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Autore	Gasston Peter
Titolo	The modern Web [[electronic resource]] : multi-device Web development with HTML5, CSS3, and JavaScript // by Peter Gasston
Pubbl/distr/stampa	San Francisco, : No Starch Press, c2013
ISBN	1-4571-7248-8 1-59327-488-2
Edizione	[1st edition]
Descrizione fisica	1 online resource (264 p.)
Disciplina	006.7 006.76
Soggetti	Browsers (Computer programs) Cascading style sheets HTML (Document markup language) JavaScript (Computer program language) Portable computers Web site development
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	Intro -- The Modern Web -- Advance Praise for The Modern Web -- Praise for Peter Gasston's The Book of CSS3 -- Dedication -- About the Author -- About the Technical Reviewer -- Acknowledgments -- Introduction -- The Device Landscape -- Desktop/Laptop -- Mobile -- Tablet -- TV -- The Others -- The In Betweeners -- The Multi-screen World -- Context: What We Don't Know -- Some Context Stereotypes -- "Fast" Is the Only Context That Matters -- What You'll Learn -- A. Further Reading -- 1. The Web Platform -- A Quick Note About Terminology -- Who You Are and What You Need to Know -- Getting Our Terms Straight -- The Real HTML5 -- The HTML5 Template -- New Best Practices -- CSS3 and Beyond -- Vendor-Specific Prefixes -- CSS Frameworks and Preprocessors -- Browser Support -- Test and Test and Test Some More -- Summary -- B. Further Reading -- 2. Structure and Semantics -- New Elements in HTML5 -- What's the Point? -- The Downside of HTML5 Sectioning Elements -- WAI-ARIA -- The Importance of Semantic Markup -- Microformats -- RDFa -- Microdata

-- The Microdata API -- Microdata, Microformats, and RDFa -- Schema.org -- Rich Snippets -- Data Attributes -- The Data Attributes API -- jQuery and Data Attributes -- Data Attributes in the Wild -- Web Components: The Future of Markup? -- Summary -- C. Further Reading -- 3. Device-Responsive CSS -- Media Queries -- Media Features Based on Dimensions -- Combining and Negating Media Queries -- A Quick Digression: All About Pixels -- Screen Resolution Media Queries -- Device Adaptation -- Input Mechanism Media Features -- Further Media Features -- Media Queries in JavaScript -- Adaptive vs. Responsive Web Design -- The box-sizing Property -- Dynamic Calculations on Length Values -- Viewport-Relative Length Units -- Root-Relative Units -- Mobile First and Content Breakpoints -- Responsive Design and Replaced Objects. The Image Problem -- The HTML5 Responsive Images Solution -- Summary -- D. Further Reading -- 4. New Approaches to CSS Layouts -- Multi-columns -- Gaps and Rules -- Spans and Breaks -- Flexbox -- Declaring the Flexbox Model -- Changing the Content Order -- Alignment Inside the Container -- Adding Some Flexibility -- Wrap and Flow -- Grid Layout -- Declaring and Defining the Grid -- Repeating Grid Lines -- Placing Items on the Grid -- Alignment and Stacking -- The September 2012 Grid Layout Syntax -- On the Grid Layout Terminology -- Grid Template -- The Further Future -- Summary -- E. Further Reading -- 5. Modern JavaScript -- New in JavaScript -- The async and defer Attributes -- The addEventListener Method -- The event Object -- Removing Event Listeners -- The DOMContentLoaded Event -- Input Events -- Touch Events -- Pointer Events -- CSS Selectors in JavaScript -- The getElementsByClassName() Method -- Interacting with Classes -- JavaScript Libraries -- jQuery -- YepNope -- Modernizr -- Mustache -- Polyfills and Shims -- Testing and Debugging -- Summary -- F. Further Reading -- 6. Device APIs -- Geolocation -- Orientation -- Fullscreen -- Vibration -- Battery Status -- Network Information -- Camera and Microphone -- Web Storage -- Drag and Drop -- Interacting with Files -- Mozilla's Firefox OS and WebAPIs -- PhoneGap and Native Wrappers -- Summary -- G. Further Reading -- 7. Images and Graphics -- Comparing Vectors and Bitmaps -- Scalable Vector Graphics -- Anatomy of an SVG Image -- Linked SVG Files -- SVG Sprites -- SVG Sprites with Fragments -- Embedded SVG -- SVG Filters -- The Convergence of SVG and CSS -- A Drawback of SVG -- The canvas Element -- Image Manipulation -- WebGL -- When to Choose SVG or Canvas -- Summary -- H. Further Reading -- 8. New Forms -- New Input Types -- New Attributes -- autofocus -- placeholder -- autocomplete. spellcheck -- multiple -- form -- Datalists -- On-Screen Controls and Widgets -- Numbers -- Dates -- Color -- Displaying Information to the User -- progress -- meter -- output -- Client-side Form Validation -- The Constraint Validation API -- Forms and CSS -- Summary -- I. Further Reading -- 9. Multimedia -- The Media Elements -- Extra Attributes for the video Element -- Multiple Source Files -- Fallbacks -- Subtitles and Captions -- Encoding -- Media Fragments -- The Media API -- Network and Ready States -- Extra Properties for Audio and Video -- Media Events -- Advanced Media Interaction -- Web Audio API -- WebRTC -- Summary -- J. Further Reading -- 10. Web Apps -- Web Apps -- Hosted vs. Packaged Apps -- Hosted Web Apps -- Packaged Web Apps -- Manifest Files -- The Chrome Web Store -- The Firefox Marketplace -- W3C Widgets -- Hybrid Apps -- PhoneGap -- Granting Permissions -- The PhoneGap API -- PhoneGap Events -- Titanium -- TV Apps -- Webinos -- Application Cache -- Contents of the AppCache File -- The Caching Sequence -- The AppCache API --

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Sommario/riassunto

Peter Gasston's *The Modern Web* will guide you through the latest and most important tools of device-agnostic web development, including HTML5, CSS3, and JavaScript. His plain-English explanations and practical examples emphasize the techniques, principles, and practices that you'll need to easily transcend individual browser quirks and stay relevant as these technologies are updated.
