Building for Real Standards

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Standards, what are they good for, huh?

It's complicated... HTML5

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Legend:
- W3C Specifications
- WHATWG Specifications
- Other working groups
- Common use

Indexed Database · Web GL · Polyfills · Full-screen API · XHR2 · Node.js · Canvas 2D API · Web Developer Edition · HTML5 Micro-Data · Touch Events · ECMA-Script 6 · Web Developer Edition · File API · Device APIs · MVC Java-Script · XHTML5 · Web Storage · Server-Sent Events · Offline Apps · File System API · SVG · Audio & Video · New elements · Web Workers · Web Messages · jQuery · HTML5-Parser · Typed Arrays · Web SQL Database · Web Sockets · Web Sockets · Web Audio API · CSS3 · Media Queries · RGBA & HSLA · Selektoren · Transforms · Layout · Animationen · Geo-Location

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Everybody wants a piece of the action...

Desktop Laptop Mobile Tablet Fridge ...

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Everybody has solutions to try out...

**Microsoft
Google
Mozilla
Opera
Apple
Adobe
Facebook
Twitter**

...

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Demo time:
HTML5 basics

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Memo time:

- Use what is needed - don't TXTCODE
- Safety goggles on!
- Develop for the future
- Build for the person who maintains your work.

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Demo time:
Client side thumbnails?

Memo time:

- Browsers are powerful pieces of software

- The client side rules!

- Use what the client can do

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Safety in production?

When can I use...

Compatibility tables for support of HTML5, CSS3, SVG and more in desktop and mobile browsers.

Suggestions   📶 **Feed**   🐦 **Twitter**

3.1k   255

g **+1**   🅝 **Flattr**

Latest update: Two more features added: CSS filter effects and repeating gradients (May 27, 2012)

Search:
border-radius, WebGL, woff, etc

Index   **Tables**

Import stats **FAQ** **Resources** **Embed**

Compatibility tables   **Browser comparison**

▶ Show options   ■ = Supported   ■ = Not supported   ■ = Partially supported   ■ = Support unknown

Show all tables

CSS Counters - Working Draft

*Usage stats:	Global
Support:	88.46%

Method of controlling number values in generated content, using the counter-reset and counter-increment properties.

Show all versions	IE	Firefox	Chrome	Safari	Opera	iOS Safari	Opera Mini	Opera Mobile	Android Browser
		3.6						10.0	2.1
	6.0	9.0				3.2		11.0	2.2
	7.0	10.0	17.0			4.0-4.1		11.1	2.3
	8.0	11.0	18.0	5.0		4.2-4.3		11.5	3.0
Current	9.0	12.0	19.0	5.1	11.6	5.0	5.0-6.0	12.0	4.0
Near future	10.0	13.0	20.0	5.2	12.0				
Farther future		14.0	21.0						

Notes	Known issues (0)	Resources (3)	Feedback

http://caniuse.com/

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Modernizr
FRONT-END DEVELOPMENT DONE RIGHT

DOWNLOAD   DOCUMENTATION   RESOURCES   NEWS

"Modernizr is an essential part of my toolkit of files."
— Andy Clarke, *Stuff & Nonsense*

Modernizr is an open-source JavaScript library that helps you build the next generation of HTML5 and CSS3-powered websites.

Why use Modernizr?

Taking advantage of the new capabilities of HTML5 and CSS3 can mean sacrificing control over the experience in older browsers. Modernizr 2 is your starting point for making the best websites and applications that work exactly right no matter what browser or device your visitors use.

Thanks to the new Media Query tests and built-in YepNope.js micro-library as `Modernizr.load()`, you can now combine feature detection with media queries and conditional resource loading. That gives you the power and flexibility to optimize for every circumstance.

Check out the full list of features that Modernizr detects, or learn more about conditional resource loading or HTML5 video.

Download Modernizr 2.5.3

Use the commented, uncompressed Development version to develop with and learn from.

Then, dive into the Production build tool and pick just the tests you need!

View documentation

DEVELOPMENT
Uncompressed, 42 Kb

PRODUCTION
Configure Your Build

Get started with Modernizr

While Modernizr gives you finer control over the experience through JavaScript-driven feature detection, it is important to continue to use best practices throughout your development process. Use progressive enhancement wherever you can, and don't sacrifice accessibility for convenience or performance.

- Documentation: Getting started
- Taking Advantage of HTML5 and CSS3 with Modernizr, *Faruk Ateş*
- How to use Modernizr, *Inayaili de León*
- Modernizr: front-end development done right, *Ryan Seddon*
- [wiki] The Undetectables: features that cannot be detected
- [wiki] Cross-browser Polyfills

Also check out our Resources section.

Tip: check out Modernizr test suite to quickly test your current browser's features.

http://modernizr.com/

HTML

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HTML5 █ PLEASE

Use the new and shiny responsibly.

Look up HTML5, CSS3, etc features, know if they are ready for use, and if so find out
how you should use them – with polyfills, fallbacks or as they are. tell me more ▶

type to filter

Explore
features

supported by IE10+ • IE9+ • IE8+ • IE7+ • no IE

not supported by mobile devices • older mobile devices

requiring prefixes • polyfill • fallback

that you should use • use with caution • avoid

that are css • html • api • js

all features

css ⊕ **animations**   **caution** with fallback

html ⊕ **<audio>**   **use** with polyfill

css ⊕ **background-image options**   **use** with fallback

⊕ border-image   **use** with fallback

http://html5please.com/

⊕ border-radius   **use**

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HTML5 ★ BOILERPLATE

A rock-solid default for HTML5 awesome.

▶ I'm new here: plz explain why it's good, first.

DOWNLOAD BOILERPLATE 3.0.2 UPDATED FEB 19TH

| DOWNLOAD BOILERPLATE | OR | DOWNLOAD BOILERPLATE "STRIPPED" | OR | CUSTOMIZE BOILERPLATE |
| KEEP THE HINTS AND LINKS | | NO COMMENTS, JUST THE BIZNISS. | | 100% HIPSTER. |

READ THE DOCS ★ CONTRIBUTE ON GITHUB ★ FOLLOW ON TWITTER

HTML5 BOILERPLATE IS 3.0!

MONDAY, FEB 6TH, 2012

The key feature of this update is making Boilerplate smaller. Most of the changes have been working towards that. We have significant work done to our build script, so much so that we thought it deserved its own repository. Meanwhile, here is what's new.

CHANGELOG

3.0 gets some major updates Here are all the commits since last release.

Should you upgrade existing sites? Short answer: nah, you're good.

SIGNIFICANT CHANGES

http://html5boilerplate.com/

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Do you want to know more?

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Sign in

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MDN

TOPICS ▾   DOCS ▾   DEMOS   LEARNING   COMMUNITY ▾

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HTML5 & FRIENDS

HTML5 is the set of technology standards that support the next phase in the development of the Web. From its beginning, Mozilla has championed Web standards to ensure freedom of choice for those who use the Web and independence for those who build it. Leaders from Mozilla helped start the evolution of HTML and related standards that is now known as HTML5, and Mozilla continues to lead in both defining and implementing these standards.

The term "HTML5" has been applied to many things, creating confusion about exactly what it is and what it can do. Rather than split hairs, we use "& friends" to encompass all the "new, exciting Web technologies" that will enable the next wave of Web-based innovation.

MDN DOCS

Community docs of HTML5 features and related technologies

- HTML
- HTML5
- CSS
- Canvas
- WebSockets

DEMOS

See examples of the awesomeness you can achieve with HTML5 & friends

HTML5 Audio Read-Along Demo

[Read the background and instructions for this demo.]

Luke 2:1–20 (ESV)

▶ "In those days a decree went out from Caesar Augustus that all the world should be registered. ²This was the first registration when Quirinius was governor of Syria. ³And all went to be registered, each to his own town. ⁴And Joseph also went up from Galilee, from the town of Nazareth, to Judea, to the city of David, which is called Bethlehem, because he was of the house and lineage of David, ⁵to be registered with Mary, his betrothed, who was with child. ⁶And while they were there...

https://developer.mozilla.org/en-US/learn/html5

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html5 Doctor
Helping you implement HTML5 today

Home   Article Archive   Element Index   Ask the HTML5 Doctor   Resources

Search

Featured Article

HTML5 adaptive images: end of round one

May 16th, 2012 by Bruce Lawson.

After The Great Vendor Prefix Hullaballoo of April 2012 comes The Great Responsive Images Brouhaha of May 2012. We look at the main competing formats for adding adaptive images to HTML – the `<picture>` element, and the `<img srcset="">` attribute.

Read full post

RECENT COMMENTS

Jemmy on Avoiding common HTML5 mistakes

Pete Signell on The output element

Pete Signell on The output element

Youri on HTML5 and Search Engine Optimisation (SEO)

mark on Quoting and citing with `<blockquote>`, `<q>`, `<cite>`, and the cite attribute

HTML5 Element Index

Head	Sections	Grouping	Tables	Forms	Forms 2	Embedded	Text-level	Text-level 2
doctype	body	p	table	form	keygen	img	a	time
html	article	hr	caption	fieldset	output	iframe	em	code
head	nav	pre	thead	legend	progress	embed	strong	kbd
title	aside	blockquote	tbody	label	meter	object	i, b	samp
base	section	ol	tfoot	input		param	u	var
link	header	ul	tr	button	Interactive	video	s	mark
meta	footer	li	th	select	details	audio	small	bdi
style	h1-h6	dl, dt, dd	td	datalist	summary	source	abbr	bdo
script	hgroup	figure	col	optgroup	command	canvas	q	ruby, rt, rp
	address				menu	track	cite	span
						map	dfn	br
				Edits		area	sub, sup	wbr
				del, ins				

http://html5doctor.com

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HTML 5 Demos and Examples

HTML 5 experimentation and demos I've hacked together. Click on the browser support icon or the technology tag to filter the demos (the filter is an OR filter).

Introducing HTML5 by Bruce Lawson & Remy Sharp is the first full length book dedicated to HTML5.

Get it now and kick some HTML5 ass!

Filter demos: canvas classlist contenteditable dataset dnd events file-api file geolocation getUserMedia hidden history manifest offline postMessage sql-database storage video websocket workers xhr2

Demo	Support	Technology
Stream video and filter with canvas	✖	getUserMedia canvas
Stream video to the browser Also works on Opera Mobile 12	✖	getUserMedia
Drag and drop and XHR upload	●	file dnd xhr2
Hidden property	●	hidden
Simple class manipulation	●	classlist
Storage events	●	storage
dataset (data-* attributes)	●	dataset
History API using pushState	●	history
Browser based file reading Not part of HTML5	●	file-api

http://html5demos.com/

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Last words (not famous).

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Move the Web Forward

You can make the web as awesome as you want it to be.

You love web standards. You want to give back to the community.
Curious about where to start? **We're here to help.**

Whether you're a talented web developer, web-slinging since the days of tables and font tags, or you're a hobbyist hacker, there to the platform, whether that's learning more about how it works, teaching others, or writing specs. The web has grown due