**HTML5 - HTML5 Apps: Positioning with Geolocation ?**

**HTML5 - write the Code for To Show the User?s Location ?**

Find geolocation(lat & long) in your laptop. Pick a geolocation provider like google api.

use the coordinates to get a short country code from google api. Based on country code include location specific content into the client’s web page.

**<html>**

**<head>**

**<!--Modernizr is a JavaScript library that detects HTML5 and CSS3 features in the user’s browser-->**

**<script src="https://cdnjs.cloudflare.com/ajax/libs/modernizr/2.8.3/modernizr.min.js"></script>**

**<script src="https://code.jquery.com/jquery-1.12.3.min.js"></script>**

**<script src="app.js"></script>**

**<script async defer**

**src=**[**https://maps.googleapis.com/maps/api/js?key=**](https://maps.googleapis.com/maps/api/js?key=)**”your key from google project">**

**</script>**

**</head>**

**<body>**

**<script>**

**function initMap() {**

**//you should generate id by using your gmail id and password in**

**//https://developers.google.com/maps/documentation/javascript/examples/geocoding-simple**

**var geocoder=new google.maps.Geocoder();**

**var latlng = new google.maps.LatLng(lat,lon);**

**geocoder.geocode({location:latlng}, function(results, status) {**

**if (status == google.maps.GeocoderStatus.OK) {**

**var address = results[0].address\_components;**

**for(i=0;i<address.length;i++){**

**console.log(address[i].long\_name);**

**}**

**} else {**

**alert("Geocode was not successful for the following reason: " + status);**

**}**

**});**

**}**

**</script>**

**</body>**

**</html>**

**function getUserLocation(){**

**if(Modernizr.geolocation){**

**navigator.geolocation.getCurrentPosition(success,error);**

**}else{**

**console.log("you do not have geolocation");**

**}**

**}**

**function success(locn){**

**lat=locn.coords.latitude;//globally available**

**lon=locn.coords.longitude;//globally available**

**$(document).trigger('function\_success');**

**}**

**function error(error){**

**switch (error){**

**case error.PERMISSION\_DENIED:**

**console.log("PERMISSION\_DENIED");**

**break;**

**case error.POSITION\_UNAVAILABLE:**

**console.log("POSITION\_UNAVAILABLE");**

**break;**

**case error.TIMEOUT:**

**console.log("TIMEOUT");**

**break;**

**default:**

**break;**

**}**

**}**

**getUserLocation();**

**function onsuccess(){**

**console.log("lat is "+lat);**

**console.log("lon is "+lon);**

**initMap();**

**}**

**$(document).bind('function\_success', onsuccess);**

**HTML5 - what is Content editable ?and Features of content editable in HTML5?**

**content editable allows the user to edit content on web page.**

**ex:**

**<ul contenteditable=true>**

**<li>item1</li>**

**</ul>**

**the user can add more items to the list. Useful to do a todolist without using javascript.**

**HTML5 - Can you give an example of Canvas element how it can be used?**

**<canvas id="myCanvas" width="200" height="100"></canvas>**

**HTML5 - How to draw rectangle using Canvas and SVG using HTML 5 ?**

**<!Doctype html>**

**<html>**

**<head>**

**<style>**

**#myCanvas{**

**background-color: yellow;**

**}**

**</style>**

**<script>**

**window.onload=function(){**

**var cxt=document.getElementById("myCanvas").getContext("2d");**

**cxt.fillStyle="#FF0000";**

**cxt.fillRect(50,50,100,100);**

**}**

**</script>**

**</head>**

**<body>**

**<canvas id="myCanvas" height="400" width="400"></canvas>**

**</body>**

**</html>**

Question:What is datalist in HTML 5? And What is feature detection and types of feature detection ?

<input list="fruits" name="fruitbasket" /></label>

<datalist id="fruits">

<option value="apple">

<option value="orange">

<option value="pear">

<option value="plum">

</datalist>

the input element will be populated by the elements in datalist like a dropdown listbox. It helps avoid user typo in the information.

Question:What is the difference between HTMl5 Application cache and regular HTML browser cache?

Internet browsers use caching to store HTML web pages by storing a copy of visited pages and then using that copy to render when you re-visit that page.

The key difference with the browser cache is that you can specify all the assets the browser should cache in a manifest file (conceivably your entire site) whereas the browser cache will only store the pages (and associated assets) you have actually visited.

**HTML5 - So how do we implement application cache in HTML 5 ?**

HTML5 provides an *application caching* mechanism that lets web-based applications run offline. Developers can use the **Application Cache** (*AppCache*) interface to specify resources that the browser should cache and make available to offline users. Applications that are cached load and work correctly even if users click the refresh button when they are offline.

To enable it on your site, you have to include the reference to this manifest file on your webpage on the html element, like this:

<html lang="en" manifest="manifest.appcache">

Here’s a sample manifest file:

CACHE MANIFEST

# 23-01-2015 v0.1

/style.css

/logo.gif

/script.js

NETWORK:

\*

FALLBACK:

/server/ /fallback.html

Question:WHAT ARE THE NEW APIS PROVIDED BY THE HTML 5 STANDARD? GIVE A BRIEF DESCRIPTION OF EACH?

The WebSocket API allows developers to create real-time applications by establishing socket connections between the browser and the server. This means we can establish a persistent connection between the client and the server that can exchange data at any time.

Web Workers allow for long-running scripts that are not interrupted by scripts that respond to clicks or other user interactions, and allows long tasks to be executed without yielding to keep the page responsive.

HTML5 Geolocation API lets you share your location with web sites. A Javascript can capture your latitude and longitude and can be sent to backend web server and do location based ad display.

Question:How do you play a Video using HTML5? With an example ?

<video width="320" height="240" controls>  
  <source src="movie.mp4" type="video/mp4">  
  Your browser does not support the video tag.  
</video>

this will show a video player with controls that you can use to play, pause and stop

Question: What purpose does HTML5 serve?

It is a format of document that modern browsers understand and render. It has more semantic elements that are meaningul when used in the correct context and better way to render elements in web page.

Question: Do you know What is the sessionStorage Object in html5? How to create and access?

The sessionStorage is a temporary storage that maintains its state only for that current browser session. When the browser is closed, session storage is destroyed. sessionStorage is similar to Window.localStorage, the only difference is while data stored in localStorage has no expiration set, data stored in sessionStorage gets cleared when the page session ends.

// Save data to sessionStorage

sessionStorage.setItem('key', 'value');

// Get saved data from sessionStorage

var data = sessionStorage.getItem('key');

Question: Explain What is the use of localStorage in HTML5?

The web page can store some info like user preferences on the local storage. The server need not keep track of such things. Local storage can store huge amout of data(5mb per domain). The data stored in localstorage is not lost even when browser is closed.

Question: Explain How many New Markup Elements you know in HTML5

header, footer, article, section, aside, figure, figcaption, menuitem, mark

Question:Can a web page contain multipleelements or multipleelements?

yes and yes.

Question:What is the purpose of HTML5 versus XHTML?

XHTML is stricter than html.

XHTML is HTML +XML . when verified with a html validator, an XHTML document will pass as valid only if it confirms to certain standards.

How to Convert from HTML to XHTML

1. Add an XHTML <!DOCTYPE> to the first line of every page
2. Add an xmlns attribute to the html element of every page to refer to the dtd
3. <html>, <head>, <title>, and <body> are mandatory
4. Make sure the elements are properly nested.
5. Elements should have a closing tag
6. Close all empty elements
7. Change all element names to lowercase
8. Change all attribute names to lowercase
9. Quote all attribute values
10. Attribute minimization is forbidden

**HTML5 - How to Build Cross-Browser HTML5 Forms ?**

Formoid is a free desktop app that helps you easily create css form, jquery contact form, ajax form, javascript form validation and more in a few seconds without writing a single line of code. Create nice online forms in just a few clicks. These forms are also cross browser compilant.

If you choose to not use tool use should use the modernizer to check if a feature is available in a browser before using it.

**HTML5 - How to create a Progress bar with HTML5 Canvas ?**

<!Doctype html>

<html>

<head>

<script>

var incrProgress=function(){

if(document.getElementById("myprogress").value<100){

document.getElementById("myprogress").value=document.getElementById("myprogress").value+10;

}

}

</script>

</head>

<body>

<progress value="0" max="100" id="myprogress"></progress>

<input type="button" value="Increment progress" onclick="incrProgress()"/>

</body>

</html>

**HTML5 - How to Create a Visual Library of Images in HTML5 Canvas ?**

**loaded in github**

**HTML5 - Create a Bar Graph with HTML5 Canvas and JavaScript ?**

<!Doctype html>

<html>

<head>

<script>

var Bargraph=function(idx,clr){

this.index=idx;

this.color=clr;

this.width=20;

this.gap=30;

this.height=0;

this.draw=function(cxt){

var start=idx\*(this.width+this.gap);

cxt.fillStyle=clr;

this.baseline=500;

cxt.fillRect(start,this.baseline-this.height,this.width,this.baseline);

}

this.setHeight=function(hgt){

this.height= hgt;

}

}

window.onload=function(){

var cxt=document.getElementById("myCanvas").getContext("2d");

var bargraph1=new Bargraph(1,"green");

bargraph1.setHeight(100);

bargraph1.draw(cxt);

var bargraph2=new Bargraph(2,"yellow");

bargraph2.setHeight(50);

bargraph2.draw(cxt);

/\*var bargraph3=new Bargraph(3,"green");

bargraph3.setHeight(70);

bargraph3.draw(cxt);

var bargraph4=new Bargraph(4,"blue");

bargraph4.setHeight(20);

bargraph4.draw(cxt);

var bargraph5=new Bargraph(5,"yellow");

bargraph5.setHeight(60);

bargraph5.draw(cxt);\*/

}

</script>

</head>

<body>

<canvas id="myCanvas" height="800" width="1600"></canvas>

</body>

</html>