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Programming Eric Freeman,Elisabeth Robson,2011-10-06 Head First HTML5 introduces key features including improved text elements audio and video tags geolocation and the Canvas drawing surface Concrete examples and exercises are applied to reinforce these concepts *Training Guide Programming in HTML5 with JavaScript and CSS3 (MCSD)* Glenn

Johnson,2013-03-15 Designed to help experienced programmers develop real world job role specific skills this Training Guide focuses on creating applications with HTML5 JavaScript and CSS3 Build hands on expertise through a series of lessons exercises and suggested practices and help maximize your performance on the job Provides in depth hands on training you take at your own pace Focuses on job role specific expertise for using HTML5 JavaScript and CSS3 to begin building modern web and Windows 8 apps Features pragmatic lessons exercises and practices Creates a foundation of skills which along with on the job experience can be measured by Microsoft Certification exams such as 70 480 Coverage includes creating HTML5 documents implementing styles with CSS3 JavaScript in depth using Microsoft developer tools AJAX multimedia support drawing with Canvas and SVG drag and drop functionality location aware apps web storage offline apps writing your first simple Windows 8 apps and other key topics *HTML5 and CSS3, Illustrated Complete* Sasha Vodnik,2015-09-17 Today s learners master the HTML5 and CSS3 skills needed to create exceptional web design with this practical user friendly book from the popular Illustrated Series Vodnik s latest HTML5 AND CSS3 ILLUSTRATED COMPLETE 2E covers basic to

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development it exists within an ecosystem that also includes CSS CSS3 JavaScript and JavaScript libraries like jQuery Building robust functional web applications requires a clear understanding of these technologies and more importantly the manner in which they fit together This is your step by step guide to building web apps with a hands on approach that helps you learn by doing Master the fundamentals of HTML and HTML5 Explore multimedia capabilities and CSS3 Integrate offline data storage background processes and other APIs Adapt web applications for mobile phones and tablets Whether you re looking for a quick refresher or a first time lesson HTML5 JavaScript and jQuery 24 Hour Trainer will quickly get you up to speed

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The Essential Guide to HTML5 Jeanine Meyer,2011-01-27 HTML5 opens up a plethora of new avenues for application and game development on the web Games can now be created and interacted with directly within HTML with no need for users to download extra plugins or for developers to learn new languages Important new features such as the Canvas tag enable drawing directly onto the web page The Audio tag allows sounds to be triggered and played from within your HTML code the WebSockets API facilitates real time communication and the local storage API enables data such as high scores or game preferences to be kept on a user s computer for retrieval next time they play All of these features and many more are covered within The Essential Guide to HTML5 The book begins at an introductory level teaching the essentials of HTML5 and JavaScript through game development Each chapter features a familiar game type as its core example such as hangman rock paper scissors or dice games and uses these simple constructs to build a solid skillset of the key HTML5 concepts and features By working through these hands on examples you will gain a deep practical knowledge of HTML5 that will enable you to build your own more advanced games and applications Concepts are introduced and motivated with easy to grasp appealing examples Code is explained in detail after general explanations

Reader is guided into how to make the examples their own *HTML and CSS in 24 Hours, Sams Teach Yourself* Julie C. Meloni, 2013-11-27 Learn HTML5 and CSS3 in 24 one hour lessons Sams Teach Yourself HTML and CSS in 24 Hours is a well organized clearly written and generously illustrated tutorial that teaches beginners how to quickly create great looking web pages using HTML5 and CSS3 With a practical jargon free focus on quickly getting web pages created and published to the web the book s 24 one hour lessons carefully guide the reader through each step involved in creating enhancing and maintaining web sites of all types and sizes The ninth edition of Sams Teach Yourself HTML and CSS in 24 Hours brings the entire book in line with the HTML5 and CSS3 specifications and capabilities and includes fresh material and examples that take full advantage of the book s full color layout and design Anyone who completes the lessons in this book can have his or her web pages be among those that appear on the Internet In fact within the first two lessons in this book someone with no previous HTML experience at all can have a web page ready to go online If you like learning by doing this is the book for you It organizes lessons in the basics of HTML5 and CSS3 into simple steps and then shows you exactly how to tackle each step Many of these HTML code examples are accompanied by pictures of the output produced by the code You see how it s done you read a clear concise explanation of how it works and then you immediately do the same thing with your own page A few minutes later you re on to the next step Learn how to Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics color and visual pizzazz to your web pages Work with transparent images and background graphics Design your site s layout and typography using CSS Get user input with web based forms Publicize your site and make it search engine friendly Test a website for compatibility with different browsers Make your site easy to maintain and update as it grows Use HTML5 semantic tags to better structure your pages Create columns with CSS Add HTML5 based video and audio to your site Use CSS3 transforms transitions and animations to create great visual effects Use HTML5 s powerful form validation capability Contents at a Glance Part I Getting Started on the Web 1 Understanding How the Web Works 2 Structuring an HTML Document 3 Understanding Cascading Style Sheets Part II Building Blocks of HTML 4 A Closer Look at HTML5 Page Structure 5 Working with Text Blocks and Lists 6 Working with Fonts 7 Working with Colors and Borders 8 Using External and Internal Links 9 Using Tables and Columns 10 Creating Images for Use on the Web 11 Using Images in Your Web Site 12 Using Multimedia in Your Web Site Part III Advanced Web Page Design with CSS 13 Working with Margins Padding Alignment and Floating 14 Understanding the CSS Box Model and Positioning 15 Creating Fixed or Liquid Layouts 16 Using CSS to Do More with Lists 17 Using CSS to Design Navigation 18 Using Mouse Actions to Modify Text Display 19 Implementing CSS3 Transforms Transitions and Animations PART IV Advanced Web Site Functionality and Management 20 Creating Print Friendly Web Pages 21 Understanding Dynamic Web Sites and HTML5 Applications 22 Working with Web Based Forms 23 Organizing and Managing a Web Site 24 Helping People Find Your Web Pages *Learning HTML5 Game Programming* James L. Williams, 2011-09-27 Get Started

Fast with HTML5 Online Game Programming HTML5 will transform web and mobile gaming As new browsers rapidly adopt it HTML5 will do everything legacy technologies such as Flash and Silverlight have done and much more In Learning HTML5 Game Programming pioneering developer James L Williams gives you all the knowledge code and insights you ll need to get started fast Williams combines detailed explanations of HTML5 s key innovations with examples including two case study applications that address the entire development process He guides you through setting up a state of the art HTML5 development environment making the most of HTML5 s canvas tag SVG vector graphics and WebGL 3D and targeting diverse mobile and social platforms It s all here from the essentials of online game design to the nitty gritty details of performance optimization About the Website All code samples and answers to chapter exercises are available for download at www.informit.com title 9780321767363 and on Github at <https://github.com/jwill/html5-game-book> Coverage includes Understanding the HTML5 innovations that make it possible to create amazingly rich games Setting up a state of the art open source HTML5 game development environment Using JavaScript to drive sophisticated interactions between users and games Building basic games fast with the prototype based Simple Game Framework SGF Generating movement and gameplay with the canvas tag and surface Creating games with SVG vector graphics using the Rapha lJS Javascript library Using Three.js to build powerful WebGL 3D games with far less complexity Developing games without JavaScript using Google Web Toolkit GWT or CoffeeScript Building a complete multiplayer game server using Node.js and WebSockets Planning and choosing tools for mobile game development with HTML5 Optimizing game performance with offline cache minification and other techniques Learning HTML5 Game Programming is the fastest route to success with HTML5 game development whether you re a long time game developer or a web mobile programmer building games for the first time

Introducing HTML5 Bruce Lawson,Remy Sharp,2012 An introduction to HTML5 for those familiar with X HTML

HTML5 Programmer's Reference Jonathan Reid,2015-07-10 The HTML5 Programmer s Reference aims to provide everything a programmer needs for understanding and using the new HTML5 family of standards Previous HTML standards were focused on defining tags for marking up documents The HTML5 family of standards not only includes new semantic tags but also defines exciting new JavaScript APIs that can be used to build rich interactive web applications for both mobile and desktop platforms The HTML5 Programmer s Reference focuses on providing real world non trivial examples to demonstrate concepts Chapters include both in depth discussions and full references for all HTML5 features as well as extras like how to find the standards the history of their evolution and other examples and helpful resources With this book the reader will learn everything they need to know to build the next generation of web applications **The Essential Guide to**

HTML5 ,2010 **Htm5** Dennis Hutten,2017-10-03 HTML5 is the latest and most enhanced version of HTML Technically HTML is not a programming language but rather a mark up language This tutorial has been designed for beginners in HTML5 providing the basic to advanced concepts of the subject Before starting this tutorial you should be aware of the basic

understanding of HTML and its tags **HTML5 Step by Step** Faithe Wempen, 2011-01-26 Experience learning made easy and quickly teach yourself how to create Web pages with the HTML5 specification With Step by Step you set the pace building and practicing the skills you need just when you need them Use a division based layout to structure your Web pages Include menu bars and hyperlinks for clear navigation Apply colors font sizes and other formatting with CSS Add graphics sound and video to your pages Use the Canvas tag to render visual images on the fly Build user input forms with buttons boxes and menus Your Step by Step digital content includes All the book's practice files ready to download and put to work See Using the Practice Files inside Fully searchable online edition of this book with unlimited access on the Web Free online account required see inside book **Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours** Jennifer Kyrnin, 2012 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 This guide describes how to use the features of this software

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