

HTML500: HTML5 and CSS3 Web Development

HTML5 is taking the Web by storm and providing a rich set of features that can be used to build the next generation of Web applications! This new version of HTML provides developers with additional client-side power to enable them to build applications capable of running on desktops, laptops, tablets and mobile devices. The Web Development with HTML5 and CSS3 course provides students with a hands-on look at key HTML5 technologies that can be used in today's modern browsers. Topics covered include integrating HTML semantic tags into your HTML pages to define headers, footers, sections, articles, figures and more, using the Canvas API to draw dynamic graphics with JavaScript, working with CSS3 features, detecting HTML5 features with Modernizr, playing audio and video content without relying on plugins, storing data locally, plus more. If you're looking to take advantage of different HTML5 features, this class will get you on the fast track!



AUDIENCE

This course is intended for developers and anyone who is beginning to work with HTML5 and CSS3.

PREREQUISITES

Attendees should have existing experience working with HTML, JavaScript and CSS. Many HTML5 technologies rely heavily on JavaScript so it's recommended that attendees have at least 6 months of hands-on JavaScript experience. This is not an introduction to HTML class.

- » Students should have completed the following courses or have equivalent experience:
- » WEB240: XHTML and CSS In-Depth
- » JQ200: jQuery Web Development

WHAT YOU WILL LEARN

Upon completion of this course, you will understand:

- » HTML5 semantic tags
- » Drawing with the Canvas tag
- » Starting a Site with HTML5 Boilerplate
- » Key CSS3 Features
- » HTML5 storage options
- » Integrating audio and video
- » Geolocation functionality
- » Web Socket

"Interface is amazing! I'll definitely be back for any future training."

Interface Student
Phoenix, AZ

\$1695.00

- 3-day course
- Promotional and package discounts may apply

QUESTIONS?
Call 602-266-8585



CAN'T MAKE IT TO CLASS IN PERSON?

Attend many classes online with RemoteLive.™

Call 602-266-8585 today for a live demo.

©2013 Interface Technical Training All rights reserved

(course outline
on back side)



COURSE OUTLINE

HTML500: HTML5 and CSS3 Web Development

1. Why HTML5 and CSS3?

- » HTML4 and CSS works – why do we need HTML5 and CSS3?
- » HTML5 Feature Overview
- » Important Tools and Scripts
- » Browser limitations
- » Looking to the Future – Upcoming HTML5 Technologies

2. Getting Started with HTML5 Boilerplate

- » What is HTML5 Boilerplate and why would I use it?
- » HTML5 Boilerplate Features
- » Getting Started with HTML5 Boilerplate

3. HTML5 Semantic Tags

- » The need for semantic tags
- » Defining headers and footers
- » Defining sections
- » Defining articles
- » Defining figures
- » Defining navigation

4. Styling HTML5 with CSS3

- » Key CSS3 Features
- » Are there Cross-Browser Limitations?
- » CSS3 Selectors
- » Working with shadows
- » Defining Gradients
- » Rounding Corners
- » Using Transforms

5. Drawing with Canvas and SVG

- » The Canvas is all about JavaScript!
- » Canvas Drawing Functions
- » Drawing lines
- » Drawing shapes
- » SVG Fundamentals
- » JavaScript Libraries

6. Audio and Video

- » Audio and Video without plugins?
- » Playing audio files
- » Playing video files
- » Script libraries that will save you time!

7. Geolocation

- » Integrating Geolocation into HTML5 applications
- » Supported browsers
- » Accessing Longitude, Latitude and other Settings
- » Geolocation script libraries

8. Local Storage

- » Building a Better Cookie
- » Local Storage API
- » Local Storage Events

9. Web Workers

- » What are Web Workers?
- » Creating a Web Worker script
- » Posting Messages

10. Web Sockets

- » The Role of Web Sockets
- » Creating a Socket Server
- » Connecting to a Socket Server from the Client

11. Detecting HTML5 Features with Modernizr

- » What is Modernizr?
- » Detecting features with Modernizr
- » Modernizr CSS Classes
- » Detecting HTML5 Features using JavaScript