

HTML5

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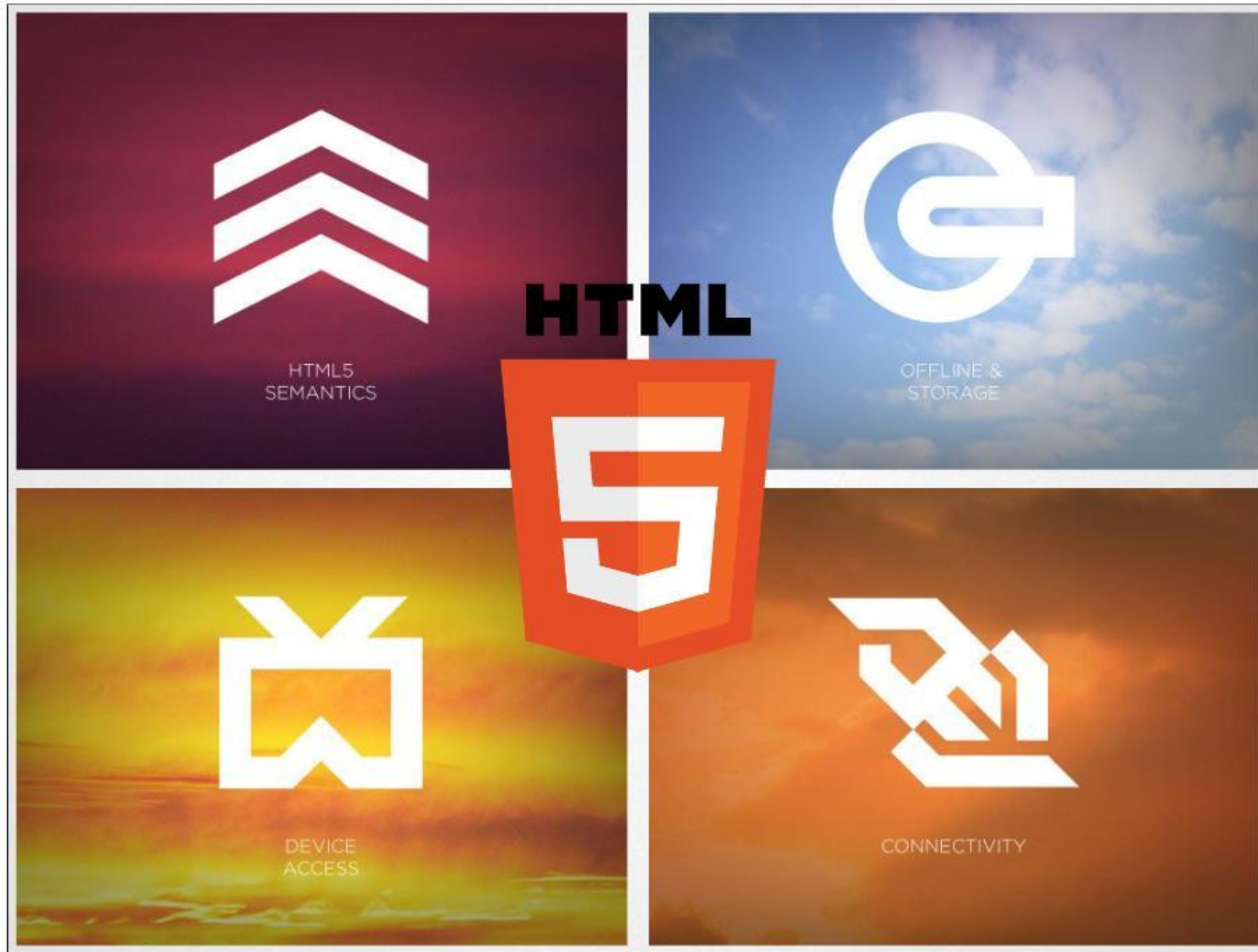
What's HTML5
New Elements
Validations
Assignment



What's HTML5



<https://www.youtube.com/watch?v=mzPxo7Y6JyA>



New HTML5 Elements



Semantics



CSS3



Multimedia



Graphics & 3D



Device Access



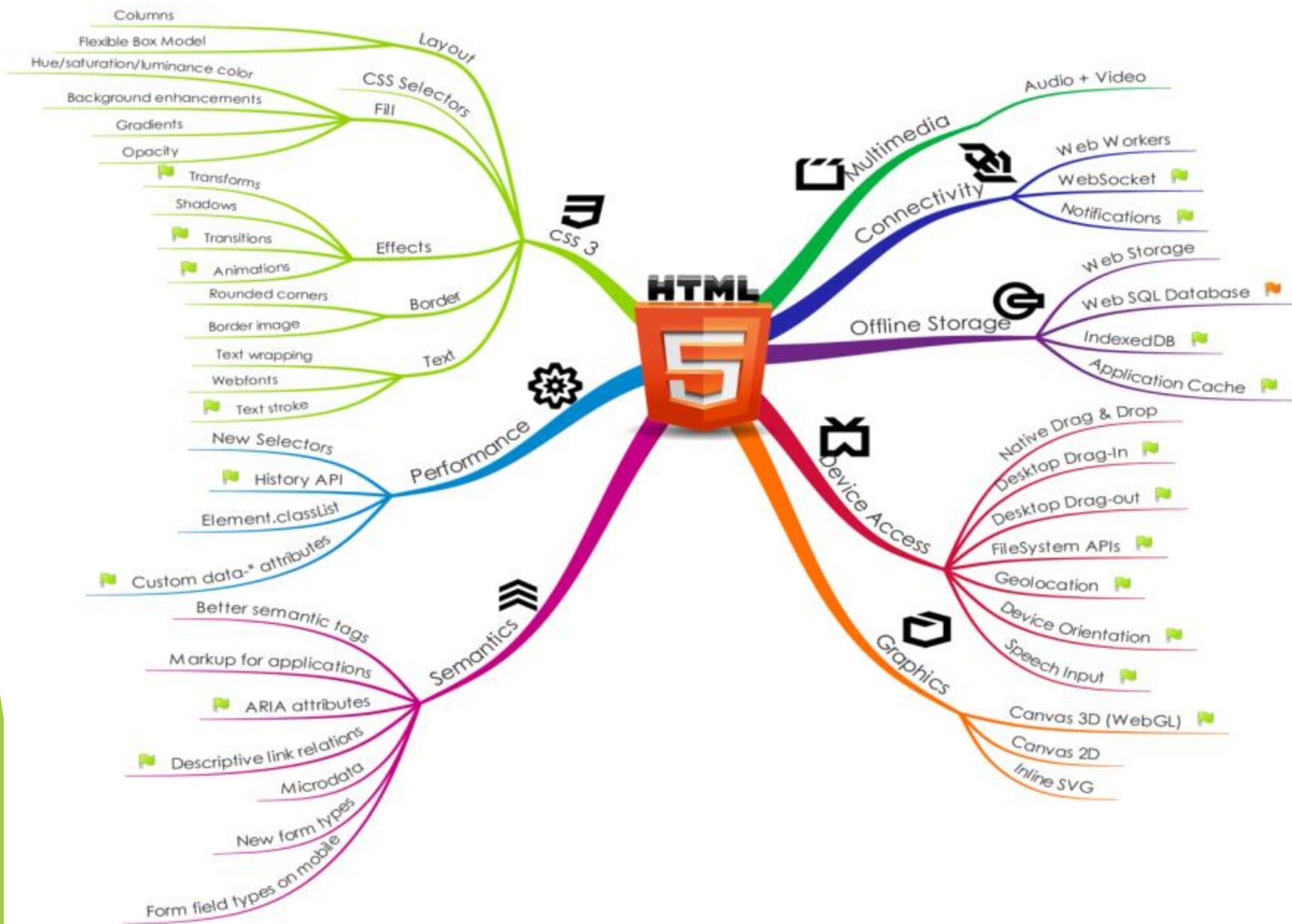
Performance



Offline & Storage



Connectivity



New Semantic/Structural Elements

Tag	Description
<article>	Defines an article in the document
<aside>	Defines content aside from the page content
<details>	Defines additional details that the user can view or hide
<dialog>	Defines a dialog box or window
<figcaption>	Defines a caption for a <figure> element
<figure>	Defines self-contained content, like illustrations, diagrams, photos, code listings, etc.
<footer>	Defines a footer for the document or a section
<header>	Defines a header for the document or a section
<main>	Defines the main content of a document

New Semantic/Structural Elements

Tag	Description
<bdi>	Defines a part of text that might be formatted in a different direction from other text
<mark>	Defines marked or highlighted text
<menuitem>	Defines a command/menu item that the user can invoke from a popup menu
<meter>	Defines a scalar measurement within a known range (a gauge)
<nav>	Defines navigation links in the document
<progress>	Defines the progress of a task

New Semantic/Structural Elements

Tag	Description
<ruby>	Defines a ruby annotation (for East Asian typography)
<rp>	Defines what to show in browsers that do not support ruby annotations
<rt>	Defines an explanation/pronunciation of characters (for East Asian typography) in a ruby annotation.
<section>	Defines a section in the document
<summary>	Defines a visible heading for a <details> element
<time>	Defines a date/time
<wbr>	Defines a possible line-break

New Form Elements

Tag	Description
<datalist>	Defines pre-defined options for input controls
<keygen>	Defines a key-pair generator field (for forms)
<output>	Defines the result of a calculation

New Media Elements

Tag	Description
<audio>	Defines sound or music content
<embed>	Defines containers for external applications (like plug-ins)
<source>	Defines sources for <video> and <audio>
<track>	Defines sources for <video> and <audio>
<video>	Defines video or movie content

New Graphic Elements

Tag	Description
<code><canvas></code>	Draw graphics, on the fly, via scripting (usually JavaScript)
<code><svg></code>	Draw scalable vector graphics

Elements Removed in HTML5

The following HTML4 elements have been removed from HTML5:

Element	Use instead
<code><acronym></code>	<code><abbr></code>
<code><applet></code>	<code><object></code>
<code><basefont></code>	CSS
<code><big></code>	CSS
<code><center></code>	CSS
<code><dir></code>	<code></code>
<code></code>	CSS
<code><frame></code>	
<code><frameset></code>	

4 vs 5 HTML4 vs HTML5

HTML4

```
<div id="header">  
<div id="menu">  
<div id="content">  
<div id="post">  
<div id="footer">
```

HTML5

```
<header>  
<nav>  
<section>  
<article>  
<footer>
```

Using HTML5

`<header>`

`<nav>`

`<article>`

`<section>`

`<sidebar> or <aside>`

`<footer>`

Example1 div

The image shows a side-by-side comparison of CSS code and its rendered output. On the left, a code editor displays the CSS for 'exlab2_1.html'. On the right, a web browser shows the rendered page 'HTML5 Example1 Lab#2'.

Code Editor (Left):

```
12 <style>
13 body {
14     font-family: sans-serif;font-size:0.8em;
15 }
16 div#header,div#footer,div#content,div#post {
17     border:1px solid grey;
18     margin:5px;margin-bottom:15px;padding:8px;
19     background-color:white;
20 }
21 div#header,div#footer {
22     color:white;background-color:darkblue;margin-bottom:5px;
23 }
24 div#content {
25     background-color:lightblue; }
26 div#menu ul {
27     margin:0;padding:0; }
28 div#menu ul li {
29     display:inline; margin:5px;
30 }
31 div#header{
32     font-family: Time Roman;
33     font-style: bold;
34     background-color: #00;
35 }
36 header,footer,section,article {
37     border:1px solid grey;
38     margin:5px;margin-bottom:15px;padding:8px;
39     background-color:white; }
40 header,footer {
41     color:white;background-color:#444;margin-bottom:5px;
42 }
43 section {
44     background-color:#ddd;
45 }
46 nav ul {
47     margin:0;padding:0; } nav ul li {
48     display:inline; margin:10px; }
49 </style>
```

Web Browser (Right):

The browser window shows the rendered page 'HTML5 Example1 Lab#2'. The page layout matches the CSS code:

- Header:** A dark blue bar with the text 'Example 1 Lab2 WDT' in white.
- Navigation:** A white bar with links 'Home', 'Menu1', 'Menu2', and 'Menu3'.
- Section:** A light blue bar with the text 'Section'.
- Article 1:** A white box with the title 'Article' and the text 'content'.
- Article 2:** A white box with the title 'Article' and the text 'Content'.
- Footer:** A dark blue bar with the text '© 2015 WDT. All rights reserved.' in white.

A red bracket on the left side of the code editor highlights the CSS rules for the header, footer, content, and menu elements, which correspond to the visual elements on the right.

Example1 div

```
51 <body>
52
53 <div id="header">
54 <h1>Example 1 Lab2 WDT</h1>
55 </div>
56
57 <div id="menu">
58 <ul>
59 <li>Home</li>
60 <li>Menu1</li>
61 <li>Menu2</li>
62 <li>Menu3</li>
63 </ul>
64 </div>
65
66 <div id="content">
67 <h2>Section</h2>
68
69 <div id="post">
70 <h2>Article</h2>
71 <p>content</p>
72 </div>
73
74 <div id="post">
75 <h2>Article</h2>
76 <p>Content</p>
77 </div>
78 </div>
79 </div>
80
81 <div id="footer">
82 <p>&copy; 2015 WDT. All rights reserved.</p>
83 </div>
84
85 </body>
86 </html>
```

Line 78, Column 7

Example 1 Lab2 WDT

Home Menu1 Menu2 Menu3

Section

Article

content

Article

Content

© 2015 WDT. All rights reserved.

Example2 HTML5

Try it! HTML5

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <title>HTML5 Example2 Lab#2</title>
4 <meta charset="utf-8">
5
6 <!--[if lt IE 9]>
7 <script src="http://html5shiv.googlecode.com/svn/trunk/html5.js">
8 </script>
9 <![endif]-->
10
11 <style>
12 body {
13     font-family: sans-serif;font-size:0.8em;
14 }
15 header,footer,section,article {
16     border:1px solid grey;
17     margin:5px;margin-bottom:15px;padding:8px;
18     background-color:white;
19 }
20 header,footer {
21     color:white;background-color:#0489B1;margin-bottom:5px;
22 }
23 section {
24     background-color:lightblue;
25 }
26 nav ul {
27     margin:0;padding:0;
28 }
29 nav ul li {
30     display:inline; margin:5px;
31 }
32 </style>
33
34 <body>
35
36
```

Example 2 Lab2 WDT

Home Menu1 Menu2 Menu3

Section

Article

content

Article

Content

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Datalist

- ▶ `<select>` element defines a **drop-down list**

```
<html>
```

```
<head>
```

```
<title>HTML5 Datalist Tag</title>
```

```
</head>
```

```
<body>
```

```
<input list = "quater_month" />
```

```
<datalist id = "quater_month">
```

```
<option value = "Jan-Mar">
```

```
<option value = "Apr-Jun">
```

```
<option value = "Jul-Sep">
```

```
<option value = "Oct-Dec">
```

```
</datalist>
```

```
</body>
```

```
</html>
```

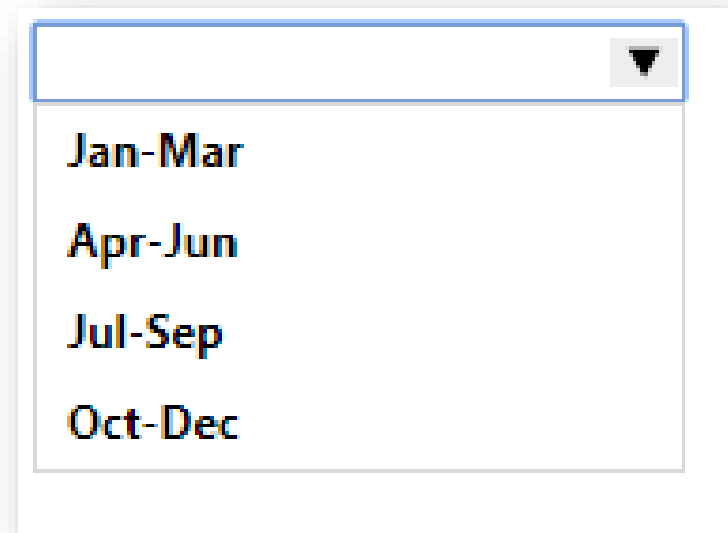


Image Attribute

```

```



HTML-5-tutorial.com/image-element.htm

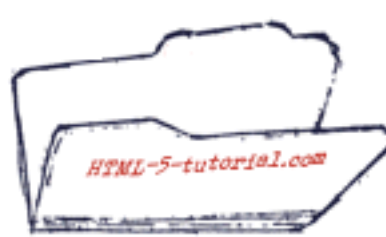


image-element.htm



images

show-path.gif

HTML-5-tutorial.com/images/show-path.gif

Adding New Element to HTML

You can also add any new element to HTML with a browser trick.
This example adds a new element called `<myCode>` to HTML, and defines a display style for it >>

```
<script>document.createElement("myCode")</script>
<style>
  myCode
{
  display:block;
  background-color:#ddd;
  padding: 50px;
  font-size: 30px;
}
</style>
```

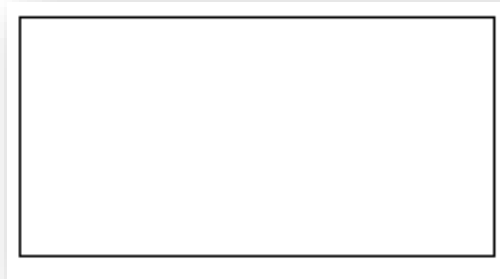
```
<myCode>Adding New Element to HTML</myCode>
```

HTML Canvas



```
<canvas id="myCanvas" width="200"  
height="100" style="border:1px solid #000000;">  
Your browser does not support the HTML5 canvas  
tag.  
</canvas>
```

Result:



HTML Canvas (Cont.)cc

```
<script>
var c = document.getElementById("myCanvas");
var ctx = c.getContext("2d");
ctx.fillStyle = "#FF0000";
ctx.fillRect(0,0,150,75);
</script>
```

Result:



x, y, width, height

```
<script>
var c = document.getElementById("myCanvas");
var ctx = c.getContext("2d");
ctx.moveTo(0,0);
ctx.lineTo(200,100);
ctx.stroke();
</script>
```

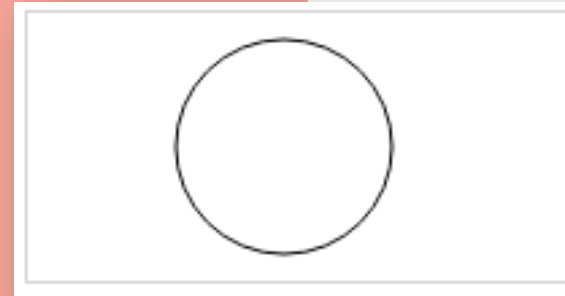
Result:



HTML Canvas (Cont.)

```
<script>  
var c = document.getElementById("myCanvas");  
var ctx = c.getContext("2d");  
ctx.beginPath();  
ctx.arc(95,50,40,0,2*Math.PI);  
ctx.stroke();  
</script>
```

Result:



```
<script>  
var c = document.getElementById("myCanvas");  
var ctx = c.getContext("2d");  
ctx.font = "30px Arial";  
ctx.fillText("Hello World",10,50);  
</script>
```

Result:

Hello World

HTML with Video/Audio

```
<video width="400" controls>  
  <source src="videofile.mp4" type="video/mp4">  
  <source src="videofile.ogg" type="video/ogg">  
  Your browser does not support HTML5 video.  
</video>
```



Validation HTML

A validator is a software program that can check your web pages against the web standards.

Why validate, what are the benefits?

1. Non uniform browser correction
2. Rendering time
3. Future proofing
4. Google prefers valid code
5. Accessibility
6. Self satisfaction

Web Validations

<https://validator.w3.org/nu/>

Nu Html Checker

This tool is an ongoing experiment in better HTML checking, and its behavior remains subject to change

Showing results for <http://www.rpcintrades.com>

Checker Input

Show ☒ source ☐ outline ☐ image report [Options...](#)

Check by [address](#)

<http://www.rpcintrades.com>

[Check](#)

[Message filtering](#)

- Info** The Content-Type was text/html. Using the HTML parser.
- Error** Start tag seen without seeing a doctype first. Expected e.g. `<!DOCTYPE html>`.
[From line 1, column 1; to line 1, column 6](#)
`<html>↵<head`
- Info** Using the schema for HTML with SVG 1.1, MathML 3.0, RDFa 1.1, and ITS 2.0 support.
- Error** The `center` element is obsolete. [Use CSS instead](#).
[From line 9, column 1; to line 9, column 8](#)
`ze:24px">↵<center>↵<img`
- Error** No `p` element in scope but a `p` end tag seen.
[From line 14, column 55; to line 14, column 58](#)

Assignment#2


Write HTML Code following the figure using HTML5

Assignment#2

Home Menu1 Menu2 Menu3


HTML5

What is html5 (video)




← Video

Image



← Image

Canvas



← Canvas

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