

HTML5 - Unabridged Guide / 166 pages / 9781486430291 / 2012 / Charles Graham / Emereo Publishing, 2012

HTML5 is the fifth revision and newest version of the HTML standard. It offers new features that provide not only rich media support but also enhance support for creating web applications that can interact with users, their local data, and servers more easily and effectively than was previously possible. Declaring that the document contains HTML5 markup with the HTML5 doctype. Declaring the character set with the . Using the new HTML5 parser. Introduction to HTML5. HTML5 is the fifth revision and newest version of the HTML standard. Head First HTML5 HTML has been on a wild ride. Sure, HTML started as a mere markup language, but more recently HTML's put on some major muscle. Now we've got a language tuned for building web applications with Web storage, 2D drawing, offline supp... The book offers encoding information related to audio and video integration to web pages. It factors to the usage of Modernizr JavaScript library for detecting HTML5 options that are supported in the user browser. The e-book explains the tags and how HTML5 works on Mozilla. , Opera, Safari, and Chrome; moreover, how the new version of HTML interacts effectively with JavaScript and iPhone applications is defined. The book presents useful info related to the usage of canvas and local data storage additionally. Learn to Code HTML & CSS is a simple and comprehensive guide dedicated to helping beginners learn HTML and CSS. Outlining the fundamentals, this guide works through all common elements of front-end design and development. Author: Shay Howe Date: 2014-2017. Read Online. This HTML5 Canvas Notes for Professionals book is compiled from Stack Overflow Documentation, the content is written by the beautiful people at Stack Overflow. Thinking in HTML (cover image). Thinking in HTML. The book provides your first real look at HTML5's new elements and attributes and carefully guides you through the important changes in this version with lots of hands-on examples, including markup, graphics, and screenshots. You'll learn how to use HTML5 markup to add video, offline capabilities, offer a drawing canvas for dynamically generated 2D graphics and more and you'll be able to put that functionality to work right away. Teach Yourself HTML5 in 10 Minutes offers straightforward, practical answers for fast results. By working through the book's clear, step-by-step examples, web designers or developers new to HTML5 can learn everything they need to know to quickly and easily get up to speed with HTML5.