

Summary

In this lesson, we will summarize what we learned in this chapter.

Putting it All Together

Besides the fundamental elements you already learned in previous chapters, HTML defines several useful markup tags, such as thematic break (`<hr>`), quotes (`<q>` and `<blockquote>`), and the progress bar (`<progress>`).

To specify hot-spots in images, HTML adds a mapping mechanism that allows assigning separate hyperlinks to different image regions (`<map>` , `<area>`).

The concept of `<canvas>` , a new element in HTML5, opens a new horizon of web applications that can use a two-dimensional drawing surface with hardware-accelerated graphics.

The `<canvas>` uses an API, as is standard, that allows using simple, but powerful graphic primitives, that are suitable to write even performance-demanding applications like games.

Although more and more browsers support HTML5, there are differences in the feature set they provide.

The best way to overcome these deviations is to use predefined JavaScript libraries and tools, which allow you to create your browser-independent pages.

