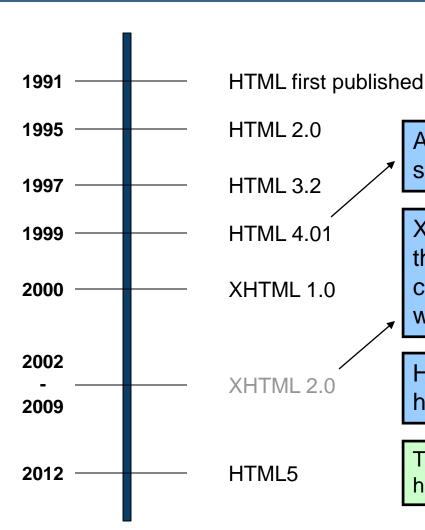
Introduction to HTML5





After HTML 4.01 was released, focus shifted to XHTML and its stricter standards.

XHTML 2.0 had even stricter standards than 1.0, rejecting web pages that did not comply. It fell out of favor gradually and was abandoned completely in 2009.

HTML5 is much more tolerant and can handle markup from all the prior versions.

Though HTML5 was published officially in 2012, it has been in development since 2004.

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What is HTML5?

- HTML5 is the newest version of HTML, only recently gaining partial support by the makers of web browsers.
- It incorporates all features from earlier versions of HTML, including the stricter XHTML.
- It adds a diverse set of new tools for the web developer to use.
- It is still a work in progress. No browsers have full HTML5 support. It will be many years – perhaps not until 2018 or later - before being fully defined and supported.

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Goals of HTML5

- Support all existing web pages. With HTML5, there is no requirement to go back and revise older websites.
- Reduce the need for external plugins and scripts to show website content.
- Improve the semantic definition (i.e. meaning and purpose) of page elements.
- Make the rendering of web content universal and independent of the device being used.
- Handle web documents errors in a better and more consistent fashion.

New Elements in HTML5

```
<article>
               <figcaption>
                              cprogress>
                              <section>
<aside>
               <footer>
<audio>
               <header>
                              <source>
               <hgroup>
                              <svg>
<canvas>
<datalist>
               <mark>
                              <time>
<figure>
                              <video>
               <nav>
```

These are just some of the new elements introduced in HTML5. We will be exploring each of these during this course.

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Other New Features in HTML5

- Built-in audio and video support (without plugins)
- Enhanced form controls and attributes
- The Canvas (a way to draw directly on a web page)
- Drag and Drop functionality
- Support for CSS3 (the newer and more powerful version of CSS)
- More advanced features for web developers, such as data storage and offline applications.

First Look at HTML5

Remember the DOCTYPE declaration from XHTML?

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
    "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
```

In HTML5, there is just one possible DOCTYPE declaration and it is simpler:

```
<!DOCTYPE html>

Just 15 characters!
```

The DOCTYPE tells the browser which type and version of document to expect. This should be the last time the DOCTYPE is ever changed. From now on, all future versions of HTML will use this same simplified declaration.

The <html> Element

This is what the <html> element looked like in XHTML:

```
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en"
lang="en">
```

Again, HTML5 simplifies this line:

```
<html lang="en">
```

Each of the world's major languages has a two-character code, e.g. Spanish = "es", French = "fr", German = "de", Chinese = "zh", Arabic = "ar".

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The <head> Section

Here is a typical XHTML <head> section:

And the HTML5 version:

```
<head>
  <meta charset="utf-8">
    <title>My First HTML5 Page</title>
    <link rel="stylesheet" href="style.css">
  </head>
```

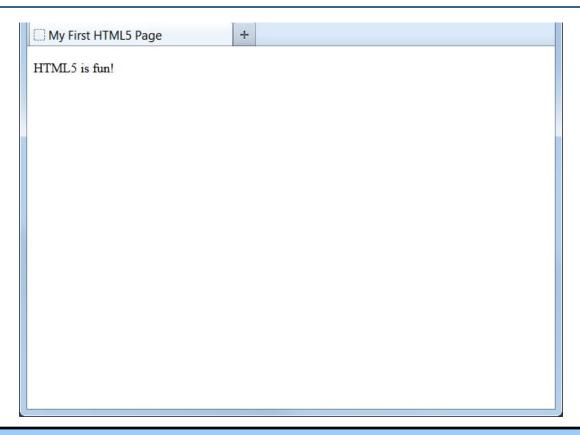
Notice the simplified character set declaration, the shorter CSS stylesheet link text, and the removal of the trailing slashes for these two lines.

Basic HTML5 Web Page

Putting the prior sections together, and now adding the <body> section and closing tags, we have our first complete web page in HTML5:

Let's open this page in a web browser to see how it looks...

Viewing the HTML5 Web Page



Even though we used HTML5, the page looks exactly the same in a web browser as it would in XHTML. Without looking at the source code, web visitors will not know which version of HTML the page was created with.

