

**HTML5**

**Hypertext Markup Language**



**PËRPROGRAMERA**  
*Bootcamp online*

# KUIZ

- Imazhet e adaptueshme
- Hartat
- Meta etiketat
- Tabelat
- Ueb formularët (Web Forms) – Pjesa I

# HTML5

- Ueb formularët (Web Forms) – Pjesa II
- iFrame (Inline Frame)
- Audio
- Video
- Simbolet speciale
- Elementet e strukturës në HTML5
- HTML5 APIs

# <input type="checkbox">

```
<p>Choose your monster's features:</p>
```

```
<div>  
  <input type="checkbox" id="scales" name="scales"  
        checked>  
  <label for="scales">Scales</label>  
</div>
```

```
<div>  
  <input type="checkbox" id="horns" name="horns">  
  <label for="horns">Horns</label>  
</div>
```

Choose your monster's features:

- ☒ Scales
- ☐ Horns

# <input type="radio">

```
<p>Select a maintenance drone:</p>
```

```
<div>
```

```
  <input type="radio" id="huey" name="drone" value="huey"
        checked>
```

```
  <label for="huey">Huey</label>
```

```
</div>
```

```
<div>
```

```
  <input type="radio" id="dewey" name="drone" value="dewey">
```

```
  <label for="dewey">Dewey</label>
```

```
</div>
```

```
<div>
```

Select a maintenance drone:

- ☒ Huey
- ☐ Dewey
- ☐ Louie

# <input type="range">

```
<input type="range" id="volume" name="volume"  
      min="0" max="11">  
<label for="volume">Volume</label>
```

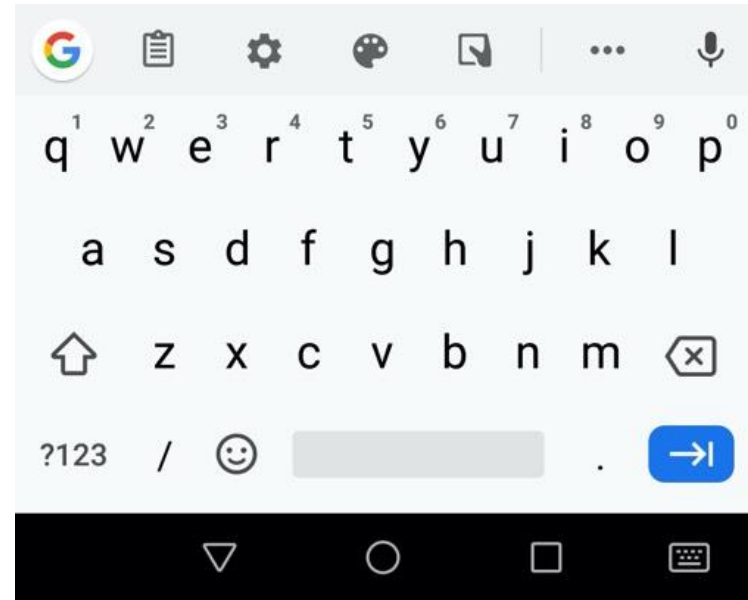
Rezultati:



# <input type="url">

```
<form action="#">
|   <input type="url" name="website" id="website" placeholder="Website">
</form>
```

Rezultati:



# <textarea>

```
<form action="#">
  <label for="message">Message:</label>
  <textarea name="message" id="message" rows="10" cols="30"></textarea>
</form>
```

---

Message:

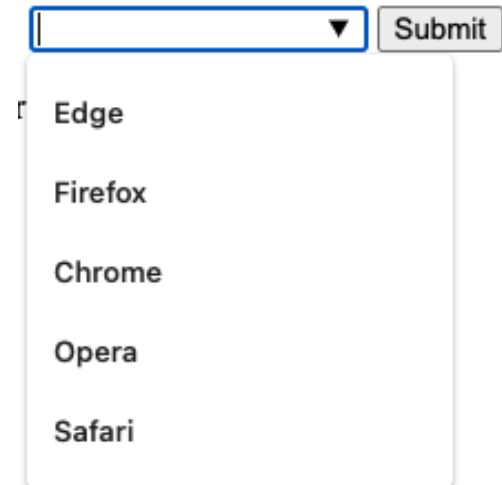


# <datalist>

```
<label for="browser">Choose your browser from the list:</label>  
<input list="browsers" name="browser" id="browser">
```

```
<datalist id="browsers">  
  <option value="Edge">  
  <option value="Firefox">  
  <option value="Chrome">  
  <option value="Opera">  
  <option value="Safari">  
</datalist>
```

Rezultati:

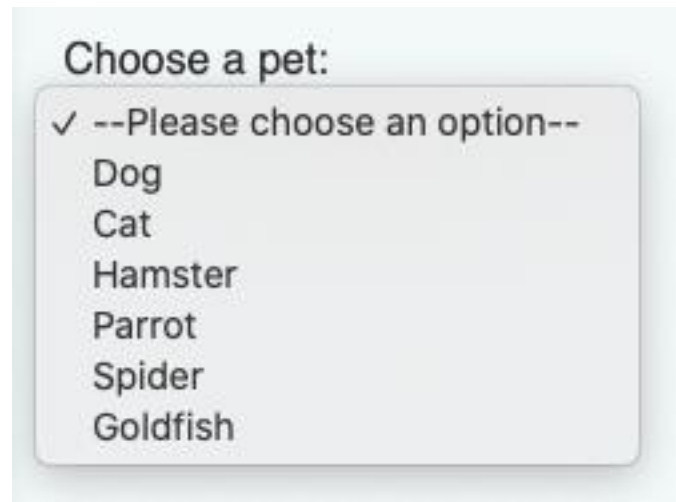


A screenshot of a web form. It features a dropdown menu with a blue border and a downward arrow on the right. Below the dropdown, a list of browser names is displayed: Edge, Firefox, Chrome, Opera, and Safari. To the right of the dropdown is a button labeled "Submit".

Browser
Edge
Firefox
Chrome
Opera
Safari

# Dropdowns

- `<select>`
- `<option>`
- `<optgroup>`



```
<label for="pet-select">Choose a pet:</label>
```

```
<select name="pets" id="pet-select">
  <option value="">--Please choose an option--</option>
  <option value="dog">Dog</option>
  <option value="cat">Cat</option>
  <option value="hamster">Hamster</option>
  <option value="parrot">Parrot</option>
  <option value="spider">Spider</option>
  <option value="goldfish">Goldfish</option>
</select>
```

```
<label for="cars">Choose a car:</label>
```

```
<select name="cars" id="cars">
  <optgroup label="Swedish Cars">
    <option value="volvo">Volvo</option>
    <option value="saab">Saab</option>
  </optgroup>
  <optgroup label="German Cars">
    <option value="mercedes">Mercedes</option>
    <option value="audi">Audi</option>
  </optgroup>
</select>
```

# <progress>

```
<label for="file">File progress:</label>
```

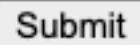
```
<progress id="file" max="100" value="70"> 70% </progress>
```

File progress: 

# <button>

```
<form action="#">  
  <button name="submit">Submit</button>  
</form>
```

Rezultati:



<input type="button">

```
<form action="#">  
  <input type="button" value="Submit">  
</form>
```


Rezultati:

Submit

# <input type="reset">

```
<form action="#">  
  <input type="reset" value="Reset">  
</form>
```

Rezultati:



Reset

<input type="submit">

```
<form action="#">  
  <input type="submit" value="Submit">  
</form>
```

Rezultati:

Submit

# Grupimi i (ueb) elementeve

- <fieldset>
- <legend>

**Choose your favorite monster**

☐ Kraken  
☐ Sasquatch  
☐ Mothman

```
<form>
  <fieldset>
    <legend>Choose your favorite monster</legend>

    <input type="radio" id="kraken" name="monster">
    <label for="kraken">Kraken</label><br/>

    <input type="radio" id="sasquatch" name="monster">
    <label for="sasquatch">Sasquatch</label><br/>

    <input type="radio" id="mothman" name="monster">
    <label for="mothman">Mothman</label>
  </fieldset>
</form>
```

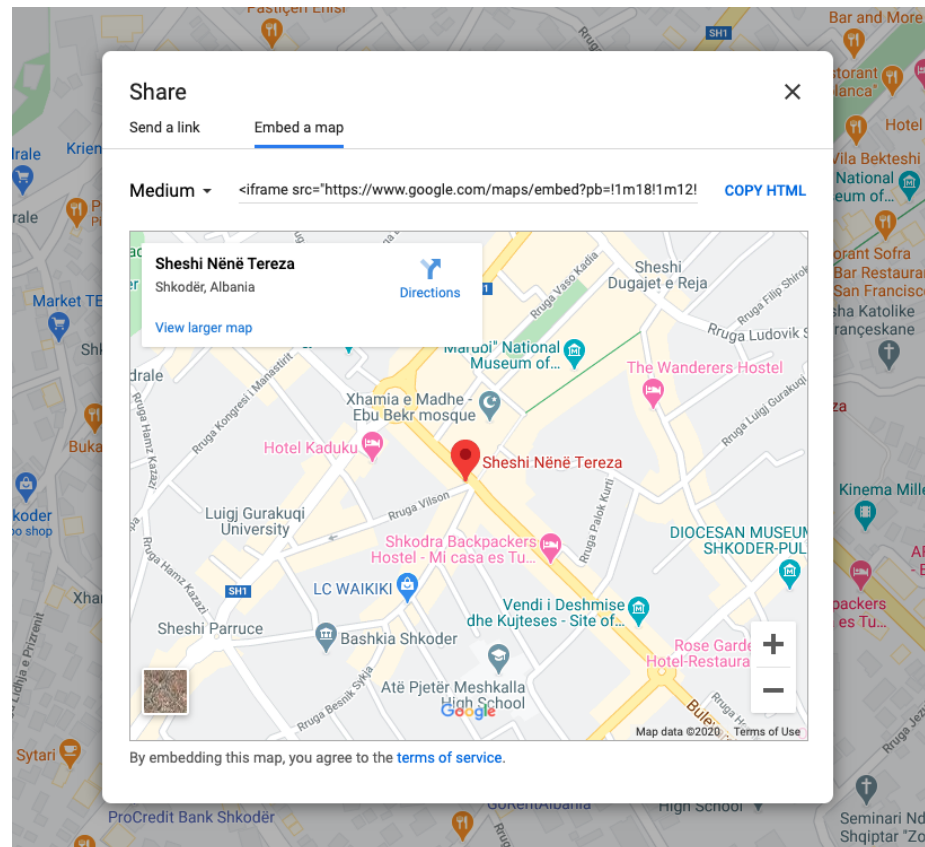
---



# IFRAMES

Etiketa **iframe** mundëson injektimin e përmbajtjeve të jashtme

```
<iframe src="..."
width="600"
height="450"
frameborder="0"
style="border:0;"
allowfullscreen=""
aria-hidden="false"
tabindex="0">
</iframe>
```



iframe = inline frame



AUDIO & VIDEO

# FLASH

- Teknologji e vjetër (teknologji e '90)
- E zëvendësuar me etiketa përkatëse (nga viti 2008)
- Disa ueb shfletues kanë ndërprerë përkrahjen e kësaj teknologjie
- Duhet të anashkalohet përdorimi i kësaj teknologjie

```
<object classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000" codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=9,0,16,0" width="320" height="400">  
  <param name="movie" value="filename.swf">  
  <param name="quality" value="high">  
  <param name="play" value="true">  
  <param name="LOOP" value="false">  
  <embed src="video-filename.swf" width="320" height="400" play="true" loop="false" quality="high" pluginspage="http://www.macromedia.com/go/getflashplayer" type="application/x-shockwave-flash"></embed>  
</object>
```

# Audio

- Audio shënime mund të interpretohen në ueb shfletues përmes etiketës <audio>

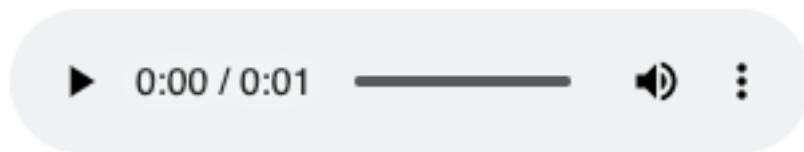
```
<audio controls>
```

```
  <source src="horse.ogg" type="audio/ogg">
```

```
  <source src="horse.mp3" type="audio/mpeg">
```

```
Your browser does not support the audio element.
```

```
</audio>
```



Auto play issue on Google Chrome:

<https://stackoverflow.com/questions/34764876/html-5-video-autoplay-not-automatically-starting-in-chrome>

# Audio

Etiketeta **audio** mund të ketë edhe atributet në vijim:

Attribute	Value	Description
<u>autoplay</u>	autoplay	Specifies that the audio will start playing as soon as it is ready
<u>controls</u>	controls	Specifies that audio controls should be displayed (such as a play/pause button etc)
<u>loop</u>	loop	Specifies that the audio will start over again, every time it is finished
<u>muted</u>	muted	Specifies that the audio output should be muted
<u>preload</u>	auto metadata none	Specifies if and how the author thinks the audio should be loaded when the page loads
<u>src</u>	URL	Specifies the URL of the audio file

# Video

- Video shënimet mund të interpretohen në ueb shfletues përmes etiketës <video>

```
<video width="320" height="240" controls>  
  <source src="movie.mp4" type="video/mp4">  
  <source src="movie.ogg" type="video/ogg">
```

Your browser does not support the video tag.

```
</video>
```



# Video

Etiketa **video** mund të ketë edhe atributet në vijim:

Attribute	Value	Description
<u>autoplay</u>	autoplay	Specifies that the video will start playing as soon as it is ready
<u>controls</u>	controls	Specifies that video controls should be displayed (such as a play/pause button etc).
<u>height</u>	<i>pixels</i>	Sets the height of the video player
<u>loop</u>	loop	Specifies that the video will start over again, every time it is finished
<u>muted</u>	muted	Specifies that the audio output of the video should be muted
<u>poster</u>	URL	Specifies an image to be shown while the video is downloading, or until the user hits the play button
<u>preload</u>	auto metadata none	Specifies if and how the author thinks the video should be loaded when the page loads
<u>src</u>	URL	Specifies the URL of the video file
<u>width</u>	<i>pixels</i>	Sets the width of the video player

# Video poster

```
<video width="320" height="240" poster="/images/w3schools_green.jpg" controls>  
  <source src="movie.mp4" type="video/mp4">  
  <source src="movie.ogg" type="video/ogg">  
  Your browser does not support the video tag.  
</video>
```





# Simbolet speciale

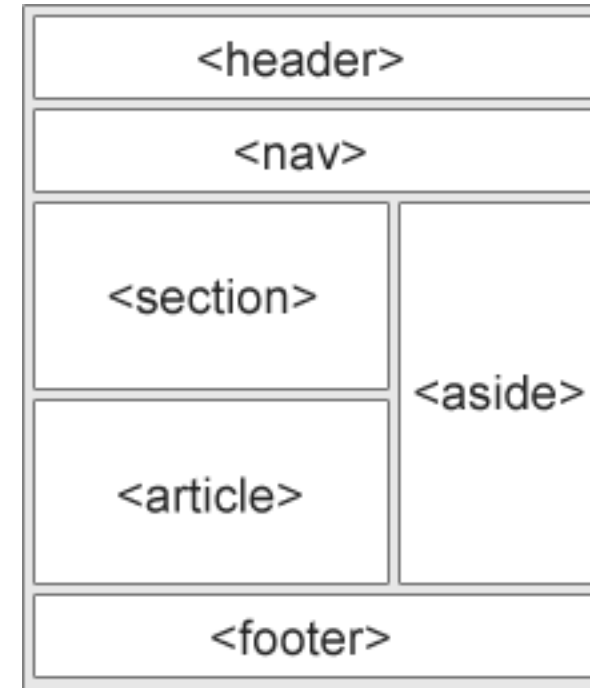
Simbolet speciale të cilat mund të krijohen me kombinimin e disa karaktereve

<	<b>Less-than sign</b> &lt; &#60;	¢	<b>Cent sign</b> &cent; &#162;	‘	<b>Left single quote</b> &lquo; &#8216;
>	<b>Greater-than sign</b> &gt; &amp;	£	<b>Pound sign</b> &pound; &#163;	’	<b>Right single quote</b> &rquo; &#8217;
&	<b>Ampersand</b> &amp; &#38;	¥	<b>Yen sign</b> &yen; &#165;	“	<b>Left double quotes</b> &lquo; &#8220;
"	<b>Quotation mark</b> &quot; &#34;	€	<b>Euro sign</b> &euro; &#8364;	”	<b>Right double quotes</b> &rdquo; &#8221;

Reference: <https://www.html.am/reference/html-special-characters.cfm>

# Elementet e strukturës në HTML5

- Header `<header>`
- Nav `<nav>`
- Main `<main>`
- Section `<section>`
- Article `<article>`
- Aside `<aside>`
- Footer `<footer>`





**APIs**

## A

Ambient Light Events

## B

Background Tasks

Battery API 

Beacon

Bluetooth API

Broadcast Channel API

## C

CSS Counter Styles

CSS Font Loading API 

CSSOM

Canvas API

Channel Messaging API

Console API

Credential Management API

## D

DOM

## E

Encoding API

Encrypted Media Extensions

## F

Fetch API

File System API 

Frame Timing API

Fullscreen API

## G

Gamepad API 

Geolocation API

## H

HTML Drag and Drop API

High Resolution Time

History API

## I

Image Capture API

IndexedDB

Intersection Observer API

## L

Long Tasks API 

## M

Media Capabilities API 

Media Capture and Streams

Media Session API

Media Source Extensions 

MediaStream Recording

## N

Navigation Timing

Network Information API 

## P

Page Visibility API

Payment Request API

Performance API

Performance Timeline API

Permissions API

Pointer Events

Pointer Lock API

Proximity Events 

Push API 

## R

Resize Observer API

Resource Timing API

## S

Server Sent Events

Service Workers API

Storage

Storage Access API

Streams 

## T

Touch Events

## U

URL API

## V

Vibration API

Visual Viewport 

## W

Web Animations

Web Audio API

Web Authentication API

Web Crypto API

Web Notifications

Web Storage API

Web Workers API

WebGL

WebRTC

WebVR API  

WebVTT

WebXR Device API

Websockets API

- **Canvas API** — For drawing graphics and animations on the fly.
- **Web Storage API** — LocalStorage and SessionStorage for client-side data storage.
- **Geolocation API** — Access user location information.
- **Web Workers API** — Run scripts in background threads for parallel processing.
- **WebSocket API** — Real-time, full-duplex communication over a single TCP connection.
- **Drag and Drop API** — Enable drag and drop interactions.
- **File API** — Handle files, upload, and read file contents from user's device.
- **IndexedDB API** — Client-side NoSQL database for large structured data storage.
- **History API** — Manipulate browser session history for SPA navigation.
- **Notification API** — Show desktop notifications.
- **Fullscreen API** — Toggle fullscreen display for elements.
- **Battery Status API** — Access information about the device's battery (deprecated in some browsers).
- **Vibration API** — Control device vibration.

- **Speech Recognition API** — Convert spoken words to text.
- **Speech Synthesis API** — Convert text to spoken words (text-to-speech).
- **Media Capture and Streams API (getUserMedia)** — Access webcam and microphone streams.
- **WebRTC API** — Real-time peer-to-peer communication (audio, video, and data).
- **Pointer Lock API** — Lock mouse pointer for immersive experiences.
- **Performance API** — Measure and analyze web page performance.
- **Payment Request API** — Simplify online payments.
- **Push API** — Enable push notifications.
- **Screen Orientation API** — Get and lock screen orientation.
- **Sensor APIs** — Access device sensors like accelerometer, gyroscope, etc.
- **Web Bluetooth API** — Connect to Bluetooth devices.
- **WebUSB API** — Interact with USB devices.
- **Web NFC API** — Near-field communication interaction.

# USHTRIME

- Të krijohen disa mini-projekte në të cilat përfshihen të gjitha konceptet e mësuara përgjatë modulit HTML5

