



Client side web programming

HTML5

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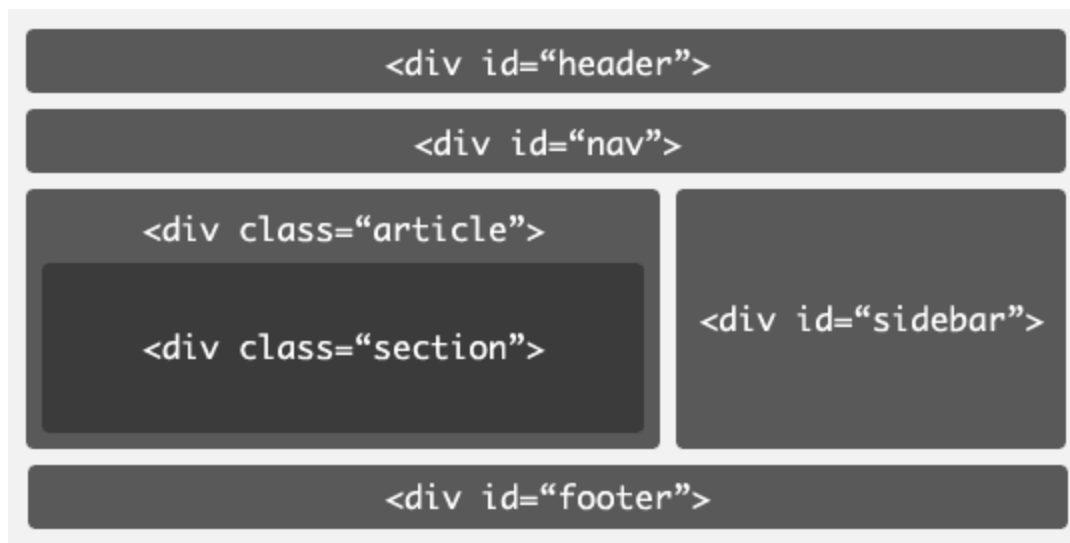
School of ICT

HTML5 page: minimum content

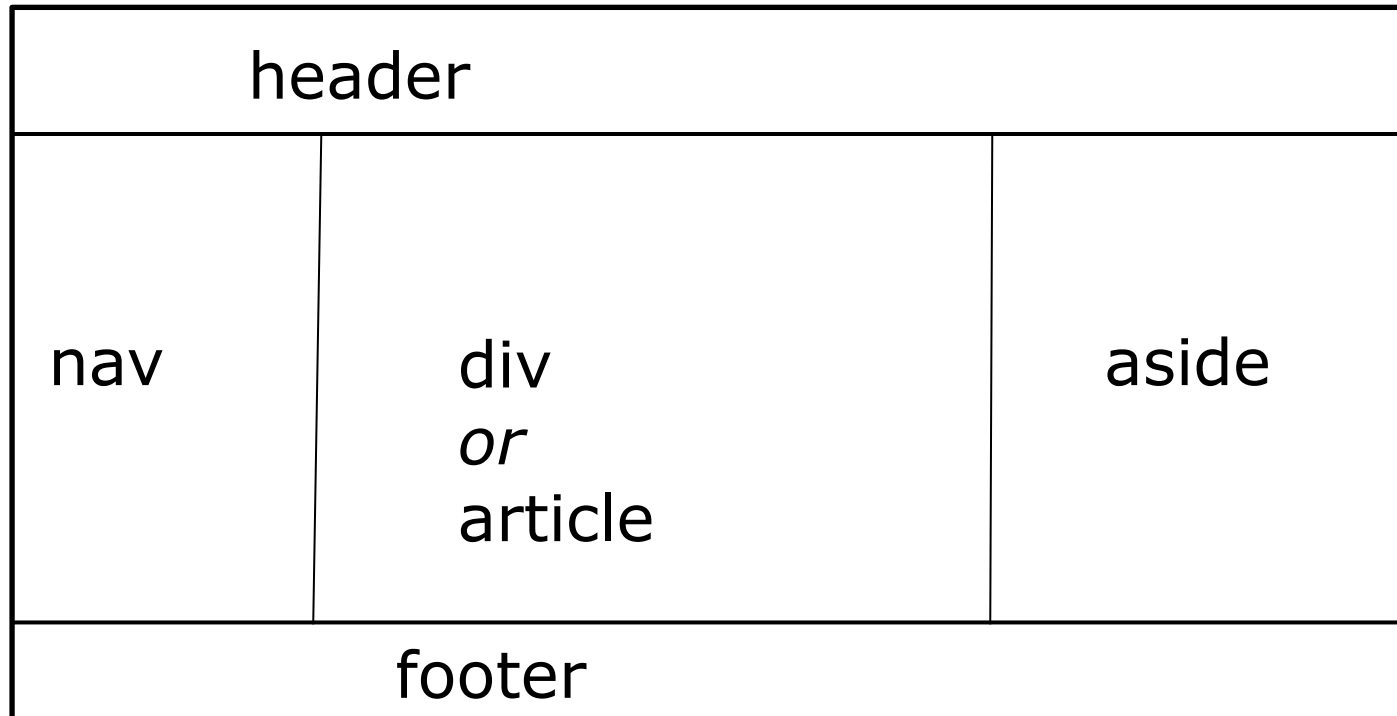
```
<!doctype html>  
<html>  
<head>  
<title>Title of the document</title>  
</head>  
  
<body>  
The content of the document.....  
</body>  
  
</html>
```

HTML structure example

with <div>



HTML5 structure example



Essential features

- General structures
- Canvas element
- Events
- Forms
- Embedding media
- Local memory and off-line use
- Geolocalization
- CSS use

```
<!DOCTYPE html>
<html>

<head>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
<title>Website Title</title>
</head>

<body>

<header>
<nav>
<ul>
    <li>Home</li>
    <li>Contact</li>
</ul>
</nav>
</header>

<section>

<article>
<header>
<h2>Header Title</h2>
<p>Posted on <time datetime="2012-11-13T13:00:13+02:00">November 13, 2012</time> by <a
href="#">Author</a> - <a href="#comments">2 comments</a></p>
</header>
<p>Some content text </p>
</article>
```

```
<article>
<header>
<h2>Article title</h2>
<p>Posted on <time datetime="2012-12-12T14:00:14+02:00">December 12
2012</time> by <a href="#">Author</a> - <a href="#comments">4
comments</a></p>
</header>
<p>Some content for the article</p>
</article>
</section>
```

```
<aside>
<h2>Contact Us</h2>
<p>It is a long established fact that a reader will be distracted by the readable
content of a page when looking at its layout.</p>
</aside>
```

```
<footer>
<p>Created by User</p>
</footer>
```

```
</body>
```

```
</html>
```

Canvas

```
<canvas id="myCanvas" width="200" height="100"></canvas>
```

Draw Onto The Canvas With JavaScript

```
<script>  
var c=document.getElementById("myCanvas");  
var ctx=c.getContext("2d");  
ctx.fillStyle="#FF0000";  
ctx.fillRect(0,0,150,75);  
</script>
```

c.getContext("2d") gets the 2-d drawing method
fillRect has coordinates: 0 top 0 left; dimensions 150 x 75

Canvas

- contains properties and methods
- colors, styles, shadows
- line styles, rectangles, paths
- transformations, including methods for scale, rotate
- text
- drawings (image, video)