HTML 5

DURATION:

2 Days

COURSE DESCRIPTION:

HTML5 training class, intended for experienced HTML developers with some JavaScript experience, teaches the new features of HTML5 and how to put them to immediate use.

WHO SHOULD ATTEND:

BENEFITS OF ATTENDANCE:

- Build HTML5 pages
- Understand the major benefits of HTML5
- Understand the difference between HTML5 and HTML 4
- Use the new elements and attributes of HTML5
- Work with audio and video in HTML5
- Work with new Canvas element to create code-based drawings in HTML5
- Use Web Storage for offline applications
- Use all of the new HTML5 form elements
- Understand the current state of browser support for HTML5 and how to make your HTML5 sites degrade gracefully

PREREQUISITES:

All attendees must be fluent in HTML 4 and have practical experience with the basics of CSS and JavaScript. Prior knowledge of JSON, DOM, and Ajax is helpful but not required.

LAB SETUP:-

- Sublime Text Editor/Notepad++

- Web browsers - a recent version of one or more of the following:
  - Google Chrome
  - Mozilla Firefox
  - Internet Explorer (9 or later)
  - Safari (5 or later)
  - Opera
- If space on a web server is available, students may also wish to bring their mobile devices so they can test how pages appear on these devices.

COURSE OUTLINE:

- Introduction
- Laying out a Page with HTML5
  - Page Structure
  - New HTML5 Structural Tags
  - Page Simplification
- HTML5 - How We Got Here
  - The Problems HTML 4 Addresses
  - The Problems XHTML Addresses
  - The New More Flexible Approach of HTML5 - Paving the Cowpaths
  - New Features of HTML5
  - The HTML5 Spec(s)
  - Current State of Browser Support
- Sections and Articles
  - The section Tag
  - The article Tag
  - Outlining
  - Accessibility
- HTML5 Audio and Video
  - Supported Media Types
  - The audio Element
    - Audio Formats
    - Multiple Sources
    - Audio Tag Attributes
    - Getting and Creating Audio Files
  - The video Element
    - Video Tag Attributes
    - Creating and Converting Video Files

- o Accessibility
- o Scripting Media Elements
- o Dealing with Non-Supporting Browsers
- HTML5 Forms
    - o Modernizr
    - o New Input Types
        - search
        - tel
        - url and email
        - date/time input types
        - number
        - range
        - min, max, and step attributes
        - color
- HTML5 New Form Attributes
    - o autocomplete
    - o novalidate
- HTML5 New Form Field Attributes
    - o required
    - o placeholder
    - o autofocus
    - o autocomplete
    - o form
    - o pattern
- New Form Elements
    - o datalist
    - o progress and meter
- HTML5 Web Storage
    - o Overview of HTML5 Web Storage
    - o Web Storage
        - Browser Support
        - Local Storage
        - Session Storage
        - Prefixing your Keys
    - o Other Storage Methods
        - Web Database Storage
        - Indexed Database API
- HTML5 Canvas
    - o Getting Started with Canvas
    - o Drawing Lines
        - Multiple Sub-Paths