

Html5 The Fast Way Html5 Programming Crash Course Learn Html5 Today Html Learn Html Web Design Html And Css Programming Languages

Provides information on using HTML5, JavaScript, and W3C specifications to create mobile and desktop Web applications for all browsers and devices.

A guide to HTML5 covers such topics as markup, Web forms, audio and video, Canvas, CSS3, data storage, offline applications, and JavaScript.

Learn broad and thorough coverage of HTML5, including markup, styling, and scripting. Accessible for both the beginner and expert, with lots of practical examples and best practice insights. You'll quickly understand the new HTML markup elements and when to use them, and then apply the new and improved CSS features to create amazing web pages. Learn how to use JavaScript to create web applications that are dynamic and interactive. With Pro HTML5, you'll learn both the fundamentals of client-side scripting as well as explore the immense functionality available to you as browser vendors converge on the HTML5 standards. This book is full of practical examples and advanced content, including audio, video, canvas, SVG, and drag and drop capabilities. Using practical hands-on demonstrations you will learn all of the really cool features that you can start using now. HTML5 promises to revolutionize the way websites are developed with an impressive set of built-in client-side features. It is a preferred development language in Windows 10, and along with growing support from the major browser vendors, HTML5 is likely to become the de facto standard for all future web development. What You Will Learn: How, and when, to use all the HTML5 markup tags Use the new CSS3 features to create dramatic websites Master the JavaScript fundamentals and advanced features Use canvas and SVG to build some amazing web pages Leverage the native browser support for Geolocation, IndexedDB, and drag and drop capabilities Who This Book Is For: Web developers and designers who want to increase their HTML5 skills to create modern, standards-compliant websites

Essential information about using HTML5: everything you need at your fingertips HTML is the predominant programming language used to create Web pages. HTML5 has enhanced rich media, geolocation, database and mobile capabilities, and is now able to script APIs, making it a must-have for Web developers. This convenient reference, comb-bound to lie flat, makes it easy to find the information you need in a hurry so you can get those terrific Web pages designed and online right now. HTML is used extensively in creating Web pages, especially for mobile browsers; HTML5 offers exciting enhancements that Web developers are eager to master Features a handy format that provides essential information in a quick and simple manner, with easy-to-follow instructions, smaller size, and convenient, lay-flat binding Covers using HTML5, CSS3, and JavaScript The basic information you need to develop eye-popping Web sites with HTML5 are easy to find in HTML5 For Dummies Quick Reference.

A new edition of a bestseller covers the latest advances in web development! HTML5 and CSS3 are essential tools for creating dynamic websites and boast updates and enhanced features that can make your websites even more effective and unique. This friendly, all-in-one guide covers everything you need to know about each of these technologies and their latest versions so that you can use them together. Building on the bestselling formats of the first two editions, this new edition teaches you the fundamentals of HTML5 and CSS3, and then presents ways for using them with JavaScript, MySQL, and Ajax to create websites that work. Covers using JavaScript, PHP, MySQL, and Ajax in the context of programming dynamic web pages with CSS3 and HTML5 Includes self-contained minibooks that review HTML, CSS, design and layout, client-side JavaScript, Ajax and server-side, and putting it all together Examines new web development advancements including new technologies and changes to the standards Features a website that contains supporting materials including code and several valuable programs that are useful for web development HTML5 and CSS3 All-in-One For Dummies, 3rd Edition serves as the perfect reference for both web development beginners and seasoned professionals looking to learn more about how to get the most out of the powerful combination of HTML5 and CSS3.

Summary HTML5 in Action provides a complete introduction to web development using HTML5. You'll explore every aspect of the HTML5 specification through real-world examples and code samples. It's much more than just a specification reference, though. It lives up to the name HTML5 in Action by giving you the practical, hands-on guidance you'll need to use key features. About the Technology HTML5 is not a few new tags and features added to an old standard—it's the foundation of the modern web, enabling its interactive services, single-page UI, interactive games, and complex business applications. With support for standards-driven mobile app development, powerful features like local storage and WebSockets, superb audio and video APIs, and new layout options using CSS3, SVG, and Canvas, HTML5 has entered its prime time. About the Book HTML5 in Action provides a complete introduction to web development using HTML5. It explores the HTML5 specification through real-world examples and code samples. It earns the name "in Action" by giving you the practical, hands-on guidance you'll need to confidently build the sites and applications you—and your clients—have been wanting for years. This book concentrates on new HTML5 features and assumes you are familiar with standard HTML. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

What's Inside New semantic elements and form input types Single-page application design Creating interactive graphics Mobile web apps About the Authors Rob Crowther is a web developer and blogger and the author of Manning's Hello! HTML5 & CSS3. Joe Lennon is an enterprise mobile application developer. Ash Blue builds award-winning interactive projects. Greg Wanish is an independent web and eCommerce developer. Table of Contents PART 1 INTRODUCTION HTML5: from documents to applications PART 2 BROWSER-BASED APPS Form creation: input widgets, data binding, and data validation File editing and management: rich formatting, file storage, drag and drop Messaging: communicating to and from scripts in HTML5 Mobile applications: client storage and offline execution PART 3 INTERACTIVE GRAPHICS, MEDIA, AND GAMING 2D Canvas: low-level, 2D graphics rendering SVG: responsive in-browser graphics Video and audio: playing media in the browser WebGL: 3D application development Plus 10 Appendixes

Presents information on using HTML and CSS to create Web pages, covering such topics as HTML5 forms, audio and video, embedded fonts, gradients, transitions, and offline Web apps.

HTML5 is the longest HTML specification ever written. It is also the most powerful, and in some ways, the most confusing. What do accessible, content-focused standards-based web designers and front-end developers need to know? And how can we harness the power of HTML5 in today's browsers?

Provides information on the elements on HTML, offers code examples, and describes how to build accessible markup.

Today's learners master the HTML5 and CSS3 skills needed to create exceptional web design with this practical, user-friendly book from the popular Illustrated Series. Vodnik's latest HTML5 AND CSS3 ILLUSTRATED COMPLETE, 2E covers basic to advanced concepts and skills for developing web pages and websites using the most current versions of HTML5 and CSS3.

Readers learn to create dynamic websites that incorporate forms, videos, JavaScript, cutting-edge CSS3, and more. Updates throughout this new edition address responsive design and integrate mobile design and testing. HTML5 AND CSS3 ILLUSTRATED COMPLETE, 2E meets the needs of a broad range of users with "nuts-and-bolts" introductions for beginners and the flexibility to efficiently review the basics and quickly progress to more advanced topics for more experienced users. Each two-page spread focuses on a single skill, making information easy to

follow and absorb. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Teach Yourself HTML, CSS, and JavaScript All in One combines these three fundamental web development technologies into one clearly written, carefully organized, step-by-step tutorial that expertly guides the beginner through these three interconnected technologies. In just a short time, you can learn how to use HTML, Cascading Style Sheets (CSS), and JavaScript together to design, create, and maintain world-class websites. Each lesson in this book builds on the previous ones, enabling you to learn the essentials from the ground up. Clear instructions and practical, hands-on examples show you how to use HTML to create the framework of your website, design your site's layout and typography with CSS, and then add interactivity with JavaScript and jQuery. Step-by-step instructions carefully walk you through the most common web development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to... Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Make elements move on your page with CSS transformations and transitions Animate with CSS and the HTML5 Canvas element Write HTML that's responsive web design-ready Design a site for mobile devices Use CSS media queries and breakpoints Get user input with web-based forms Use JavaScript to build dynamic, interactive web pages Add AJAX effects to your web pages Leverage JavaScript libraries such as jQuery Make your site easy to maintain and update as it grows

Learn to create powerful and unique websites with HTML5 and CSS3 HTML5 and CSS3 have ushered in an entirely new era in web development and web design. This easy-to-understand full-color guide presents the elements of design and development as equal; therefore, both designers and developers will benefit from learning how to leverage the power behind HTML5 and CSS3. The two-page spreads and helpful insight show you how to use HTML5 and CSS3 in conjunction in order to create websites that possess both powerful function and beautiful design. Incorporates all the trademark elements of the For Dummies series writing style - approachable, friendly, reliable, and functional - to assist you in gaining a solid foundation of the basics Fills the void for both developers and designers who are looking to merge the power and function of HTML5 and CSS3 Features a website with code and templates HTML5 and CSS3 For Dummies covers what you need to know to use HTML5 and CSS3, without weighing you down in unnecessary information.

Summary Hello! HTML5 & CSS3 is written for the web designer or developer who wants a fast, example-oriented introduction to the new HTML and CSS features. This snappy, user-friendly, and fun guide will get you started right away. About this Book Whether you're building web pages, mobile apps, or desktop apps, you need to learn HTML5 and CSS3. So why wait? Hello! HTML5 & CSS3 is a smart, snappy, and fun way to get started now. In this example-rich guide to HTML5 and CSS3, you'll start with a user-friendly introduction to HTML5 markup and then take a quick tour through forms, graphics, drag-and-drop, multimedia, and more. Next, you'll explore CSS3, including new features like drop shadows, borders, colors, gradients, and backgrounds. Every step of the way, you'll find hands-on examples, both large and small, to help you learn by doing. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's inside Easy-to-follow intro to HTML5 and CSS3 Fully illustrated and loaded with examples Designed for low-stress learning No prior experience needed! Table of Contents PART 1 LEARNING HTML5 Introducing HTML5 markup HTML5 forms Dynamic graphics Audio and video Browser-based APIs Network and location APIs PART 2 LEARNING CSS3 New CSS language features Layout with CSS3 Motion and color Borders and backgrounds with CSS3 Text and fonts

Now featuring more than 250 color illustrations throughout, this perennially popular guide is a must for novices who want to work with HTML or XHTML, which continue to be the foundation for any Web site The new edition features nearly 50 percent new and updated content, including expanded coverage of CSS and scripting, new coverage of syndication and podcasting, and new sample HTML projects, including a personal Web page, an eBay auction page, a company Web site, and an online product catalog The companion Web site features an eight-page expanded Cheat Sheet with ready-reference information on commands, syntax, colors, CSS elements, and more Covers planning a Web site, formatting Web pages, using CSS, getting creative with colors and fonts, managing layouts, and integrating scripts

HTML has been on a wild ride. Sure, HTML started as a mere markup language, but more recently HTML's put on some major muscle. Now we've got a language tuned for building web applications with Web storage, 2D drawing, offline support, sockets and threads, and more. And to speak this language you've got to go beyond HTML5 markup and into the world of the DOM, events, and JavaScript APIs. Now you probably already know all about HTML markup (otherwise known as structure) and you know all about CSS style (presentation), but what you've been missing is JavaScript (behavior). If all you know about are structure and presentation, you can create some great looking pages, but they're still just pages. When you add behavior with JavaScript, you can create an interactive experience; even better, you can create full blown web applications. Head First HTML5 Programming is your ultimate tour guide to creating web applications with HTML5 and JavaScript, and we give you everything you need to know to build them, including: how to add interactivity to your pages, how to communicate with the world of Web services, and how to use the great new APIs being developed for HTML5. Here are just some of the things you'll learn in Head First HTML5 Programming: Learn how to make your pages truly interactive by using the power of the DOM. Finally understand how JavaScript works and take yourself from novice to well-informed in just a few chapters. Learn how JavaScript APIs fit into the HTML5 ecosystem, and how to use any API in your web pages. Use the Geolocation API to know where your users are. Bring out your inner artist with Canvas, HTML5's new 2D drawing surface. Go beyond just plugging a video into your pages, and create custom video experiences. Learn the secret to grabbing five megabytes of storage in every user's browser. Improve your page's responsiveness and performance with Web workers. And much more.

Experience learning made easy—and quickly teach yourself how to create Web pages with the HTML5 specification. With Step by Step, you set the pace—building and practicing the skills you need, just when you need them! Use a division-based layout to structure your Web pages Include menu bars and hyperlinks for clear navigation Apply colors, font sizes, and other formatting with CSS Add graphics, sound, and video to your pages Use the Canvas tag to render visual images on the fly Build user-input forms with buttons, boxes, and menus Your Step by Step digital content includes: All the book's practice files—ready to download and put to work. See "Using the Practice Files," inside. Fully searchable online edition of this book—with unlimited access on the Web. Free online account required; see inside book.

Beginning HTML5 and CSS3 is your introduction to the new features and elements of HTML5—as a web developer you'll learn about all the leaner, cleaner, and more efficient code available now with HTML5, along with some new tools that will allow you to create more meaningful and richer content. For everyone involved in web design, this book also introduces the new structural integrity and styling flexibility of CSS 3—which means better-looking pages and smarter content in your website projects. For all forward-looking web professionals who want to start enjoying and deploying the new HTML5 and CSS3 features right away, this book provides you with an in-depth look at the new capabilities—including audio and video—that are new to web standards. You'll learn about the new HTML5 structural sections, plus HTML5 and CSS3 layouts. You'll also discover why some people think HTML5 is going to be a Flash killer, when you see how to create transitions and animations with these new technologies. So get ahead in your web development through the practical, step-by-step approaches offered to you in Beginning HTML5 and CSS3.

This short book provides a practical introduction to HTML5. HTML (HyperText Markup Language) is the predominant language of web pages. Originally developed as a way to describe and share scientific papers, HTML is now used to mark up all sorts of documents and create visual interfaces for browser-based software. With HTML5, however, HTML has become as much an API for developing browser-based software as it is a markup language. In this book, we'll talk about the history of HTML and HTML5 and explore its new features. It covers: HTML5 basics Multimedia Canvas and SVG HTML5 applications HTML5 APIs HTML5 is required knowledge for every professional web designer and developer. This book will quickly get you up to speed with the fundamentals of HTML5 and give you the confidence to start experimenting on your own.

HTML5 is here, and with it, web applications have acquired power, ease, scalability, and responsiveness like never before. With this book, developers will learn how to use the latest cutting-edge HTML5 web technology—available in the most recent versions of modern browsers—to build web applications with unparalleled functionality, speed, and responsiveness. This new edition includes major revisions for WebSockets functionality, reflecting the new W3C specification. It also features new chapters covering the drag-and-drop API as well as SVG. Explains how to create real-time HTML5 applications that tap the full potential of modern browsers Provides practical, real-world examples of HTML5 features in action Covers all the new HTML5 APIs to get you up-to-speed quickly with HTML5 Fully updated to include the latest revisions of the WebSocket API, and much more.

HTML5 is revolutionizing the Web, and now it's coming to your ebook reader! With the release of the EPUB 3 specification, HTML5 support is officially a part of the EPUB standard, and publishers are able to take full advantage of HTML5's rich feature set to add rich media and interactivity to their ebook content. HTML5 for Publishers gives an overview of some of the most exciting features HTML5 provides to ebook content creators--audio/video, geolocation, and the Canvas--and shows how to put them in action. Learn how to: Intersperse audio/video with textual content Create a graphing calculator to display algebraic equations on the Canvas Use geolocation to customize a work of fiction with details from the reader's locale Employ MathML to create an interactive equation solver Make a coloring book using SVG and JavaScript

Summary HTML5 for .NET Developers teaches professional software engineers how to integrate the latest HTML5 APIs and semantic markup into rich web applications using JavaScript, ASP.NET MVC, and WCF. Written from the .NET perspective, this book is full of practical applications and ways to connect the new web standards with your existing development practices About the Technology A shift is underway for Microsoft developers—to build web applications you'll need to integrate HTML5 features like Canvas-based graphics and the new JavaScript-driven APIs with familiar technologies like ASP.NET MVC and WCF. This book is designed for you. About this Book HTML5 for .NET Developers teaches you how to blend HTML5 with your current .NET tools and practices. You'll start with a quick overview of the new HTML5 features and the semantic markup model. Then, you'll systematically work through the JavaScript APIs as you learn to build single page web apps that look and work like desktop apps. Along the way, you'll get tips and learn techniques that will prepare you to build "metro-style" applications for Windows 8 and WP 8. This book assumes you're familiar with HTML, and concentrates on the intersection between new HTML5 features and Microsoft-specific technologies. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside HTML5 from a .NET perspective Local storage, threading, and WebSockets Using JSON-enabled web services WCF services for HTML5 How to build single page web apps "This book speaks directly to the interests and concerns of the .NET developer."—From the Forward by Scott Hanselman, Microsoft Table of Contents HTML5 and .NET A markup primer: classic HTML, semantic HTML, and CSS Audio and video controls Canvas The History API: Changing the game for MVC sites Geolocation and web mapping Web workers and drag and drop Websockets Local storage and state management Offline web applications

HTML5 and CSS3 are more than just buzzwords--they're the foundation for today's web applications. This book gets you up to speed on the HTML5 elements and CSS3 features you can use right now in your current projects, with backwards compatible solutions that ensure that you don't leave users of older browsers behind. This new edition covers even more new features, including CSS animations, IndexedDB, and client-side validations. HTML5 and CSS3 power today's web applications, with semantic markup, better forms, native multimedia, animations, and powerful APIs. You'll get hands-on with all the new features with practical example projects, and find what you need quickly with this book's modular structure. "Falling Back" sections show you how to create solutions for older browsers, and "The Future" sections at the end of each chapter get you excited about the possibilities when features mature. This revised second edition walks you through new features such as IndexedDB, CSS Animations, SVG, and more, along with updated fallback solutions. You'll use HTML5's new markup to create better structure for your content and better interfaces for your forms. You'll work with new form controls and validations, and build interfaces that are accessible to assistive technology and mobile devices. You'll draw with the Canvas and SVG, do simple animations with pure CSS, work

with advanced CSS selectors, and make audio and video play natively. You'll bring your web apps to the next level as you use Web Storage and IndexedDB to save data on the client and make applications available offline. And you'll discover how to use web sockets, geolocation, cross-document messaging, and the History API to create even more interactive applications. Today, you have the flexibility that used to be only available through large JavaScript libraries or proprietary plugins. Get ready for today's web. What You Need: You'll need the latest versions of Google Chrome, Firefox, Opera, and Internet Explorer, along with a text editor with good support for HTML5 and CSS3 syntax.

Instructions for testing on older versions of Internet Explorer are included in the book.

Master HTML and CSS with Interactive Exercises and a unique Hands-On Project Have you always wanted to learn HTML and CSS but are afraid it'll be too difficult for you? Or perhaps you are a blogger who wants to tweak your blog's design without having to spend money on an expensive theme? This book is for you. You no longer have to waste your time and money learning HTML and CSS from lengthy books, expensive online courses or complicated tutorials. Nor do you have to spend money buying expensive website themes. There are tons of free CSS templates online that you can download and modify to build your own website IF you know HTML and CSS. What this book offers... HTML and CSS for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the two languages even if you have never coded before.

Carefully Chosen Examples (with images) Examples are carefully chosen to illustrate all concepts. In addition, images are provided whenever necessary so that you can immediately see the visual effects of various CSS properties. Learn The Languages Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn HTML and CSS in just one day and start coding immediately. How is this book different... The best way to learn HTML and CSS is by doing. End-of-Chapter Exercises Each CSS chapter comes with an end-of-chapter exercise where you get to practice the different CSS properties covered in the chapter and see first hand how different CSS values affect the design of the website. Bonus Project The book also includes a bonus project that requires the application of all the concepts taught previously.

Working through the project will not only give you an immense sense of achievement, it'll also help you see how the various concepts tie together. After completing the project, you will not walk away with just a vague understanding of HTML and CSS. You will have achieved a level of understanding and mastery that enables you to start coding your own website immediately. Are you ready to dip your toes into the exciting world of HTML and CSS? This book is for you. Click the "Add To Cart" button and download it now. What you'll learn: What is CSS and HTML? What software do you need to write and run CSS codes? What are HTML tags and elements? What are the commonly used HTML tags and how to use them? What are IDs and Classes? What is the basic CSS syntax? What are CSS selectors? What are pseudo classes and pseudo elements? How to apply CSS rules to your website and what is the order of precedence? What is the CSS box model? How to position and float your CSS boxes How to hide HTML content How to change the background of CSS boxes How to use the CSS color property to change colors How to modify text and font of a website How to create navigation bars How to create gorgeous looking tables to display your data .. and more... Click the "Add to Cart" button and download the book now to start learning HTML and CSS. Learn them fast and learn them well.

In CSS3, author Peter Shaw provides an overview of the latest features available for custom cascading style sheets. You'll learn to style several components of an HTML document, including color, size, layout, font, position, and more. Basic content generation, gradients, and calculations are also covered. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Provides information on Web development for multiple devices, covering such topics as structure and semantics, device APIs, multimedia, and Web apps. HTML5 is the latest version of the web technology, which brings it right up-to-date with powerful features such as audio and video without using a plug-in, and a canvas area with professional tools for creating paths, lines, curves, shapes, fills, gradients, patterns, text and more. It also provides accurate geolocation, background web workers, offline web applications, microdata, a local storage engine and many other improvements to standard HTML, such as dozens of new form tags and attributes. If you are a professional or amateur web developer you need these tools in your kit, and this book is the fastest and easiest way there is to learn them. With Robin Nixon's HTML5 Crash Course you will learn both HTML (if you don't already know it) and HTML5, as well as get an introduction to CSS and JavaScript as they relate to HTML5. Packed with numerous examples over 20 chapters, this book will help you to become an HTML5 pro in next to no time.

Presents information on using HTML and CSS to create Web pages, covering such topics as improving user interfaces, embedding audio and video, working with client-side data, and using APIs. Windows 8 presents an incredible opportunity for distributing and monetizing HTML5 games, and this guide shows how you can profit from it. You'll learn everything you need to know about porting your original web-based JavaScript game to the new "touch-first" version of Windows, as well as several options for selling your game in Windows Store. Windows 8 is a big leap forward for developers because it treats HTML5 as a first-class citizen, alongside C# and C++. Interactive development expert Jesse Freeman explains how Windows 8 works, gets you started with Visual Studio Express (it's free!), and uses a case study to show you how to port an HTML5 game with ease. Learn which games and JavaScript libraries work best on Windows 8 Adjust artwork for different screen resolutions and Windows 8 features Accommodate mouse, keyboard, touch, and other game controls Optimize your game to run well on any Windows 8 device Understand the steps for publishing your game to Windows Store Explore fixed price, trial mode, ad support, and in-app purchase options Use a web-first workflow to ensure your game runs on many other platforms

Need to learn HTML and CSS fast? This best-selling reference's visual format and step-by-step, task-based instructions will have you up and running with HTML in no time. In this updated edition author Bruce Hyslop uses crystal-clear instructions and friendly prose to introduce you to all of today's HTML and CSS essentials. The book has been refreshed to feature current web design best practices. You'll learn how to design, structure, and format your website. You'll learn about the new elements and form input types in HTML5. You'll create and use images, links, styles, and forms; and you'll add video, audio, and other multimedia to your site. You'll learn how to add visual effects with CSS3. You'll understand web standards and learn from code examples that reflect today's best practices. Finally, you will test and

debug your site, and publish it to the web. Throughout the book, the author covers all of HTML and offers essential coverage of HTML5 and CSS techniques.

HTML5 and CSS3 for the Real World is your perfect introduction to the latest generation of web technologies. This easy-to-follow guide covers everything you need to know to get started today. You'll master the semantic markup available in HTML5, as well as how to use CSS3 to create amazing-looking websites without resorting to complex workarounds. You'll learn how to: Lose that pesky Flash habit by embracing native HTML5 video Set type that truly supports your message Build intelligent web forms that users will love! Design modern web apps that shine on mobile devices Create dynamic, efficient graphics on the fly with SVG and canvas Use shiny new APIs to add geolocation and offline functionality Build your own full featured HTML5 website, the HTML5 Herald This easy-to-follow guide is illustrated with lots of examples, and leads readers through the process of creating great websites from start to finish using HTML5 and CSS3.

Foundation Website Creation with HTML5, CSS3, and JavaScript shows the entire process of building a website. This process involves much more than just technical knowledge, and this book provides all the information you'll need to understand the concepts behind designing and developing for the Web, as well as the best means to deliver professional results based on best practices. Of course, there is far more to building a successful website than knowing a little Hypertext Markup Language (HTML). The process starts long before any coding takes place, and this book introduces you to the agile development process, explaining why this method makes so much sense for web projects and how best to implement it. We also make sure you're up to date by using the latest HTML5 features. Planning is vital, so you'll also learn to use techniques such as brainstorming, wireframes, mockups, and prototypes to get your project off to the best possible start and help ensure smooth progress as it develops. An understanding of correct, semantic markup is essential for any web professional; this book explains how HTML5 should be used to structure content so that the markup adheres to current web standards. You'll learn about the wide range of HTML5 elements available to you, and you'll learn how and when to use them through building example web pages. Without creative use of Cascading Style Sheets (CSS), websites would all look largely the same. CSS enables you to set your website apart from the rest, while maintaining the integrity of your markup. We'll showcase the new features of CSS3 and how you can use them. You'll learn how CSS3 works and how to apply styles to your pages, allowing you to realize your design ideas in the browser. JavaScript can be used to make your website easier and more interesting to use. This book provides information on appropriate uses of this technology and introduces the concepts of JavaScript programming. You'll also see how JavaScript works as part of the much-hyped technique Ajax, and in turn, where Ajax fits into the wider Web 2.0 picture. While a website is being built, it needs to be tested across multiple browsers and platforms to ensure that the site works for all users, regardless of ability or disability, and this book explains how best to accomplish these tasks. Then, it discusses the process of launching and maintaining the site so that it will continue to work for all its users throughout its life cycle. Foundation Website Creation with HTML5, CSS3, and JavaScript concludes by covering server-side technologies, acting as a guide to the different options available. With insights from renowned experts such as Jason Fried of 37signals, Daniel Burka of Digg and Pownce, and Chris Messina of Citizen Agency, Foundation Website Creation with CSS, XHTML, and JavaScript provides invaluable information applicable to every web project—regardless of size, scope, or budget.

A decade ago, Ajax took the Web out of childhood, and now HTML5 and JavaScript are moving the Web into full adulthood. This insightful overview provides striking examples of how these technologies have teamed up to give the Web a truly open platform. Author Kyle Simpson (HTML5 Cookbook) shows you how JavaScript unlocks the power of all of the new functionality in HTML5, giving web applications the capabilities developers have wanted for years. These technologies now provide the raw tools you need in the presentation layer to replace everything you used to do with Flash. You'll discover how: HTML5 builds natively into the web platform things we find most commonly useful, such as audio, video, and drawing The Canvas element is changing graphic animations, games, audio visualization, charting, and video effects Geolocation has spawned "geofencing" and augmented reality Web Workers allows calculations to be performed in the background, rather than compete with the UI Web Sockets is enabling realtime communication for chat, live tech support, multi-user collaboration, and gaming Mobile device APIs will give web apps direct access the phone's camera, vibration, and other capabilities

Demonstrates the basics of HTML while explaining how to design Web sites, format text, add multimedia effects, and create forms, tables, lists, and style sheets.

Your full-color, friendly guide to getting started with HTML5 and CSS3! HTML and CSS are essential tools for creating dynamic websites and help make your websites even more effective and unique. This friendly-but-straightforward guide gets you started with the basics of the latest versions of HTML and CSS: HTML5 and CSS3. Introducing you to the syntax and structure of the languages, this helpful guide shows you how to create and view a web page, explains ideal usage of HTML5 and CSS3, walks you through the CSS3 rules and style sheets, addresses common mistakes and explains how to fix them, and explores interesting HTML5 tools. Serves as an ideal introduction to HTML5 and CSS3 for beginners with little to no web development experience Details the capabilities of HTML5 and CSS3 and how to use both to create responsive, practical, and well-designed websites Helps you understand how HTML5 and CSS3 are the foundation upon which hundreds of millions of web pages are built Features full-color illustrations to enhance your learning process Beginning HTML5 and CSS3 For Dummies is the perfect first step for getting started with the fundamentals of web development and design.

"Until now, my websites looked great but have been coded with what seems like 'duct-tape and bubble-gum' methods, just for appearances and not for professionalism or compliance. This book taught me all that is possible with HTML and CSS coding]]. What a game changer!" That's what one web designer posted about a previous edition of Murach's HTML5 and CSS3. Now, this 4th Edition updates and improves all the HTML and CSS content in the book...and it adds coverage of Flexible Box and Grid Layout, two new CSS3 ways to implement page layouts. So whether you're a web designer, a JavaScript programmer, a server-side programmer, or a rookie, this book delivers all the HTML and CSS skills that you need on the job. This book begins with an 8-chapter hands-on course that teaches you HTML and CSS from scratch, including the latest HTML5 and CSS3 features. This short course ends with a chapter that teaches you how to use fluid design and media queries to implement Responsive Web Design so your pages will look good and work right on any screen, from phone to tablet to desktop. After that, the unique design of this book lets you go on to any other chapter to learn new skills whenever you need them. For example, chapters 9 and 10 show you how to use Flexible Box and Grid Layout. Chapter 13 shows you how to work with forms and data validation. Chapter 14 shows you how to enhance a site with video clips. Chapter 16 shows you how to use CSS3 transitions, transforms, and animations. Chapters 17 and 18 show you how to design and deploy a website. Chapters 19 and 20 introduce other professional skills like how to use JavaScript and jQuery and how to use development tools like Bootstrap, SASS, and Emmet. And after you've learned all the skills that you need, this book becomes the best on-the-job reference you've ever used.

This book teaches you the basic web UI technologies including HTML, CSS, and JavaScript. Instead of just giving only an overview of them, or being a reference material, this book explains how these technologies work together, and lets you get acquainted with all the fundamentals, so that you'll be able to create your own web pages with HTML5 markup, CSS3-based design, and interactions built with and JavaScript. Contents At a Glance: Chapter1: A Short Tour of HTML, CSS, and JavaScript Chapter 2: Getting to Know HTML5 Chapter 3: Achieving Richer User Experience with HTML Chapter 4: Forms and Controls Chapter 5: A Few More Things about HTML Chapter 6: Exploring the Document Object Model Chapter 7: Getting to Know JavaScript Chapter 8: Advanced JavaScript Programming Chapter 9: Getting to Know Cascading Style Sheets Chapter 10: Basic Style Patterns

HTML and CSS are the most essential and fundamental web languages, which provide the foundation for the vast majority of web sites and web applications. HTML5 is on track to become the future of the

web, offering simple plug-in free Rich Internet Application capabilities, easier development, and enhanced user experience. This book is an essential technical dictionary for professional web designers and developers, conveniently summarizing over 3000 pages of (X)HTML5 and CSS3 specifications and covering the most common and fundamental concepts and specs, including tags, attributes, values, objects, properties, methods, events, and APIs. TOC at glance: Intro to HTML5 Overview9 About this book9 What is HTML?10 Major HTML versions10 HTML5 10 XHTML511 CSS311 Why use HTML5 11 HTML5 advantages11 Who this book is for12 HTML5 Branding12 The logo13 The technology class icons13 2. HTML Syntax HTML document15 Basics15 Elements and Tags. Tag nesting15 Void Elements. Attributes. Boolean attribute16 XHTML5. Polyglot HTML document17 Document Type and Structure. MIME Type18 Common MIME Types19 Document Object Model (DOM)20 Semantic Elements20 Syntax Summary. General Syntax Rules21 (X)HTML5 void tag syntax22 HTML5 elements with optional tags23 Elements by Type25 Browser Compatibility Scripting. Modernizr26 HTML5 enabling scripts - Polyfills27 3. HTML5 Elements General Definitions29 Chapter Legend & Conventions29 Summary of HTML5 Elements29 HTML5 Elements29 HTML5 Browser Compatibility 65 4. Form Elements & Globals HTML5 Forms aka Web Forms 2.067 Input and Output elements67 HTML5 types and attributes67 HTML5 element70 Input Type/Attribute Matrix71 Global Attributes72 Summary72 Global Events74 HTML Event Handler Attributes74 Window74 Form75 Keyboard76 Mouse76 Media77 5. CSS3 CSS Basics. Anatomy of a CSS Rule79 Typical CSS property locations80 About CSS Properties80 CSS Cascading Priority81 CSS Properties82 CSS Box Model83 Background & Borders83 Box Model92 Font96 Marquee97 Text Formatting98 Color108 Multi-column layout108 Grid Positioning110 Flexible Box Layout112 Speech113 Table. Auto Numbering and Lists117 Animation and Transitions *118 Outline120 2D and 3D Transforms121 CSS3 'Transform' property functions 122 Generated Content for Paged Media123 Paged Media126 Image Values & Replaced Content128 Line129 Rubi134 Hyperlink Presentation136 Basic User Interface137 CSS Selector Types140 CSS3 Selectors141 HTML5 Selectors API Level 1 and 2 146 CSS3 Browser Compatibility Summary 147 6. HTML5 APIs What is API149 HTML5 and Related Technologies149 Semantic Web 150 Microdata150 HTML5 + RDFa152 MathML154 WAI-ARIA155 Offline & Storage156 Web Storage156 HTTP Caching and Serving158 Indexed Database API159 Web SQL database162 Device Access163 Contacts API163 Drag and Drop165 Geolocation168 Media Capture172 File API 174 Touch Events176 Real-Time Connectivity177 Web Sockets177 Web Messaging179 Web Workers181 Multimedia and Graphics183 Audio and Video183 Canvas185 Scalable Vector Graphic190 Performance & Integration193 XMLHttpRequest193 Navigation Timing194 Browser Compatibility195

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