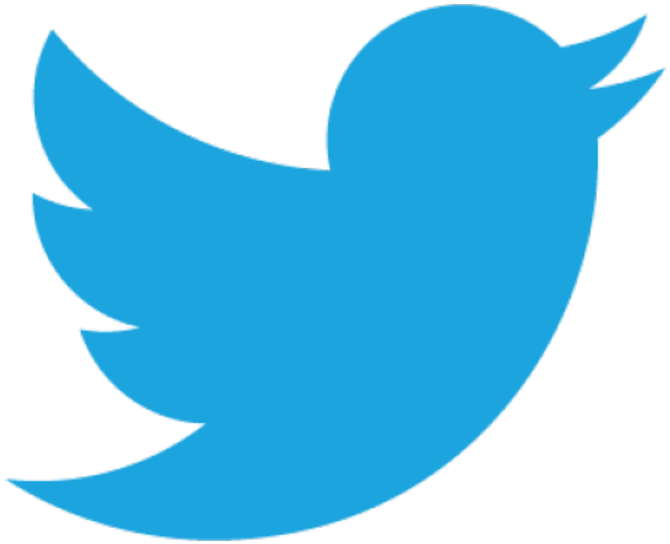
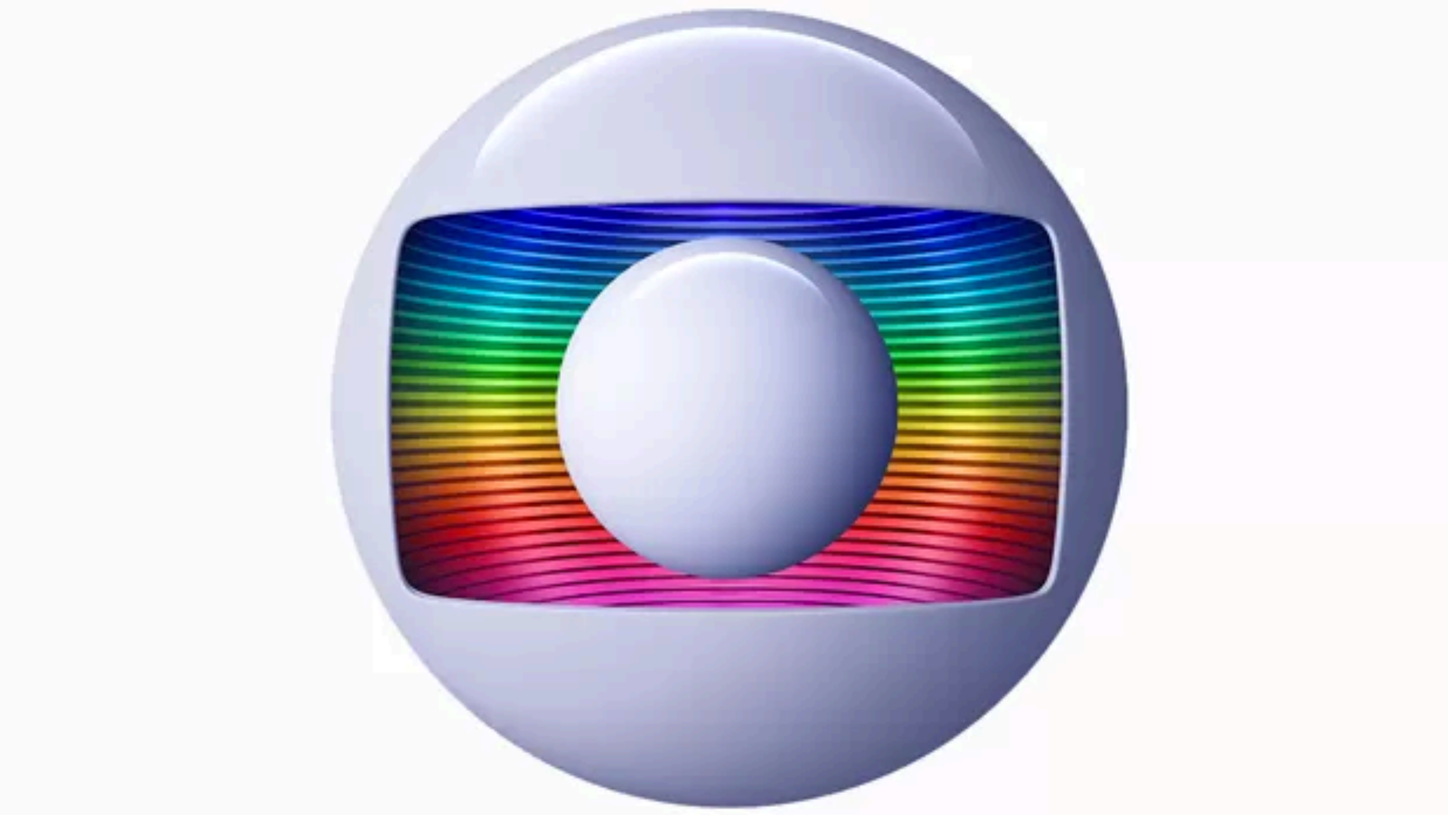
WEB APIs QUE VOCÊ provavelmente NÃO SABIA QUE EXISTIAM

@ZENOROCHA



BR



LIFERAY®

We Deploy™

2008

HTML 5

https://www.w3.org/TR/2008/WD-html5-20080122/

W3C Working Draft

HTML 5

A vocabulary and associated APIs for HTML and XHTML

W3C Working Draft 22 January 2008

This Version:
http://www.w3.org/TR/2008/WD-html5-20080122/
Latest Published Version:
http://www.w3.org/TR/html5/
Latest Editor's Draft:
http://www.w3.org/html/wg/html5/
Editors:
Ian Hickson, Google, Inc.
David Hyatt, Apple, Inc.

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Abstract

This specification defines the 5th major revision of the core language of the World Wide Web, HTML. In this version, new features are introduced to help Web application authors, new elements are introduced based on research into prevailing authoring practices, and special attention has been given to defining clear conformance criteria for user agents in an effort to improve interoperability.

Status of this document

This section describes the status of this document at the time of its publication. Other documents may supersede this document. A list of current W3C publications and the latest revision of this technical report can be found in the W3C technical reports index at http://www.w3.org/TR/.

If you wish to make comments regarding this document, please send them to public-html-comments@w3.org (subscribe, archives). All feedback is welcome.

Implementors should be aware that this specification is not stable. **Implementors who are not taking part in the discussions are likely to find the specification changing out fro**

2008

2009

SHARE
SHARE
TWEET
PIN
COMMENT
0
EMAIL

SCOTT GILBERTSON 8:13 AM

HTML 5 WON'T BE READY UNTIL 2022. YES, 2022.

If you're a web developer looking forward to the new tools in HTML 5, the next generation of the language that powers the web, we have some bad news for you — you're going to waiting a while.

Ian Hickson, the editor of the HTML 5 specification, recently outlined the time table for HTML 5 and, even assuming browser manufacturers embrace HTML 5 when it reaches the final draft stage, that puts HTML 5's widespread adoption at 2012. Worse, the final proposed

LATEST NEWS

GADGET LAB PODCAST
Gadget Lab Podcast: Earning Man
1 DAY

GAME|LIFE PODCAST
Game|Life Podcast: *Abzu* and Other Indie Games We Love
1 DAY

PARTNER CONTENT
Character Driven: How Shauna Mei Found Her "Aha" Moment
GENTLEMAN JACK

APPS
Pocket Casts Is the Podcast App Every iPhone User Needs
1 DAY

MORE NEWS

2009

2010

Thoughts on Flash - Apple

www.apple.com/hotnews/thoughts-on-flash/

Mac iPad iPhone Watch TV Music Support

Thoughts on Flash

Apple has a long relationship with Adobe. In fact, we met Adobe's founders when they were in their proverbial garage. Apple was their first big customer, adopting their Postscript language for our new Laserwriter printer. Apple invested in Adobe and owned around 20% of the company for many years. The two companies worked closely together to pioneer desktop publishing and there were many good times. Since that golden era, the companies have grown apart. Apple went through its near death experience, and Adobe was drawn to the corporate market with their Acrobat products. Today the two companies still work together to serve their joint creative customers – Mac users buy around half of Adobe's Creative Suite products – but beyond that there are few joint interests.

I wanted to jot down some of our thoughts on Adobe's Flash products so that customers and critics may better understand why we do not allow Flash on iPhones, iPods and iPads. Adobe has characterized our decision as being primarily business driven – they say we want to protect our App Store – but in reality it is based on technology issues. Adobe claims that we are a closed system, and that Flash is open, but in fact the opposite is true. Let me explain.

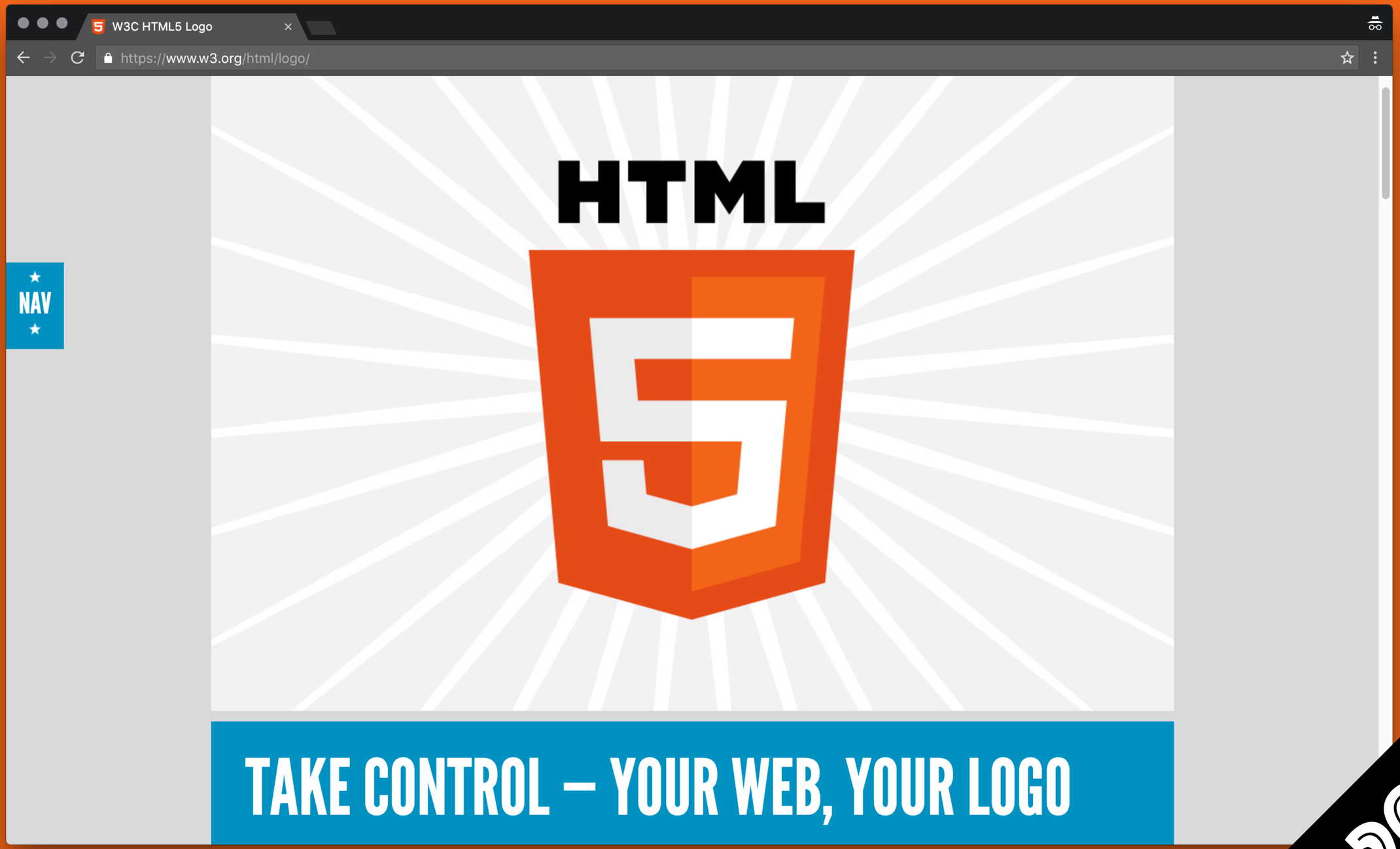
First, there's "Open".

Adobe's Flash products are 100% proprietary. They are only available from Adobe, and Adobe has sole authority as to their future enhancement, pricing, etc. While Adobe's Flash products are widely available, this does not mean they are open, since they are controlled entirely by Adobe and available only from Adobe. By almost any definition, Flash is a closed system.

Apple has many proprietary products too. Though the operating system for the iPhone, iPod and iPad is proprietary, we strongly believe that all standards pertaining to the web should be open. Rather than use Flash, Apple has adopted HTML5, CSS and JavaScript – all open standards. Apple's mobile devices all ship with high performance, low power implementations of these open standards. HTML5, the new web standard that has been adopted by Apple, Google and many others, lets web developers create advanced graphics, typography, animations and transitions without relying on third party browser plug-ins (like Flash). HTML5 is completely open and controlled by a standards committee, of which Apple is a member.

2010

2011

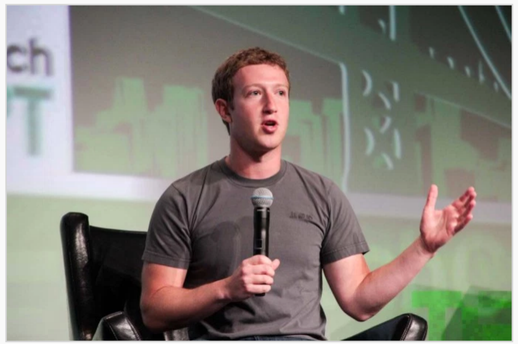

W3C HTML5 Logo
https://www.w3.org/html/logo/
NAV
HTML
TAKE CONTROL – YOUR WEB, YOUR LOGO

2011

2012

Mark Zuckerberg: Our Biggest Mistake Was Betting Too Much On HTML5

Posted Sep 11, 2012 by Drew Olanoff (@drew)



Today, Mark Zuckerberg revealed that Facebook's mobile strategy relied too much on HTML5, rather than native applications.

Not only was this a big mistake with mobile, but Zuckerberg says that its biggest mistake period was the focus on HTML5. This is the first time that the Facebook CEO has openly admitted this, but things are looking good for the new iOS native app. According to Zuckerberg, people are consuming twice as many feed stories since the update to the new iOS app, which is great.

> *The first half year has been a little bit slow on product, but for the next six months I expect a lot of really cool stuff.*

This "really cool stuff" will probably have monetization in mind, as it's very clear that mobile is the path to ad revenue for the company.

It's extremely difficult for a company to nose-dive into an adoption of a particular set of tools and then quickly change course. I suspect that this is exactly what happened with Facebook and things are at least looking up.

AdChoices

CrunchBase

Mark Zuckerberg –

BIO
Mark Zuckerberg is the founder and CEO of Facebook, which he started in his college dorm room in 2004 with roomates Dustin Moskovitz and Chris Hughes and from New York. Zuckerberg is responsible for setting the overall direction and product strategy for the company. He leads the design of Facebook's service and development of its core technology and infrastructure. Mark studied computer science ...

Full profile for Mark Zuckerberg

Facebook +

Michael Arrington +

TC NEWSLETTERS

The Daily
TC Week-in-

2012

2013

30 incredibly addictive HTML5 games

By Rahul Mistry • Posted Oct. 16, 2013 • Reading time: 5 minutes

282

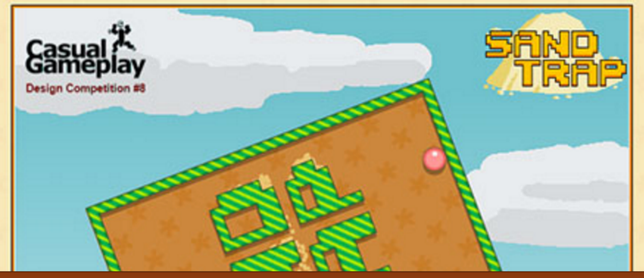
It's been a fantastic couple of years for HTML5 games, for both consumers and developers. In fact, HTML5 is turning into a great game development platform, rapidly catching up to the ubiquity of Flash-based browser gaming.

HTML5 comes with some huge advantages that allow users to build apps, accelerated graphics in games, stream HD video and so much more by just using native web code.

So, here's a collection of the 30 most creative and addictive HTML5 games, all of which can be played in your web browser. But, beware, they are extremely addictive!

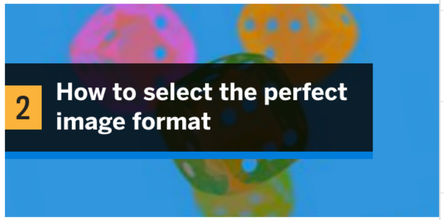
1) SAND TRAP

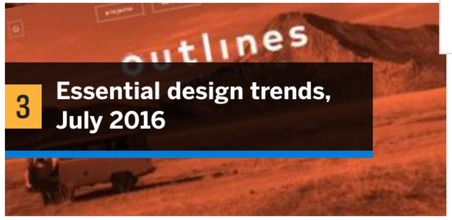
Fill the bucket with sand. Sounds simple enough but it's actually trickier than you think as there's a rotating cube maze that hovers above the bucket.



POPULAR POSTS

1 Be a better designer by designing less


2 How to select the perfect image format


3 Essential design trends, July 2016

4 What's new for designers,

Aa

2013

2014

Open Web Platform Milestone

https://www.w3.org/2014/10/html5-rec.html.en

Open Web Platform Milestone Achieved with HTML5 Recommendation

Next Generation Web Technologies Build on Stable Foundation

Read below what W3C Members have to say about HTML5

Translations | W3C Press Release Archive

---

28 October 2014 — The World Wide Web Consortium (W3C) published a Recommendation of HTML5, the fifth major revision of the format used to build Web pages and applications, and the cornerstone of the Open Web Platform. For application developers and industry, HTML5 represents a set of features that people will be able to rely on for years to come. HTML5 is now supported on a wide variety of devices, lowering the cost of creating rich applications to reach users everywhere.

"Today we think nothing of watching video and audio natively in the browser, and nothing of running a browser on a phone," said Tim Berners-Lee, W3C Director. "We expect to be able to share photos, shop, read the news, and look up information anywhere, on any device. Though they remain invisible to most users, HTML5 and the Open Web Platform are driving these growing user expectations."

HTML5 brings to the Web video and audio tracks without needing plugins; programmatic access to a resolution-dependent bitmap canvas, which is useful for rendering graphs, game graphics, or other visual images on the fly; native support for scalable vector graphics (SVG) and math (MathML); annotations important for East Asian typography (Ruby); features to enable accessibility of rich applications; and much more.

HTML5 is Widely Deployed

HTML5 has been in use for years. According to a 2014 Vision Mobile Survey, 42% of 10,000 developers surveyed are using the combination of HTML, CSS, and JavaScript for all or part of their mobile applications. Gartner identified HTML5 as one of their top 10 mobile technologies and capabilities for 2015 and 2016, saying HTML5 "will be an essential technology for organizations delivering applications across multiple platforms."

To help achieve the "write once, deploy anywhere" promise of HTML5 and the Open Web platform, during the 22 months since W3C announced the completed definition of HTML5, the W3C community has been adding to the HTML5 test suite, which includes over 100,000 tests and continues to grow. The Test the Web Forward community effort now plays an important and ongoing part in driving Open Web Platform interoperability.

With today's publication of the Recommendation, software implementers benefit from Royalty-Free licensing commitments from over sixty companies under W3C's Patent Policy. Enabling implementers to use Web technology without payment of royalties is critical to making the Web a platform for innovation.

What's Next: Application Foundations for Developers, New Use Cases for the Web

2014

Now what?

SVG CANVAS WEB

LOCAL SOCKETS

STORAGE VIDEO AUDIO

WEB RTC DRAG &

GEOLOCATION DROP

PAGE
visibility

PAGE VISIBILITY

Provê uma API que checa se a aba atual está visível ou não no navegador.

PAGE VISIBILITY

```
window.addEventListener('visibilitychange', () => {
    if (document.hidden) {
        console.log('Tab is hidden');
    }
    else {
        console.log('Tab is focused');
    }
});
```

Page Visibility Level 2

Secure | https://www.w3.org/TR/page-visibility-2/

W3C Candidate Recommendation

TABLE OF CONTENTS

1. Introduction

2. Conformance

3. Examples of usage

4. Visibility states and the `VisibilityState` enum

5. Extensions to the `Document` interface

5.1 `hidden` attribute

5.2 `visibilityState` attribute

5.3 `onvisiblitychange` event handler

6. Reacting to visibilitychange changes

7. Privacy and Security

8. Terminology

A. Acknowledgments

B. References

B.1 Normative references

B.2 Informative references

Page Visibility Level 2

W3C Candidate Recommendation 28 March 2017

This version:
https://www.w3.org/TR/2017/CR-page-visibility-2-20170328/

Latest published version:
https://www.w3.org/TR/page-visibility-2/

Latest editor's draft:
https://w3c.github.io/page-visibility/

Implementation report:
https://w3c.github.io/test-results/page-visibility/all.html

Previous version:
https://www.w3.org/TR/2016/CR-page-visibility-2-20161122/

Editors:
Ilya Grigorik, Google, igrigorik@gmail.com
Arvind Jain, Google Inc., (Until December 2014)
Jatinder Mann, Microsoft Corp. (Until February 2014)

Repository:
We are on GitHub.
File a bug.
Commit history.

Mailing list:
public-web-perf@w3.org

Implementation:
Can I use Page Visibility?
Test Suite
Test Suite repository

Copyright © 2017 W3C® (MIT, ERCIM, Keio, Beihang). W3C liability, trademark and permissive document license rules apply.

```
window.addEventListener('visibilitychange', () => {
    switch(document.visibilityState) {
        case 'prerender':
            console.log('Tab is pre-rendering');
            break;
        case 'hidden':
            console.log('Tab is hidden');
            break;
        case 'visible':
            console.log('Tab is focused');
            break;
        }
});
```

BROWSER *support*

caniuse.com/#feat=pagevisibility

ONDE *usar?*

0 second(s)

www.samdutton.com/pageVisibility/

AJUSTES NECESSÁRIOS

Pachequinho vê "coisas não acontecerem" para o Coritiba e critica decisões do árbitro

Wilson lamenta derrota e destaca mérito do Grêmio

1 min

ATUAÇÕES

Dodô falha em gol, e Wilson evita goleada contra o Coritiba; confira as notas

WEB
share

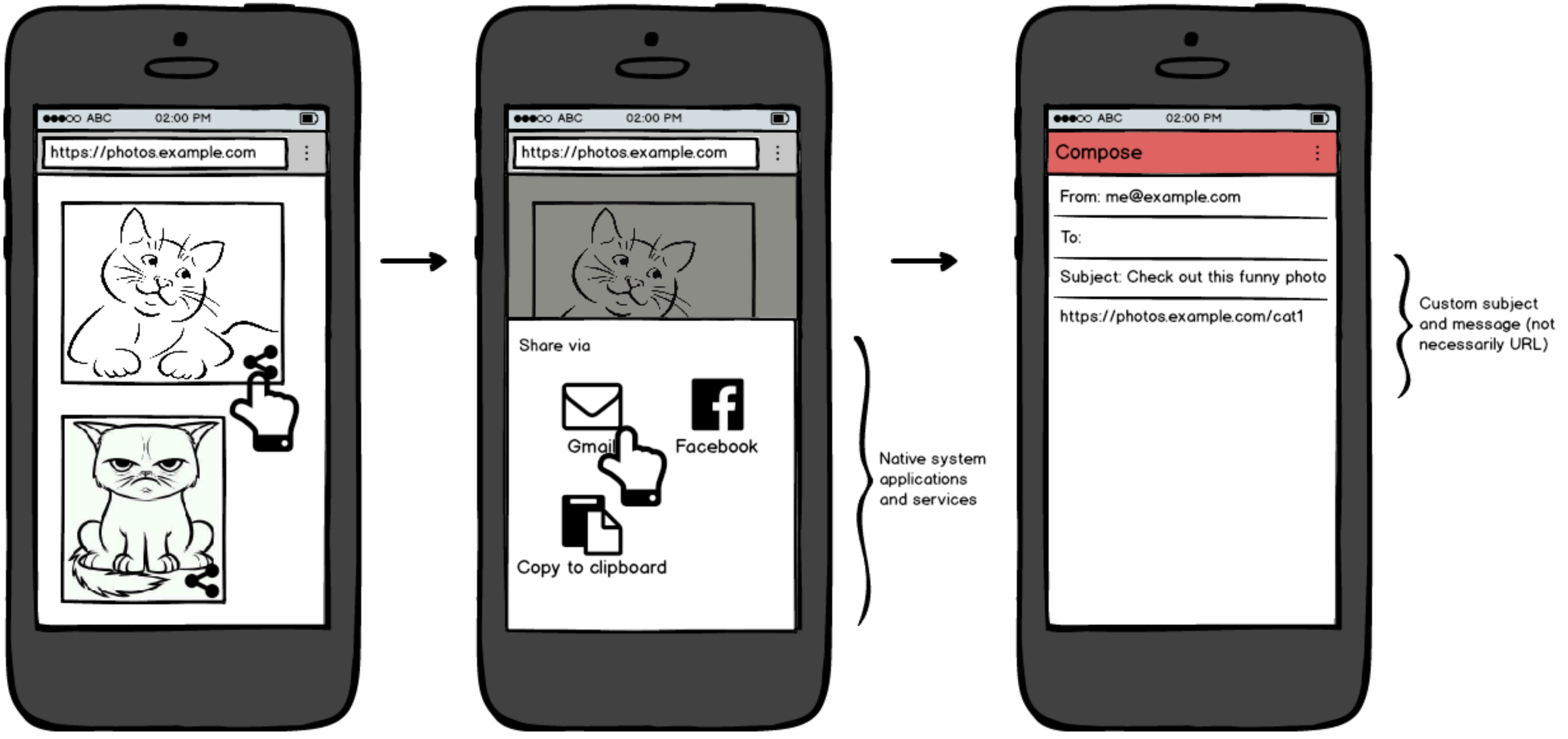
WEB SHARE

Permite que um site compartilhe algo para um determinado destino. Pode ser um serviço de sistema, um aplicativo nativo ou outro site.

WEB SHARE

```
shareButton.addEventListener(‘click', () => {
    navigator.share({
        title: ‘Some Example’,
        url: window.location.href
    })
    .then(console.log('Successful share’))
    .catch(console.log(error));
});
```

ONDE *usar?*


ABC 02:00 PM
https://photos.example.com
ABC 02:00 PM
https://photos.example.com
Share via
Gmail
Facebook
Copy to clipboard
Native system applications and services
ABC 02:00 PM
Compose
From: me@example.com
To:
Subject: Check out this funny photo
https://photos.example.com/cat1
Custom subject and message (not necessarily URL)

BROWSER *support*

Web Share API

wicg.github.io/web-share/

W3C Community Group Draft Report

TABLE OF CONTENTS

1. **Usage Examples**

2. **API definition**
2.1 `Navigator` interface
2.1.1 `share` method
2.2 `ShareData` dictionary

3. **Share targets**
3.1 Examples of share targets

4. **Security and privacy considerations**

A. **Acknowledgments**

B. **References**
B.1 Normative references
B.2 Informative references

ReSpec

Web Share API

Draft Community Group Report 23 June 2017

Latest editor's draft:
https://wicg.github.io/web-share/

Editor:
Matt Giuca, Google Inc.

Participate:
GitHub WICG/web-share
File a bug
Commit history

Implementation status:
Chromium

Copyright © 2017 the Contributors to the Web Share API Specification, published by the Web Incubator Community Group under the W3C Community Contributor License Agreement (CLA). A human-readable summary is available.

Abstract

This specification defines an API for sharing text, links and other content to an arbitrary destination of the user's choice.

The available share targets are not specified here; they are provided by the user agent. They could, for example, be apps, websites or contacts.

Status of This Document

This specification was published by the Web Incubator Community Group. It is not a W3C Standard nor is it on the W3C Standards Track. Please note that under the W3C Community Contributor License Agreement (CLA) there is a limited opt-out and other conditions apply. Learn more about W3C Community and Business Groups.

online

STATE

ONLINE STATE

Expõe o estado atual de disponibilidade da rede.

ONLINE STATE

```
console.log(navigator.onLine ? 'online' : 'offline')
```

ONLINE STATE

```
window.addEventListener('offline', networkStatus);
window.addEventListener('online', networkStatus);

function networkStatus(e) {
 console.log(e.type);
}
```

BROWSER *support*

caniuse.com/#feat=online-status

Network Information API

wicg.github.io/netinfo/

W3C Community Group Draft Report

TABLE OF CONTENTS

1. **Use cases and requirements**

2. **Examples of usage**

3. **Definitions**

4. **Connection types**
4.1 Underlying connection technology
4.2 `ConnectionType` enum
4.3 Effective connection types
4.4 `EffectiveConnectionType` enum

5. **`NavigatorNetworkInformation` interface**
5.1 `connection` attribute

6. **`NetworkInformation` interface**
6.1 `type` attribute
6.2 `effectiveType` attribute
6.3 `downlinkMax` attribute
6.4 `onchange` attribute
6.5 `downlink` attribute
6.6 `rtt` attribute

7. **Underlying connection technology**
7.1 Handling changes to the underlying

Network Information API

Living Document

ReSpec

Draft Community Group Report 13 June 2017

Latest editor's draft:
https://wicg.github.io/netinfo/

Editors:
Ilya Grigorik, Google
Marcos Cáceres, Mozilla Corporation
Fernando Jiménez Moreno, Telefonica

Participate:
GitHub WICG/netinfo
File a bug
Commit history

Implementations:
Chromium

Copyright © 2017 the Contributors to the Network Information API Specification, published by the Web Incubator Community Group under the W3C Community Contributor License Agreement (CLA). A human-readable summary is available.

Abstract

The *Network Information API* enables web applications to access information about the network connection in use by the device.

Status of This Document

NETWORK INFO

```
let type = navigator.connection.type;
// ex: bluetooth, cellular, ethernet, wifi

let max = navigator.connection.downlinkMax;
// in megabits
```

ONDE *usar?*

Chrome File Edit View History Bookmarks People Window Help 0KB/s 0KB/s 93% 12% 100% Thu 8:06 PM Zeno Rocha

DevSpace

https://app.devspace.io

zenorocha

- baleen37 starred zenorocha/clipboard.js
  33 minutes ago
- SurfaceW starred zenorocha/alfred-workflows
  1 hour ago
- UncleTom starred zenorocha/clipboard.js
  1 hour ago
- sindresorhus starred sindresorhus/time-zone
  2 hours ago
- sindresorhus starred sindresorhus/pokemon-cli
  2 hours ago
- eduardolundgren pushed 1 commit to gh-pages at wedeploy/landing
  2 hours ago
- eduardolundgren pushed 1 commit to master at wedeploy/landing
  2 hours ago

facebook

- mtyin starred facebook/osquery
  8 minutes ago
- akiramonster starred facebook/origami
  9 minutes ago
- akiramonster starred facebook/FBAllocationTracker
  9 minutes ago
- szagi3891 commented on issue #2191 at facebook/flow
  11 minutes ago
- TimYi starred facebook/react
  12 minutes ago
- yoshinorim commented on issue #294 at facebook/mysql-5.6
  12 minutes ago
- maicki opened pull request #2038 at facebook/AsyncDisplayKit
  12 minutes ago
- juchem pushed 1 commit to master at facebook/fatal
  13 minutes ago

google

- mxn21 starred google/android-ui-toolkit-demos
  8 minutes ago
- Frenda starred google/breakpad
  9 minutes ago
- gswest forked google/brotli to gswest/brotli
  9 minutes ago
- chen2013 starred google/iosched
  11 minutes ago
- caseyscarborough starred google/protobuf
  15 minutes ago
- cirplan starred google/protobuf
  17 minutes ago
- nemequ commented on issue #400 at google/brotli
  18 minutes ago
- uliseschino starred google/styleguide
  20 minutes ago

twitter

- rsusanto starred twitter/twemoji
  32 minutes ago
- del680202 starred twitter/AnomalyDetection
  32 minutes ago
- codecov-io commented on issue #47 at twitter/diffy
  34 minutes ago
- isnotinvain commented on issue #1 at twitter/analytics-infra-governance
  35 minutes ago
- isnotinvain opened pull request #1 at twitter/analytics-infra-governance
  38 minutes ago
- HMie2199 starred twitter/twitter-korean-text
  53 minutes ago
- mogusoul forked twitter/twemoji to mogusoul/twemoji
  1 hour ago

DEVICE
orientation

DEVICE ORIENTATION

Expõe as coordenadas de orientação física de um dispositivo.

DEVICE ORIENTATION

```
window.addEventListener('deviceorientation', (e) => {
    console.log(‘Gamma:’, e.gamma);
    console.log(‘Beta:’, e.beta);
    console.log(‘Alpha:’, e.alpha);
});
```

DEVICE ORIENTATION

```
let logo = document.querySelector(‘img');

window.addEventListener('deviceorientation', (e) => {
    let tiltLR = e.gamma;
    let tiltFB = e.beta;

    logo.style.transform = `rotate(${tiltLR}deg)
rotate3d(1,0,0, ${tiltFB * -1}deg)`;
});
```

BROWSER *support*

caniuse.com/#feat=deviceorientation

ONDE *usar?*

2:33
MINAS GERAIS
GOVERNO DE TODOS
360°
Não tem quem duvide que Minas Gerais é uma terra de grandes belezas. Terra de montanhas que acolhem, de história que ensina e de um povo
188
43 Comments
Like
Comment
Share

VIBRATION

VIBRATION

Provê acesso ao hardware de vibração de dispositivos móveis.

VIBRATION

```
// Vibrate for 1 second
navigator.vibrate(1000);

// Vibrate with a pattern
navigator.vibrate([400, 300, 300, 200, 500]);
```

vibrate wait vibrate wait vibrate

```
// Turn off vibration
navigator.vibrate(0);
```

VIBRATION

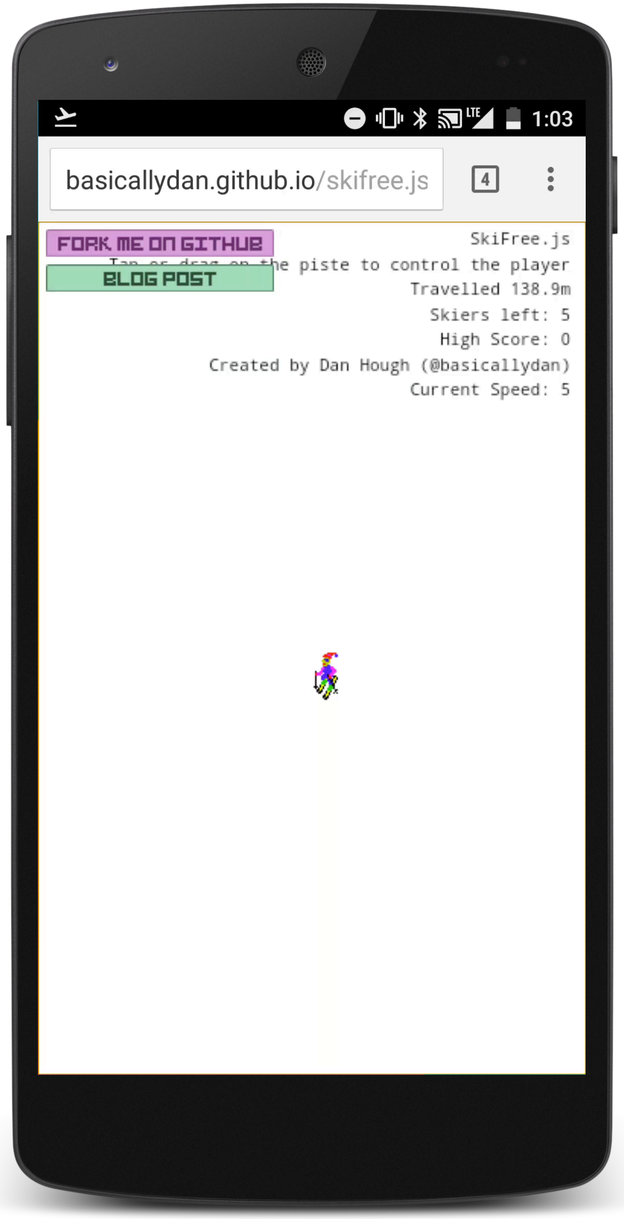
```
// Super Mario
navigator.vibrate([125,75,125,275,200,275,125,75,125,275,200,600,200,600]);

// Star Wars
navigator.vibrate([500,110,500,110,450,110,200,110,170,40,450,110,200,110,170,40,500]);

// Go Go Power Rangers
navigator.vibrate([150,150,150,150,75,75,150,150,150,150,450]);
```

https://goo.gl/bX4ZQv

BROWSER *support*

caniuse.com/#feat=vibration

ONDE *usar?*


1:03
basicallydan.github.io/skifree.js
FORK ME ON GITHUB
BLOG POST
SkiFree.js
Tap or drag on the piste to control the player
Travelled 138.9m
Skiers left: 5
High Score: 0
Created by Dan Hough (@basicallydan)
Current Speed: 5

1:13
codepen.io/zenorocha/full/dXg
This demo d...
A PEN BY Zeno Rocha
Log In
Sign Up
VIBRATION API USE CASE
Form Validation
@
Submit

CLIPBOARD

copy & paste

CLIPBOARD

Possibilita interação com o clipboard do usuário através de operações de copiar, cortar e colar.

ZeroClipboard v2.x

zeroclipboard.org

ZeroClipboard

ZeroClipboard v2.x

The ZeroClipboard library provides an easy way to copy text to the clipboard using an invisible Adobe Flash movie and a JavaScript interface.

The "Zero" signifies that the library is invisible and the user interface is left entirely up to you.

v2.2.0 ZIP

View On GitHub

Looking for `v1.x`?

Testing this page locally

CLIPBOARD

```
// 1. User interaction is required

let button = document.querySelector('button');

button.addEventListener('click', () => {
    select();
    copy();
});
```

CLIPBOARD

```
// 2. Programmatically select an element

function select() {
    let input = document.querySelector('input');

    input.focus();
    input.setSelectionRange(0, input.value.length);
}
```

CLIPBOARD

```
// 3. Copy selected element text

function copy() {
    try {
        document.execCommand('copy');
    }
    catch (err) {
        console.error(err);
    }
}
```

CLIPBOARD

```
document.addEventListener('copy', (e) => {
    console.log(e.target.value);
});

document.addEventListener('cut', (e) => {
    console.log(e.target.value);
});

document.addEventListener('paste', (e) => {
    console.log(e.clipboardData.getData('text/plain'));
});
```

icanhasGIF.com

clipboard.js — Copy to clipboa

Secure | https://clipboardjs.com

clipboard.js

A modern approach to copy text to clipboard

No Flash. No frameworks. Just 3kb gzipped

Star 17,817 Fork 1,475

Why

Copying text to the clipboard shouldn't be hard. It shouldn't require dozens of steps to configure or hundreds of KBs to load. But most of all, it shouldn't depend on Flash or any bloated

BROWSER *support*

caniuse.com/#feat=clipboard

ONDE usar?

GitHub - zenorocha/clipboard.

GitHub, Inc. [US] https://github.com/zenorocha/clipboard.js

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zenorocha / clipboard.js

Watch 255 Star 12,731 Fork 783

Code Issues 4 Pull requests 1 Wiki Pulse Graphs

Modern copy to clipboard. No Flash. Just 3kb gzipped https://clipboardjs.com

216 commits 2 branches 22 releases 33 contributors

Branch: master New pull request Find file Clone or download

zenorocha Updates site preview Latest commit 60b6887 on Jun 17

.github	Adds basic JSFiddle to help people reproduce their bugs	3 months ago
demo	Updates delegate package which now exposes e.delegateTarget property #...	9 months ago
dist	Release v1.5.12	2 months ago
src	Fix bug that unable to remove fake event listener (#256)	2 months ago
test	Removes error message when target/text attributes are null, undefined...	4 months ago
.babelrc	update modules and fix #176	5 months ago
.banner	Adds banner - Fixes #88	10 months ago
.editorconfig	Add .npmignore	10 months ago
.gitignore	Provides a transpiled version to npm so browserify and webpack users ...	9 months ago
.npmignore	Ignores unnecessary files on bower and npm	9 months ago

Components

Over a dozen reusable components built to provide buttons, dropdowns, input groups, navigation, alerts, and much more.

Pagination

Provide pagination links for your site or app with the multi-page pagination component.

Contents

- Overview
- Disabled and active states
- Sizing

Overview

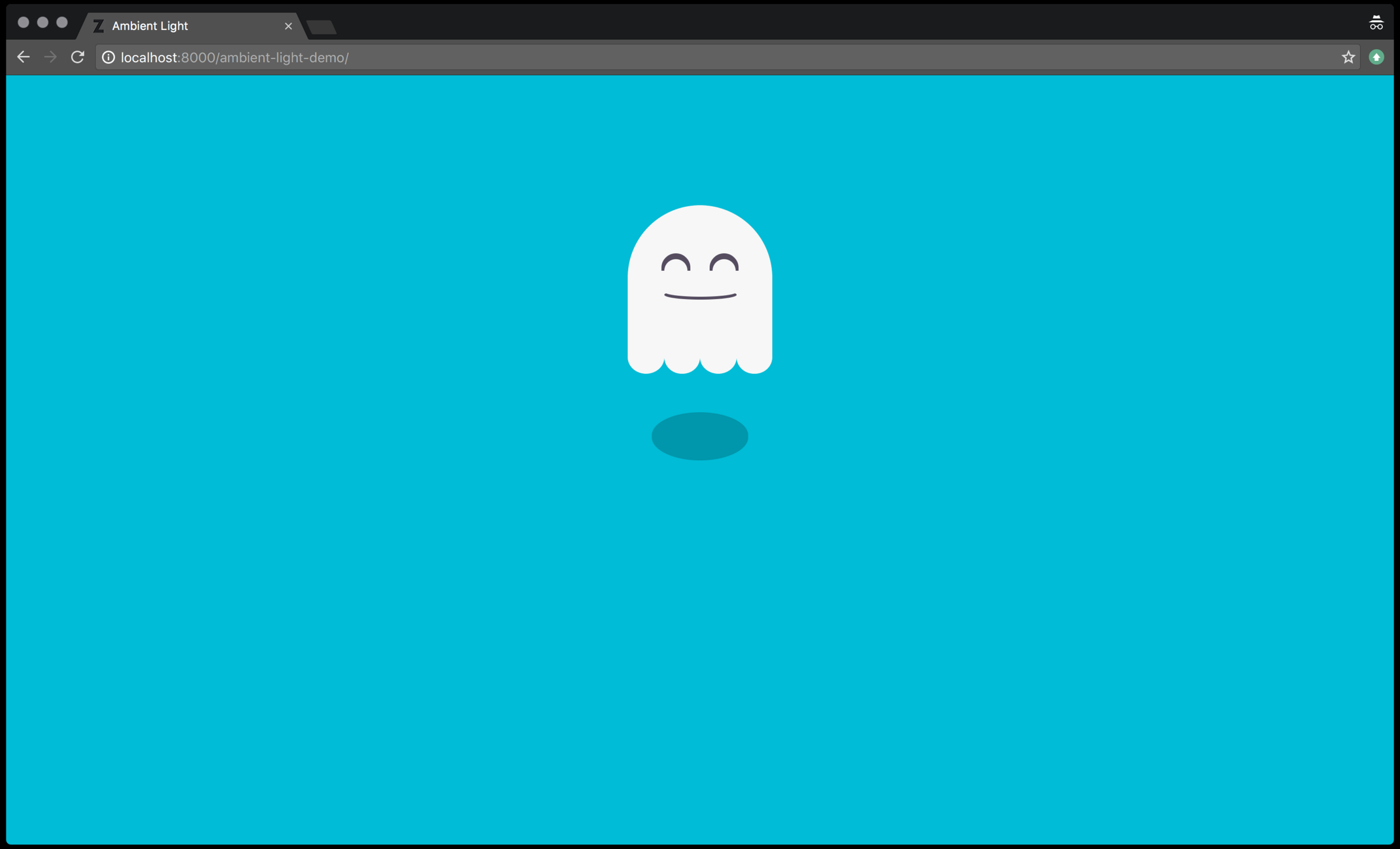
ambient
LIGHT

AMBIENT LIGHT

Expõe dados do sensor que capta a intensidade de luz de um ambiente.

AMBIENT LIGHT

```
window.addEventListener('devicelight', (e) => {
    console.log(`${e.value} lux`);
});
```


Ambient Light
localhost:8000/ambient-light-demo/

Generic Sensor API

Secure | https://www.w3.org/TR/generic-sensor/

W3C Working Draft

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3 **Background**

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6.1 Sensors
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7.1 Sensor Type
7.2 Sensor

Generic Sensor API

W3C Working Draft, 30 May 2017

This version:
https://www.w3.org/TR/2017/WD-generic-sensor-20170530/

Latest published version:
https://www.w3.org/TR/generic-sensor/

Editor's Draft:
https://w3c.github.io/sensors/

Previous Versions:
https://www.w3.org/TR/2017/WD-generic-sensor-20170524/

Feedback:
public-device-apis@w3.org with subject line "`[generic-sensor] … message topic …`" (archives)
GitHub (new issue, level 1 issues, all issues)

Editors:
Tobie Langel (Intel Corporation) tobie@sensors.codespeaks.com
Rick Waldron (JS Foundation)

Other:
Test suite, version history

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Abstract

This specification defines a framework for exposing sensor data to the Open Web Platform in a consistent way. It does so by defining a blueprint for writing specifications of concrete sensors along with an abstract Sensor interface that can be extended to accommodate different sensor types.

AMBIENT LIGHT SENSOR

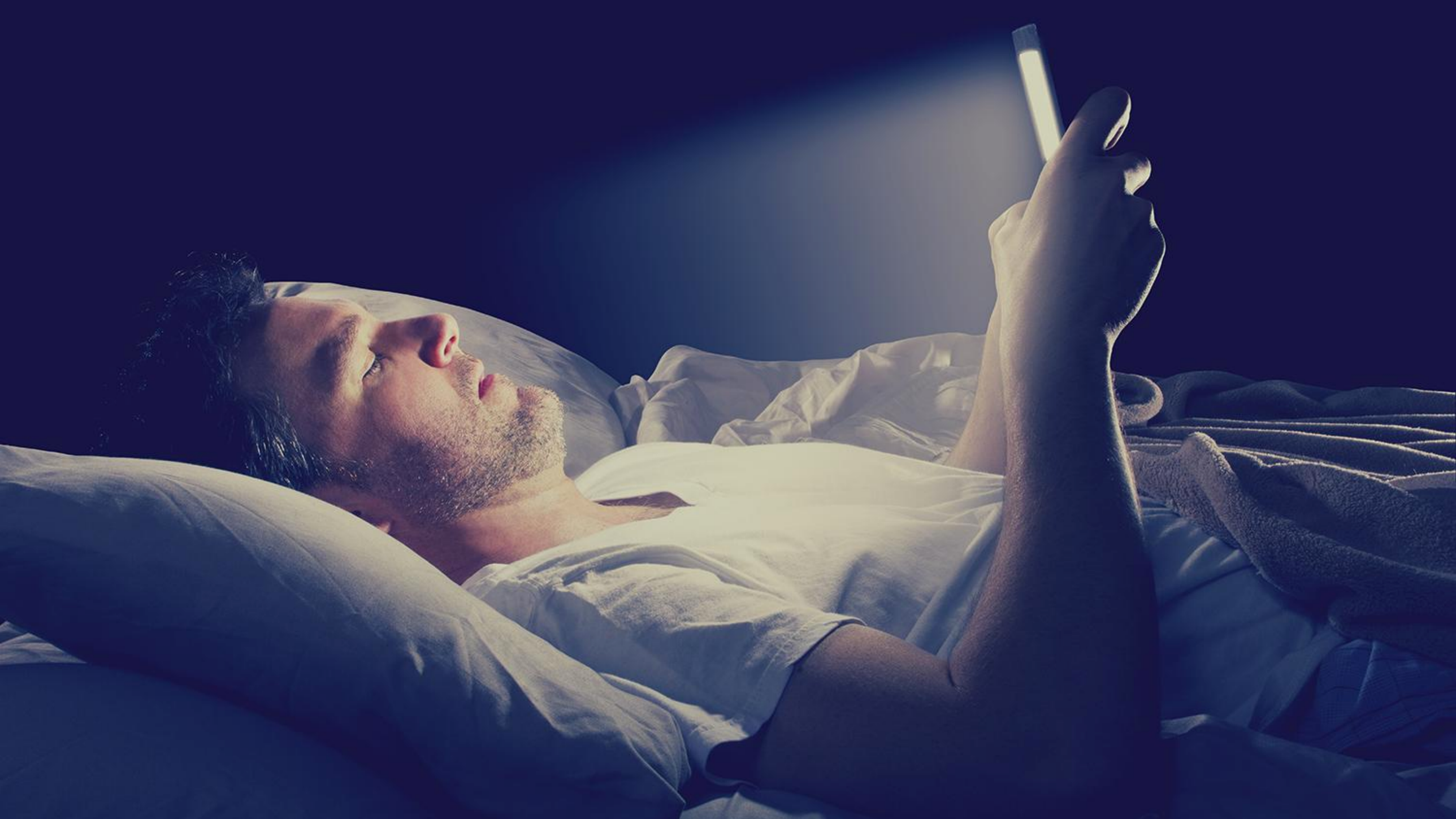
```
let sensor = new AmbientLightSensor();

sensor.start();

sensor.onchange = (e) => {
    console.log(e.reading.illuminance);
};

sensor.stop();
```

BROWSER *support*

caniuse.com/#feat=ambient-light

ONDE *usar?*

SONY
16:43
Google
WHAT'S NEW
Spielende Kinder
Film
Mein beste
Spaß am
Rundtanz
Today and
WALKMAN
Album
Filme
What's New



battery STATUS

BATTERY STATUS

Permite que uma página web acesse informações sobre a bateria de um dispositivo.

BATTERY STATUS

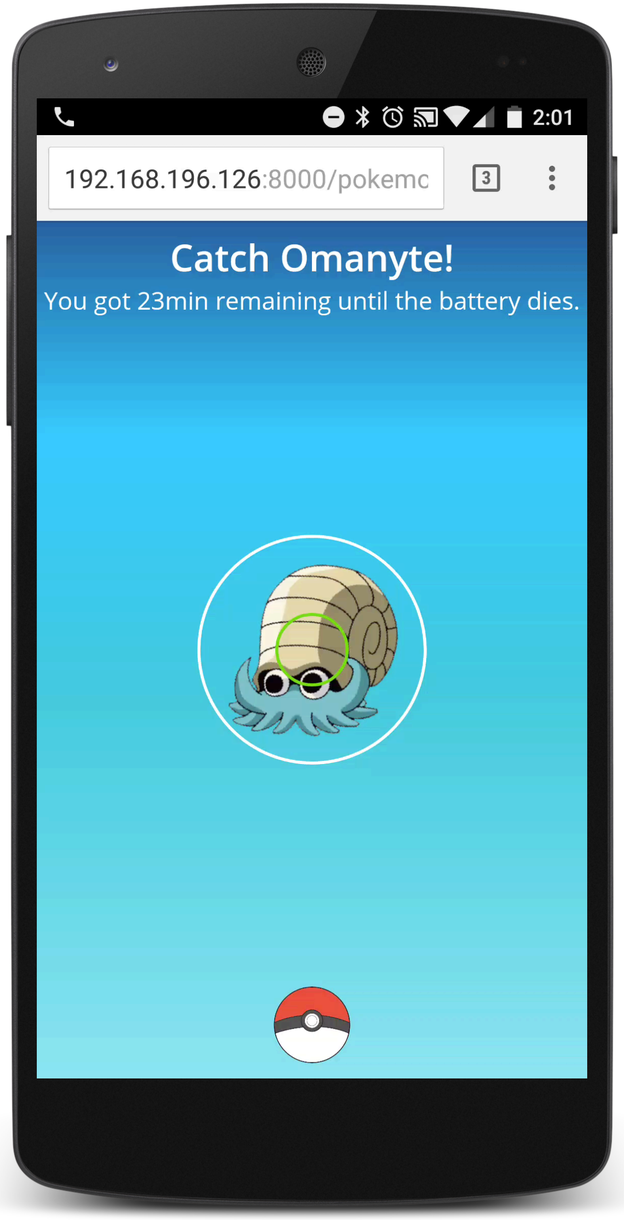
```
navigator.getBattery().then((battery) => {
    console.log(`${battery.level * 100}%`);

    battery.addEventListener('levelchange', () => {
        console.log(`${this.level * 100}%`);
    });
});
```

BROWSER *support*

caniuse.com/#feat=battery-status

ONDE *usar?*

Pokémon
GO


2:01
192.168.196.126:8000/pokemc
3
Catch Omanyte!
You got 23min remaining until the battery dies.

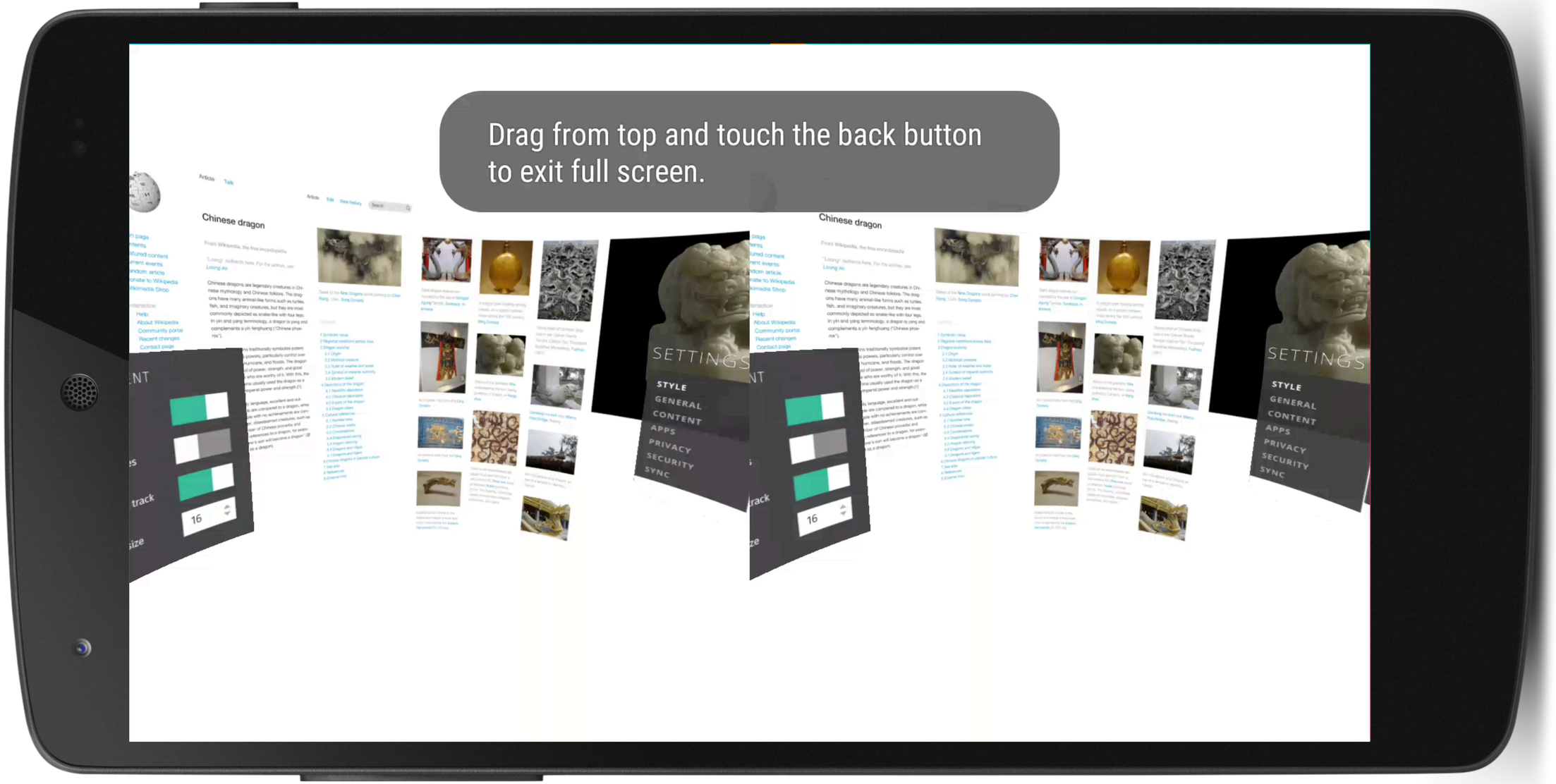
WEBVR

WEB VR

Uma API experimental que trás o mundo de Realidade Virtual para web usando Oculus Rift ou Google Cardboard por exemplo.

BROWSER *support*

chromestatus.com/features#webvr


Drag from top and touch the back button to exit full screen.
Chinese dragon
SETTINGS
STYLE
GENERAL
CONTENT
APPS
PRIVACY
SECURITY
SYNC
16

SHAPE
detection

SHAPE DETECTION

É capaz de detectar diferentes formas em imagens como rostos, códigos de barras e até mesmo texto em uma imagem.

SHAPE DETECTION

```
let faceDetector = new FaceDetector();

faceDetector.detect(image).then(faces => {
    console.log(‘Faces found:’, faces.length);
}).catch((err) => {
  console.error(err);
});
```

Accelerated Shape Detection

Secure | https://wicg.github.io/shape-detection-api/

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1.1 Shape detection use cases

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2.1 Image sources for detection
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3.1 Platform support for a given detector
3.2 Face Detection
3.3 Barcode Detection
3.4 Text Detection

Conformance

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Terms defined by reference

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IDL Index

Accelerated Shape Detection in Images

Editor's Draft, 10 May 2017

This version:
https://wicg.github.io/shape-detection-api

Issue Tracking:
GitHub

Editor:
Miguel Casas-Sanchez (Google Inc.)

Translations (non-normative and likely out-of-date):
简体中文

Participate:
Join the W3C Community Group
Fix the text through GitHub

Copyright © 2017 the Contributors to the Accelerated Shape Detection in Images Specification, published by the Web Platform Incubator Community Group under the W3C Community Contributor License Agreement (CLA). A human-readable summary is available.

Abstract

This document describes an API providing access to accelerated shape detectors (e.g. human faces) for still images and/or live image feeds.

Status of this document

This specification was published by the Web Platform Incubator Community Group. It is not a W3C Standard nor is it on the W3C Standards Track. Please note that under the W3C Community Contributor License Agreement (CLA) there is a limited opt-out and other conditions apply. Learn more about W3C Community and Business

BROWSER *support*

ONDE *usar?*

tracking.js

Secure | https://trackingjs.com

tracking.js

DOCS

- Introduction
- Trackers
- Utilities
- Web Components

EXAMPLES

- Tag Friends
- Iron Spheres
- Racing Car
- Draw Something
- Random Particles
- Face (Image)
- Face (Camera)
- Color (Image)
- Color (Camera)
- Color (Video)
- Feature Detection

tracking.js

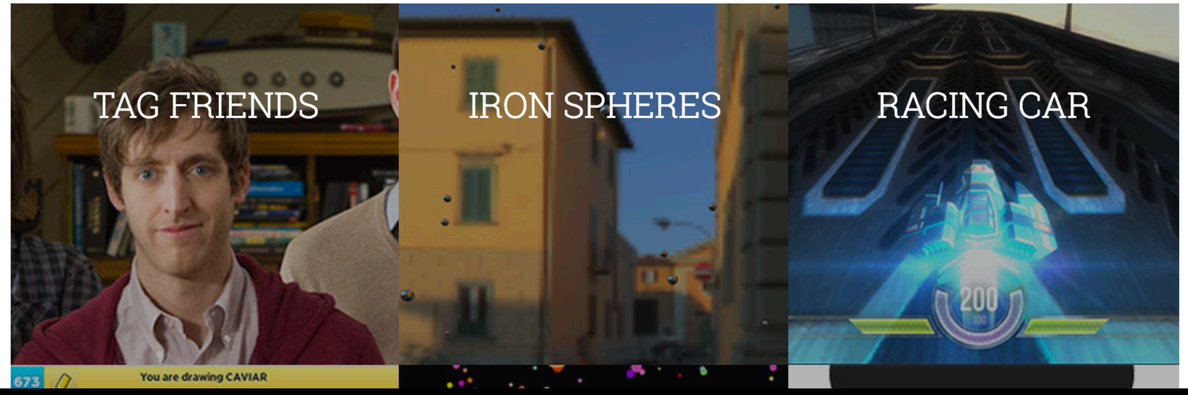
A modern approach for Computer Vision on the web

The tracking.js library brings different computer vision algorithms and techniques into the browser environment. By using modern HTML5 specifications, we enable you to do real-time color tracking, face detection and much more — all that with a lightweight core (~7 KB) and intuitive interface. Learn more »

```
bower install tracking.js
```

Star 4,977 Fork 735

DOWNLOAD TRACKING.JS

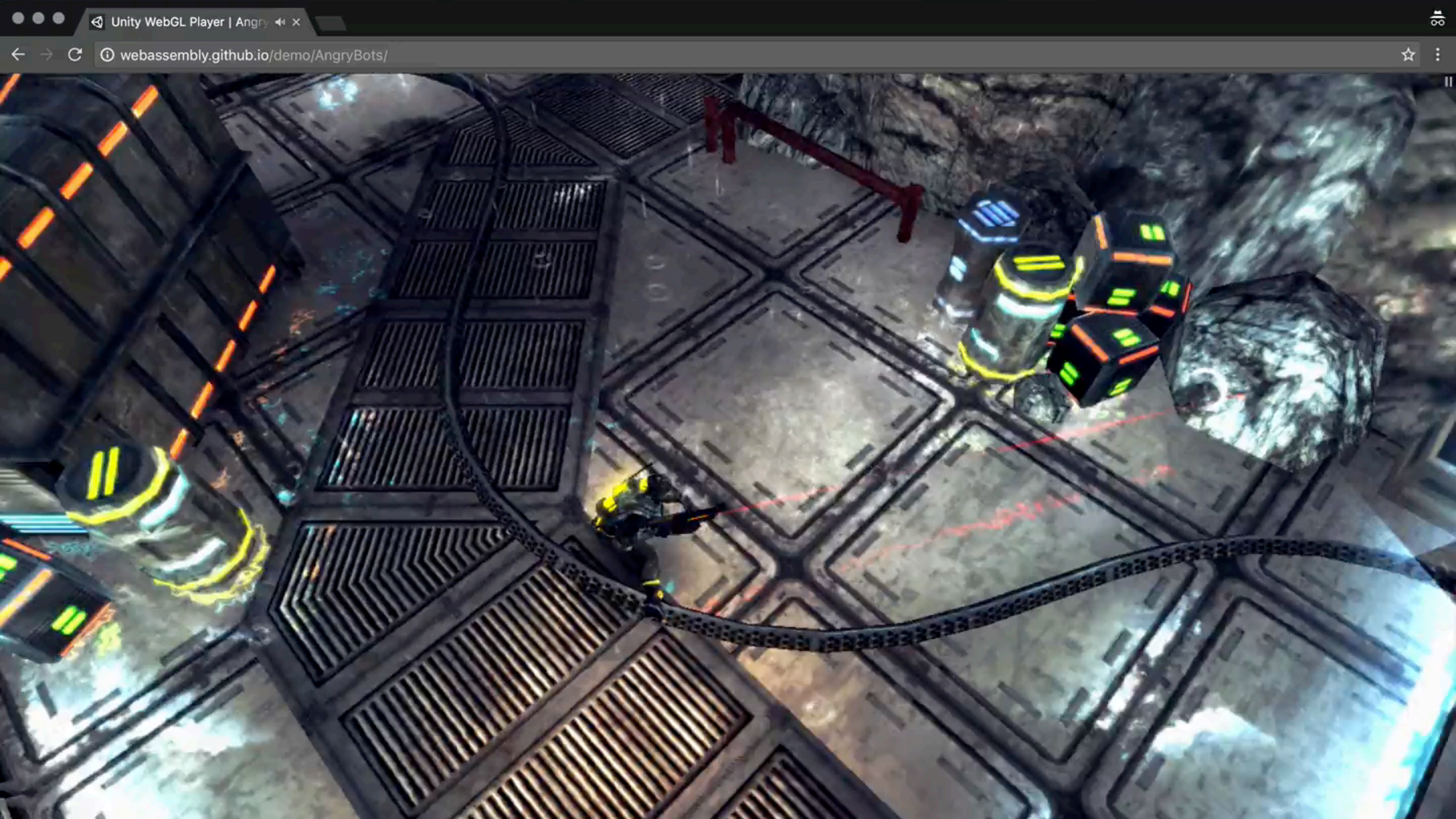


WEB assembly

WEB ASSEMBLY

WebAssembly, ou wasm, é um novo formato binário para desenvolvimento de aplicações de baixo nível.

BROWSER *support*


Unity WebGL Player | Angry
webassembly.github.io/demo/AngryBots/

GAMEPAD

GAMEPAD

Permite que páginas web se conectem com controles de video game via USB.

GAMEPAD

```
window.addEventListener('gamepadconnected', () => {
    let gp = navigator.getGamepads()[0];

    console.log(‘ID:’, gp.id);
    console.log(‘Axes:’, gp.axes.length);
    console.log(‘Buttons:’, gp.buttons.length);
});
```

GAME LOOP

```
window.addEventListener('gamepadconnected', gameLoop);

function gameLoop() {
    let gp = navigator.getGamepads()[0];

    if (gp.buttons[0].pressed) {
        console.log('X');
    }

    requestAnimationFrame(gameLoop);
}
```

BROWSER *support*

caniuse.com/#feat=gamepad

shadow dom

html imports

templates

WEB COMPONENTS

custom elements

PROGRESSIVE WEB APPS

service workers

background sync

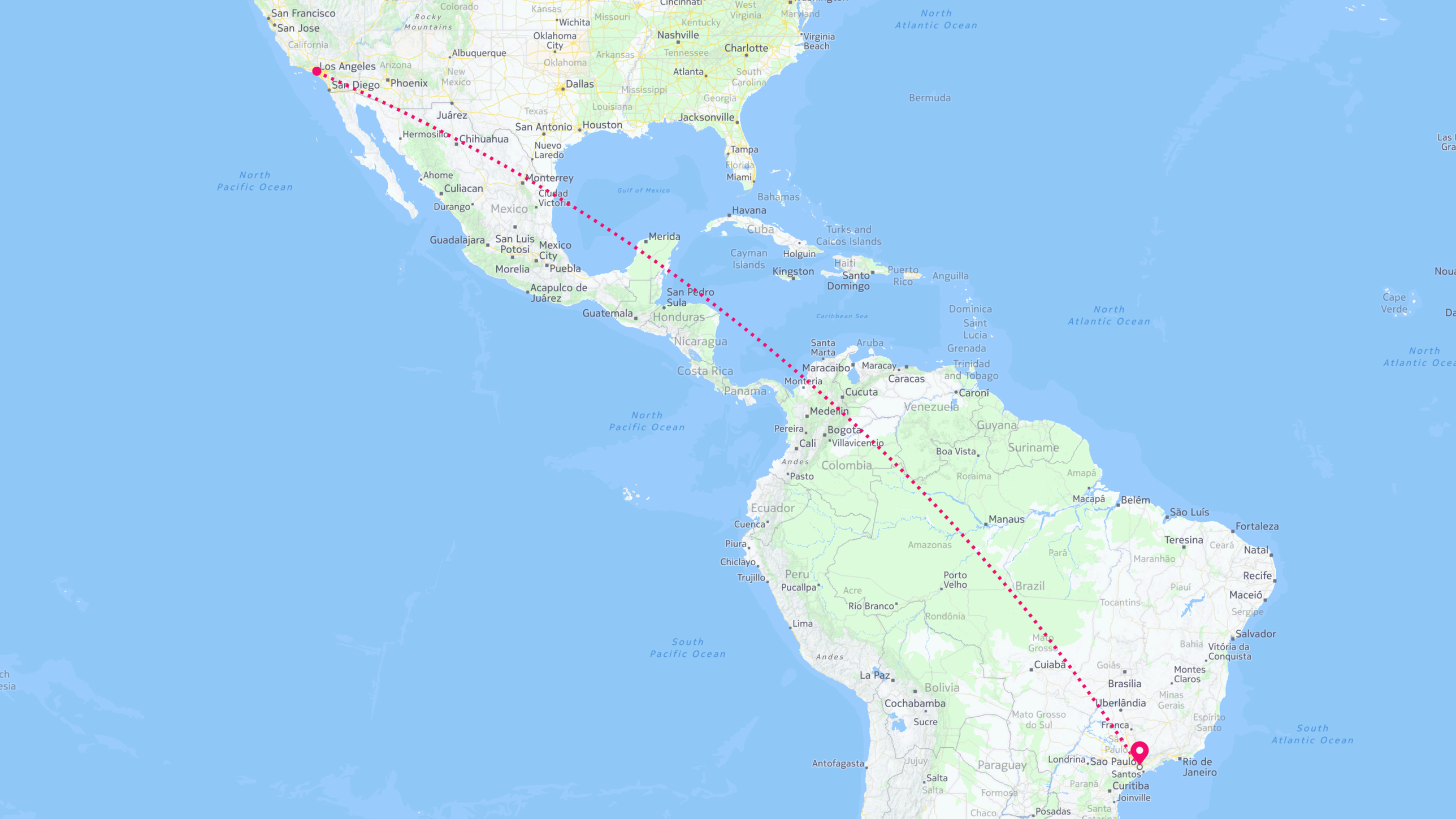
push notifications

app manifest

web usb

offline support

bluetooth


San Francisco
San Jose
Los Angeles
San Diego
Phoenix
Albuquerque
Juárez
Hermosillo
Chihuahua
Ahome
Culiacan
Durango
Monterrey
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Puebla
Morelia
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Guatemala
San Pedro Sula
Honduras
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Maracaibo
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Caracas
Monteria
Cucuta
Caroni
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Pasto
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Cuba
Bahamas
Turks and Caicos Islands
Cayman Islands
Haiti
Bermuda
Venezuela
Guyana
Suriname
Colombia
Boa Vista
Roraima
Amapá
Macapá
Belém
São Luís
Manaus
Amazonas
Pará
Teresina
Ceará
Fortaleza
Natal
Maranhão
Recife
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Sergipe
Salvador
Bahia
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Ecuador
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Peru
Pucallpa
Lima
Porto Velho
Brazil
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Rio Branco
Rondônia
Mato Grosso
Cuiabá
Goiás
Brasilia
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Uberlândia
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Posadas
Chaco
Formosa
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Mato Grosso do Sul
La Paz
Bolivia
Cochabamba
Sucre
Antofagasta
Jujuy
Salta
Andes
Gulf of Mexico
Caribbean Sea
North Pacific Ocean
North Atlantic Ocean
South Pacific Ocean
South Atlantic Ocean
Cape Verde

Your comfort zone

Where the magic happens

muito

OBRIGADO

@zenorocha