

## HTML5 设计原理

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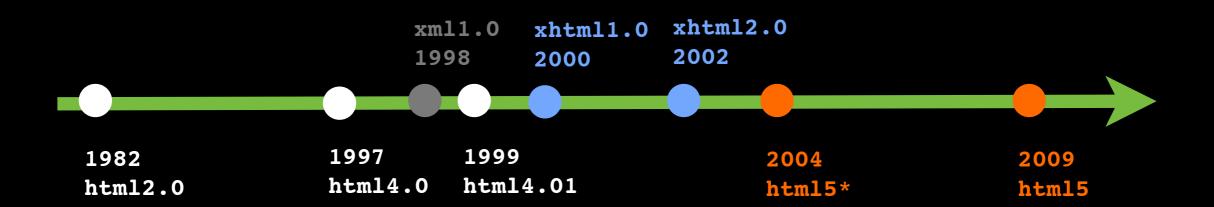
不得伤害人类,或袖手旁观人类受伤害 必须服从人类,除非命令违反第一法则 必须自卫,只要不违背第一和第二法则



#### HTML与浏览器

```
<!DOCTYPE html PUBLIC "-//W3C/DTD HTML 4.01//EN" "http://
www.w3.org/TR/html4/strict.dtd">
<meta http-equiv="Content-Type" content="text/html;
charset=utf-8" />
```

#### HTML



#### HTML

html4.01

xhtml I.0

xhtml 2.0

开放、自由 语法要求不严格 相对自由 语法要求遵从xml规则 不兼容html

严格的xml语法

#### HTML

html4.01

xhtml 1.0

开放、自由 语法要求不严格 相对自由 语法要求遵从xml规则 Be conservative in what you send, be liberal in what you accept.

发送时要保守,接收时要开放。

——Postel's Law

### HTML5 设计原理

- void needless complexity
- Support existing content
- Solve real problems
- Pave the cowpaths
- Degrade gracefully
- Priority of constituencies

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- void needless complexity
- Support existing content
- Solve real problems
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- Degrade gracefully
- Priority of constituencies

- 简化
- 兼容
- 解决问题
- 务实
- 退化
- 用户主导

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

```
<!DOCTYPE html PUBLIC "-//W3C/DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
```

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

```
<!DOCTYPE html PUBLIC "-//W3C/DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
```

<!doctype html>

```
<meta http-equiv="Content-Type" content="text/html;
charset=utf-8">
<?xml version="1.0" encoding="UTF-8" ?>
<meta http-equiv="Content-Type" content="text/html;
charset=utf-8"/>
```

```
<meta http-equiv="Content-Type" content="text/html;
charset=utf-8">
<?xml version="1.0" encoding="UTF-8" ?>
<meta http-equiv="Content-Type" content="text/html;
charset=utf-8"/>
<meta charset="utf-8">
```

<script type="text/javascript">

<script type="text/javascript">

<script>

<link rel="stylesheet" type="text/css/ src="..." />

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

#### 兼容

```
<img src="foo" alt="bar">
Hello world
<IMG SRC="foo" ALT="bar">
<P CLASS="foo">Hello world</P>
<img src=foo alt=bar>
Hello world
<img src="foo" alt="bar" />
Hello world
```

### 解决问题

```
<h2><a href="/path/to/resource">Headline text</a></h2><a href="/path/to/resource">Paragraph text.</a>
```

### 解决问题

```
<body>
    <div id="header">...</div>
    <div id="navigation">...</div>
    <div id="main">...</div>
    <div id="sidebar">...</div>
    <div id="footer">...</div>
</body>
<body>
    <header>...</header>
    <nav>...</nav>
    <div id="main">...</div>
    <aside>...</aside>
    <footer>...</footer>
</body>
```

```
<div class="item">
   <h2>...</h2>
    <div class="meta">...</div>
    <div class="content">
    </div>
    <div class="links">...</div>
</div>
<section class="item">
    <header><h1>...</h1></header>
    <footer class="meta">...</footer>
    <div class="content">
   </div>
    <nav class="links">...
</section>
```

```
<input type="number" />
<input type="search" />
<input type="range" />
<input type="email" />
<input type="date" />
<input type="url" />
```

输入Email,订阅每日团购信息 订阅

<input value="输入email,订阅每日团购信息" />

输入Email,订阅每日团购信息
订阅

<input value="输入email,订阅每日团购信息" />

<input placeholder="输入email,订阅每日团购信息" value="" />

## 总结

- 解决问题是第一要务
- 输出严谨,接收宽容
- 渐进增强,平稳退化

# HTML5 基础

### geolocation

- navigator.geolocation
- getCurrentPosition(location)
- location.coords.latitude
- location.coords.longitude
- location.coords.altitude

#### geolocation

```
<script>
if (navigator.geolocation) {
    navigator.geolocation.getCurrentPosition(function(position)) {
        var latitude = position.coords.latitude;
        var longitude = position.coords.longitude
        alert(latitude + ' - ' + longitude)
      });
} else {
    error('You, out!');
}
</script>
```

### HTML5 本地存储

- localStorage
- sessionStorage

- localStorage
- sessionStorage



```
var storage = window.localStorage;
storage.a = "haha";
storage["b"] = "hehe";
var a = storage.a;
var b = storage["b"];
```

```
if(window.addEventListener) {
    window.addEventListener("storage", handle_storage, false);
}else if(window.attachEvent) {
    window.attachEvent("onstorage", handle_storage);
}
```

```
<div id="c"></div>
<script>
    var storage = window.localStorage;
    if(!storage.getItem("num")){
        storage.setItem("num",0);
    }
    var n = parseInt(storage.getItem("num")) + 1;
    storage.setItem("num",n);
    document.getElementById("c").innerHTML = "result:" + n;
</script>
```

- cookies只能存储4096字节
- locationStorage能存储5M
- ie8以下和opera暂不支持

- 1. 配置服务器manifest文件的MIME类型
- 2. 编写manifest文件
- 3. html标签的manifest属性中引用manifest文件

.htaccess

AddType text/cache-manifest manifest

#### .manifest

```
CACHE MANIFEST
# meituan.localStorage v1.0
CACHE:
index.html
meituan.css
logo.png
core.js
NETWORK:
login.php
FALLBACK:
/index.php /deafault.html
```

.html

<html manifest="test.manifest">

用户可以离线访问web应用

- web页面加载速度提升
- 降低用户请求对服务器造成的负载压力

# HTML5 标签

article

aside

section

hgroup

nav

header

footer

details

summary

figure

audio

video

canvas

source

embed

keygen

datalist

output

#### <form>

## <form>

#### autocomplete

- autofocus
- form
- form overrides
- height width
- list

- min, max \ step
- multiple
- pattern (regexp)
- placeholder
- required

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- placeholder
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## <video>

```
<style>
    video { width:320px; height:240px; }
</style>
<video src="movie.ogg" controls="controls"></video>
```

#### <video>

# <audio>

<audio src="song.ogg" controls="controls"></audio>

## <audio>

## <audio>



#### <canvas>

```
<canvas id="myCanvas"></canvas>
<script type="text/javascript">
    var c = document.getElementById("myCanvas");
    var cxt=c.getContext("2d");
    cxt.fillStyle="#FF0000";
    cxt.fillRect(0,0,150,75);
</script>
```

The article element represents a self-contained composition in a document, page, application, or site and that is, in principle, independently distributable or reusable, e.g. in syndication.

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有完整的独立内容区块,可能包含header和footer

a forum post

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- a magazine

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- a magazine
- newspaper article

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- a user-submitted comment

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- a magazine
- newspaper article
- a blog entry
- a user-submitted comment
- an interactive widget or gadget

The section element represents a generic section of a document or application. A section, in this context, is a thematic grouping of content, typically with a heading

一段专题性质的内容,一般包含标题,有语义的div标签。

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- the various tabbed pages in a tabbed dialog box

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- the numbered sections of a thesis

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- chapters
- the various tabbed pages in a tabbed dialog box
- the numbered sections of a thesis
- A Web site's home page could be split into sections for an introduction, news items, and contact information.

#### <header>

The header element represents a group of introductory or navigational aids.

特殊的更具语义的section标签,相对于content的辅助性内容

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特殊的更具语义的section标签,相对于content的辅助性内容

- section's heading
- to wrap a section's table of contents, a search form, or any relevant logos

#### <footer>

The footer element represents a footer for its nearest ancestor sectioning content or sectioning root element. A footer typically contains information about its section such as who wrote it, links to related documents, copyright data, and the like.

特殊的更具语义的section标签,相对于content的辅助性内容

#### <aside>

The aside element represents a section of a page that consists of content that is tangentially related to the content around the aside element, and which could be considered separate from that content. Such sections are often represented as sidebars in printed typography.

特殊的更具语义的section标签,相对于article的辅助性内容

#### <details><summary>

### <hgroup>

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# HTML5 标准属性

- accesskey
- class
- id
- style
- tabeindex tab
- title
- lang

## HTML5 标准属性

- contenteditable
- contextmenu
- draggable
- dropzone
- hidden
- spellcheck

#### Window 事件属性 window 对象触发的事件。 适用于 <body> 标签:

属性		值	描述
onafterprint	new	script	在打印文档之后运行脚本
onbeforeprint	new	script	在文档打印之前运行脚本
onbeforeonload	new	script	在文档加载之前运行脚本
onblur		script	当窗口失去焦点时运行脚本
onerror	new	script	当错误发生时运行脚本
onfocus		script	当窗口获得焦点时运行脚本
onhaschange	new	script	当文档改变时运行脚本
onload		script	当文档加载时运行脚本
onmessage	new	script	当触发消息时运行脚本
onoffline	new	script	当文档离线时运行脚本
ononline	new	script	当文档上线时运行脚本
onpagehide	new	script	当窗口隐藏时运行脚本
onpageshow	new	script	当窗口可见时运行脚本
onpopstate	new	script	当窗口历史记录改变时运行脚本
onredo	new	script	当文档执行再执行操作(redo)时运行脚本
onresize	new	script	当调整窗口大小时运行脚本
onstorage	new	script	当文档加载加载时运行脚本
onundo	new	script	当 Web Storage 区域更新时(存储空间中的数据发生变化时)
onunload	new	script	当用户离开文档时运行脚本

#### 媒介事件

由视频、图像以及音频等媒介触发的事件。

适用于所有 HTML 5 元素,不过在媒介元素(诸如 audio、embed、img、object 以及 video)中最常用:

属性		值	描述
onabort		script	当发生中止事件时运行脚本
oncanplay	new	script	当媒介能够开始播放但可能因缓冲而需要停止时运行脚本
oncanplaythrough	new	script	当媒介能够无需因缓冲而停止即可播放至结尾时运行脚本
ondurationchange	new	script	当媒介长度改变时运行脚本
onemptied	new	script	当媒介资源元素突然为空时 (网络错误、加载错误等) 运行脚本
onended	new	script	当媒介已抵达结尾时运行脚本
onerror	new	script	当在元素加载期间发生错误时运行脚本
onloadeddata	new	script	当加载媒介数据时运行脚本
onloadedmetadata	new	script	当媒介元素的持续时间以及其他媒介数据已加载时运行脚本
onloadstart	new	script	当浏览器开始加载媒介数据时运行脚本
onpause	new	script	当媒介数据暂停时运行脚本
onplay	new	script	当媒介数据将要开始播放时运行脚本
onplaying	new	script	当媒介数据已开始播放时运行脚本
onprogress	new	script	当浏览器正在取媒介数据时运行脚本
onratechange	new	script	当媒介数据的播放速率改变时运行脚本
onreadystatechange	new	script	当就绪状态(ready-state)改变时运行脚本
onseeked	new	script	当媒介元素的定位属性 [1] 不再为真且定位已结束时运行脚本
onseeking	new	script	当媒介元素的定位属性为真且定位已开始时运行脚本
onstalled	new	script	当取回媒介数据过程中(延迟)存在错误时运行脚本
onsuspend	new	script	当浏览器已在取媒介数据但在取回整个媒介文件之前停止时运行脚本
ontimeupdate	new	script	当媒介改变其播放位置时运行脚本
onvolumechange	new	script	当媒介改变音量亦或当音量被设置为静音时运行脚本
onwaiting	new	script	当媒介已停止播放但打算继续播放时运行脚本

#### 表单事件

由 HTML 表单内部的动作触发的事件。

适用于所有 HTML 5 元素,不过最常用于表单元素中:

属性	值	描述
onblur	script	当元素失去焦点时运行脚本
onchange	script	当元素改变时运行脚本
oncontextmenu ne	w script	当触发上下文菜单时运行脚本
onfocus	script	当元素获得焦点时运行脚本
onformchange ne	w script	当表单改变时运行脚本
onforminput ne	w script	当表单获得用户输入时运行脚本
oninput ne	w script	当元素获得用户输入时运行脚本
oninvalid ne	w script	当元素无效时运行脚本
onreset	script	当表单重置时运行脚本。HTML 5 不支持。
onselect		当选取元素时运行脚本
onsubmit		当提交表单时运行脚本

#### 键盘事件

由键盘触发的事件。

适用于所有 HTML 5 元素:

属性	值	描述	
onkeydown	script	当按下按鍵时运行脚本	
onkeypress	script	当按下并松开按键时运行脚本	
onkeyup	script	当松开按键时运行脚本	

#### 鼠标事件

由鼠标货相似的用户动作触发的事件。 适用于所有 HTML 5 元素:

属性		值	描述
			当单击鼠标时运行脚本
onclick		script	
ondblclick		script	当双击鼠标时运行脚本
ondrag	new	script	当拖动元素时运行脚本
ondragend	new	script	当拖动操作结束时运行脚本
ondragenter	new	script	当元素被拖动至有效的拖放目标时运行脚本
ondragleave	new	script	当元素离开有效拖放目标时运行脚本
ondragover	new	script	当元素被拖动至有效拖放目标上方时运行脚本
ondragstart	new	script	当拖动操作开始时运行脚本
ondrop	new	script	当被拖动元素正在被拖放时运行脚本
onmousedown		script	当按下鼠标按钮时运行脚本
onmousemove		script	当鼠标指针移动时运行脚本
onmouseout		script	当鼠标指针移出元素时运行脚本
onmouseover		script	当鼠标指针移至元素之上时运行脚本
onmouseup		script	当松开鼠标按钮时运行脚本
onmousewheel	new	script	当转动鼠标滚轮时运行脚本
onscroll	new	script	当滚动元素滚动元素的滚动条时运行脚本

#### thanks