

[DOWNLOAD] Jump Start HTML5: Get Up to Speed With HTML5 in a Weekend

Jump Start HTML5: Get Up to Speed With HTML5 in a Weekend

Von *Tiffany B Brown, Kerry Butters, Sandeep Panda*
audiobook / *ebooks / Download PDF / ePub / DOC



 Download

 Read Online

Produktinformation Verffentlicht am: 2014-02-06Erscheinungsdatum: 2015-02-01File Name: B00TJ6UYOI
| File size: 62.Mb

Von Tiffany B Brown, Kerry Butters, Sandeep Panda : Jump Start HTML5: Get Up to Speed With HTML5 in a Weekend before purchasing it in order to gage whether or not it would be worth my time, and all praised Jump Start HTML5: Get Up to Speed With HTML5 in a Weekend:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. A nice introVon Marc-Anthony TaylorThe authors aim to get you quickly acquainted with some major selling points of HTML5 and they do so in an amicable and entertaining manner.The 31 chapters are split into 5 groups:BasicsMultimediaCanvas SVGOffline appsAPIsBasics offers a brief history of HTML in general and some specifics on HTML5 before introducing us to some of the new tags available. If, like me, you are only familiar with the absolute basics of HTML this can be extremely useful.The Multimedia section discusses the preparation and use of media files in our sites or apps. I know little about the various MIME types, containers and codecs but these chapters managed to get me started in understanding the complexity of the subject as well as delving into the politics of what

can be used in which browser and why. Canvas SVG are aspects of HTML that I am not really comfortable with at all. Don't get me wrong, displaying images is superb it is just when I have to draw them myself things tend to go horribly wrong. Nevertheless, I managed to walk away with quite a bit from these chapters, particularly about Canvas. The implementation of Offline apps is well described but I found the examples I little lacking. The introduction to IndexedDB, however, was very interesting it would have been good to read a little more on the subject. Now to the APIs. As the authors state in the overview to this section they are only able to focus on a small selection of the available APIs but the ones selected (Web Workers - Multi-threading, geolocation, Server Sent Events, Websockets and Cross Document Messaging) serve to show what is possible in the world of HTML5. The book is well written and interesting, the authors achieve what they set out to do. Having finished the book I am definitely more interested in learning more about HTML5.

Kurzbeschreibung 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.