HTML5 with JavaScript APIs

By Vijay Shivakumar

Requirements …

IDEs

Aptana Studio 3.0

Browsers

Chrome, Firefox, Opera, IE (latest versions)

Web Servers

Tomcat or IIS or WAMP

About you…?

Designers
Developers
Content Writers
Business Analysts
Prior Knowledge on HTML or HTML5

Vijay Shivakumar

Designer | Developer | Trainer

Training on web and Adobe products from past 12 years

What I don not claim…

- To be associated with any of these technologies
- To teach you each and every thing about HTML 5
- That what ever I teach will never change
- That you wont have to learn anything on your own

Introduction to HTML 5

What is HTML 5 ?

New emerging web, mobile… standard

Why do we need it ?

Increasing user demands for enhanced experience.

Who is behind working for it

WHATWG | Web Hypertext Application Technology Working Group

Apple | Mozilla | Opera

Google, Adobe and many more contributing now.

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What XHTML2.0 would be.

http://w3.org/TR/2005/WD-xhtml2-20050527/

What HTML5 is

http://whatwg.org

Web Hypertext Application Technology Working Group

==========

Backward Compatible

Utility

Promote Usage of HTML5

General Changes

<u># Support for existing contents</u>

existing html xhtml pages should get similar results as html5

deal with broken markups — e.g. item 1

no corresponding closing tag — item 2

badly nested elements — e.g. a *b* *c*

<u># Graceful degrade</u>

New elements to have fallback option — e.g. <canvas>fallback</canvas>

<u># Use existing user agent specific attributes</u>

<u># Supporting widespread practices</u> — e.g
 for

<u># Evolution not revolution</u>

it is better to evolve an existing design rather than throwing it away.

General Changes

Utility

Address existing problems

Separation of concerns new meaningful tags

Consistent DOM

Promote Usage of HTML5

Well defined behavior across browsers

Avoid complexity

Media independence

Accessibility

NEW APIs in HTML5

Giving meaning to structure, semantics and appropriateness of tags
Microdata offer structures for programs (machines).

Making apps start faster and be available without connection
Offline API, Local Storage, Indexed DB

Accessing the user device which includes. Geolocation API,
Orientation API (accelerometer), getUserMedia (access camera and mic)

Better communication via Web Sockets and Server pushing data
Cross domain communication

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NEW APIs in HTML5

Plug-in Free Media

Captivating visuals with SVG, Canvas, WebGL, and CSS3 3D features

Performance Optimization with Web Workers and XMLHttpRequest2

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APIs in HTML5

Header
Semantics
Media Tags
Input Types / Form API
2D Canvas / 3D canvas
Geolocation
Form Validation
GetUserMedia API

Drag and Drop
Local Storage
Offline
CORS
Web Sockets
Web Workers
Microdata
File API
History API

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APIs in HTML5

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CORS
Web Sockets
Web Workers
Post Message API
Microdata
File API
History API

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What we get to learn?

DAY1

- Header
- Semantics
- Media Tags
- Form API
- Canvas 2D

DAY2

- Canvas 2D
- SVG
- Validation
- Geo Location
- Storage API

DAY3

- Offline API
- External Libraries
- ModernizrJS
- More APIs

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Less Header code

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Header Code in past

HTML 4.01 Strict
HTML 4.01 Transitional
HTML 4.01 Frameset
XHTML 1.0 Strict
XHTML 1.0 Transitional
XHTML 1.0 Frameset
XHTML 1.1

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01
  Transitional//EN"
  "http://www.w3.org/TR/html4/loose.dtd">
```

Header Code in Future

<!DOCTYPE html>

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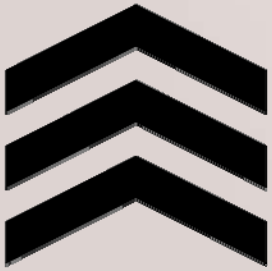
Header Code in past

```
<html xmlns="http://www.w3.org/1999/xhtml">
<html>
<html lang=“en”> (optionally)

<meta http-equiv="Content-Type“
   content="text/html; charset=utf-8" />
<meta charset=“utf-8”>
```

Header Code in past

```
<style type="text/css">
<style>

<script type="text/javascript">
<script>

<link type="text/css" rel="stylesheet" href="mystyle.css" />
<link rel="stylesheet" href="mystyle.css" />
```



New Semantics

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DIV for division SPAN for selection

div tags were used to group other tags together

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Meaningful Tags

header
hgroup
nav
article
aside
footer
mark
section

figure
figcaption
time

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New Meaningful Tags

header :
will be on the top of page or content if required.

hgroup:
will be used to group h1 to h6 tags together.

nav:
will be used to group any navigation elements line anchors and links.

section:
will be used to declare contents of the page that is complete and full.

article:
will be used to contain the matter / text that is full in itself.

New Meaningful Tags

aside :

will be for contents that are either sides of the page that may not be required to understand the section or the contents of the page eg. References about the content.

footer :

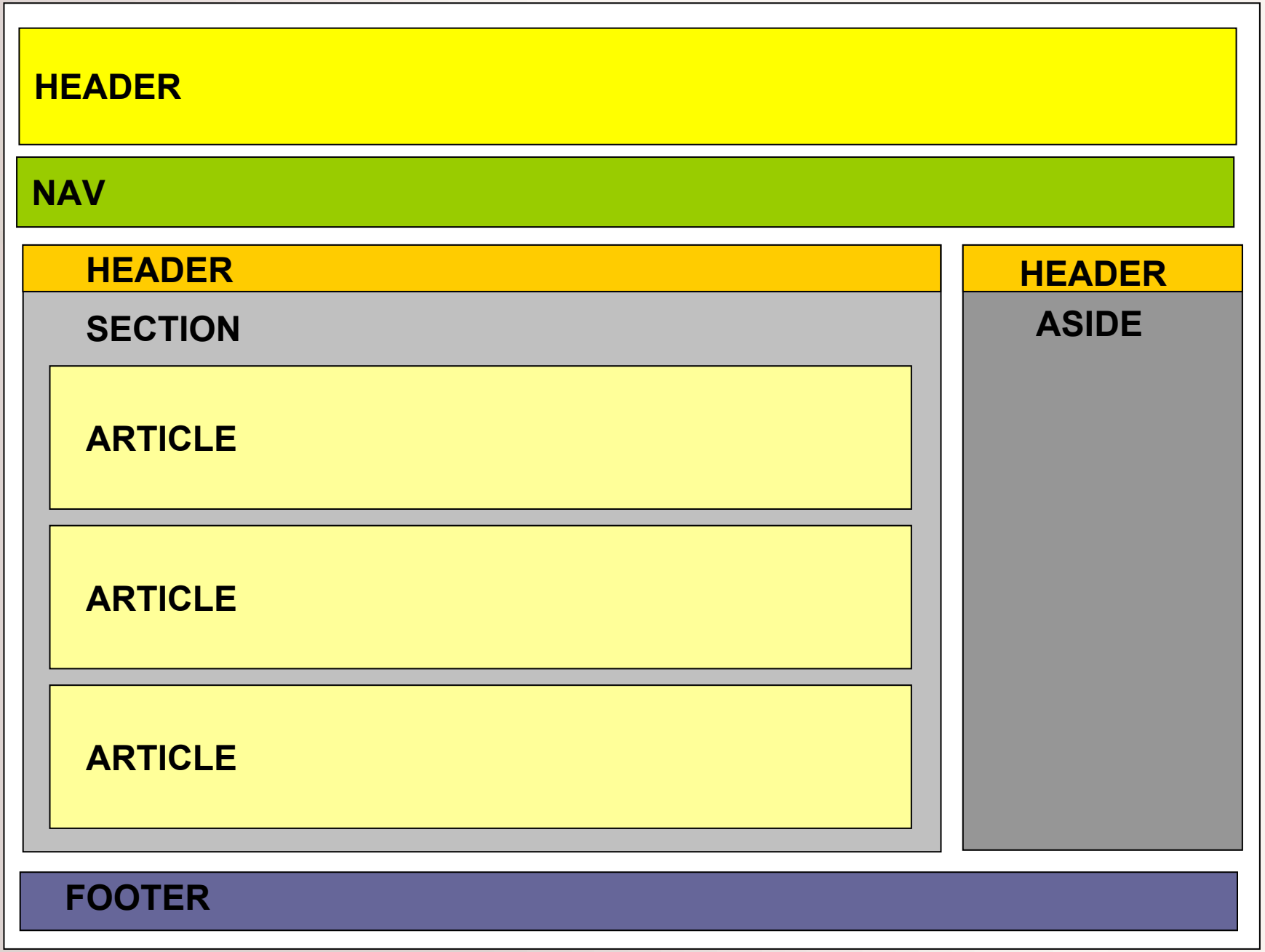
will be in the bottom of the page or the content.

mark :

will be used to highlight the content

figure :

will be used to group related images together especially the one that needs a caption.


HEADER
NAV
HEADER
SECTION
ARTICLE
ARTICLE
ARTICLE
HEADER
ASIDE
FOOTER

HTML5 Semantics not supported in your browser ?

HTML5SHIV

http://code.google.com/p/html5shiv

HTML5 BOILERPLATE

http://html5boilerplate.com

Modernizr

http://modernizr.com

How to use HTML5SHIV

Shiv or Shim ?

```
<!--[if lt IE 9]>
   <script src="script/dist/html5shiv.js"><script>
<![endif]-->
```

Form Inputs API

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New Input Types

```
<input type="search" />
<input type="color" />
<input type="range" />
<input type="time" />
<input type="date" />
<input type="datetime" />
<input type="datetime-local" />
<input type="week" />
<input type="month" />
<input type="number" />
```

```
<input type="email" />
<input type="tel" />
<input type="url" />
<progress val="0~1"/>
<meter val="0~1"/>
```

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Normal Keypad in IPhone

Modified Keypad in IPhone

```
<input type= "email" />
```


```
<input type= "url" />
```

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Modified Keypad in IPhone

`<input type="number" />`

`<input type="tel" />`

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New Attributes on Inputs

autofocus
placeholder
required
autocomplete
pattern
novalidate

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Validation API

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Validation API

autofocus
placeholder
required
autocomplete
pattern
novalidate
step

attributes for validation

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Media API

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Before Media API

```
<object classid="clsid:abc-height=“000"
    codebase="http://download.flash/swflash.cab#version=6,0,40,0">

<param name="allowFullScreen" value=“true”/>
<param name="allowscriptaccess" value=“true”/>
<param name="src" value=“movie.flv”/>

<embed type="application/x-shockwave-flash” src=“movie.flv”>
</embed>

</object>
```

Before Media API

Audio | Video

Flash was the most reliable way to play video and audio on the web.

Roughly **99.97%** of all desktops have Flash player.

iPhone/iPad does not.

They do support HTML5 <video>

Before Media API

Audio | Video

H.264 : It is the most widely supported format.
But licensing costs browser makers $5 million a year.

Support



Does Not Support


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Before Media API

Audio | Video

Ogg : Includes a number of independent open source codec for both audio and video. is patent-free and fully open.

Support

Does Not Support

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methods on media API

video.canPlayType();

video.load();

video.pause();

video.play();

Fallback Options

Flash Player | Infallible, works on all except apple devices

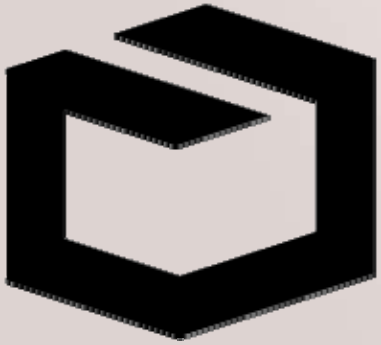
YouTube link | use if the content can be made public

http://videojs.com

http://projekktor.com

http://jwplayer.com

http://mediaelementjs.com



Canvas API

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Canvas Fundamentals

Dynamic bitmap with JavaScript
Allow drawing into a bitmap area
Think about it as a dynamic PNG
Rectangles, lines, fills, arcs, Bezier curves, etc.
Use **Text**, **Images**, **Videos** and **Shapes**
Immediate mode : Fire and Forget
It does not remember what you drew last.
It's up to you to maintain your objects tree
This is a black box : content not visible into the DOM
Beware of accessibility issues
Simple API: 45 methods, 21 attributes

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Geolocation

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Geolocation API

Works on

Firefox	IE	Chrome	Safari	Opera	iPhone	Android	Blackberry
3.5	9.0	5	5	10.63	3.2	2.1	6.0

Sources for Geolocation

IP address / ISP – not very accurate

Wi Fi spots – will give you block and street level accuracy

GPS – will deliver accurate location of the user

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Using Geolocation API

navigator.geolocation : will return true is supported on device

---

getCurrentPosition()

attempts to get the current location of the user asynchronously

watchPosition()

starts monitoring the location of a user at an interval.

clearWatch()

stops monitoring the location of a user

Methods of Geolocation

getCurrentPosition(successFunction, failureFunction,
{enableHighAccuracy: true, timeout:5000, maximumAge:6000});
watchPosition(same as above);

---

enableHighAccuracy: Is a Boolean setting that allows you to use accurate GPS detection (when available).

maximumAge: specifie show recently (in milliseconds) location detection needs to have occurred.

timeout : specifies when(inmilliseconds)an attempt to get a user location needs to timeout.

The Position

position Object

---

timestamp: returns the time when the location was detected.
coords.latitude: returns the latitude in degrees.
coords.longitude: returns the longitude in degrees.
coords.accuracy: returns how accurate the location is, in meters.
coords.altitude: returns the altitude , if available.
coords.altitudeAccuracy: gives altitude accuracy, in meters, if available.
coords.speed: returns speed (based on previous detected position), in meters/second.
coords.heading: returns the angle, in degrees clockwise from true north.

Error Object

1 : PERMISSION_DENIED

the user disallowed sharing his or her location

2 : POSITION_UNAVAILABLE

the position can't be found, the network is down, or GPS is unavailable.

3 : TIMEOUT

timeout occurred ,as it took too long to get the user's location.

Geolocation Fallback

geo.js

http://code.google.com/p/geo-location-javascript/

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Offline Browsing API

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Offline Browsing API

applicationCache

<html manifest="myapp.manifest">

Files with extension .manifest and .appache are common

Can also be a an absolute location of a file on the same domain (crossdomain files wont work)

Set the mime type to support old browsers

Offline Browsing API

CACHE MANIFEST

Has 3 sections
CACHE:
NETWORK:
FALLBACK:

These sections can be listed in any order and each section can appear more than once in a single manifest.

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Offline Browsing API

CACHE MANIFEST

The only required line in the file

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Offline Browsing API

CACHE:

The default section declares all the files that will be stored for offline usage.

Each file needs to be mentioned in a separate line

Once cached the files will always be fetched from browser cache not from the server.

Offline Browsing API

NETWORK:

Shows all the files that need network access to work.

Can take wildcards to represent multiple files and directories. (*)

otherwise the network isn't used, even if the user is online

Offline Browsing API

FALLBACK:

A list of files that can be used in place of requested files

You can use wildcards (/) to create a fallback for any file that you asked if now cached

Offline Browsing API

#Comment / version 001

Needs to be updated with there is any change in the file

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Storage API

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Types of Storage API

Cookies

Web Storage

Local Storage

Session Storage

Browser Databases (Indexed DB / Web SQL)

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Support

Firefox	IE	Chrome	Safari	Opera	iPhone	Android	Blackberry
3.0	8.0	3.0	4	10.5	3.0	2.0	6.0

Properties and Methods

length	Number of stored strings
getItem()	read the value of the key (name)
setItem()	add / modify the value of the key (name)
removeItem()	remove the name and value
clear()	removes all name values of your domain
key()	will return the stored name in that index

Storage Event

addEventListener("storage ", callBack)

window.onstorage = function(){}

- event properties
  - **key :** string the named key that was CUD
  - **oldValue :** previous value (now overwritten), or null
  - **newValue :** new value, or null if an item was removed
  - **url :** string the page which called a method that triggered this change

Storage Error

QUOTA_EXCEEDED_ERR
when the app exceeds the allowed storage

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Working With IndexedDB

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File API

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File API

- Until html5 we had to use server side programs to handle files
- HTML5 File API provides ways to access and read local files
- Latest updates http://www.w3.org/TR/FileAPI/
- Use <input type="file" /> or drag n drop

File API | Features

Has 3 major sections

- file reader
- file writer (not currently implemented)
- file system (not currently implemented)

File API | File Reader

- Select files to upload on the client side
- Restrict kinds of file from being uploaded
- Generate thumbnails for uploads
- Check the modified date to match on server
- Parse and get detailed file info
- Modify and send to server

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File API | 4 types of file data

Text Data

- readAsText()

data:// URL

- readAsDataURL()

Binary Data

- readAsBinaryString()

Array Buffer

History API

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History API | Why ?

- The url on the browser modifies when making an ajax call
- No reference to go back in the async call
- History API allows us to make changes to url text
- Can not work with local files needs a web server

History API | How ?

Use the pushState() to create a new history

takes 3 properties

state : can be any JSON data

- It is passed back to the popstate event hander

title : can be any string

- currently unused by major browsers

url : can be any string

- that gets displayed in address bar (this wont create links)

Communication API

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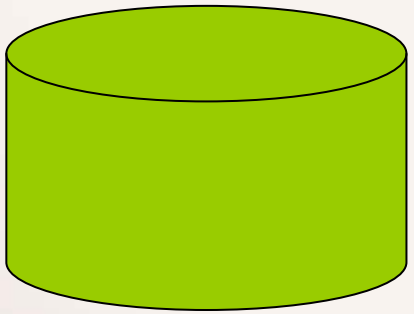
What is it ?

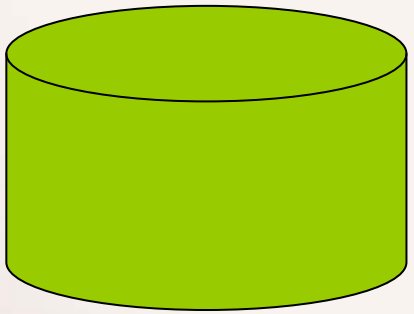
Firefox	IE	Chrome	Safari	Opera	iPhone	Android	Blackberry
3.0	8.0	2	4	9.6	3.0	2.0	6.0

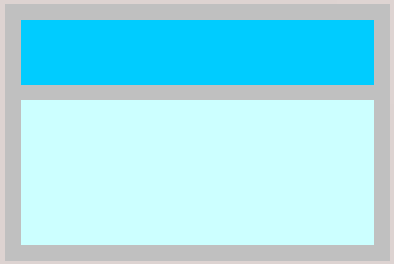
Cross Document Messaging

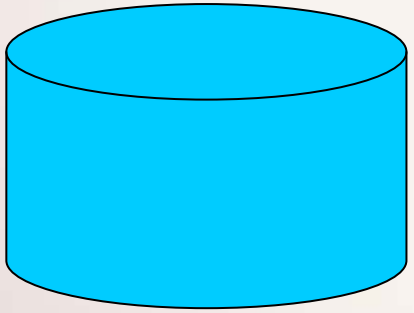
Applications from different domains can communicate safely
Communication between IFrames, and Windows
Communication is enabled via PostMessage API


HTML









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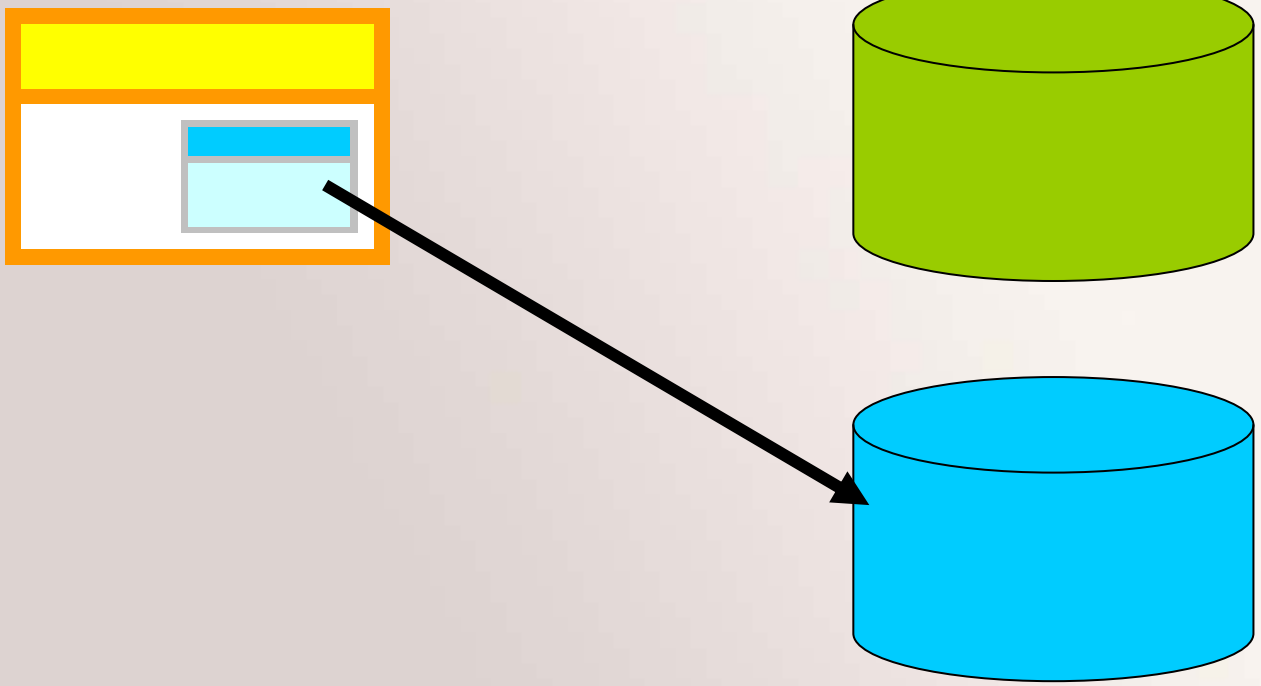

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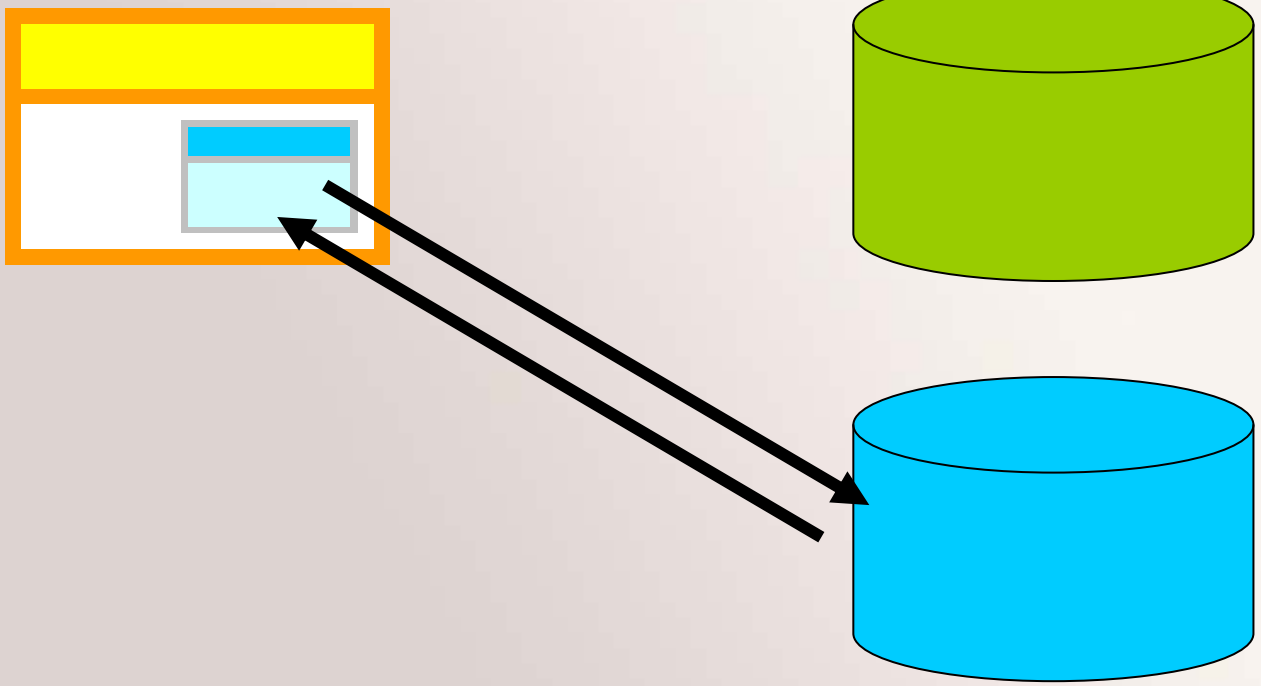

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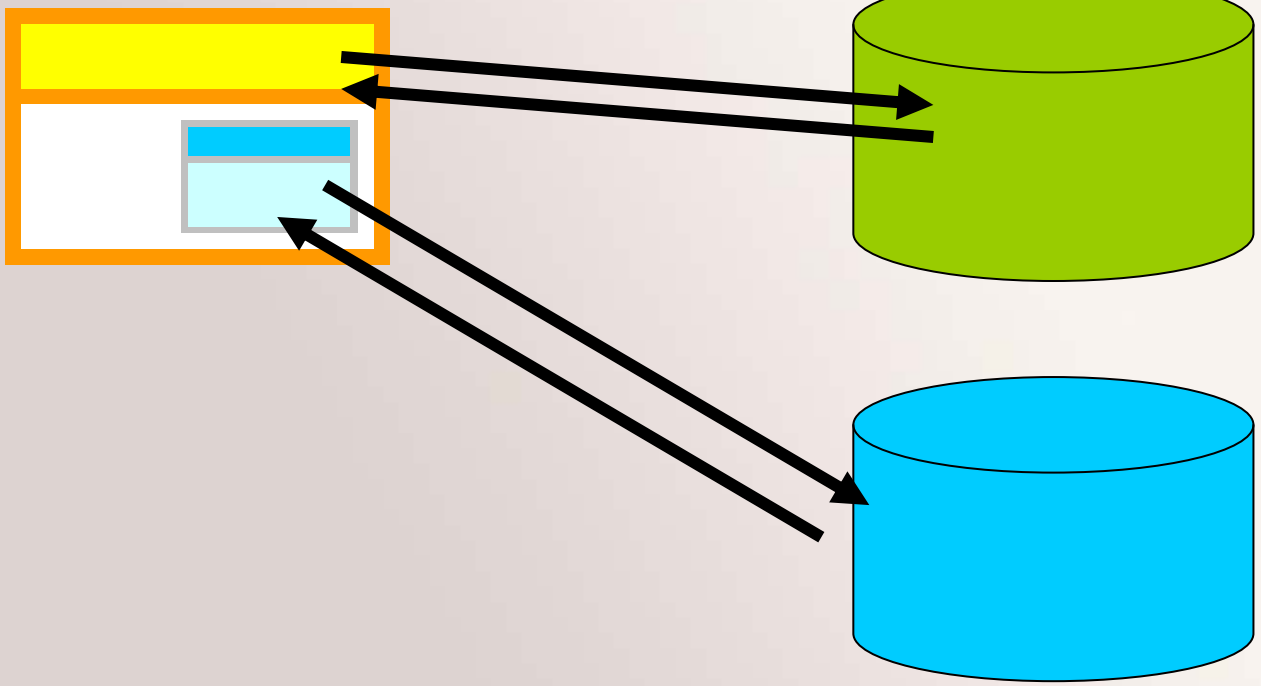

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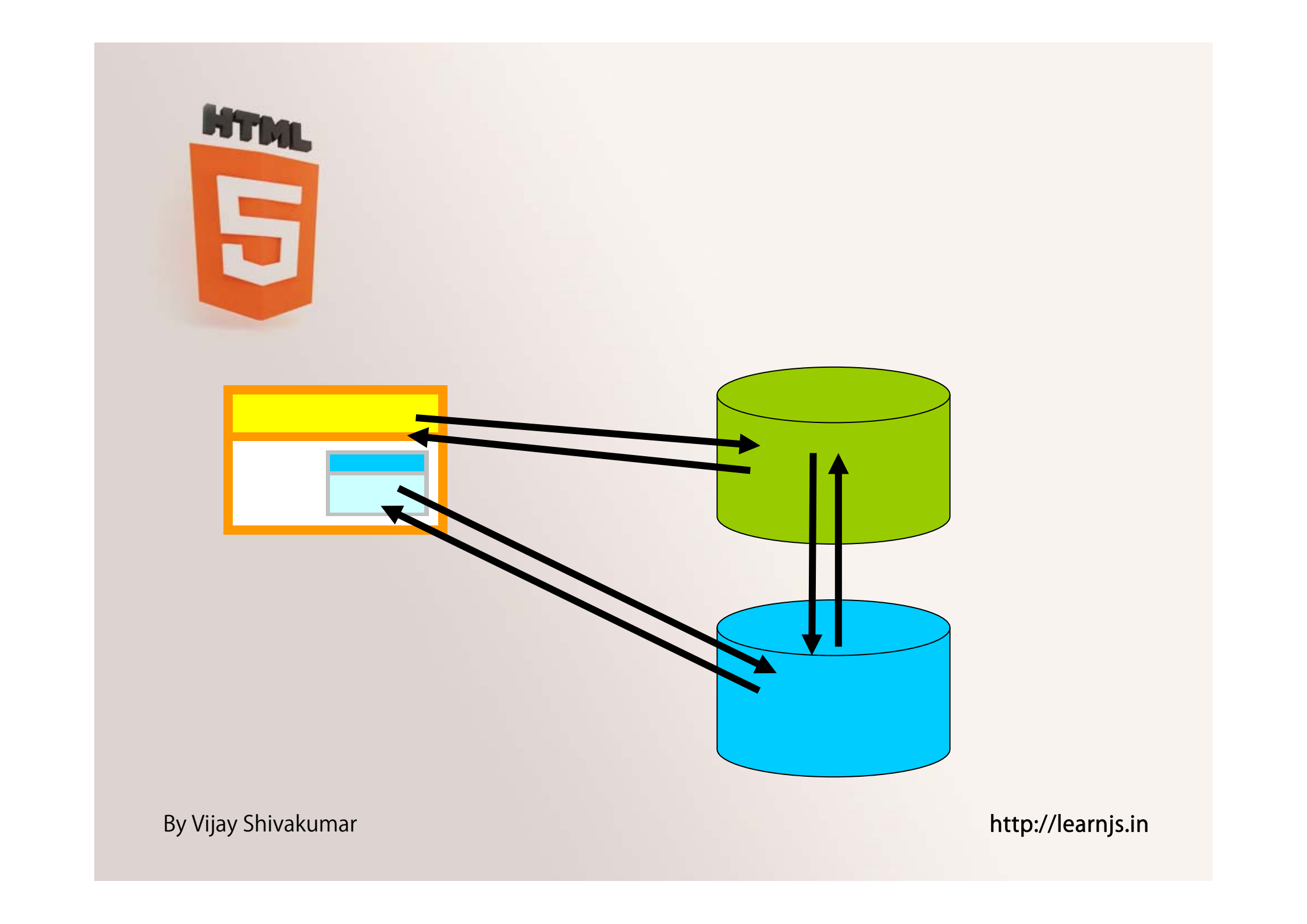

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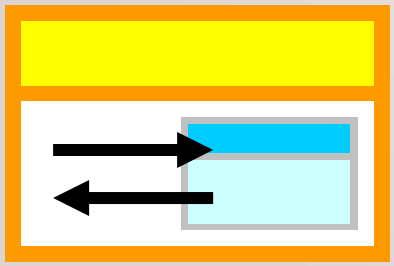

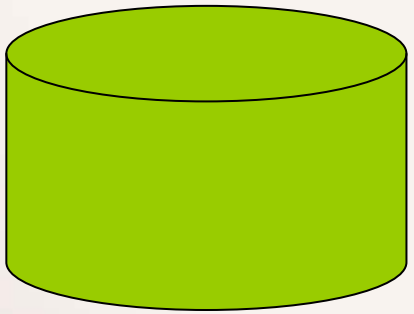

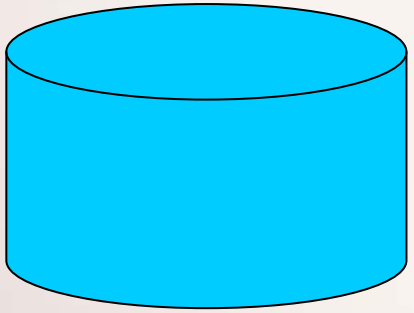

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Socket API

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Existing scenarios

HTTP a request and response protocol.

Designed to request text files

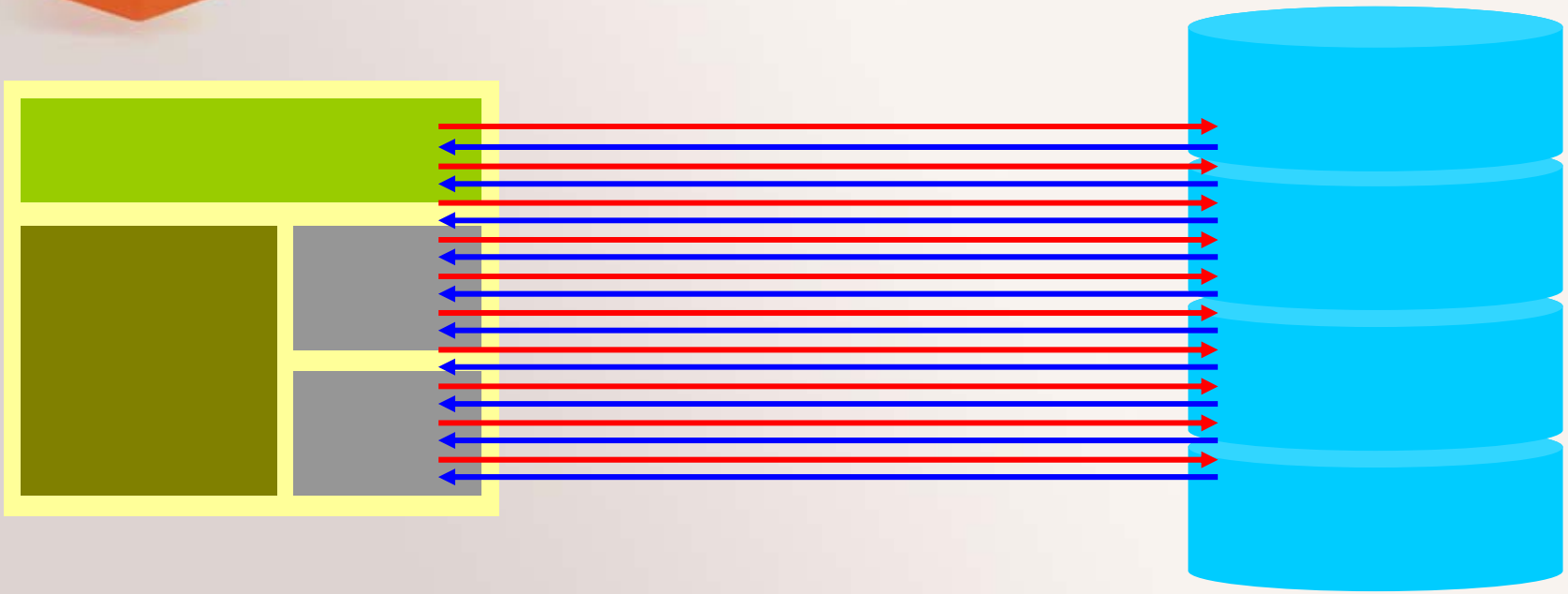
Poor for real time data on server

- (Chat, Dashboard, Games etc..)

So we adopted

- Recursive Client Request (Polling)
- Server Push

Polling (Ajax)



Every request has a response even If it is empty.

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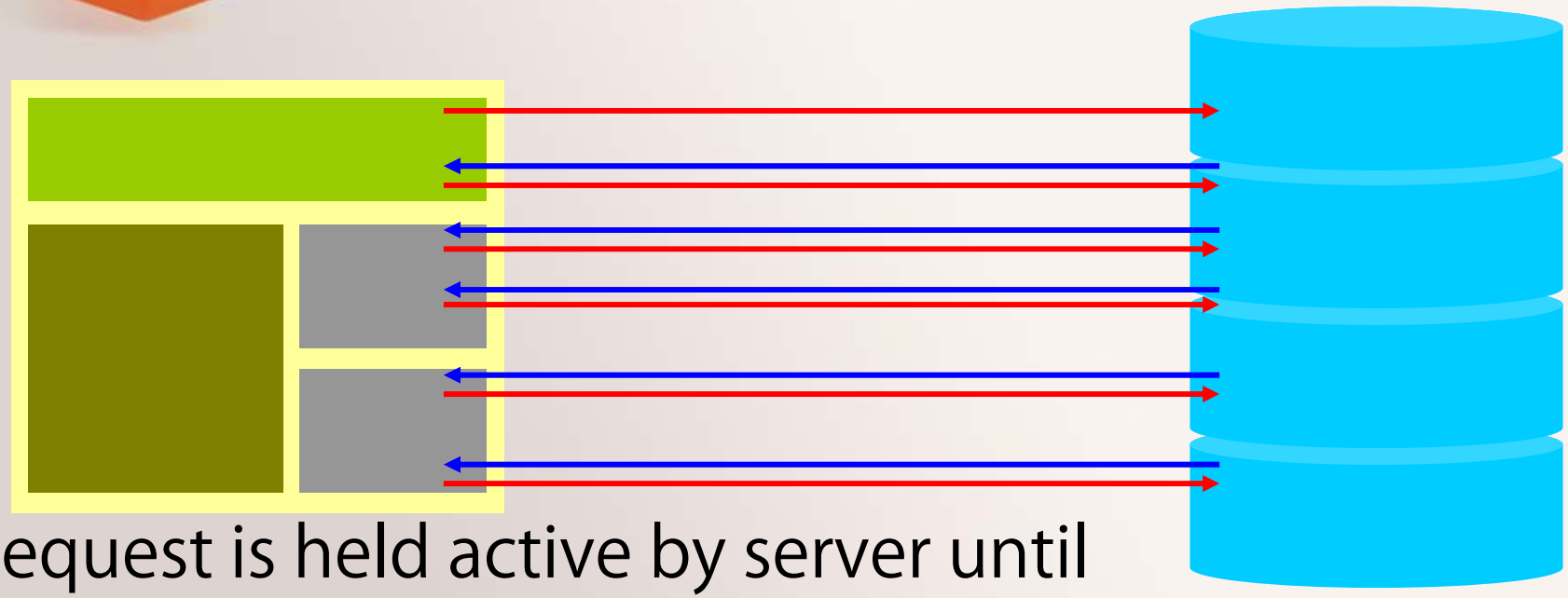
Comet / Server Push (Ajax 2)



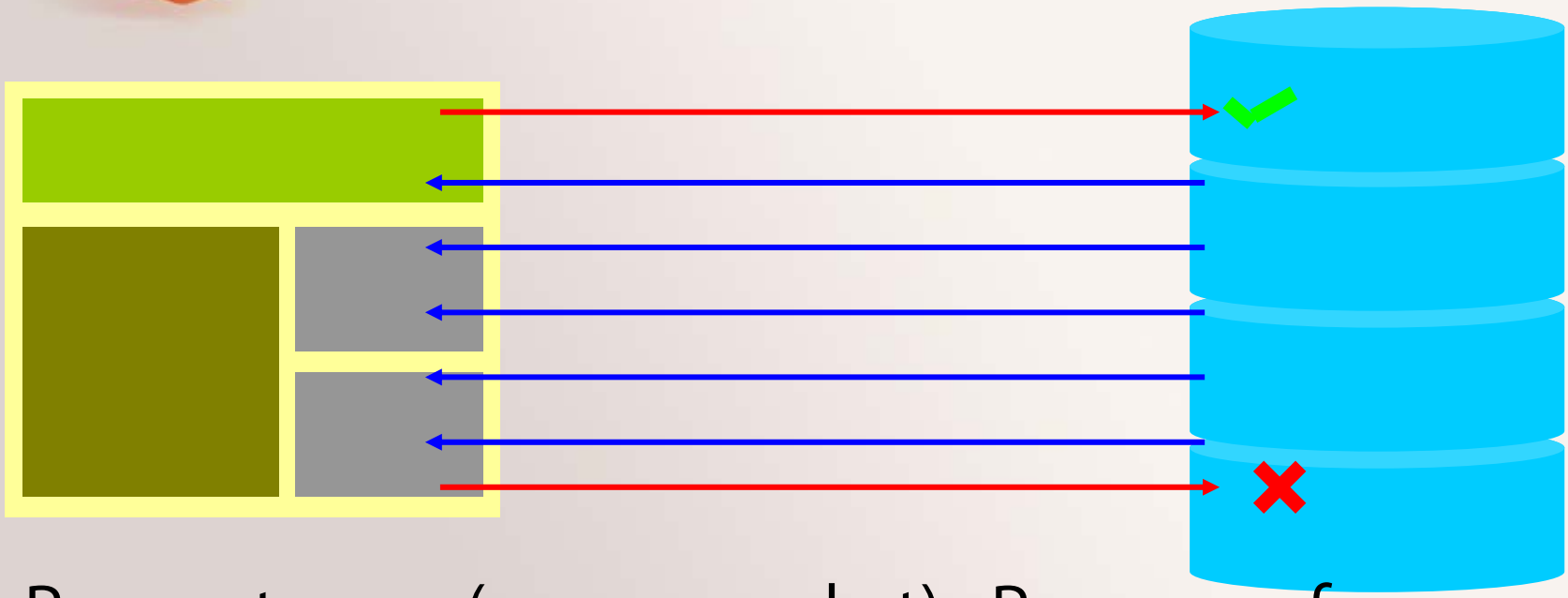
Request is held active by server until there is an update and then responds

For every response the client will send a new request

Disadvantages

- Large sequence of http requests, more than one a second
- Huge amount of server load as for each request
- Overhead of HTTP headers
- User authentication

Socket



Request once (open a socket) , Response for every server updates , Until you choose to close socket

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Socket Methods

var ws = new WebSocket("url")

ws.send("message");

ws.close(); terminate the socket connection

---

ws.onopen = openFun;

ws.onclose = closeFun;

ws.onmessage = messageFun;

ws.onerror = errorFun;

Drag N Drop API

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Offline API

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Why do we need it ?

HTML, CSS, and JS stay fairly consistent

Native browser caching is unreliable

Caching resources creates faster apps!

Decent mobile support

New APIs

Battery Status API
Vibrate API
Tab Focus API / Page Visibility API
FullScreen API
getUserMedia API
High Resolution Time API
User Timing API

Navigation Timing API
Network Information API
Document Edit API
File Reader / Writer File API
History API
Contacts API

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