

1. Record Nr.	UNINA9910300647503321
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Titolo	HTML5 Programmer's Reference / / by Jonathan Reid
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2015
ISBN	9781430263685 1430263687
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (378 p.)
Collana	The expert's voice in web development
Disciplina	004
Soggetti	Computer programming Software engineering Web Development Software Engineering/Programming and Operating Systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contents at a Glance; Contents; About the Author; About the Technical Reviewer; Acknowledgments; Introduction; Part I: HTML5 in Depth ; Chapter 1: Welcome to HTML5; What Is HTML5?; A Brief History of HTML; Enter Hypertext; Enter Markup Languages; Hypertext Markup Language Is Born; The Browser Wars; Standards to the Rescue; The Continuing Evolution of HTML; The Formation of the WHATWG and the Creation of HTML5; HTML5 Features ; New Tags; Canvas; JavaScript APIs ; Related Standards; Summary; Chapter 2: HTML5 Elements; Functionality, Semantics, and the Evolution of HTML; Sections Grouping Semantics; Audio and Video Content; Embedded Audio Content; Embedded Video Content; Specifying Multiple Sources; Interactive Elements; Dialogs; Progressive Disclosure; Forms; New Form Elements; Data Lists; Meter; Output; Progress; New Form Element Attributes; Autocomplete; Autofocus; Placeholder; New Input Types; Deprecated Elements and Obsolete Parameters; Summary; Chapter 3: HTML5 APIs; Server-sent Events; Client Setup; Sending Events from the Server; Origin Limitations ; Security ; An Example Application ; WebSockets Connecting to the Server: Inside the WebSocket Handshake Receiving Information from the Server; Sending Information to the Server;

Closing the Connection; An Example WebSocket Application; Cross Document Messaging/Web Messaging; Web Storage ; Methods and Syntax; Privacy and Web Storage; Drag and Drop ; The draggable Property ; Drag-and-Drop Events; The dataTransfer Object ; Drag-and-Drop API Examples; Web Workers; Creating Web Workers ; Inside a Web Worker; A Simple Example of a Web Worker; Common Use Cases; Summary; Chapter 4: Canvas; The Canvas Drawing Mode The Canvas Drawing Context Basic Drawing Commands; Gradients and Patterns; Gradients ; Patterns ; Images ; Saving Canvas Contents; Text ; Shadows; Saving Drawing State; Compositing ; Clipping ; Transformations; Animation ; Interaction; Summary; Chapter 5: Related Standards; Geolocation; Privacy Considerations; Geolocation API; Animation Timing; Selectors; Device Orientation; The compassneedscalibration Event; The deviceorientation Event; The devicemotion Event; WebGL; SVG; Summary; Chapter 6: Practical HTML5; Browser Support; A Crash Course in Feature Detection Detecting JavaScript Properties and MethodsDetecting Support for New HTML5 Elements; Detecting Support for New Element Properties; Building a Feature Detection Script; Working with Broken or Missing HTML5 Implementations; Online Resources for Browser Support, Feature Detection, and Shims; Can I Use; Modernizr; HTML5 Rocks; Webshim; Example Project: MobiDex, a Mobile Dexterity Puzzle; The Playing Field UI; Generating Obstacles and Targets; Comparing Coordinates ; The deviceorientation Event Handler ; The Draw Cycle ; Initializing the Game ; Additional Exercises; The Full Listing; Summary Part II: HTML5 Reference

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#### Sommario/riassunto

The HTML5 Programmer's Reference aims to provide everything a programmer needs for understanding and using the new HTML5 family of standards. Previous HTML standards were focused on defining tags for marking up documents. The HTML5 family of standards not only includes new semantic tags but also defines exciting new JavaScript APIs that can be used to build rich, interactive web applications for both mobile and desktop platforms. The HTML5 Programmer's Reference focuses on providing real-world non-trivial examples to demonstrate concepts. Chapters include both in-depth discussions and full references for all HTML5 features, as well as extras like how to find the standards, the history of their evolution, and other examples and helpful resources. With this book the reader will learn everything they need to know to build the next generation of web applications.

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