



☎ +44 7989 401397

✉ info@olsensoft.com

HTML5 Development

(3 days)

Course overview

HTML5 has emerged as an exciting and powerful new platform for creating contemporary client-side Web content. The HTML5 standard also embraces techniques for sophisticated communications with the server, via Web sockets and enhancements to Ajax.

This course takes a detailed look at all these new features in HTML5.

What you'll learn

- Creating UI content using graphics, video, and audio
- Using platform features such as geolocation and file handling
- Offline working techniques
- Multithreading using Web Workers
- Communicating via Web Sockets and Ajax 2

Prerequisites

- Familiarity with HTML and CSS
- Good knowledge of JavaScript

Course details

- **Creating HTML5 Content:** HTML5 semantic tags; Additional HTML5 layout features; Additional tags and attributes; Using the new HTML5 input elements; Aria
- **Graphics with Canvas:** Using the canvas API; Core drawing operations; Transformations and animations; Working with text
- **Graphics with SVG:** Getting started with SVG; Drawing curves; Setting styles; Additional techniques
- **Video and Audio:** Overview; Playing video; Playing audio
- **Geolocation:** Overview of HTML5 geolocation; Sources of geolocation information; One-off position requests; Repeated position update
- **Web Storage:** Overview of HTML5 Web Storage; Understanding the Web Storage API; Listening for storage events; Offline working
- **Files and Data:** File handling; Drag-and-drop; IndexedDB databases; Web SQL databases
- **Communications API:** Key principles; Cross-document messaging; Ajax XMLHttpRequest Level 2
- **Web Sockets:** The need for Web Sockets; Implementing a Web Sockets client; Implementing a Web Sockets server

- [Web Workers](#): Overview of Web Workers; Implementing a Web Worker; Asynchronous programming techniques