



- CYU – Check Your Understanding
- LOTW – Learning On The Walls
- PPR – Participant Progress Report
- PTS – Post Training Support (Web)

HTML 5

Duration: 3 Days

HISTORY, VISION & FUTURE OF HTML5

- ❖ What Is HTML5?
- ❖ History And Major Actors
- ❖ A Little Retrospective
- ❖ What Is The W3C?
- ❖ What Is The WHATWG?
- ❖ Vision And Philosophy Behind HTML5
- ❖ Compatibility
- ❖ Utility
- ❖ Interoperability
- ❖ Universal Access
- ❖ Future Of HTML5

GETTING STARTED WITH HTML5

- ❖ The State Of Browser Support
- ❖ Feature Detection
- ❖ Support For Legacy Browsers
- ❖ Graceful Degradation
- ❖ Emulation
- ❖ Developer Tools
- ❖ Working with CDN links (Content Distribution Network)
- ❖ Modernizer
- ❖ HTML 5 Shiv
- ❖ Polyfills
- ❖ Minification and Bundling
- ❖ Role of Javascript , Jquery , Angular JS, Backbone.js, Ext JS

STRUCTURE OF A WEB PAGE

- ❖ HTML5 DOCTYPE
- ❖ Page Encoding
- ❖ HTML5 Markup
- ❖ New And Updated Elements
- ❖ Structural Elements
- ❖ New Attributes
- ❖ Deprecated Elements And Attributes
- ❖ HTML5 And CSS3
- ❖ Browser Support

FORMS

- ❖ What Are The Needs For Web Applications?
- ❖ Current Solutions
- ❖ New Input Types
- ❖ New Attributes
- ❖ Form Validation
- ❖ Browser Support

AUDIO AND VIDEO

- ❖ The State of Web Audio And Video Based On Plug-in
- ❖ The State Of Audio And Video Codec (e.g. H.264, WebM, etc.)
- ❖ Video/Audio Codec And Browser Support
- ❖ New Audio/Video Markup
- ❖ Attributes And Methods
- ❖ Understanding Audio/Video Events
- ❖ Customizing Audio/Video Controls



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HTML5 CANVAS

- ❖ Overview Of Graphics In The Browser
- ❖ Canvas Vs. SVG
- ❖ Accessibility
- ❖ Using A Canvas
- ❖ Context And Coordinates
- ❖ Drawing Shapes
- ❖ Working With Paths
- ❖ Drawing Straight Lines
- ❖ Drawing Circles Or Arcs
- ❖ Drawing Text
- ❖ Drawing Images
- ❖ Understanding Transforms
- ❖ Translation
- ❖ Rotation
- ❖ Scaling
- ❖ Browser Support

DATA STORAGE

- ❖ Problems With The Existing Cookie-based Model
- ❖ Hacks Prior To HTML5
- ❖ New Storage Options
- ❖ Web Storage
- ❖ Web SQL Storage
- ❖ Browser Support

HTML5 OFFLINE APPLICATIONS

- ❖ The Need For Offline Mode
- ❖ The Manifest File
- ❖ The application Cache Events
- ❖ Deployments And Updates
- ❖ Browser Support

HTML5 GEOLOCATION

- ❖ Introduction To Geolocation
- ❖ Privacy Considerations
- ❖ Many Ways To Get User Location
- ❖ Two Main Methods
- ❖ The Position Object
- ❖ Handling Errors
- ❖ The Position Options Object
- ❖ Browser Support

HTML5 WEB WORKERS

- ❖ The Current JavaScript Execution Model
- ❖ Introduction To Web Workers
- ❖ Usage Of Web Workers
- ❖ Communication APIs
- ❖ Handling Errors
- ❖ Browser Support

HTML5 MESSAGING APIS

- ❖ Cross-document Messaging
- ❖ Dealing With The Origin Concept
- ❖ XML Http Request Level 2
- ❖ Cross-document XML Http Request



Exclusive Value Additions

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- ❖ Progress Events
- ❖ Server-sent Event
- ❖ Browser Support

HTML5 WEB SOCKETS

- ❖ Overview Of Web Communication Options
- ❖ The History (Comet)
- ❖ Overview Of Web Sockets API And Protocol
- ❖ Advantages Of Web Sockets
- ❖ Browser Support

CASE STUDY BY USING ALL FEATURES OF HTML 5