**The Impact of HTML5 on Enterprise Applications**

Cutter Consortium | May 22, 2012 | Frank D. Greco

<http://ddp.aodc.slb.com/Document.cfm?ID=1909596>

Most enterprises have adopted the browser as a deployment mechanism for a majority of their internal and client-facing applications. HTML5 offers a set of application technologies that all the major browser manufacturers have agreed to implement in their products. These technologies allow organizations to have a more efficient and collaborative relationship with customers, stronger connectivity to partners, and the ability to design/deploy real-time internal enterprise applications easily. They provide the infrastructure for developers to create rich, highly interactive applications that work seamlessly across multiple platforms.

Some HTML5 standards come from the W3C (HTML5, Geolocation, Web Storage, File API, Web Workers, WebSocket API, and CSS3). Some come from WHATWG, and technologies such as the WebSocket protocol standard, come from the Internet Engineering Task Force (IETF) standards body. Other technologies have no W3C or IETF standard specification at all (WebGL for 3D graphics or WebCL for parallel computing in the browser).

HTML5 provides added markup tags for clarity and semantics, audio/video capabilities, standard forms and table elements, new user interface models, device input, new forms of secure and reliable network communication, and so on.

Some HTML5 features may significantly affect the high-level architecture of an existing Web enterprise system. Enterprise architects may need to reconsider or redesign middletier components, such as application and portal servers, load balancers, high-availability schemes for portlets, and proprietary polling techniques.

HTML5 converts the document-centric Web into an application-centric Web, allowing for:

**Canvas and multimedia:**

· Removes the need for costly proprietary plug-in technologies

· No longer requires plug-in versioning maintenance for rich interfaces

**WebSocket:**

· Allows organizations to offer real-time services over the Web

· Avoids clumsy translation of application protocols to HTTP

**Offline storage:**

· Lets Web applications work offline

· Renders synchronization with server-side databases

**File API:**

· Allows new Web applications to save data directly to cloud

· Interacts with file systems on local devices

**Device APIs:**

· Facilitates integration between device-specific features such as cameras, microphones, accelerometers to Web applications

***Also:***

**10 New HTML5 Tags You Need to Know About**

TechRepublic | May 13, 2012 | Justin James

<http://www.techrepublic.com/blog/10things/10-new-html5-tags-you-need-to-know-about/3219?tag=nl.e101>

HTML5 offers new tags and attributes that provide more power, efficiency, and flexibility for your Web development. Here are a few of the tags you’ll want to check out.

**1.** **<video>** and **<audio>**

One of the biggest uses for Flash, Silverlight, and similar technologies is to get a multimedia item to play. With HTML5 supporting the new video and audio controls, the browser can now natively display the controls, and the content can be manipulated through JavaScript.

**2.** **<canvas>**

The <canvas> tag gives HTML a bitmapped surface to work with, much like what you would use with GDI+ or the .NET Image object. <canvas> is a great way to build charts and graphs, which have been a traditional weak spot in HTML, as well as custom graphics.

3. **<header>** and **<footer>**

The <header> and <footer> tags are two new semantic tags that will reap long-term rewards for your search engine efforts, since the search engines will be able to tell the difference between “content” and things that are important to the user but that aren’t the actual content.

**4.** **<output>**

The new <output> tag is unique, in that it expects its content to be generated dynamically with JavaScript. It has a value attribute, which can be manipulated through the DOM with JavaScript to change what is displayed on the screen.

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