Checking HTML5 Compatibility

In this lesson we will learn about HTML5 compatibility with respect to different browsers. Let's begin!

The HTML5 standard reached the recommendation phase on *October 28th*, 2014.

Before creating a web application, it is worth it to check how certain browsers support the HTML5 markup set you intend to use. There are many tools and web sites providing information about it. One of my favorites is http://html5test.com/, which allows you to compare browsers as well as focus on specific features, such as audio codec support, semantic elements, and many others.

The image given below shows a view that compares Chrome 45, Internet Explorer 11, Edge, and Firefox 40 by means of field type support.

forms	73	34	49
Field types			
▶ input type=text	Yes 🗸	Partial O	Yes 🗸
▶ input type=search	Yes 🗸	Yes 🗸	Yes 🗸
▶ input type=tel	Yes 🗸	Yes 🗸	Yes 🗸
▶ input type=url	Yes 🗸	Yes 🗸	Yes 🗸
▶ input type=email	Yes 🗸	Yes 🗸	Yes 🗸
▶ input type=date	Yes 🗸	No ×	No ×
▶ input type=month	Yes 🗸	No ×	No ×
▶ input type=week	Yes 🗸	No ×	No ×
▶ input type=time	Yes 🗸	No ×	No ×
▶ input type=datetime	No ×	No ×	No ×
▶ input type=datetime-local	Yes 🗸	No ×	No ×
▶ input type=number	Yes 🗸	Yes 🗸	Yes 🗸
▶ input type=range	Yes 🗸	Yes 🗸	Yes 🗸

The html5test.com sites comparing field types in Chrome 44 (first column), Internet Explorer 11 (second column), Edge (third column), and Firefox 40 (fourth column)

Another great chart is available here that summarizes CSS3 information.

erty	Edge		Firefo	(Chrom	е	Safar	i	Oper	а
content	е	11		28	9	21		9	0	12.1
<u>tems</u>	е	11		20	9	21	6	9	0	12.1
elf	е	11		20	0	21		9	0	12.1
			(4)	27	0	37			0	24
tion	е	10		16	9	43	6	9	0	30
<u>tion-delay</u>	е	10	(4)	16	0	43	6	9	0	30
tion-direction	е	10		16	9	43	6	9	0	30
tion-duration	е	10	(4)	16	0	43	6	9	0	30
tion-fill-mode	е	10		16	9	43	6	9	0	30
tion-iteration-count	е	10	(4)	16	0	43	6	9	0	30
tion-name	е	10	(4)	16	0	43	Ø	9	0	30
tion- <u>play-state</u>	е	10	(4)	16	0	43	Ø	9	0	30
tion-timing-function	е	10	(4)	16	9	43	6	9	0	30
ion-timing-function	е	10	₩	16	©	43	Ø	9	0	

These tools are crucial because you can assess the potential issues you'll face when using a particular set of HTML5 elements with a set of preferred browsers. You can adjust your software design to the findings you read from these charts, or you can utilize the information to decide whether you really want to support a specific browser according to your budget.



Great, now that we have covered all the major and minor details on HTML5, let's summarize what this chapter taught us in the *next lesson*.