

## HTML5 TRAINING OBJECTIVES

- Build HTML5 pages
- Understand the major benefits of HTML5
- Understand the difference between HTML5 and HTML 4
- Use the new elements and attributes of HTML5
- Work with audio and video in HTML5
- Work with new Canvas element to create code-based drawings in HTML5
- Use Web Storage for offline applications
- Use all of the new HTML5 form elements
- Understand the current state of browser support for HTML5 and how to make your HTML5 sites degrade gracefully

## HTML5 TRAINING OUTLINE

### Introduction

### Laying out a Page with HTML5

- *Page Structure*
- *New HTML5 Structural Tags*
- *Page Simplification*

### HTML5 - How We Got Here

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

### Sections and Articles

- *The section Tag*
- *The article Tag*
- *Outlining*
- *Accessibility*

### HTML5 Audio and Video

- *Supported Media Types*

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

## **HTML5 Forms**

- *Modernizr*
- *New Input Types*

## **HTML5 New Form Attributes**

- *autocomplete*
- *novalidate*

## **HTML5 New Form Field Attributes**

- *required*
- *placeholder*
- *autofocus*
- *autocomplete*
- *form*
- *pattern*

## **New Form Elements**

- *datalist*
- *progress and meter*

## **HTML5 Web Storage**

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

## **HTML5 Canvas**

- *Getting Started with Canvas*
- *Drawing Lines*
- *Color and Transparency*
- *Rectangles*

- *Circles and Arcs*
- *Quadratic and Bezier Curves*
- *Images*
- *Text*

### **Integrated APIs**

- *Offline Application API*
- *Drag and Drop API*

### **Conclusion**

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