

# Using HTML5 & CSS3 Today



# Where we're at

- Comfortable with HTML4 or XHTML and CSS2
- Hearing talk of HTML5 and CSS3
- Rapidly advancing browsers
- ...but we've still got IE6



# HTML5 and CSS3 are ready

- Dispelling some myths
- How to begin using them today



# What HTML5 is

- HTML5 is the next iteration of web page markup
- HTML4 -> XHTML 1 -> XHTML 2 -> HTML5
- Introduces new tags and attributes
  - <header>, <footer>, <nav>, <section>...
  - <input type="email">
- Designed for web apps
- Already understood by all browsers
  - Even IE6!

# Myth: It's not done yet

- "The HTML5 spec won't be done until 2012 or 2022"
- Reality:
  - Browser support is what matters
  - 2022: "Proposed Recommendation"
    - Meaningless in a practical sense
  - 2012: "Candidate Recommendation"
    - Spec is finished and ready for widespread adoption
  - But it's only 2011...
    - ...browser support is what matters.
  - CSS 2.1 is just now a final spec (2011)
    - "Candidate Recommendation" in 2005

# Myth: Browsers don't support it

- Reality:

- Browsers don't support HTML4 or XHTML either -- they support a collection of tags and attributes
- Browsers understand any `<tagname>`
- Browsers will ignore HTML tag attributes and CSS properties that they don't understand
- For JavaScript, use object detection or `try/catch`
- Unrecognized `<input>` types are rendered as `<input type="text">`
- "The HTML5 specification is really just documenting what browsers already do." - *HTML5 for Web Designers*

# Myth: My favorite tag will be obsolete

- Reality:
  - "Obsolete" != "deprecated"
  - Obsolescence is defined by browser support, and always has been
  - Alternatives are already in place for obsolete tags

# Obsolete tag alternatives

- `<font>`
  - `<span>`
- `<frame>`, `<noframe>`, `<frameset>`
  - `<iframe>`, re-design with `<div>`s
- `<acronym>`
  - `<abbr>`
- **tags:** `<big>`, `<strike>`, `<center>`  
**attributes:** `bgcolor`, `cellspacing`, `cellpadding`, `valign`
  - Use CSS



# Myth: It can't *all* be ready, can it?

- Reality: No, you're right, it's not all ready.
- Some elements are in a state of transition and need fallbacks (<video>, <canvas>)
- Some APIs are simply not close to being ready (WebSockets, form validation)
- However...
  - Cross-platform alternatives and sample fallbacks exist today
    - offline storage
  - Some can be designed around
    - A browser doesn't support geolocation? Ask the user for their ZIP code.

# How do I start using it?

- `<!DOCTYPE html>`
- New elements:
  - Modern browsers: `header { display: block; }`
  - IE: shivs
- Keep your old syntax or adopt a new one
  - `<input type="text" />`
  - `<input type="text">`
  - `<input type=text>`
- CSS3: just use it
  - IE 6-8: [css3pie.com](http://css3pie.com)

# Resources

- HTML5 tag list: [www.w3schools.com/html5/html5\\_reference.asp](http://www.w3schools.com/html5/html5_reference.asp)
- CSS3 property list: [modernizr.com/docs/](http://modernizr.com/docs/)
- Feature detection: Modernizr (includes shivs)
- Shivs: [code.google.com/p/html5shiv](http://code.google.com/p/html5shiv)
- [html5boilerplate.com](http://html5boilerplate.com) -- detailed page structure
- Gradient generator: [colorzilla.com/gradient-editor/](http://colorzilla.com/gradient-editor/)
- Try it yourself:
  - [playground.html5rocks.com](http://playground.html5rocks.com)
  - [css3please.com](http://css3please.com)
- Keep tabs on browser support: [caniuse.com](http://caniuse.com)
- These links and more: [patik.com/html5/](http://patik.com/html5/)