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Autore	Gustafson J. M
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Soggetti	HTML (Document markup language) Internet programming Cascading style sheets JavaScript (Computer program language) Query languages (Computer science) Electronic books.
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Note generali	"Learn how to build rich, interactive web applications from the ground up using HTML5, CSS3, and jQuery." Includes index.
Sommario/riassunto	Learn how to write rich, interactive web applications using HTML5 and CSS3 through real-world examples. In a world of proliferating platforms and devices, being able to create your own "go-anywhere" applications gives you a significant advantage. Packed with example applications that show you how to create rich, interactive applications and games. Shows you how to use the most popular and widely supported features of HTML5. Full of tips and tricks for writing more efficient and robust code while avoiding some of the pitfalls inherent to JavaScript. Learn how to create professional looking applications using new CSS3 styles and responsive design. Learn how to compress, package, and distribute your web applications on the Internet for fun or for profit. In Detail HTML5's new features have made it a real application development platform with widespread adoption throughout the industry for this purpose. Being able to create one application that can run on virtually any device from phone to desktop

has made it the first choice among developers. Although JavaScript has been around for a while now, it wasn't until the introduction of HTML5 that we have been able to create dynamic, feature-rich applications rivaling those written for the desktop. *HTML5 Web Application Development by Example* will give you the knowledge you need to build rich, interactive web applications from the ground up, incorporating the most popular HTML5 and CSS3 features available right now. This book is full of tips, tools, and example applications that will get you started writing your own applications today. *HTML5 Web Application Development by Example* shows you how to write web applications using the most popular HTML5 and CSS3 features. This book is a practical, hands-on guide with numerous real-world and relevant examples. You will learn how to use local storage to save an application's state and incorporate CSS3 to make it look great. You will also learn how to use custom data attributes to implement data binding. We'll use the new Canvas API to create a drawing application, then use the Audio API to create a virtual piano, before turning it all into a game. The time to start using HTML5 is now. And *HTML5 Web Application Development by Example* will give you the tips and know-how to get started.
