

**HTML5 & the  
future today  
of the web**

**Hello. We are John  
and Nathan. Here is  
a bit of background  
about each of us...**

# John Dyer



**Master of Theology**  
Dallas Theological Seminary

=



Desktop OS = Windows

+



Mobile = iOS

# Nathan Smith



**Master of Divinity**  
Asbury Theological Seminary

=



+



Mobile = Android

Desktop OS = Mac

**What we have in common:** We  
are both web developers who  
want to see the “**Big-C**” church  
better utilize web technologies.

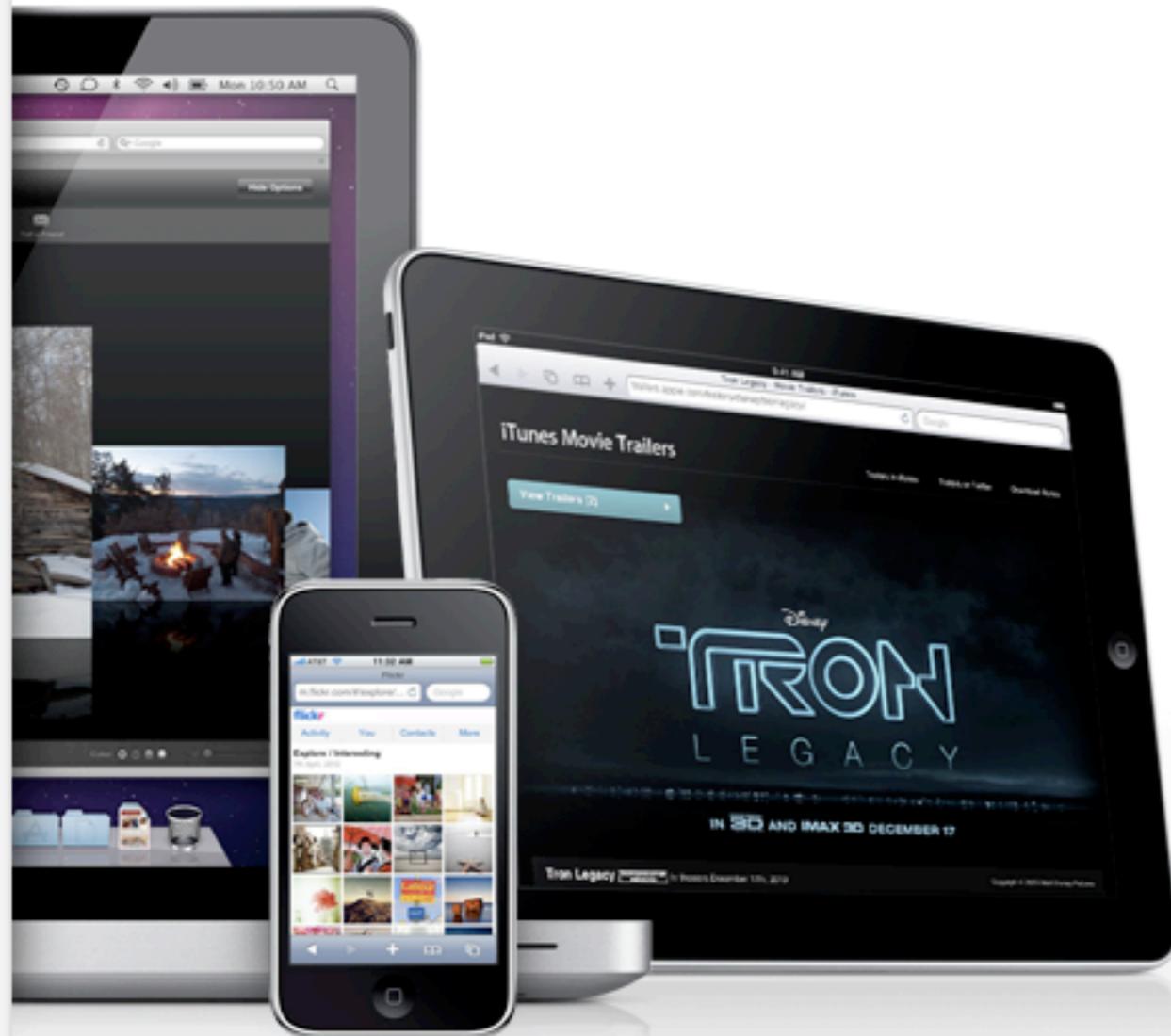
We also both ❤️ JavaScript :)

So, what is **HTML5**? It is the newest version of HTML. But also a **phrase** for everything cool + new on the web. Not all that's labeled **HTML5** **\*is\*** **HTML5**. But that's okay...

# New Hotness!

**HTML5 + CSS3 + JavaScript**

# Apple likes HTML5

[Store](#)[Mac](#)[iPod](#)[iPhone](#)[iPad](#)[iTunes](#)[Support](#) [Search](#)

## HTML5 and web standards.

Every new Apple mobile device and every new Mac — along with the latest version of Apple's Safari web browser — supports web standards including HTML5, CSS3, and JavaScript. These web standards are open, reliable, highly secure, and efficient. They allow web designers and developers to create advanced graphics, typography, animations, and transitions. Standards aren't add-ons to the web. They are the web. And you can start using them today.

[HTML5 Showcase](#)

<http://www.apple.com/html5/>

# Google likes HTML5

## HTML5ROCKS

Presentation   Playground   Tutorials   Resources



### INTERACTIVE PRESENTATION

Watch the slideshow that lets you play with HTML5 features.



### CODE PLAYGROUND

Jump headfirst into HTML5 by experimenting with each API.



### STEP BY STEP TUTORIALS

Take a guided tour through code that uses HTML5 features.

#### LATEST ADDITIONS

- 6/18 Introduction to Chrome Developer Tools, Part One
- 6/18 Best Practices for a Faster Web App with HTML5
- 6/18 A Beginner's Guide to Using the Application Cache
- 6/18 Practical Guide to Take Your TODO List Offline
- 6/18 Reading local files in JavaScript
- 5/24 A Simple Trip Meter using the Geolocation API

[See more ⇒](#)

#### ADDITIONAL RESOURCES

- HTML5 Readiness - visual timeline of HTML5 feature support.
- Dive into HTML5 - learn HTML5 and have fun reading a book at the same time.
- Modernizr - JavaScript library for feature detection and control fallback cases of HTML5.

[See more ⇒](#)

#### CONTRIBUTE

This site, the HTML5 playground, and the presentation slides are open source projects. Tweak the code or contribute new guides!

# Mozilla (Firefox) likes HTML5

The screenshot shows the Mozilla Developer Center page for HTML5. At the top, there's a navigation bar with links for Site tools, Help, Register | Log in, and a mozilla logo. Below the header, the URL is MDN / HTML / HTML5. There are buttons for Print page, History, Edit page, Talk page, More options, Languages, and a search bar. The main content area has a large title "HTML5". To the right, there's a sidebar with "Page Notifications Off", a Table of contents, and various links related to HTML5 features like Canvas support, Web application features, and DOM features.

## HTML5

On October 28, 2009, the [HTML5](#) draft specification became a WHATWG Last Call, meaning that it is nearly finalized. This article describes what parts of the HTML5 specification are already supported by Mozilla's Gecko engine.

## Introduction to HTML5

### Introduction to HTML5

This article introduces how to use HTML5 in your web design or web application.

## HTML5 elements

### Using audio and video Requires Gecko 1.9.2

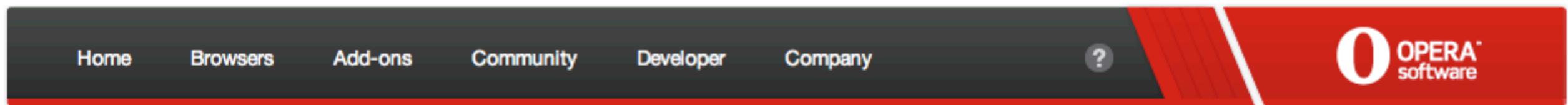
Firefox 3.5 added support for the HTML5 `<audio>` and `<video>` elements.

### Forms in HTML5 Requires Gecko 2.0

A look at improvements to web forms in HTML5: several new attributes have been added, new values for the `<input>` attribute `type` and the new `<output>`.

### Sections and outlines in HTML5 Requires Gecko 2.0

# Opera likes HTML5



## HTML5 elements, attributes, and APIs support in Opera Presto 2.5

HTML5 is still a working draft and **not** a W3C recommendation. Opera is providing support for various elements, attributes, and values as the draft matures towards recommendation status. This document points out which new HTML5 elements, attributes, values, and APIs are supported, partially supported, or not supported by Opera. Changes, additions, and removals may occur from time to time.

### W3C HTML5 Web pages for further reference

[W3C HTML5 Working Draft](#)

[W3C HTML5 differences from HTML 4](#)

### On this page...

[New HTML5 elements support](#)

[New HTML5 attributes support](#)

[Global attributes](#)

[Changed elements support](#)

[Changed attributes support](#)

[New HTML5 APIs support](#)

### New HTML5 elements support

The following table defines which new HTML5 elements are supported by Opera. Each `<element>` is given a short description/example and is hyperlinked to its place within the W3C HTML5 Working Draft.

Element name	Description	Support
<a href="#"><code>&lt;section&gt;</code></a>	Represents a generic document or application section. It can be used together with the h1, h2, h3, h4, h5, and h6 elements to indicate the document structure.	No
<a href="#"><code>&lt;article&gt;</code></a>	Represents an independent piece of content of a document, such as a blog entry or newspaper article.	No
<a href="#"><code>&lt;aside&gt;</code></a>	Represents a piece of content that is only slightly related to the rest of the page.	No

### Support

[Overview](#)

► [Get started](#)

[Tutorials](#)

[Knowledge base](#)

[Register Opera Mobile](#)

[Online communities](#)

► [Reporting bugs](#)

[Opera Web Mail](#)

[Access Opera](#)

[Premium support](#)

[Contact support](#)

▼ [Documentation](#)

  ▼ [Web specifications support](#)

    ► [Presto 2.6](#)

    ▼ [Presto 2.5](#)

[Canvas](#)

[CSS AT rules](#)

[CSS media queries](#)

[CSS properties](#)

[CSS selectors](#)

[CSS transforms](#)

[CSS transitions](#)

# Last (but not least) – Microsoft likes HTML5



User Guide | Release Notes | FAQ | Blog



## Test Drive

Internet Explorer Platform Preview requires Windows Vista or Windows 7. Feel free to explore our Test Drive demos in your current browser.

Try the third Internet  
Explorer Platform Preview!

Install the Preview!



### Speed Demos

Take full advantage of your hardware  
with background compiled JavaScript



### HTML5 Demos

Deliver interoperability with same markup  
and next generation of Web standards



### Graphics Demos

Create next-generation experiences with  
GPU-powered HTML5 graphics

- New! [Amazon Shelf <canvas>](#)
- New! [FishIE Tank <canvas>](#)
- New! [Mr. Potato Gun <canvas>](#)
- New! [Asteroid Belt <canvas>](#)
- New! [window.msPerformance](#)
- [Flying Images](#)
- [Flickr Explorer](#)
- [Browser Flip](#)
- [Scrolling Text](#)
- [Network Monitoring](#)

[More »](#)

- New! [DOM Traversal Gallery](#)
- New! [ECMAScript 5 Game](#)
- New! [HTML5 Audio XML Playlist](#)
- New! [getComputedStyle](#)
- New! [ECMAScript 5 Arrays](#)
- [Border Radius](#)
- [CSS3 Media Queries](#)
- [DOMContentLoaded](#)
- [DOM Events](#)
- [getElementsByClassName](#)

[More »](#)

- New! [IMDb Video Panorama](#)
- New! [Canvas Zoom <canvas>](#)
- New! [Web Fonts](#)
- New! [Canvas Pad <canvas>](#)
- New! [IE Logo](#)
- [SVG-oids](#)
- [Atlas zur Europawahl](#)
- [Color Profiles](#)
- [SVG Tweet Cloud](#)
- [Real-world Diagrams](#)

[More »](#)

**HTML5**  
**is terse**

# Simplified doctype declaration

## HTML5

```
<!DOCTYPE html>
```

## XHTML 1.0 Transitional

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

# Simplified JavaScript embedding

## HTML5

```
<script>  
    // Code here.  
</script>
```

## XHTML 1.0 Transitional

```
<script type="text/javascript">  
    /* <! [CDATA[ */  
    // Code here.  
    /* ]]> */  
</script>
```

# Simplified embedded styles

## HTML5

```
<style>
    // Code here.
</style>
```

## XHTML 1.0 Transitional

```
<style type="text/css">
    // Code here.
</style>
```

# Simplified stylesheet linking

## HTML5

```
<link rel="stylesheet" href="file.css" />
```

## XHTML 1.0 Transitional

```
<link rel="stylesheet" href="file.css"  
type="text/css" media="all" />
```

# New tags in HTML5

<header>

<nav>

<aside>

<figure>

<img />

<figcaption>

<details>

<summary>

<p>

etc...

<div class="content">

<article>

<section>

<hgroup>

<p>

etc...

<section>

<dialog>

<footer>

**But the aforementioned tags  
don't work well in Internet  
Explorer (IE8 and older).**

To make IE behave, you  
can use an “**HTML5 shim**”  
JavaScript library...

[code.google.com/p/html5shim](http://code.google.com/p/html5shim)

**... but this requires extra code and adds a bit of fragility to your site (IE breaks w/ JS off).**

**The up-side is improved semantic richness. In practicality though, there are not (yet) any tangible SEO or accessibility gains to be had.**

**Given the trade-offs involved, and lack of tangible benefit, we'd recommend continuing to use <div> with “HTML5” class names...**

```
<div class="header">
```

```
<div class="nav">
```

```
<div class="aside">
```

```
<div class="figure">
```

```
<img />
```

```
<div class="figcaption">
```

```
<div class="details">
```

```
<div class="summary">
```

```
<p>
```

```
etc...
```

```
<div class="content">
```

```
<div class="article">
```

```
<div class="section">
```

```
<div class="hgroup">
```

```
<p>
```

```
etc...
```

```
<div class="section">
```

```
<div class="dialog">
```

```
<div class="footer">
```

**... that way, you are writing code with the “semantics” of the new HTML5 tags, without the headaches of worrying about legacy browser support. Then, one great day when IE8 no longer has significant market-share, you can “flip the switch” so to speak.**

**Now that we’ve got those tags out of the way, let’s talk about the fun parts of HTML5.**

# <canvas> + <svg>

Though **SVG (Scalable Vector Graphics)** pre-dates HTML5, it is finally viable now that IE9 supports it. This means all major browsers will support SVG and canvas.

# We won't cover <svg> or <canvas> in detail during this talk, but two helpful JavaScript libraries are worth noting...

## Raphaël (SVG) – Dmitry Baranovskiy



### Raphaël—JavaScript Library

What is it?

Raphaël is a small JavaScript library that should simplify your work with vector graphics on the web. If you want to create your own specific chart or image crop and rotate widget, for example, you can achieve it simply and easily with this library.

Raphaël [raphael] uses the SVG W3C Recommendation and VML as a base for creating graphics. This means every graphical object you create is also a DOM object, so you can attach JavaScript event handlers or modify them later. Raphaël's goal is to provide an adapter that will make drawing vector art compatible cross-browser and easy.

Raphaël currently supports Firefox 3.0+, Safari 3.0+, Opera 9.5+ and Internet Explorer 6.0+.

How to use it?

Download and include `raphael.js` into your HTML page, then use it as simple as:

```
// Creates canvas 320 x 200 at 10, 50
var paper = Raphael(10, 50, 320, 200);

// Creates circle at x = 50, y = 40, with radius 10
var circle = paper.circle(50, 40, 10);
// Sets the fill attribute of the circle to red (#f00)
circle.attr("fill", "#f00");

// Sets the stroke attribute of the circle to white
circle.attr("stroke", "#fff");
```

Demos

Download v. 1.4.7 (56.5 Kb)

Our recommendation is to GZIP it. It will help to reduce file size to 20 Kb. You can download uncompressed source (140 Kb) as well.

- Documentation
- Discussion Group
- Twitter
- Free Icons
- Donate
- gRaphael—Charting Plugin
- MIT License
- Part of Sencha Labs
- Source & Bugs
- T-shirts & Stickers
- Quotes on Twitter

## Processing JS (Canvas) – John Resig



### Processing.js

a port of the Processing Visualization Language

home exhibition reference learning download community blog view source

About Processing.js

Processing.js is an open programming language for people who want to program images, animation, and interactions for the web without using Flash or Java applets. Processing.js uses Javascript to draw shapes and manipulate images on the [HTML5 Canvas element](#). The code is light-weight, simple to learn and makes an ideal tool for visualizing data, creating user-interfaces and developing web-based games.

Processing.js is explicitly developed for browsers that support the `<Canvas>` element. Processing.js runs in Firefox, Safari, Opera and Chrome but will not be supported in Internet Explorer until Microsoft catch up with [ISSUE 15](#).

Implementing Processing.js in Flash or Silverlight is not recommended as Java already occupies the browser-plug-in space for this library. For users wishing to run Processing.js in Silverlight, see [Paul Irish's Silverlight implementation](#). Using [Explorer Canvas](#) with Processing.js typically results in unusable frame-rates for moderately complex visualizations.

The Processing language was created by [Ben Fry](#) and [Casey Reas](#). It evolved from ideas explored in the Aesthetics and Computation Group at the MIT Media Lab and was originally intended to be used in a Java run-time environment. In the Summer of 2008, [John Resig](#) (inventor of [jQuery](#)), ported the 2D context of Processing to Javascript for use in web pages. Much like the native language, Processing.js is a community driven project, and continues to grow as browser technology advances.

Basic Syntax

A brief look at the structure of a Processing sketch reveals how easy it is to program interactive visualizations.

As with any language, you begin by defining your global variables. Then you create a `setup()` function, where you control the visualization's properties, like the canvas size, frame rate and perhaps variables such as the stroke-weight or background-color.

The next step is to create your `draw()` function, which controls the behavior of each frame in your animation. The `draw` function loops continuously unless you tell it otherwise by using the `exit()` command.

To the right is a basic example of Processing.js in action. If you take a moment to read the source code below, you will see that a few lines of Processing code can go a very long way. You may also notice that Processing syntax is almost identical to Java.

Basic Example: [Download / Source](#)

```
view plain print ?  
01. // Global variables
```

Community

- Dev. Community on IRC
- Lighthouse Bug Tracking
- Processing.js GitHub Repo
- Open Source @ Seneca
- Processing.js on Twitter
- Processing.js Google Group
- Community Credits

Updates

- CHANGELOG for 0.9.4 [716 statesuper-review-requested]
- Fix for text fill style
- Small typo
- #522 Reduce calls to fillStyle, strokeStyle

Downloads

Download Processing.js

SVG is like construction paper. Layers retain distinct shapes. SVG files can live without JS.



Canvas is like a whiteboard drawing. No layers.  
Note: Canvas only works in the browser via JS.



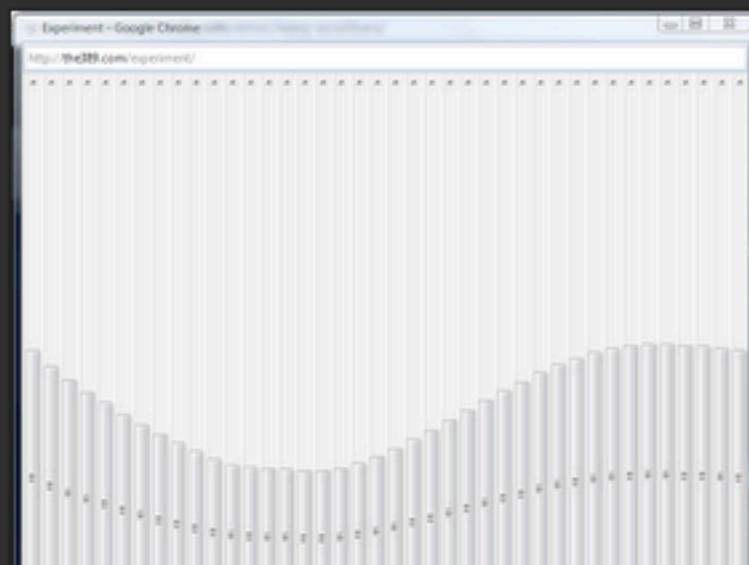
# Canvas demos – ChromeExperiments.com

[Home](#)   [About](#)   [Submit Experiment](#)   [Get Google Chrome](#)

**Chrome Experiments**  
Not your mother's JavaScript.

## Featured Experiments

1-3 of 9   [Prev](#) | [Next](#)



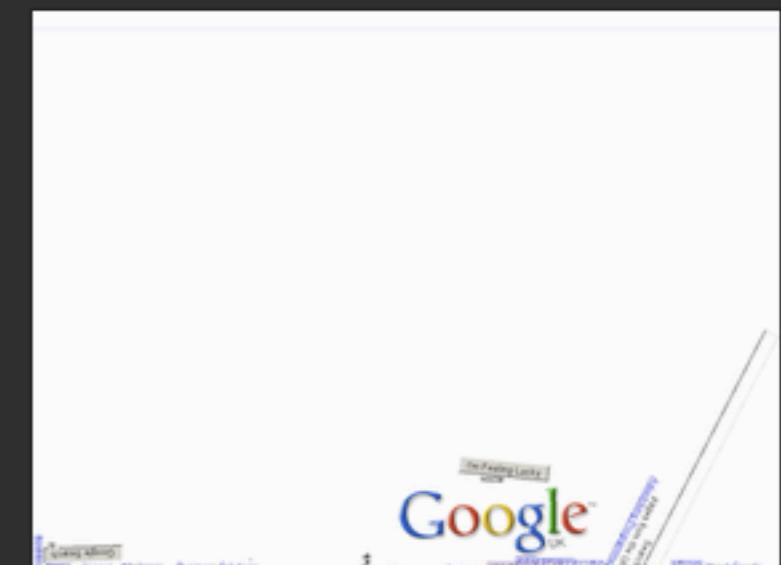
### [Wavy Scrollbars](#)

Andrey



### [Ball Pool](#)

Mr.doob



### [Google Gravity](#)

Hi-ReS!



## All Experiments

[Most Recent](#)   [▼](#)   1-15 of 105   [Prev](#) | [Next](#)



### [Blob](#)

Hakim El Hattab



### [Reflections](#)

Jean d'Arc



### [Pschiiit](#)

Houillon Nelson



### [Rotating Spiral](#)

Chris W. Johnson



### [Multiuser Sketchpad](#)

Mr.doob



### [FlowerPower](#)

mhepekkka



# New <form> elements

<select><option> . . .

<textarea></textarea>

<input type="checkbox" />

<input type="file" />

<input type="radio" />

<input type="text" />

. . . etc.

New in  
HTML5



<input type="date" />  
<input type="datetime" />  
<input type="email" />  
<input type="month" />  
<input type="number" />  
<input type="range" />  
<input type="tel" />  
<input type="time" />  
<input type="url" />

HTML4,  
XHTML  
(and HTML5)

# All form elements – in Opera

Test checkbox 1  Test checkbox 2  Test checkbox 3

Test radio 1  Test radio 2  Test radio 3

Select drop-down

Some text goes here

Select multiple

**Group 1**  
Some text goes here  
Another choice could be here  
Yet another item to be chosen

Textarea

URL

Email

Text

Range

Number

Tel (phone)

Datetime

Date

Month

Mon	Tue	Wed	Thu	Fri	Sat	Sun
28	29	30	1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	1
2	3	4	5	6	7	8

Today None

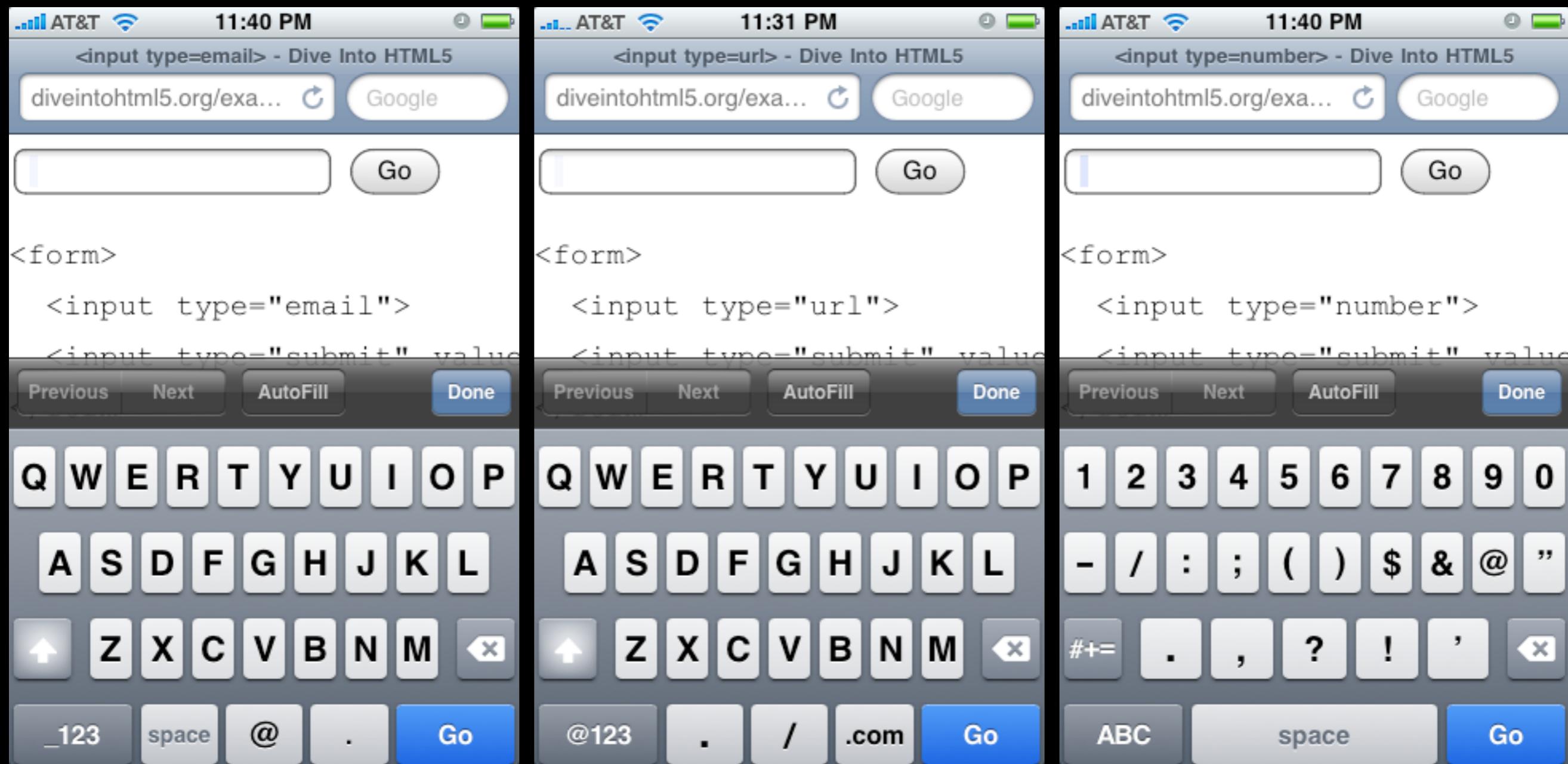
File upload

Submit

Button

Reset

# Adaptive HTML5 keyboards on mobile devices



# **HTML5**

# **“Apps”**

# Example – ScrumCards.net

iOS – Home screen app icon.  
`<link rel="apple-touch-icon" />`



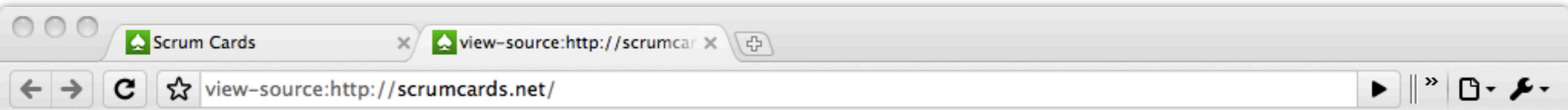
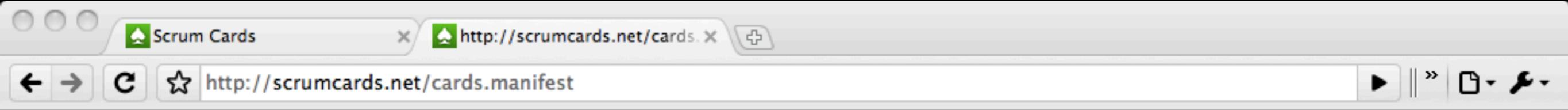
iOS – No browser chrome.  
Status bar color can be set.



Android – Browser chrome  
always present. Caching only.

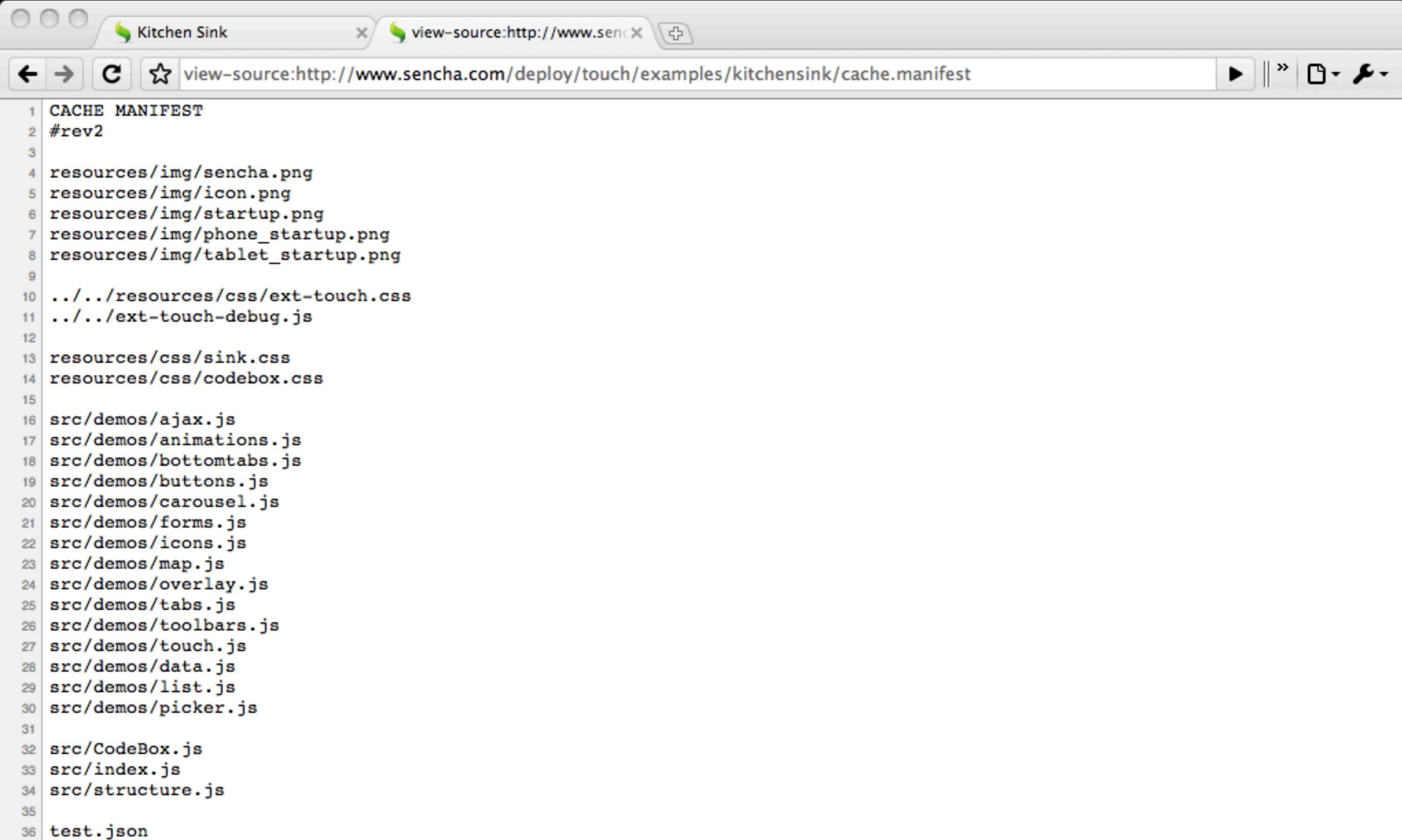


# Making an HTML5 “app” is pretty easy



```
1 <!DOCTYPE html>
2 <html lang="en" manifest="cards.manifest">
3 <head>
4 <meta http-equiv="content-type" content="text/html; charset=utf-8" />
5 <meta name="apple-mobile-web-app-capable" content="yes" />
6 <meta name="apple-mobile-web-app-status-bar-style" content="black" />
7 <meta name="viewport" content="width=320; initial-scale=1; maximum-scale=1; user-scalable=0;" />
8 <title>Scrum Cards</title>
9 <link rel="shortcut icon" href="favicon.ico" type="image/x-icon" />
10 <link rel="apple-touch-icon" href="icon.png" />
11 <style>
12
13 *
14     border: 0;
15     margin: 0;
16     outline: 0;
17     padding: 0;
18     -webkit-tap-highlight-color: rgba(0, 0, 0, 0);
19 }
20
21 body {
22     background: #000;
23     margin: 0 auto;
24     padding: 20px 0 0;
25     -moz-user-select: none;
26     -webkit-user-select: none;
27     user-select: none;
28     width: 320px;
29 }
```

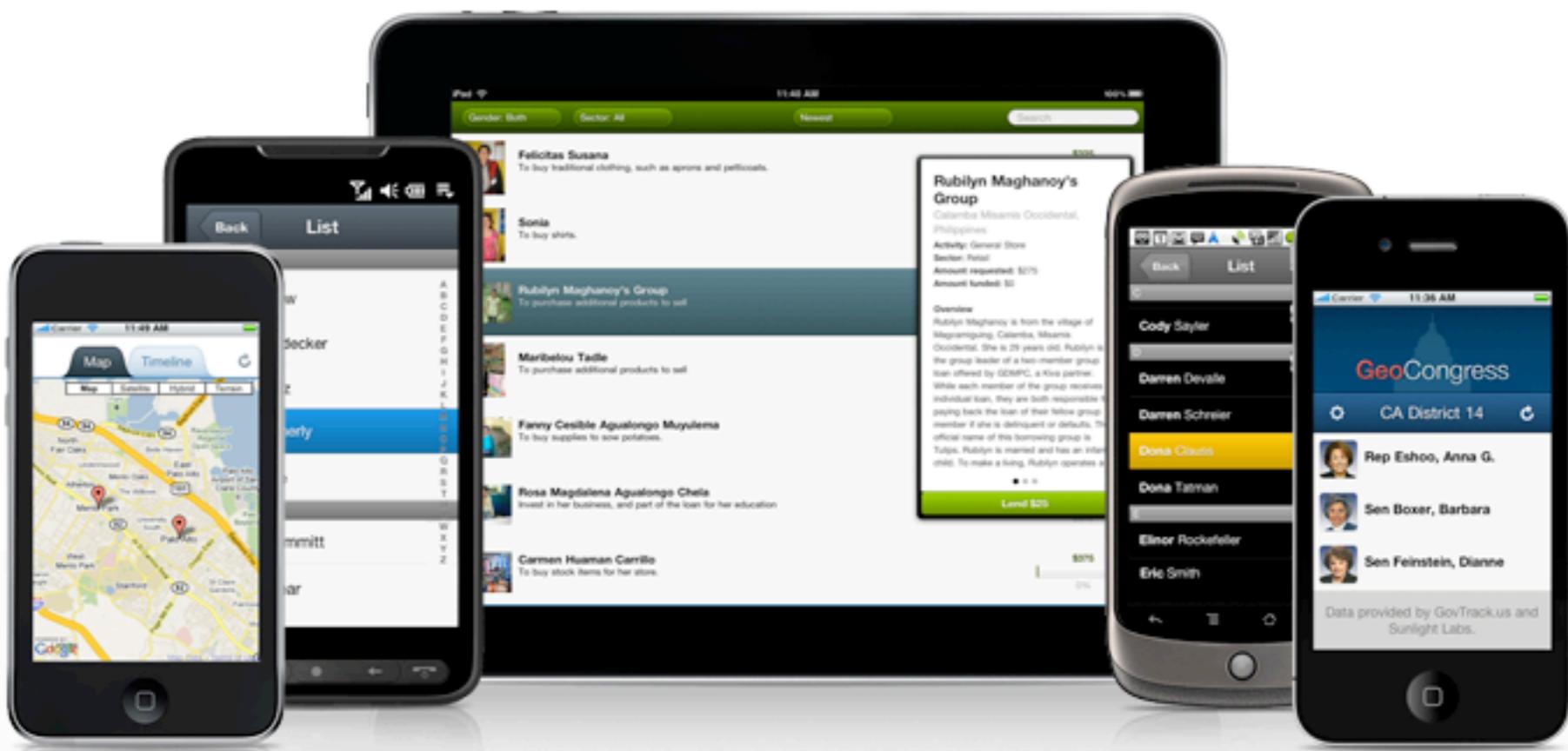
# \*.manifest lets you store files offline



The screenshot shows a web browser window with two tabs open. The active tab is titled "Kitchen Sink" and displays the source code of a "cache.manifest" file. The URL in the address bar is "view-source:http://www.sencha.com/deploy/touch/examples/kitchensink/cache.manifest". The browser interface includes standard controls like back, forward, and search.

```
1 CACHE MANIFEST
2 #rev2
3
4 resources/img/sencha.png
5 resources/img/icon.png
6 resources/img/startup.png
7 resources/img/phone_startup.png
8 resources/img/tablet_startup.png
9
10 ../../resources/css/ext-touch.css
11 ../../ext-touch-debug.js
12
13 resources/css/sink.css
14 resources/css/codebox.css
15
16 src/demos/ajax.js
17 src/demos/animations.js
18 src/demos/bottomtabs.js
19 src/demos/buttons.js
20 src/demos/carousel.js
21 src/demos/forms.js
22 src/demos/icons.js
23 src/demos/map.js
24 src/demos/overlay.js
25 src/demos/tabs.js
26 src/demos/toolbars.js
27 src/demos/touch.js
28 src/demos/data.js
29 src/demos/list.js
30 src/demos/picker.js
31
32 src/CodeBox.js
33 src/index.js
34 src/structure.js
35
36 test.json
```

# Sencha Touch

[Download Now](#)[Overview](#)[Style & Design](#)[Testimonials](#)[Demos](#)[License](#)[Download](#)

## The First HTML5 Mobile App Framework

Sencha Touch allows you to develop web apps that look and feel native on Apple iOS and Google Android touchscreen devices.

 HTML5

### Built with Web Standards

Sencha Touch is the world's first app framework built specifically to

# PhoneGap helps HTML5 power “native” apps



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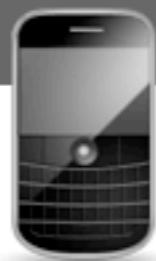
Get Started

## What is PhoneGap?

PhoneGap is an open source development framework for building cross-platform mobile apps. Build apps in HTML and JavaScript and *still* take advantage of core features in iPhone/iTouch, iPad, Google Android, Palm, Symbian and Blackberry SDKs. [Learn More >](#)



Develop App-store Ready Apps  
iTunes, Android Market, Ovi and more



Build Apps with Web Standards  
HTML, CSS, Javascript FTW



See What People Are Building  
[View some PhoneGap apps >](#)

### New PhoneGap Training Dates Announced!

At PhoneGap training you'll get the knowledge you need to build app-store ready mobile applications for iPhone, Google Android, Symbian, Palm and Blackberry. Next up we're running online [Basic Training on August 19th](#) and [Advanced Training on August 26th](#).

Sign-up for PhoneGap news and event information >



# HTML5's (experimental) JavaScript APIs

## Desktop Features

- Drag and drop
- Live notifications

## Browser Database

- Web SQL
- IndexedDB

## Much Much More!

- `document.querySelector`
- Geolocation
- `localStorage`
- Web workers

Cool! But not  
(yet) ready for  
prime-time.

<video>

How do we make  
it work reliably?

# Flash was the most reliable way to play video on the web.

## Roughly 99% of all desktops have Flash player.

## iPhone/iPad don't. They do support HTML5 <video>



# H.264 = Money

Figuratively + Literally... It's the  
most widely supported format.

But licensing costs browser  
makers \$5 million a year.

# H.264 support in the “Big-5”

**YES**



Internet Explorer 9



Google Chrome



Safari

**NO**



Firefox



Opera

# Ogg = “Ugh!”

Nobody wants to re-encode  
countless hours of video so

**Firefox & Opera** can play it.

– And have it look sub-par.

# WebM / VP8

**From: Google, Mozilla, Adobe.**  
**Looks great. Is open source.**  
**IE9 is on the fence. It doesn't**  
**(yet) work on mobile devices.**

# **1 file to rule them all...**

H.264 via HTML5 with a fallback  
to Flash or Silverlight (playing the  
same file) if the browser cannot  
play H.264 natively via <video>.

# Native <video> UI controls



OPERA



SAFARI



FIREFOX



CHROME



IE9

# CSS styled video controls – MediaElementJS.com

## mediaelement.js

HTML5 <video> and <audio> with H.264, FLV, WMV, or MP3 on any browser.



### The Problem

- <video> doesn't work in old browsers
- H.264 doesn't work in Firefox & Opera  
Note: MediaElement.js also supports Ogg and WebM (even FLV and WMV) if you want to use multiple <source> elements

### The Solution: MediaElement.js

MediaElement.js replaces <video> with either Flash or Silverlight and returns a wrapper object that matches the [HTML5 Media Element API](#). This lets you code to MediaElement.js as if it were a native

### Better Still: MediaElementPlayer.js

MediaElementPlayer.js uses MediaElement.js and jQuery to build the complete working player you see here. The same **HTML/CSS controls** show up for everyone on any browser with any

# JavaScript <video> libraries

- [videojs.com](http://videojs.com)
- [projekktor.com](http://projekktor.com)
- [jwplayer.com](http://jwplayer.com)
- [jilion.com/sublime/video](http://jilion.com/sublime/video)
- [mediaelementjs.com](http://mediaelementjs.com)

# **CSS3**

**not HTML5  
but is still  
awesome**

# CSS3 gradients

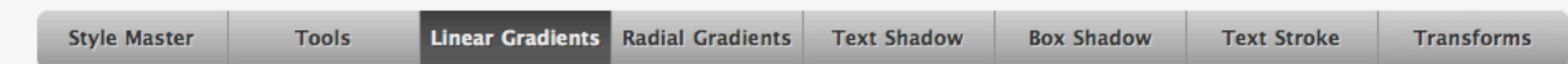
```
.gradient {  
background: #eee url(gradient.png) repeat-x;  
  
background: -webkit-gradient(linear, left top,  
left bottom,  
color-stop(0, #fff),  
color-stop(1, #eee));  
  
background: -moz-linear-gradient(top center,  
#fff 0%,  
#eee 100%);  
}
```



The first declaration works in all browsers. The second is for Safari and Google Chrome, which both use the WebKit rendering engine. The last is for Firefox (Mozilla prefix).

**Tip:** Crop gradient images from a screenshot of a CSS3 page render. Ensures visual consistency and saves work.

# westciv.com/tools/gradients



## Preview



## The code

```
-webkit-gradient(linear, 0% 0%, 0% 100%, from(#FF9900), to(#FFFFFF),  
color-stop(.6,#336699))
```

## Notes

Gradients are presently only supported in Safari 4 and Chrome (webkit) and Firefox 3.6. In webkit they can be used anywhere an image can be – for example background-image, list-style-image, border-image or with generated content. In Firefox they can only be used as background images.

Note webkit based browsers and Firefox have very different syntax for gradients.

If you specify a gradient as a background, be sure to also specify a background color, to ensure text is legible in browsers which don't support gradients.

Gradients can be linear or radial (this editor creates linear gradients for webkit browsers). In webkit they require a start and stop position and color, and may also take one or more color stops, which specify a color and position. Enjoy playing with

# CSS3 box-shadow

```
.drop_shadow {  
    -webkit-box-shadow: rgba(0, 0, 0, 0.5) 0 2px 5px;  
    -moz-box-shadow: rgba(0, 0, 0, 0.5) 0 2px 5px;  
    box-shadow: rgba(0, 0, 0, 0.5) 0 2px 5px;  
}
```



The first declaration is for Safari and Chrome. The second is for Firefox. The third is for all browsers, which will eventually support box-shadow without a prefix.

Currently: Opera and IE9 support it.

# CSS3 border-radius

```
.rounded_corners {  
    -webkit-border-radius: 5px;  
  
    -moz-border-radius: 5px;  
  
    border-radius: 5px;  
}
```



The first line is for Safari and Chrome. Second is for Firefox. The third is for all browsers, which will eventually support border-radius without a prefix. Currently: Opera and IE9.

More border-radius code here:  
[gist.github.com/262663](https://gist.github.com/262663)

# CSS3 text-shadow

```
.text_shadow {  
  text-shadow: rgba(0, 0, 0, 0.5) 0 1px 1px;  
}
```

Thankfully, all browsers that support text-shadow do so with the exact same syntax: Chrome, Safari, Firefox, Opera.

- No word from IE9 yet.

@font-face

Times + Helvetica  
have a posse

# Common fonts on Windows + Mac

Times

Georgia

Arial *-or-*

Helvetica

Courier

Palatino

Comic Sans

Trebuchet

Verdana

... etc.

# How can we use non-common fonts?

**Flat images:** It works. But hard to maintain.

**sIFR:** Pretty. Uses Flash. Fails on iPhone/iPad.  
Can be affected by ad-blocking extensions.

**Cufón:** Better. Uses JavaScript + <canvas>.   
But can be intensive. Best used on headlines.

**@font-face:** No scripting. Pure CSS. Can be  
used for any text. Yet tricky to implement.

# Paul Irish's “Bulletproof @font-face syntax”

PAUL IRISH

I make the www fun.

## Bulletproof @font-face syntax

September 4th, 2009

Let me introduce you to the best way to do your @font-face definitions:

```
@font-face {  
    font-family: 'Graublau Web';  
    src: url('GraublauWeb.eot');  
    src: local('@'),  
        url('GraublauWeb.woff') format('woff'), url('GraublauWeb.ttf') format('truetype');  
}
```

I'll circle back to *why* this is the best possible solution but let's first review the other techniques' weaknesses. Of course, the problem at the center of this is that IE needs an .eot font, and the other browsers must [take a .ttf or .otf](#).

MAY 12TH. If you're looking to just put @font-face to use today, just head to [FontSquirrel's generator](#). It is an indispensable tool when implementing @font-face. If you want to know more about some of the *why*'s, carry on...

Okay, let's see what we got here...

### Conditional comments (via)

```
<!--  
@font-face{  
    font-family: 'Graublau Web';  
    src: url('GraublauWeb.otf') format('opentype');  
}-->
```



Heyo, I'm Paul Irish.

I'm a front-end developer, a Google Chrome dev relations guy, a jQuery Team member, a developer of Modernizr and CSS3 Please, a host on the yayQuery Podcast, and an mp3 blogger at Aurgasm.

Just moved to San Francisco.

[Contact me](#) or [read more about me](#). Or both!



Follow me on twitter: [@paul\\_irish](#)

- hot. Experimenting with Node.js (and websockets and mouse-cursor funtimes)  
<http://j.mp/9890rW> about 21 hours ago
- Now reading: Mobile Web Application Best

# @font-face

```
@font-face {  
    font-family: 'GentiumRegular';  
    src: url('genr102_0-webfont.eot');  
    src: local('☺'), url('genr102_0-webfont.woff') format  
        ('woff'), url('genr102_0-webfont.ttf') format('truetype'),  
    url('genr102_0-webfont.svg#webfontX7s0ZYjS') format('svg');  
}  
  
p {  
    font-family: 'GentiumRegular';  
}
```

File generator

[fontsquirrel.com/fontface/generator](http://fontsquirrel.com/fontface/generator)

Google fonts API (super easy)

[code.google.com/webfonts](http://code.google.com/webfonts)

# **Bible Web App**

HTML5 + CSS3 + @font-face

[biblewebapp.com](http://biblewebapp.com)

# Bible Web App

Spiritual, Oral, Written, Print, Digital

Study

Reader

Flash Cards

About

Philippians 3:8

Tischendorf NT †

χριστου ιησου του κυριου μου, οι  
 ὃν τὰ πάντα ἔζημιώθην, καὶ ἡγοῦμαι  
**σκύβαλα** ἵνα Χριστὸν κερδήσω <sup>9</sup> καὶ  
 εὑρεθῶ ἐν αὐτῷ, μὴ ἔχων ἐμὴν  
 δικαιοσύνην τὴν ἐκ νόμου ἀλλὰ τὴν  
 διὰ πίστεως Χριστοῦ, τὴν ἐκ θεοῦ  
 δικαιοσύνην ἐπὶ τῇ πίστει, <sup>10</sup> τοῦ  
 γνῶναι αὐτὸν καὶ τὴν δύναμιν τῆς  
 ἀναστάσεως αὐτοῦ καὶ κοινωνίαν  
 παθημάτων αὐτοῦ,  
 συνμορφιζόμενος τῷ θανάτῳ αὐτοῦ,  
<sup>11</sup> εἴπως καταντήσω εἰς τὴν  
 ἐξανάστασιν τὴν ἐκ νεκρῶν.

12 Οὐν δτι ἥδη ἔλαβον ἥ ἥδη

Public domain

Philippians 3:8

New American St:

8 More than that, I count all things to be loss <sup>3</sup>in view of the surpassing value of <sup>4</sup>knowing <sup>5</sup>Christ Jesus my Lord, <sup>5</sup>for whom I have suffered the loss of all things, and count them but **rubbish** so that I may gain Christ,

9 and may be found in Him, not having <sup>6</sup>a righteousness of my own <sup>7</sup>but that which is through Christ, <sup>8</sup>the righteousness which is from God on the basis of faith.

10 that I may <sup>9</sup>know Him and <sup>10</sup>the power of His resurrection and <sup>6x</sup>the fellowship of His sufferings, being <sup>10</sup>conformed to His death;

11 <sup>7</sup>in order that I may <sup>11</sup>attain to the resurrection from the dead.

12 Not that I have already <sup>12</sup>obtained it or

G4657: σκύβαλον (skybalon)

see all 1 occurrences

- 1. any refuse, as the excrement of animals, offscourings, rubbish, dregs
- a. of things worthless and detestable

dung

Options

 Word Matching

New American Standard Bible

Copyright © 1960, 1962, 1963, 1968, 1971, 1972, 1973, 1975, 1977, 1995 by the Lockman Foundation.

# **jQuery Desktop**

HTML5 + CSS3 + JavaScript

[desktop.sonspring.com](http://desktop.sonspring.com)



Computer



Hard Drive



Audio CD



Network

Computer

Hello. You look nice today!

	Name	Date Modified	Date Created	Size	Kind
Hard Drive	Hard Drive	Today	—	200 GB	Volume
Audio CD	Audio CD	—	—	2.92 GB	Media
Network	Network	—	—	—	LAN
Shared Project Files	Shared Project Files	Yesterday	12/29/08	524 MB	Folder

Hard Drive

Storage in use: 119.1 GB

	Name	Date Modified	Date Created	Size	Kind
.DS_Store	.DS_Store	Yesterday	—	6 KB	Hidden
Default User	Default User	Today	—	—	Folder
Applications	Applications	Yesterday	—	—	Folder
Developer	Developer	12/29/08	—	—	Folder
Library	Library	09/11/09	—	—	Folder
System	System	Yesterday	—	—	Folder

Free: 80.9 GB



Computer



Hard Drive

firehost

# **“Slablet”**

HTML5 + CSS3 + JavaScript

[host.sonspring.com/slablet](http://host.sonspring.com/slablet)

**Home****Link Without Sub-links**

① Primary Link Title Here

## Main Content

First Name	Last Name	Email	Phone	Address
Johnathan	Rogerson	<a href="mailto:jonathan.rogerson@example.com">jonathan.rogerson@example.com</a>	214-555-4477	1234 Fifth Street Fakesville, TX 75035
Johnathan	Rogerson	<a href="mailto:jonathan.rogerson@example.com">jonathan.rogerson@example.com</a>	214-555-4477	1234 Fifth Street Fakesville, TX 75035
Johnathan	Rogerson	<a href="mailto:jonathan.rogerson@example.com">jonathan.rogerson@example.com</a>	214-555-4477	1234 Fifth Street Fakesville, TX 75035
Johnathan	Rogerson	<a href="mailto:jonathan.rogerson@example.com">jonathan.rogerson@example.com</a>	214-555-4477	1234 Fifth Street Fakesville, TX 75035

 Test checkbox 1  Test checkbox 2  Test checkbox 3 Test radio 1  Test radio 2  Test radio 3

Select drop-down

Select multiple

Group 1  
Some text goes here  
Another choice could be here  
Yet another item to be chosen

Group 2  
Some text goes here  
Another choice could be here  
Yet another item to be chosen

Group 3  
Some text goes here



# Social “Graph”

Cool! But who owns your data?

**Lots of standards and  
protocols that aren't really  
being used right now.**

**Facebook “Like”: not open,  
social, or graphic. But fun  
and gives advertisers data.**

# Helpful tool for adding “Like” buttons

## OpenLike

[About](#) [Documentation](#) [Blog](#) [Forum](#)

An **open protocol** to allow sharing the things people like in a **simple and standard** method between web applications.

### For consumers...

OpenLike is a simple way to tell other sites about the things you like and dislike on the web. Instead of having all of your preferences stored by a single company, OpenLike gives you a way to send your data where you want it.

Here's an example of what the OpenLike widget looks like by default

Like this:



And here's the code to add this to your site

```
<script type="text/javascript" src="http://openlike.org/v1/openlike.js"></script>
<script type="text/javascript">OPENLIKE.Widget()</script>
```

All code for this project is available at <http://code.google.com/p/openlike/>.

# Open social data – A cautionary tale...



Tell your friends

"They 'trust me'. Dumb █."

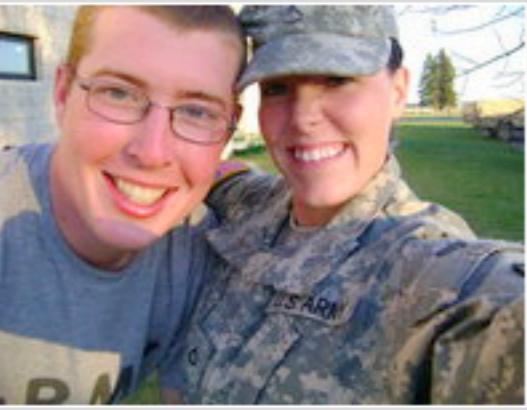
Mark Zuckerberg, Facebook

Facebook helps you connect and share with the people in your life. Whether you want to or not.

Learn why this is bad!

Search Facebook updates: "i hate my job"   ♂  ♀  everybody

 ♂ **user mentioned** Have I mentioned that I hate my job? -\_-  
less than a minute ago

 ♀ **user mentioned** had to have an officer tell ppl they couldn't tell the gospel because its solicitation. I hate my job...  
1 minute ago via Mobile Web

# HTML5 Resources

- [alistapart.com/articles/get-ready-for-html-5](http://alistapart.com/articles/get-ready-for-html-5)
- [dev.w3.org/html5/spec/Overview.html](http://dev.w3.org/html5/spec/Overview.html)
- [diveintohtml5.org](http://diveintohtml5.org)
- [html5.org](http://html5.org)
- [html5demos.com](http://html5demos.com)
- [html5doctor.com](http://html5doctor.com)
- [sencha.com/products/touch](http://sencha.com/products/touch)
- [w3schools.com/html5](http://w3schools.com/html5)

# CSS3 Resources

- [border-radius.com](http://border-radius.com)
- [code.google.com/webfonts](http://code.google.com/webfonts)
- [css3.info](http://css3.info)
- [css3generator.com](http://css3generator.com)
- [css3please.com](http://css3please.com)
- [fontsquirrel.com](http://fontsquirrel.com)
- [modernizr.com](http://modernizr.com)
- [w3.org/Style/CSS/current-work](http://w3.org/Style/CSS/current-work)
- [westciv.com/tools](http://westciv.com/tools)

# Questions?

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