

HTML5 | CSS3 | Javascript APIs

HTML5

for Masterminds



How to take advantage
of HTML5 to create amazing
websites and revolutionary applications

| Revised 2nd Edition |

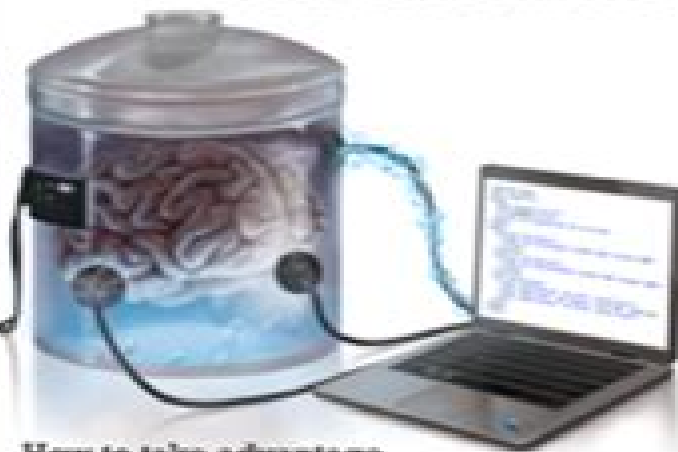
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J.D. Gauchat

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Html5 For Masterminds Revised 2nd Edition How To Take Advantage Of Html5 To Create Amazing Websites And Revolutionary Applications

**Alexis Goldstein,Louis Lazaris,Estelle
Weyl**



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you for the future and it was written for the genius inside you for Masterminds This Book Includes 447 examples explained Learn how to Create HTML documents Create CSS style sheets Program in Javascript Create 2D and 3D Graphics Create 2D and 3D Animations Create 2D and 3D Video Games Take your Applications Full Screen Generate Audio for your Video Games Create Audio Effects in 3D Take Pictures from the WebCam Create a System to make Video Calls Transfer Data Peer to Peer Process Audio Files Closed Captioning your Videos Create CSS3 Animations This Book Covers Introduction to HTML Introduction to CSS Introduction to Javascript HTML5 Elements HTML5 Attributes CSS Traditional and Flexible Box Model HTML5 Video and Closed Captioning HTML5 Audio CSS3 Properties CSS3 Selectors CSS3 Pseudo Classes Form Elements Form Validation Form API Javascript Selectors Canvas API WebGL API and Three.js Web Audio API IndexedDB API Web Storage API File API Web Socket API WebRTC API Stream API FullScreen API Ajax Level 2 Web Workers API Drag and Drop API History API Web Messaging API Pointer Lock API Geolocation API Offline API Page Visibility API TextTrack API

HTML5 for Masterminds, 2nd Edition J. D. Gauchat, 2012-12-04 HTML5 for Masterminds leads the reader step by step to gain essential knowledge and to master complex subjects included in the HTML5 specifications After reading this book you will know how to structure your documents with HTML5 how to style them with CSS3 and how to work with the most powerful Javascript APIs This book is not an introduction of HTML5 but instead a complete course that will teach you how to build compelling websites and amazing web applications from scratch Every chapter explores basic as well as complicated concepts of HTML5 CSS3 and Javascript Information is supported by fully functional examples to guide beginners and experts through every single tag style and function included in the specifications The examples are distributed throughout the book in a specific order to gradually introduce complex subjects and make them accessible to everyone The goal of HTML5 for Masterminds is to make you familiar with the most advanced technology for the web It was developed to prepare you for the future and it was written for the genius inside you for Masterminds This Book Includes 447 examples explained Learn how to Create HTML documents Create CSS style sheets Program in Javascript Create 2D and 3D Graphics Create 2D and 3D Animations Create 2D and 3D Video Games Take your Applications Full Screen Generate Audio for your Video Games Create Audio Effects in 3D Take Pictures from the WebCam Create a System to make Video Calls Transfer Data Peer to Peer Process Audio Files Closed Captioning your Videos Create CSS3 Animations This Book Covers Introduction to HTML NEW li Introduction to CSS NEW li Introduction to Javascript NEW li HTML5 Elements HTML5 Attributes CSS Traditional and Flexible Box Model HTML5 Video and Closed Captioning HTML5 Audio CSS3 Properties CSS3 Selectors CSS3 Pseudo Classes Form Elements Form Validation Form API Javascript Selectors Canvas API WebGL API and Three.js NEW li Web Audio API NEW li IndexedDB API Web Storage API File API Web Socket API WebRTC API NEW li Stream API NEW li FullScreen API NEW li Ajax Level 2 Web Workers API Drag and Drop API History API Web Messaging API Pointer Lock API NEW li Geolocation API Offline API Page Visibility API NEW li TextTrack API Html5 for Masterminds J. D.

Gauchat,2017-02-10 HTML5 for Masterminds 3rd Edition now with a complete course on Web Development and Responsive Web Design Learn how to create websites and applications for desktop and mobile devices with HTML CSS and Javascript HTML5 for Masterminds leads the reader step by step to master the complex subjects required to create websites and web applications After reading this book you will know how to structure your documents with HTML how to style them with CSS and how to work with the most powerful Javascript APIs This book is not an introduction but instead a complete course that teaches you how to build responsive websites and amazing web applications from scratch Every chapter explores both basic and sophisticated concepts of HTML CSS and Javascript Functional examples support the information introduced in every chapter to guide beginners and experts throughout every single element style and function included in these languages The goal of HTML5 for Masterminds is to make you familiar with the most advanced technologies for the web It was designed to prepare you for the future and it was written for the genius inside you for Masterminds This book includes How to create HTML5 documents How to create CSS3 Style Sheets How to program in Javascript How to design websites with Responsive Web Design How to create 2D and 3D Graphics How to create 2D and 3D Animations How to create 2D and 3D Video Games Javascript APIs Form API Canvas API WebGL API and Three js Web Audio API IndexedDB API Web Storage API File API Web Socket API WebRTC API Stream API FullScreen API Ajax Level 2 Web Workers API Drag and Drop API History API Web Messaging API Pointer Lock API Geolocation API Page Visibility API TextTrack API HTML5 CSS3 and Javascript [HTML5 for Masterminds, 3rd Edition](#) Juan Diego Gauchat,2017-02-09 HTML5 for Masterminds Revised 3rd Edition now with a complete course on Web Development and Responsive Web Design Learn how to create websites and applications for desktop and mobile devices with HTML CSS and JavaScript HTML5 for Masterminds leads the reader step by step to master the complex subjects required to create websites and web applications After reading this book you will know how to structure your documents with HTML how to style them with CSS and how to work with the most powerful JavaScript APIs This book is not an introduction but instead a complete course that teaches you how to build responsive websites and amazing web applications from scratch Every chapter explores both basic and sophisticated concepts of HTML CSS and JavaScript Functional examples support the information introduced in every chapter to guide beginners and experts throughout every single element style and function included in these languages The goal of HTML5 for Masterminds is to make you familiar with the most advanced technologies for the web It was designed to prepare you for the future and it was written for the genius inside you for Masterminds This book includes How to create HTML5 documents How to create CSS3 Style Sheets How to program in JavaScript How to design websites with Responsive Web Design How to create 2D and 3D Graphics How to create 2D and 3D Animations How to create 2D and 3D Video Games JavaScript APIs Form API Canvas API WebGL API and Three js Web Audio API IndexedDB API Web Storage API File API Web Socket API WebRTC API Stream API FullScreen API Ajax Level 2 Web Workers API Drag and Drop API History API Web Messaging API Pointer Lock API

Geolocation API Page Visibility API TextTrack API HTML5 CSS3 and JavaScript HTML5 for Masterminds, Revised J. D. Gauchat,2019 *Html5 for Masterminds, 2nd Edition* Juan Diego Gauchat,2012-12 HTML5 for Masterminds leads the reader step by step to gain essential knowledge and to master complex subjects included in the HTML5 specifications After reading this book you will know how to structure your documents with HTML5 how to style them with CSS3 and how to work with the most powerful Javascript APIs This book is not an introduction of HTML5 but instead a complete course that will teach you how to build compelling websites and amazing web applications from scratch Every chapter explores basic as well as complicated concepts of HTML5 CSS3 and Javascript Information is supported by fully functional examples to guide beginners and experts through every single tag style and function included in the specifications The examples are distributed throughout the book in a specific order to gradually introduce complex subjects and make them accessible to everyone The goal of HTML5 for Masterminds is to make you familiar with the most advanced technology for the web It was developed to prepare you for the future and it was written for the genius inside you for Masterminds This Book Includes 447 examples explained Learn how to Create HTML documents Create CSS style sheets Program in Javascript Create 2D and 3D Graphics Create 2D and 3D Animations Create 2D and 3D Video Games Take your Applications Full Screen Generate Audio for your Video Games Create Audio Effects in 3D Take Pictures from the WebCam Create a System to make Video Calls Transfer Data Peer to Peer Process Audio Files Closed Captioning your Videos Create CSS3 Animations This Book Covers Introduction to HTML NEW Introduction to CSS NEW Introduction to Javascript NEW HTML5 Elements HTML5 Attributes CSS Traditional and Flexible Box Model HTML5 Video and Closed Captioning HTML5 Audio CSS3 Properties CSS3 Selectors CSS3 Pseudo Classes Form Elements Form Validation Form API Javascript Selectors Canvas API WebGL API and Three js NEW Web Audio API NEW IndexedDB API Web Storage API File API Web Socket API WebRTC API NEW Stream API NEW FullScreen API NEW Ajax Level 2 Web Workers API Drag and Drop API History API Web Messaging API Pointer Lock API NEW Geolocation API Offline API Page Visibility API NEW TextTrack API **Html5 for Masterminds, Revised 2nd Edition** Juan Diego Gauchat,2014-12-15 HTML5 for Masterminds leads the reader step by step to gain essential knowledge and to master complex subjects included in the HTML5 specifications After reading this book you will know how to structure your documents with HTML5 how to style them with CSS3 and how to work with the most powerful Javascript APIs This book is not an introduction to HTML5 but instead a complete course that will teach you how to build compelling websites and amazing web applications from scratch Every chapter explores basic as well as complicated concepts of HTML5 CSS3 and Javascript Information is supported by fully functional examples to guide beginners and experts through every single tag style and function included in the specifications The examples are distributed throughout the book in a specific order to gradually introduce complex subjects and make them accessible to everyone The goal of HTML5 for Masterminds is to make you familiar with the most advanced technology for the web It was developed to prepare you for the future and it was written

for the genius inside you for Masterminds *HTML5 Multimedia Developer's Guide* Ken Blattman, Lee M.

Cottrell, 2012-04-03 Develop cross platform multimedia applications with HTML5 Now you can create rich interactive content in the browser and deploy it across all platforms HTML5 Multimedia Developer's Guide shows you how You'll learn to use the revolutionary new features of HTML5 including the native audio video and drawing elements that eliminate the need for third party plug ins New tags the simplified doctype local data storage drag and drop and geolocation are also covered Detailed code examples illustrate the techniques discussed By the end of the book you'll be able to develop amazing multimedia applications and websites with HTML5 Use canvas for drawing animation effects and events Create and view videos with the native video element Add and play audio files with the native audio element Take advantage of local data storage functions Apply drag and drop functionality Build location aware web pages with the geolocation property Develop well structured pages using the new semantic layout tags Add functionality to web forms with the new form objects Learn about new CSS3 properties and enhancements Use the editable content and offline files features Work with JavaScript and other technologies

HTML5 Digital Classroom Jeremy Osborn, AGI Creative Team, 2011-09-13 This training package complete with full color book and instructional video is the easiest way to learn HTML5 HTML5 boasts extensive new features that allow you to create dynamic web pages and present users with amazing multimedia experiences and this one of a kind training package is your guide to creating websites that wow HTML5 Digital Classroom provides step by step instruction to help you gain the essential HTML5 knowledge you need to master the latest HTML5 specifications This book and video package will have you creating web pages and web applications using HTML5 styling using CSS3 and working effectively with JavaScript and jQuery like a pro This personal training course uses a full color book plus video tutorials to teach you how to design compelling websites and web apps develop your coding skills and take full advantage of the new web standards for creating rich multimedia experiences This book starts at a foundational level with an introduction to HTML5 before moving on to more advanced topics like creating HTML5 forms using geo location implementing drag and drop utilizing the Canvas element to create 2D and 3D graphics and more Includes 15 lessons in full color covering introductory to advanced HTML5 topics plus video tutorials and sample files that allow you to test your skills and work at your own pace Fully updated for the latest HTML5 specifications and browser capabilities Covers the basics of creating web pages with HTML5 formatting text and layouts with CSS3 using web fonts understanding HTML5 markup and optimizing your site for viewing on mobile devices Explains more advanced concepts like working with video and audio taking advantage of offline storage using the Canvas element enhancing your website with JavaScript and jQuery and incorporating best practices for web coding into your workflow Get comfortable with writing and reviewing HTML5 compliant code and put your web development skills to work today with HTML5 Digital Classroom NOTE DVD and other supplementary materials are not included as part of eBook file These materials are available for download upon purchase **HTML5: Up and Running** Mark Pilgrim, 2010-08-06 If you

don't know about the new features available in HTML5 now's the time to find out This book provides practical information about how and why the latest version of this markup language will significantly change the way you develop for the Web HTML5 is still evolving yet browsers such as Safari Mozilla Opera and Chrome already support many of its features and mobile browsers are even farther ahead HTML5 Up Running carefully guides you through the important changes in this version with lots of hands-on examples including markup graphics and screenshots You'll learn how to use HTML5 markup to add video offline capabilities and more and you'll be able to put that functionality to work right away Learn new semantic elements such as and Meet Canvas a 2D drawing surface you can program with JavaScript Embed video in your web pages without third-party plugins Use Geolocation to let web application visitors share their physical location Take advantage of local storage capacity that goes way beyond cookies Build offline web applications that work after network access is disconnected Learn about several new input types for web forms Create your own custom vocabularies in HTML5 with microdata

HTML5 Canvas Steve Fulton, Jeff Fulton, 2011-05-06 No matter what platform or tools you use the HTML5 revolution will soon change the way you build web applications if it hasn't already HTML5 is jam-packed with features and there's a lot to learn This book gets you started with the Canvas element perhaps HTML5's most exciting feature Learn how to build interactive multimedia applications using this element to draw render text manipulate images and create animation Whether you currently use Flash Silverlight or just HTML and JavaScript you'll quickly pick up the basics Practical examples show you how to create various games and entertainment applications with Canvas as you learn Gain valuable experience with HTML5 and discover why leading application developers rave about this specification as the future of truly innovative web development Create and modify 2D drawings text and bitmap images Incorporate and manipulate video and add audio Build a basic framework for creating a variety of games on Canvas Use bitmaps and tile sheets to develop animated game graphics Go mobile port Canvas applications to iPhone with PhoneGap Explore ways to use Canvas for 3D and multiplayer game applications

HTML5 & CSS3 For The Real World Alexis Goldstein, Louis Lazaris, Estelle Weyl, 2015-03-10 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

[The HTML5 Developer's Collection](#) (Collection) Jennifer Kyrnin, Chuck Hudson, Tom Leadbetter, 2011-12-29 The HTML5 Developer's Collection includes two

recently published HTML5 application development eBooks Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours HTML5 Developer's Cookbook With Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours learn how to turn Web pages into stunning mobile applications in just 24 hours or less HTML5 adds a number of new features and APIs to the language that allow Web designers to be more descriptive and effective in creating their Web pages Using the new APIs you can build offline Web applications work with location data store data on a local computer in a manner similar to cookies and more Author Jennifer Kyrnin walks you through how to get started with the HTML5 specification to build great mobile applications HTML5 Developer's Cookbook brings together all the expert advice and proven code you need to start building production quality HTML5 applications right now Pioneering HTML5 experts Chuck Hudson and Tom Leadbetter present tested modular recipes at beginner intermediate and advanced levels You'll learn exactly how to deliver state of the art user experiences by integrating HTML5's new and enhanced elements with CSS3 styles JavaScript APIs and events Completely up to date to reflect current standards this book prioritizes HTML5 features with substantial browser support and identifies the level of browser support for each covered feature This collection covers Working with the new HTML5 tags most valuable for mobile development Getting started fast with HTML5 features already supported by today's browsers Detecting mobile devices and HTML5 support and upgrade sites to support them Styling and building more efficient usable mobile pages Using jQuery Mobile to quickly create mobile apps Leveraging HTML5's breakthrough drawing and typography features Efficiently integrating media content into your apps Adding meaning with HTML5 sectioning and semantic elements Implementing drag and drop more easily than ever Building offline applications and other apps that use local storage Detecting and working with location data via the GeoLocation API Using microformats and microdata to make Web pages friendlier to computers Adding powerful back end functionality with WebSockets Web Workers and File APIs Improving user navigation with the History API Understanding and using HTML5's new structural elements Using grouping text level and redefined semantics Managing browser handling in HTML5 Leveraging new CSS3 layout and style techniques Maximizing interactivity with HTML5 Web Forms Embedding audio and video with HTML5 Drawing with the canvas Controlling browser histories Integrating location awareness into mobile applications with the Geolocation API Implementing client side storage and working with local files Managing communication and threading Optimizing the HTML5 browser experience Integrating device data

Head First HTML5 Programming Eric Freeman, Elisabeth Robson, 2011-10-06 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

HTML5 Matthew David, 2013-04-26 Implement the powerful multimedia and interactive capabilities offered by HTML5 including style control tools illustration tools video audio and rich media solutions Understand how HTML5 is changing the web development game with this project based book that shows you not just tells you what HTML5 can do for your websites Reinforce your practical understanding of the new standard with demo applications and tutorials so that execution is one short step away HTML5 is the future of the web Literally every web designer and developer needs to know how to use this language to create the types of web sites consumers now expect This new edition of the bestseller teaches you to enhance your web designs with rich media solutions and interactivity using detailed descriptions and hands on projects for every step along the way The second edition contains completely updated information including more on mobility and video standards plus new projects The companion website visualizetheweb.com is packed full of extra information online code libraries and a user forum offering even more opportunity to learn new skills practice your coding and interact with other users

Smashing HTML5 Bill Sanders, 2010-12-06

HTML5 and JavaScript Projects Jeanine Meyer, 2018 Build on your basic knowledge of HTML5 and JavaScript to create substantial HTML5 applications Through the many interesting projects you can create in this book you'll develop HTML5 skills for future projects and extend the core skills you may have learned with its companion book *The Essential Guide to HTML5* HTML5 and JavaScript Projects is fully updated as a second edition and covers important programming techniques and HTML CSS and JavaScript features to help you build projects with images animation video audio and line drawings You'll learn how to build games quizzes and other interactive projects incorporate the use of the Google Maps API and localStorage and address the challenges of Responsive Design and Accessibility Each project starts out with a description of the example's operation often with full color illustrations You'll then review the HTML5 and JavaScript concepts that relate to the project followed by a step by step

explanation of the programming used Tables are used to show the relationship of functions and provide comments for each line of code so that you can easily apply the techniques to your own HTML5 projects What You ll Learn Enhance your HTML5 and JavaScript programming skills Produce applications combining Canvas drawings photos and videos Incorporate Google Maps and geolocation into your projects Build applications requiring persistent data storing the information locally or on a database on the server Who This Book Is For Developers who have some knowledge of programming and want to build more substantial applications by combining basic features and combining JavaScript with other technologies *HTML5 Games* Jacob Seidelin,2014-02-10 HTML5 Gamesshows you how to combine HTML5 CSS3 and JavaScript to make games for the web and mobiles games that were previously only possible with plugin technologies like Flash Using the latest open web technologies you are guided through the process of creating a game from scratch using Canvas HTML5 Audio WebGL and WebSockets Inside Jacob Seidelin shows you how features available in HTML5 can be used to create games First you will build a framework on which you will create your HTML5 game Then each chapter covers a new aspect of the game including user input sound multiplayer functionality 2D and 3D graphics and more By the end of the book you will have created a fully functional game that can be played in any compatible browser or on any mobile device that supports HTML5 Topics include Dealing with backwards compatibility Generating level data Making iOS and Android web apps Taking your game offline Using Web Workers Persistent Game Data Drawing with Canvas Capturing player input Creating 3D graphics with WebGL Textures and lighting Sound with HTML5 Audio And more Introducing HTML5, Second Edition Bruce Lawson,Remy Sharp,2011 HTML5 continues to evolve browsers are implementating at break neck speed and HTML5 web sites spring up like flowers after rain More than ever you need to get acquainted with the powerful new possibilities in web and application design That s why we ve crafted a second edition of this book to help you stay on top of current developments This book shows you how to start adapting the language now to realize its benefits on today s browsers It concentrates on the practical the problems HTML5 can solve for you right away By following the book s hands on HTML5 code examples you ll learn about new semantics and structures to help your site become richer and more accessible applying the most important JavaScript APIs that are already implemented using and controlling native multimedia how to build more intelligent web forms implementing new storage options and web databases including both WebSQL and IndexedDB how geolocation works with HTML5 in both web and mobile applications And this new edition adds even more detail on canvas geolocation and offline storage options a peek around the corner for audio and video s new element subtitling formats in browser web conference browser history controls to make applications more usable and bookmarkable ways to use HTML5 now in older browsers

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