

HTML5

Hypertext Markup Language

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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>
```

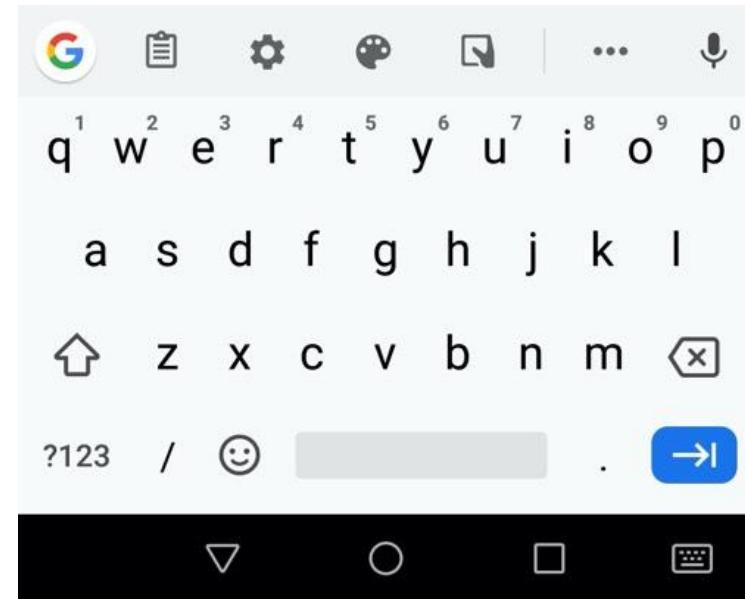
Rezultati:



```
<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:

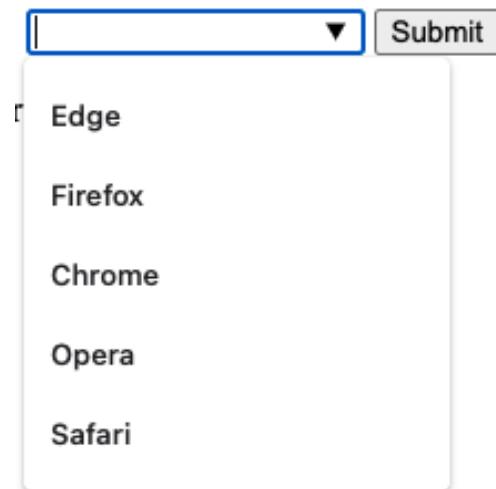


<datalist>

```
<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:



Dropdowns

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

Choose a pet:

✓ --Please choose an option--

- Dog
- Cat
- Hamster
- Parrot
- Spider
- Goldfish

```
<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:

Submit

```
<input type="button">
```

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

Rezultati:

```
<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:

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/>

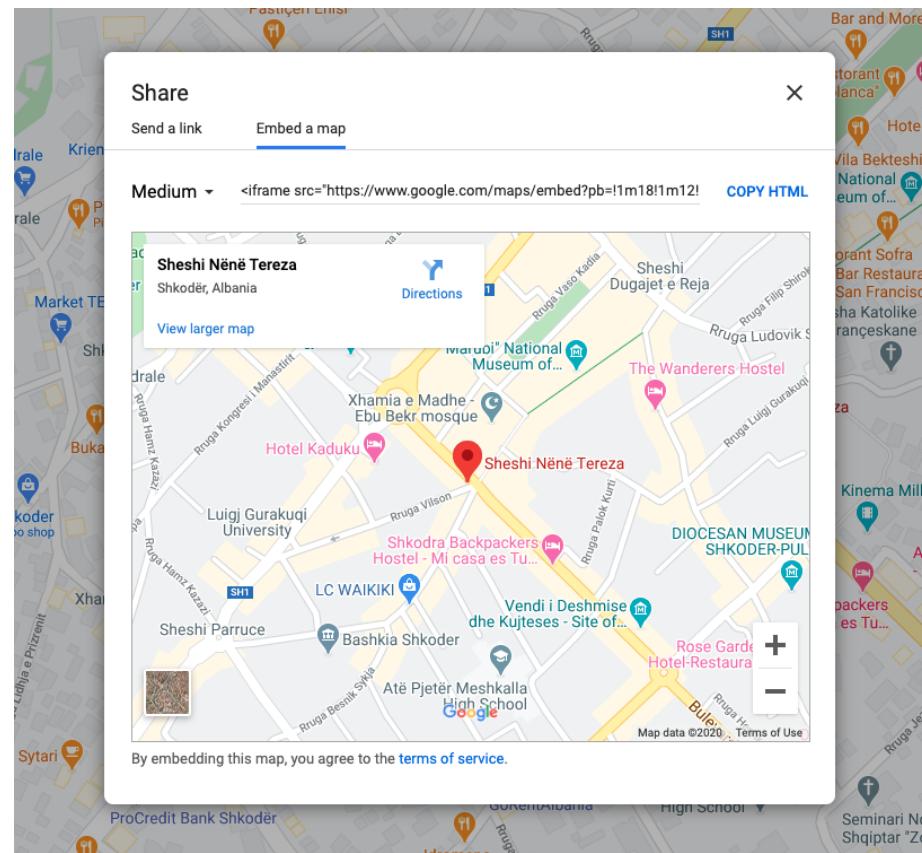
        <input type="radio" id="sasquatch" name="monster">
        <label for="sasquatch">Sasquatch</label><br/>

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

IFRAMES

Etiketa **iframe** mundëson injektimin e përbajtjeve 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 teknologje
- Duhet të anashkalohet përdorimi i kësaj teknologje

```
<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 shënimet 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>	<i>URL</i>	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>	<i>URL</i>	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>
```



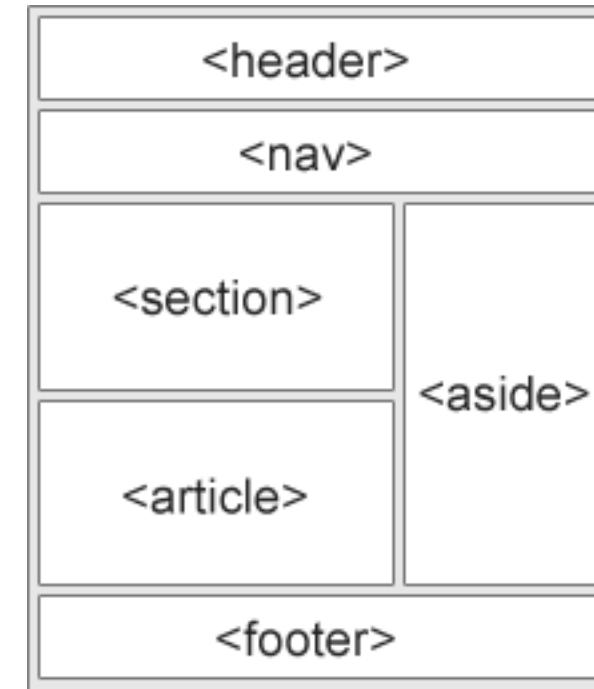
Simbolet speciale

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

<	Less-than sign < <	¢	Cent sign ¢ ¢	'	Left single quote ‘ ‘
>	Greater-than sign > >	£	Pound sign £ £	'	Right single quote ’ ’
&	Ampersand & &	¥	Yen sign ¥ ¥	“	Left double quotes “ “
”	Quotation mark " "	€	Euro sign € €	”	Right double quotes ” ”

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

VisualViewport 

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

QA