	Dragged element is being dropped
<b>Onemptied</b>	media resource element becomes empty	<b>Onended</b>	media has reached the end
<b>Onerror</b>	error occurs	<b>Onforminput</b>	form gets user input
<b>Onhaschange</b>	document has changed	<b>Oninput</b>	message is triggered
<b>Oninvalid</b>	element gets user input	<b>Onloadeddata</b>	media data is loaded
<b>Onloadeddata</b>	media data is loaded	<b>Onloadedmetadata</b>	duration of media element is loaded
<b>Onloadstart</b>	browser starts to load media data	<b>Onmessage</b>	element is invalid
<b>Onmousewheel</b>	mouse wheel is being rotated	<b>Onpause</b>	media data is paused



# EVENT HANDLER ATTRIBUTES

<b>Onplay</b>	media data is going to start playing	<b>Onplaying</b>	media data has started playing
<b>Onprogress</b>	browser is fetching media data	<b>Onratechange</b>	media data's playing rate has changed
<b>Onscroll</b>	Element's scrollbar is being used	<b>Onseeked</b>	There is an error in fetching media data
<b>Onseeking</b>	Element's seeking attribute is true	<b>Onstalled</b>	There is an error in fetching media data
<b>Onstorage</b>	document loads	<b>Onsuspend</b>	Browser has stopped fetching media data
<b>Ontimeupdate</b>	media changes its playing position	<b>Onvolumechange</b>	media changes volume, also when mute
<b>Onwaiting</b>	Media has stopped playing		



# HTML5 CANVAS ELEMENTS

HTML <canvas> element is used to draw graphics on the fly via scripting (most commonly JavaScript). The <canvas> element is a container for graphics, you must use a script to draw the graphics themselves.

CANVAS ELEMENT	2D CONTEXT	TRANSFORMATION
<p><b>Attributes</b></p> <p><b>Width</b> - <code>unsigned long</code> (Default: 300)</p> <p><b>Height</b> - <code>unsigned long</code> (Default: 150)</p> <p><b>Methods</b></p> <p><code>String</code> - <code>toDataURL( [Optional] string type [variadic] any args)</code></p> <p><code>Object</code> - <code>getContext(string contextId)</code></p>	<p><b>Attributes</b></p> <p><b>Canvas</b> - <code>HTMLCanvasObject [readonly]</code></p> <p><b>Methods</b> - <code>Void - save()</code> <code>Void - restore()</code></p>	<p><b>Methods</b></p> <p><code>Void - scale(float x, float y)</code></p> <p><code>Void - rotate(float angle)</code></p> <p><code>Void - translate(float x, float y)</code></p> <p><code>Void - transform(</code>  <code>Float m11, float m12, float m21</code>  <code>Float m22, float dx, float dy)</code></p> <p><b>Set transform</b></p> <p><code>( Float m11, float m12, float m21</code>  <code>          Float m22, float dx, float dy )</code></p>



# HTML5 CANVAS ELEMENTS

## IMAGE DRAWING

### Methods

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(  
    Object image, float sx, float sy, float sw, float sh,  
    float dx, float dy, float dw, float dh)

## LINE STYLE

### Attributes

Linewidth - float (Default: 1.0)  
Linecap - string (Default: butt)

Supports the following values:  
Butt  
Round  
Square  
MiterLimit - float (Default: 10)

LineJoin - string (Default: miter)  
Supports the following values:  
Round  
Bevel

## COLORS, STYLES, AND SHADOWS

### Attributes

strokeStyle - any type (Default: black)  
fillStyle - any type (Default: black)  
shadowOffsetX - float (Default: 0.0)  
shadowOffsetY - float (Default: 0.0)  
shadowBlur - float (Default 0.0)  
shadowColor - string (Default: transparent black)

### Methods

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

Repetition supports any of the following values:  
repeat, repeat-x, repeat-y, no-repeat)

## COMPOSITING

### Attributes

GlobalAlpha - float (Default 1.0)  
GlobalCompositeOperation - string (Default: source-over)

Supports the following values:

Source-over  
Source-in  
Source-out  
Source-atop  
Destination-over  
Destination-in  
Destination-out  
Destination-atop  
Lighter  
Copy  
Xor

## TEXT

### Attributes

Font (type: string) Default: 10px sans-serif

TextAlign (type: string) Default: start

(supports any of the following values: start, end, left, right, center)

TextBaseline (Type: string) Default: alphabetic  
(Supports the following values: top, hanging, middle, alphabetic, ideographic, bottom)

### Methods

Void - fillText (string text, float x, float y, (optional) float maxWidth)

TextMetrics - measureText (string text)



# HTML5 CANVAS ELEMENTS

## TEXTMETRICS INTERFACE

Width - float (Default: readonly)

## RECTANGLES

### Methods

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)

## PATHS

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

## PIXEL MANIPULATION

### Methods

ImageData - createImageData(float sw, float sh)  
 ImageData - createImageData(ImageData imagedata)  
 ImageData - getImageData(float sx, float sy, float sw, float sh)  
 Void - putImageData( ImageData imagedata, float dx, float dy, [Optional] float dirtyX, float dirtyY, float dirtyWidth, float dirtyHeight)

### ImageData Interface

Width - unsigned long (Default: readonly)  
 Height - unsigned long (Default: readonly)  
 Data - CanvasPixelArray (Default: readonly)

### CanvasPixelArray Interface

Length - unsigned long (Default: readonly)



# HTML5 SEO

## Which HTML5 tags affect SEO?

- Contentual Highlighting With <mark>
- Lower Importance with <small>
- Quotations With <q> and <blockquote>
- Insertion, Deletion, and Correction With <ins>, <del> and <s>
- Organizing Options with <optgroup>
- Predefined Options With <datalist>

## #2 - HTML 5 is Bad For Video

- Some webmasters still prefer to use Flash for embedding video content.
- HTML5 allows you to add SEO-friendly labels, captions, and subtitles on your videos.
- These same parameters can be used for images (alt-text, captions, etc.)

## HTML5 SEO Myths Debunked

### #1 - HTML5 Does Not Help Rankings

- HTML5, like previous versions, does benefit SEO
- Special elements are used to make it easier for search engines and bots to understand the intent of elements themselves. These are known as Semantic elements.

### #3 - You Can Only Use H1 Tag

- For each new content section, you can use a H1 tag.
- Any header tag you deem necessary is fine.
- Use a traditional tag hierarchy (H2, H3, and so on)