

# Facing the Past and Future of HTML5

This section gives you a few tips to learn how to live with the phenomenon of old and new versions of HTML5.

## WE'LL COVER THE FOLLOWING



- Old HTML dialects
  - HTML 4.01
  - HTML 4.01 Strict
  - HTML 4.01 Transitional
  - HTML 4.01 Frameset
  - XHTML 1.0
  - XHTML 1.0 Strict:
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  - XHTML 1.1

By now, you have learned about HTML5 and had to think of older HTML versions only tangentially.

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*In real life, you often meet old HTML dialects, including XHTML and other old HTML versions.*

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However, they are very close to HTML5 you learned in this book, but they may use HTML elements and attributes you do not know yet. On the other hand, HTML5 defines new elements that are not supported by all browsers, or not fully, but partially.

## Old HTML dialects #

At the very beginning of your first exercises, you met the `<!DOCTYPE>` tag that

instructs the web browser about the version of HTML the page is written in.

Since that, you have applied this tag many times in the form of `<!DOCTYPE html>`, which refers to HTML5.

You have already learned about the “living standard” approach the creators of HTML5 follow, so you know that the next markup versions (e.g. HTML5.1) will use the very same `<!DOCTYPE html>` tag.

So, if you read HTML source and you find a different `<!DOCTYPE>`, you can be sure the page was written with an older version of HTML. Older does not necessarily mean obsolete, just as using HTML5 does not mean that your pages are modern. You must learn to live together with older markup and be prepared to understand page structures written with them. It is not difficult at all. Here is a list of older document types:

## HTML 4.01 #

HTML 4.01 was the last published *ISO/IEC* international standard of the markup before HTML5. This standard provides three flavors, *Strict*, *Transitional*, and *Frameset*, respectively. These flavors use the following `<!DOCTYPE>` designations:

### HTML 4.01 Strict #

The standard contains all HTML elements and attributes but does not include presentational or deprecated elements (like `<font>`); framesets are not allowed.

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01//EN"
"http://www.w3.org/TR/html4/strict.dtd">
```



### HTML 4.01 Transitional #

This standard contains all HTML elements and attributes, and in contrast to HTML 4.01 *Strict*, it includes presentational or deprecated elements; but still, framesets are not allowed.

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
"http://www.w3.org/TR/html4/loose.dtd">
```



## HTML 4.01 Frameset #

HTML 4.01 *Frameset* equals to HTML 4.01 *Transitional*, and additionally allows using framesets.

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Frameset//EN"
"http://www.w3.org/TR/html4/frameset.dtd">
```



## XHTML 1.0 #

XHTML 1.0 uses markup written as well-formed XML where each opening tag must have a proper closing tag. Similar to HTML 4.01, XHTML 1.0 has *Strict*, *Transitional*, and *Frameset* flavors.

### XHTML 1.0 Strict: #

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
```



### XHTML 1.0 Transitional: #

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
```



### XHTML 1.0 Frameset: #

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Frameset//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-frameset.dtd">
```



## XHTML 1.1 #

This markup is equal to XHTML 1.0 Strict, but it allows you to add modules.

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.1//EN"
"http://www.w3.org/TR/xhtml11/DTD/xhtml11.dtd">
```



The original HTML markup defined several elements that did not have any special semantic; they simply set up visual appearance of documents. These elements were `<basefont>` (default font color and font size), `<center>` (a tag used to center-align text), and a few more. The *Strict* mode does not allow using them, while the *Transitional* mode does.

HTML 4.01 and XHTML 1.0 define elements that help display multiple web pages within a browser window, organized into rectangular frames. These elements are `<frameset>` and `<frame>`.

Using multiple pages in this way is obsolete, and has potential security consequences, too. You must use the Frameset mode (either HTML 4.01 or XHTML 1.0) to leverage this old method. In all other flavors, including HTML5, you can use the `<iframe>` tag instead.

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There may be some browser support related issues that could arise while using HTML5 tags. We'll discuss these in the upcoming lessons.

Stay tuned!