**HTML5 History**

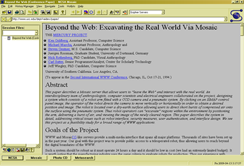
**HTML5** is a markup language, has been come into existence around January 2008. The two major organizations have been involved in developing of **HTML5** since its initial time. One is **W3C** (World Wide Web Consortium) and the other one is **WHATWG** (Web Hypertext Application Technology Working Group). According to these organizations, they have been working on the HTML5 since initial time. So **HTML5**language is still under development. There is more about to come yet in **HTML5**.

During the development of **HTML5**, It was announced that the **HTML5** will reach the W3C recommendation till at the end of 2010. But the last call didn’t match till the target date. Now according to **W3C** the **HTML5** will reach its full recommendation last by 2014.

Where according to WHATWG the last call for **HTML5** Specification was in October 2009. Then suddenly the amazing changes in decision the WHATWG started to work on envisioning development of HTML, and with abounding its HTML5 Project. Later in January 2011, it renamed the **HTML5** Standard to **HTML5**.

On 18 January 2011, the **W3C** introduced a logo to represent the **HTML5** interest. While presenting its logo to publicly, **W3C**announced that, the logo can be used for general purpose.

# What is Html5 ?

**HTML5** is the newest version of Hyper Text Markup Language. The first web browser was introduced in 1993 and the name was **MOSAIC**. The development of **MOSAIC** was at the**NCSA** (National Center for Supercomputing Applications). Later it was discontinued to development on 7th of January 1997. Still the people were using the nonstandard version of **HTML**.

The standard version came into existence in 1995, when **HTML 2.0** was announced. Later after two years **HTML 3.0** and after two years **HTML 4.01** was announced. And still we are using the milestone of **HTML 4.01**.

The First Draft of **HTML5** Was announced in January 2008. And amazingly **HTML5** has a broad browser support. Though the**HTML5** is still under developing phase. And a lot of organizations are working and planning for the development of **HTML5**.

We can’t expect the HTML5 may be the future of Web Designing, but we can say that this is the present of Web designing. Before the development of **HTML5**, we were in compulsion to work in Photoshop and Flash application, but with the development of **HTML5**, these affords has been reduced. Many more long script code can be done with a simple tagging. As we can use **<details>** and **<summary>** tag for show and hide function of Java Script. We need not to put a long affords to code this thing. Apart from this feature we can use the 3D image with **<canvas>**, the special designed paragraph with**<article>** and many more.

### HTML5 ELEMENTS — QUICK REFERENCES

* [!DOCTYPE](http://www.html5andcss3.org/html5doctype.php)
* [article](http://www.html5andcss3.org/html5article.php)
* [aside](http://www.html5andcss3.org/html5aside.php)
* [audio](http://www.html5andcss3.org/html5audio.php)
* [bdi](http://www.html5andcss3.org/html5bdi.php)
* [canvas](http://www.html5andcss3.org/html5canvas.php)
* [command](http://www.html5andcss3.org/html5command.php)
* [datalist](http://www.html5andcss3.org/html5datalist.php)
* [details](http://www.html5andcss3.org/html5details.php)
* [embed](http://www.html5andcss3.org/html5embed.php)
* [figcaption](http://www.html5andcss3.org/html5figcaption.php)
* [figure](http://www.html5andcss3.org/html5figure.php)
* [footer](http://www.html5andcss3.org/html5footer.php)
* [header](http://www.html5andcss3.org/html5header.php)
* [hgroup](http://www.html5andcss3.org/html5hgroup.php)
* [keygen](http://www.html5andcss3.org/html5keygen.php)
* [mark](http://www.html5andcss3.org/html5mark.php)
* [main](http://www.html5andcss3.org/html5main.php)
* [menu](http://www.html5andcss3.org/html5menu.php)
* [meter](http://www.html5andcss3.org/html5meter.php)
* [nav](http://www.html5andcss3.org/html5nav.php)
* [output](http://www.html5andcss3.org/html5output.php)
* [progress](http://www.html5andcss3.org/html5progress.php)
* [ruby](http://www.html5andcss3.org/html5ruby.php)
* [section](http://www.html5andcss3.org/html5section.php)
* [source](http://www.html5andcss3.org/html5source.php)
* [summary](http://www.html5andcss3.org/html5summary.php)
* [svg](http://www.html5andcss3.org/html5svg.php)
* [time](http://www.html5andcss3.org/html5time.php)
* [track](http://www.html5andcss3.org/html5track.php)
* [video](http://www.html5andcss3.org/html5video.php)
* [wbr](http://www.html5andcss3.org/html5wbr.php)
* The DOCTYPE announcement must be the exact first thing in your HTML report, before the html tag.

# <!DOCTYPE html>

* The DOCTYPE announcement is not a HTML label; it is a guideline to the web program about what variant of HTML the page is composed in.
* In HTML 4.01, the DOCTYPE affirmation alludes to a DTD, in light of the fact that HTML 4.01 was focused around SGML. The DTD points out the tenets for the markup dialect, so that the programs render the substance accurately.
* HTML5 is not focused around SGML, and hence does not oblige a reference to a DTD.
* You'll note that its fundamentally less complex than most Doctypes that you've seen — and that was purposeful. A ton has changed in HTML5 trying to make it much less demanding to create a measures based site page, and it ought to truly pay off at last.
* What's decent about this new DOCTYPE, particularly, is that all present programs (IE, FF, Opera, Safari) will take a gander at it and switch the substance into norms mode — despite the fact that they don't execute HTML5. This implies that you could begin composing your website pages utilizing HTML5 today and have them keep going for, quite a while.
* On the off chance that nothing else, this ought to be a decent reason to look through the progressions in HTML5 and acquaint yourself with what's in the pipeline for programs.
* Note: Always add the DOCTYPE revelation to your HTML archives, so that the program comprehends what kind of record to anticipate.
* **Here is the Syntax for DOCTYPE**

|  |  |
| --- | --- |
| 1 | <!DOCTYPE html> |

* **Below is complete syntax along with example**

|  |  |
| --- | --- |
| 1  2  3  4  5  6  7  8  9  10  11  12  13  14  15 | <!DOCTYPE html>    <html>        <head>          <title>          Page title will go here          </title>      </head>        <body>      This is test page      </body>    </html> |

The **<article>** tag indicates autonomous, independent substance. An article ought to bode well on its own and it ought to be conceivable to disperse it autonomously from whatever remains of the site.

# <article> .... </article>

Here is the Syntax for **<ARTICLE>** Tag

Supported Browser  
html5 tutorial9.0html5 tutorial4.0html5 tutorial11.1html5 tutorial5.0html5 tutorial6.0

|  |  |
| --- | --- |
| <!DOCTYPE html>  <html>  <head>  <title>Title Name will go here</title>  </head>  <body>  <article>  <h1>Computer</h1>  <p>An electronic device which is capable of receiving information (data) in a particular form and of performing a sequence of operations in accordance with a predetermined but variable set of procedural instructions (program) to produce a result in the form of information or signals.</p>  </article>  </body>  </html> |  |

Top of Form

Bottom of Form

### STYLING OF HTML5 ARTICLE

Although you won't be able to see any style or design with the **<article>** tag implementation, but this can be used for HTML5 standards, the proper SEO (search engine optimization) and better bots and machine readablity.

For better design and format of article element, you will have to use some css code also.

The HTML aside Element speaks to a segment of a page that comprises of substance that is tangentially identified with the substance around it, which could be viewed as divided from that substance. Such areas are regularly spoken to as sidebars or as supplements. They regularly hold side clarifications, in the same way as a glossary definition; all the more approximately related stuff, in the same way as ads; the life story of the creator; or in web-requisitions, profile data or related online journal connections.

**<aside> .... </aside>**

<aside> is easy to use as long as we remember that it is just a html tag, importance we utilize it with respect to the significance of the substance it conveys, and never in regards to the visual part of the site - that part must be just done utilizing CSS

**Here is the Syntax for ASIDE Tag**

Supported Browser  
html5 tutorial html5 tutorial html5 tutorial html5 tutorial html5 tutorial

<!DOCTYPE html>

<html>

<head>

<title>Title Name will go here</title>

</head>

<body>

<article>

<p>Your content goes here.</p>

<aside>

<p>Your content goes here.</p>

</aside>

</article>

</body>

</html>

**<audio> .... </audio>**

Before HTML5, there was no standard for playing audio records on a site page.

Before HTML5, audio records must be played with a module (like flash). Then again, diverse programs backed distinctive modules.

HTML5 characterizes another component which details a standard approach to implant an audio record on a page: the audio component.

**Here is the Syntax for AUDIO Element**

Supported Browser  
html5 tutorial html5 tutorial html5 tutorial html5 tutorial html5 tutorial

|  |  |
| --- | --- |
| 1  2  3  4  5  6 | <audio controls>      <source src="Place your audio file here with full path" type="audio/mpeg"/>    <source src="Place your audio file here with full path" type="audio/ogg"/>    </audio> |

The control property includes <audio> controls, in the same way as play, stop, and volume.

You ought to likewise embed content substance inside the <audio> labels for programs that don't help the <audio> component.

The <audio> component permits numerous <source> components. <source> components can connection to diverse audio documents. The program will utilize the initially perceived arrangement.

**Below is complete syntax along with example**

**<audio> .... </audio>**

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Supported Browser  
html5 tutorial html5 tutorial html5 tutorial html5 tutorial html5 tutorial

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**Below is complete syntax along with example**

<!DOCTYPE html>

<html>

<head>

<title>Title Name will go here</title>

</head>

<body>

<audio controls>

<source src="media/simple\_audio.mp3" type="audio/mpeg"/>

<source src="media/simple\_audio.ogg" type="audio/ogg"/>

<!-- This line will be called when you are running an old browser -->

<p>Your file doesn't support the audio element</p>

</audio>

</body>

</html>

## Define HTML5 Elements as Block Elements

HTML5 defines eight new **semantic** HTML elements. All these are **block-level** elements.

To secure correct behavior in older browsers, you can set the CSS **display** property to **block**:

header, section, footer, aside, nav, main, article, figure {  
    display: block;   
}

## Adding New Elements to HTML

You can also add any new element to HTML with a browser trick.

This example adds a new element called **<myHero>** to HTML, and defines a display style for it:

### Example

<!DOCTYPE html>  
<html>  
<head>  
  <title>Creating an HTML Element</title>  
  <script>document.createElement("myHero")</script>  
  <style>  
  myHero {  
      display: block;  
      background-color: #ddd;  
      padding: 50px;  
      font-size: 30px;  
  }   
  </style>   
</head>  
<body>  
  
<h1>My First Heading</h1>  
  
<p>My first paragraph.</p>  
  
<myHero>My First Hero</myHero>  
  
</body>  
</html>

The JavaScript statement **document.createElement("myHero")** is added, only to satisfy IE.

## Problem With Internet Explorer

You could use the solution described above, for all new HTML5 elements, but:

|  |  |
| --- | --- |
| **Note** | Internet Explorer 8 and earlier, does not allow styling of unknown elements. |

Thankfully, Sjoerd Visscher created the "HTML5 Enabling JavaScript", "**the shiv**":

<!--[if lt IE 9]>  
  <script src="http://html5shiv.googlecode.com/svn/trunk/html5.js"></script>  
<![endif]-->

The code above is a comment, but versions previous to IE9 will read it (and understand it).

## The Complete Shiv Solution

### Example

<!DOCTYPE html>  
<html>  
<head>  
  <title>Styling HTML5</title>  
  <!--[if lt IE 9]>  
  <script src="http://html5shiv.googlecode.com/svn/trunk/html5.js"></script>  
  <![endif]-->  
</head>  
<body>  
  
<h1>My First Article</h1>  
  
<article>  
London is the capital city of England. It is the most populous city in the United Kingdom, with a metropolitan area of over 13 million inhabitants.  
</article>  
  
</body>  
</html>

The link to the shiv code must be placed in the <head> element, because Internet Explorer needs to know about all new elements before reading them.

## An HTML5 Skeleton

### Example

<!DOCTYPE html>  
<html lang="en">  
<head>  
<title>HTML5 Skeleton</title>  
<meta charset="utf-8">  
  
<!--[if lt IE 9]>  
<script src="http://html5shiv.googlecode.com/svn/trunk/html5.js">  
</script>  
<![endif]-->  
  
<style>  
body {font-family: Verdana, sans-serif; font-size:0.8em;}  
header,nav, section,article,footer  
{border:1px solid grey; margin:5px; padding:8px;}  
nav ul {margin:0; padding:0;}  
nav ul li {display:inline; margin:5px;}  
</style>  
</head>  
<body>  
  
<header>  
  <h1>HTML5 SKeleton</h1>  
</header>  
  
<nav>  
<ul>  
  <li><a href="html5\_semantic\_elements.asp">HTML5 Semantic</a></li>  
  <li><a href="html5\_geolocation.asp">HTML5 Geolocation</a></li>  
  <li><a href="html5\_canvas.asp">HTML5 Graphics</a></li>  
</ul>  
</nav>  
  
<section>  
  
<h1>Famous Cities</h1>  
  
<article>  
<h2>London</h2>  
<p>London is the capital city of England. It is the most populous city in the United Kingdom,  
with a metropolitan area of over 13 million inhabitants.</p>  
</article>  
  
<article>  
<h2>Paris</h2>  
<p>Paris is the capital and most populous city of France.</p>  
</article>  
  
<article>  
<h2>Tokyo</h2>  
<p>Tokyo is the capital of Japan, the center of the Greater Tokyo Area,  
and the most populous metropolitan area in the world.</p>  
</article>  
  
</section>  
  
<footer>  
<p>&copy; 2014 W3Schools. All rights reserved.</p>  
</footer>  
  
</body>  
</html>