

Introduction to HTML5

Course Length: 2 Days

Who should attend?

This course is intended for students who have experience with HTML 4, basic CSS, and basic Java

Prerequisites

Experience in the following areas is required:

- HTML 4
- Basic CSS
- Basic JavaScript

Experience in the following areas would be beneficial:

- JSON
- DOM
- Ajax

Course Objectives

- Upon successful completion of this course, students will be able to:
- Start building HTML5 pages.
- Understand the major benefits of HTML5.
- Understand the difference between HTML5 and HTML 4.
- Be familiar with HTML5's new elements and attributes.
- Work with audio and video in HTML5.
- Work with HTML5's new Canvas element to create code-based drawings.
- Use Web Storage for offline applications.
- Use all the cool new HTML5 form elements.
- Understand the current state of browser support for HTML5 and how to make HTML5 sites degrade gracefully.

Course Content

1. Laying out a Page with HTML5

- Page Structure
- New HTML5 Structural Tags
- Page Simplification

2. HTML5 - How We Got Here

- The Problems HTML 4 Addresses
- The Problems XHTML Addresses
- The New More Flexible Approach of HTML5
- New Features of HTML5
- The HTML5 Spec(s)
- Current State of Browser Support

3. Sections and Articles

- The section Tag
- The article Tag



- Outlining
- Accessibility

4. HTML5 Audio and Video

- Supported Media Types
- The audio Element
- The video Element
- Accessibility
- Scripting Media Elements
- Dealing with Non-Supporting Browsers

5. HTML5 Forms

- Modernizr
- New Input Types
- HTML5 New Form Attributes
- Some Other New Form Field Attributes
- New Form Elements

6. Overview of HTML5 Web Storage

- Overview of HTML5 Web Storage
- Web Storage
- Other Storage Methods

7. HTML5 Canvas

- Getting Started with Canvas
- Drawing Lines
- Color and Transparency
- Rectangles
- Circles and Arcs
- Quadratic and Bezier Curves
- Images
- Text

8. Integrated APIs

- Offline Application API
- Drag and Drop API

