

HTML5

Web development I: Front-end engineering

A bit of history





The **Web Standards Project** is a grassroots coalition fighting for standards which ensure simple, affordable access to web technologies for all.

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Our Work Here is Done

By [Aaron Gustafson](#) | March 1st, 2013

Thanks to the hard work of countless WaSP members and supporters (like you), Tim Berners-Lee's vision of the web as an open, accessible, and universal community is largely the reality.

When The Web Standards Project (WaSP) formed in 1998, the web was the battleground in an ever-escalating war between two browser makers—Netscape and Microsoft—who were each taking turns “advancing” HTML to the point of collapse. You see, in an effort to one-up each other, the two browsers introduced new elements and new ways of manipulating web documents; this escalated to the point where their respective 4.0 versions were largely incompatible.

Realizing that this fragmentation would inevitably drive up the cost of building websites and ran the risk of denying users access to content and services they needed, [Glenn Davis](#), [George Olsen](#), and [Jeffrey Zeldman](#) co-founded WaSP and rallied an [amazing group of web designers and developers](#) to help them push back. The WaSP's [primary goal](#) was getting browser makers to support the standards set forth by the World Wide Web Consortium (W3C).

In 2001, with the browser wars largely over, WaSP began to shift its focus. While some members continued to work with browser vendors on improving their standards support, others began working closely with software makers like Macromedia to improve the quality of code being authored in tools such as Dreamweaver. And others began the hard slog of educating web designers and developers about the importance of using web standards, culminating in the creation of [WaSP InterAct](#), a web curriculum framework which is [now overseen by the W3C](#).

(reference)
Hello World!



(firefox)
Hello World!



(internet explorer)
Hello World!



<http://acid3.acidtests.org/>

HTML5 Fun Facts

Based on HTML 4.01 Strict

Does not use a DTD

Handles malformed and legacy markup

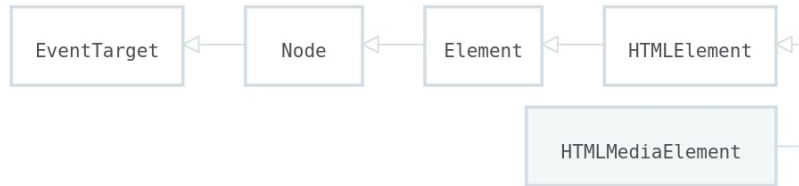
Can be written as XHTML

More semantic elements

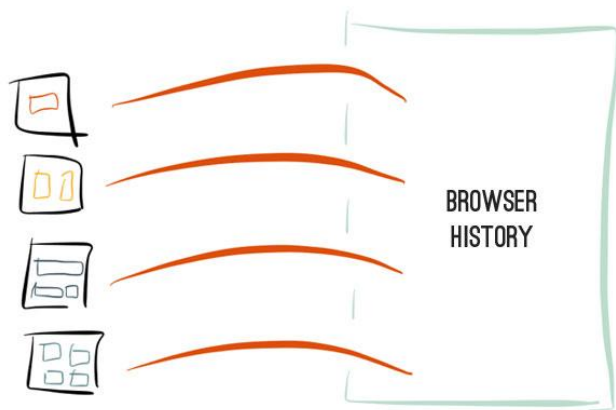
More APIs



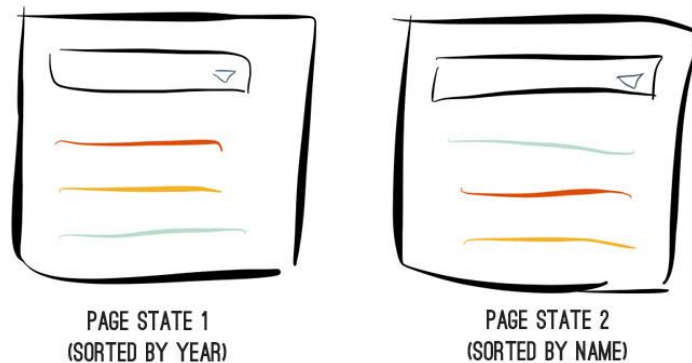
Media Player API



Session History API

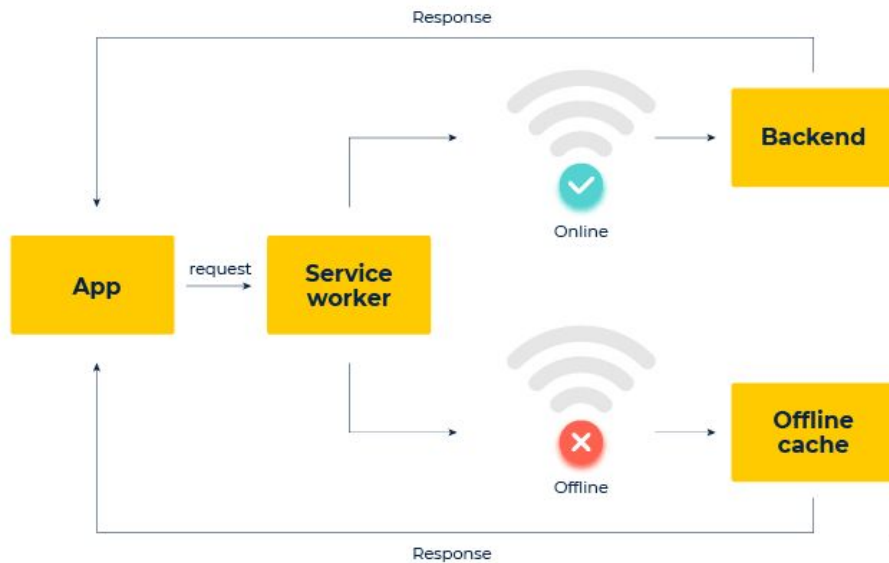


(TYPICAL)
DIFFERENT PAGE ADDED TO THE HISTORY



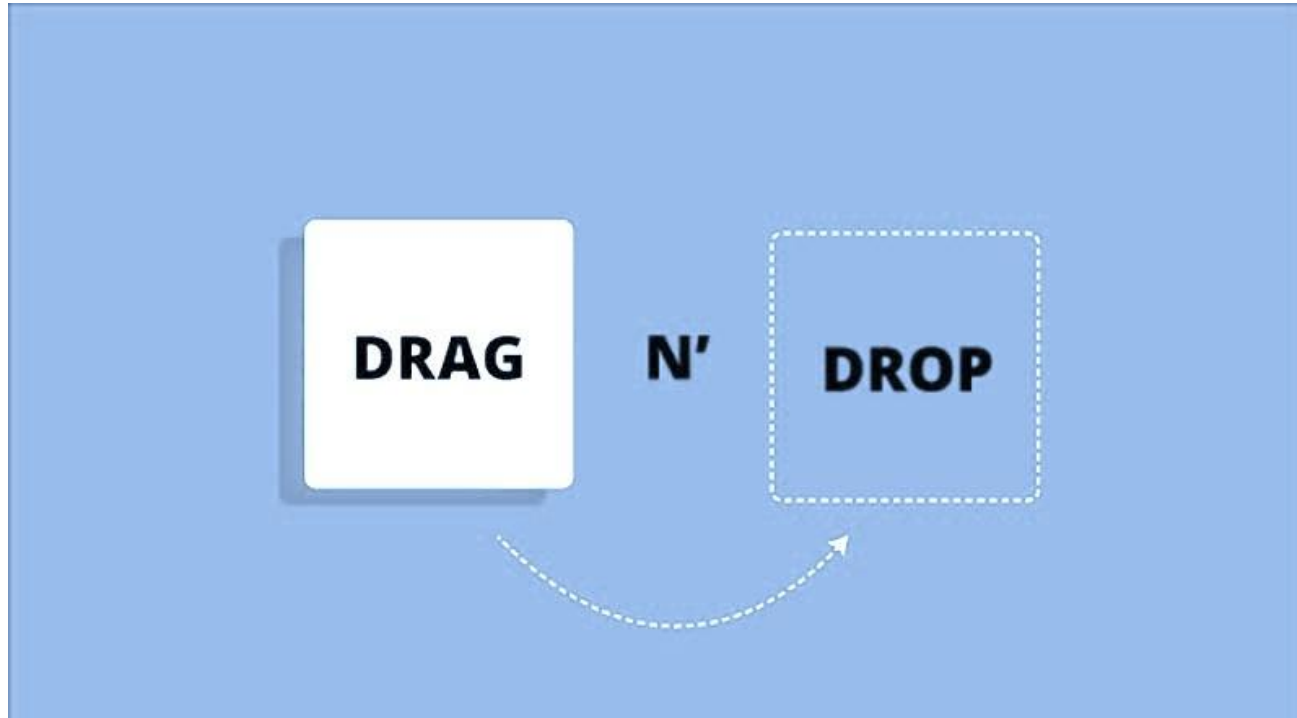
**TWO DIFFERENT STATES,
BUT NOT DIFFERENT PAGES**

Offline Web Application API

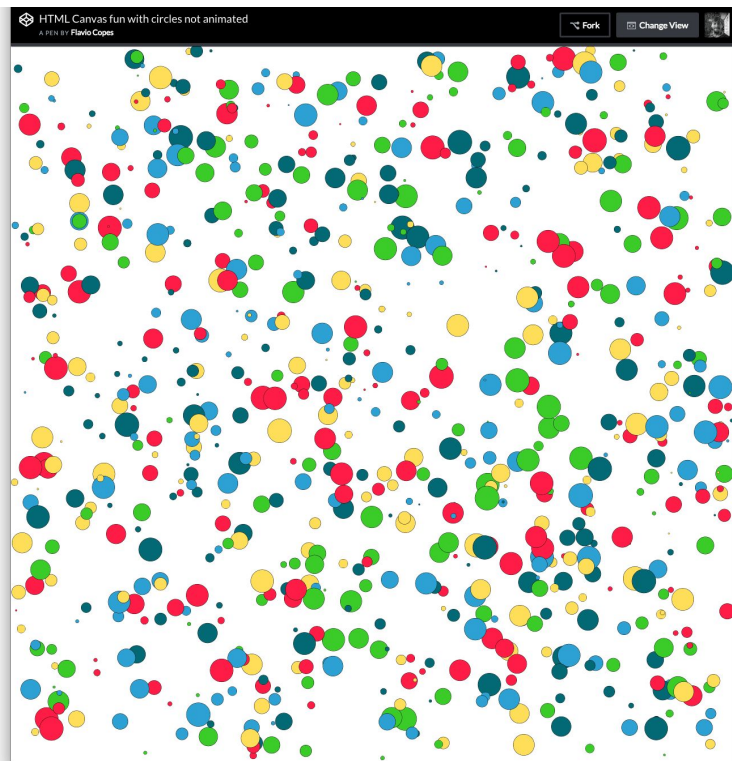




Drag and Drop API



Canvas API





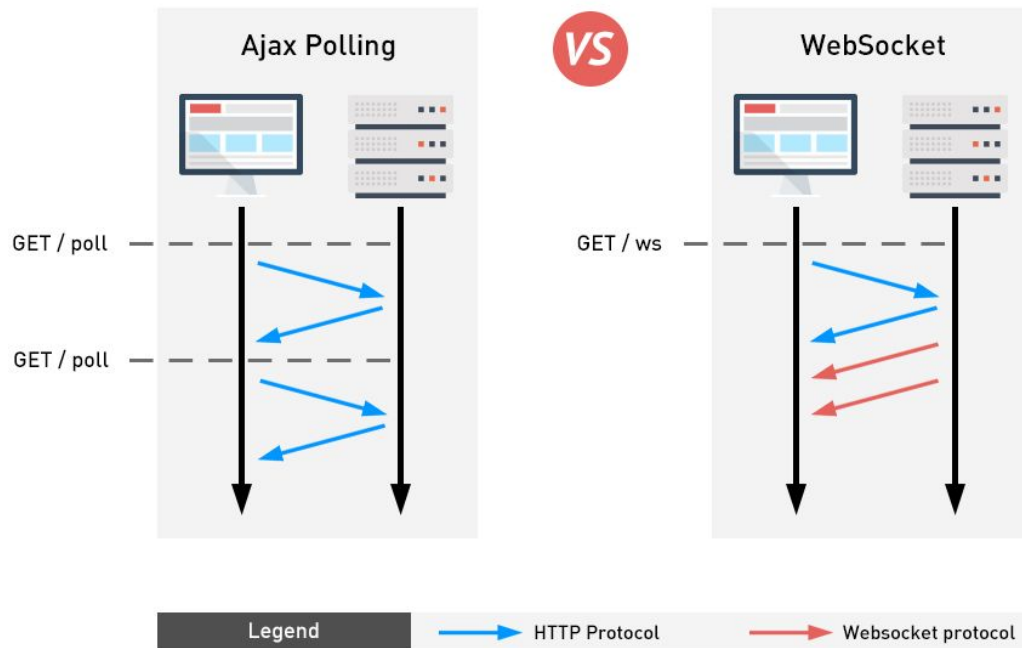
Geolocation API



Web Workers API



Web Sockets API



Sensor APIs



More APIs

See <https://developer.mozilla.org/en-US/docs/Web/API>

Browser implementations: <https://caniuse.com/>