

# Apress Beginning HTML5 And CSS3

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*Beginning HTML5 and CSS3* Apress

The Definitive Guide to HTML5 provides the breadth of information you'll need to start creating the next generation of HTML5 websites. It covers all the base knowledge required for standards-compliant, semantic, modern website creation. It also covers the full HTML5 ecosystem and the associated APIs that complement the core HTML5 language. The Definitive Guide to HTML5 begins by tackling the basics of HTML5, ensuring that you know best practices and key uses of all of the important elements, including those new to HTML5. This section also covers extended usage of CSS3, JavaScript, and DOM manipulation, making you proficient in all core aspects of modern website creation. The final part of the book covers the associated W3C APIs that surround the HTML5 specification. You will achieve a thorough working knowledge of the Geolocation API, web storage, creating offline applications, and the new drag and drop functionality. The Definitive Guide to HTML5 also dives into the key media enhancements of HTML5 and its surrounding technologies: Canvas, video and audio.

**Pro Android Web Game Apps** Apress

This book will help you join the thousands of successful iPhone apps developers without needing to learn Objective-C or the Cocoa touch APIs. If you want to apply your existing web development skills to iPhone and iPad development, then now you can. WebKit's support for HTML5 means any web developer can create compelling apps for both the iPhone and the larger-screen iPad. *Beginning iPhone & iPad Web Apps* takes you through the latest mobile web standards as well as the specific features of the iPhone and iPad. You'll learn about WebKit and Mobile Safari, HTML5 and CSS3, vector graphics and multimedia support. You'll discover the built-in hardware features of the iPhone and iPad and how best to take advantage of them. The market for web apps for the iPhone and iPad is expanding rapidly. You'll want to know about all the advantages, and *Beginning iPhone & iPad Web Apps* is the perfect starting point.

*Beginning iPhone and iPad Web Apps* Apress

*Beginning HTML5 Media, Second Edition* is a comprehensive introduction to HTML5 video and audio. The HTML5 video standard enables browsers to support audio and video elements natively. This makes it very easy for web developers to publish audio and video, integrating both within the general presentation of web pages. For example, media elements can be styled using CSS (style sheets), viewed on a mobile device, and manipulated in a Canvas or an audio filter graph. The book offers techniques for providing accessibility to media elements, enabling consistent handling of alternative representations of media resources. The update includes all of the changes and revisions since the first HTML5 draft. *Beginning HTML5 Media* dives deep into the markup that is introduced for media element support in browsers. You'll explore the default user interface offered through browsers for media elements, as well as the JavaScript API provided to control their behavior. You'll also learn how to account for H.264, WebM and Ogg Theora codecs as well as explore the emerging Web Audio API standard, which provides an extensive set of hardware-accelerated audio filters to achieve a level of audio signal manipulation in the browser previously only available to audio professionals.

**Basics of Web Design** Apress

*Practical HTML5 Projects* is a collection of valuable web techniques that any developer or designer can use. This book is all about saving time. Busy web developers should not have to plow through pages of theory or history only to discover that no practical applications are provided, nor should they have to read a paragraph five times to extract some meaning from it. All of the techniques within this book are explained using fully worked examples that you can immediately apply to your own projects. With each technique the book provides: A practical and useful example (and a screen shot of the end result where applicable). The markup for a fully worked example. A downloadable template to adapt for use in your own websites. With *Practical HTML5 Projects*, you can dive straight into the book at the required chapter and immediately find answers to your website problems, and find the sample code you can use to get it right. Start creating websites using the practical examples, summaries, and templates. This book includes topics such as rollover navigation menus without scripts, adding audio and video, rounded corners, drop shadows, adding PayPal services, and much more. It also includes sections on troubleshooting and transitioning to HTML5 and CSS3 to help bring your existing content up to date.

**Beginning Android Web Apps Development** Apress

Applying design patterns to HTML and CSS allows web developers and designers to improve their work, in terms of efficiency/productivity and end results, so this is an essential book for anyone involved in the industry. As well as information on CSS and HTML best practices, this book provides the reader with all the CSS and HTML design patterns they need, to adapt for their own projects quickly and easily, along with details of exactly how each one works, and how to use them most effectively. The book is up-to-date for modern browser support, and CSS and HTML specs.

*Pro HTML5 Programming* Apress

If you want to get into developing web sites, the most important thing you'll need is a solid understanding of Hypertext Markup Language, or HTML—the most common language used to write web site content. The most recent version of the language is HTML5, and it contains a whole host of new features to give you more power when creating websites. *Foundation HTML5 with CSS3: A Modern Guide and Reference* incorporates practical examples to show how to structure data correctly using HTML5, along with styling and layout basics using the latest release of Cascading Style Sheets, CSS3. This book is forward-thinking because all the featured code and techniques are standards-compliant, and it demonstrates best practices—you won't waste your time on outdated, bad techniques. Your web pages will work properly in most web browsers and be accessible to web users with disabilities, easily located using popular search engines, and compact in file size. Even if you already know HTML5 and CSS3 basics, this book will still be useful to you. It features comprehensive reference tables, so you can look up troublesome attributes, codes, and properties quickly and easily.

*Foundation Game Design with HTML5 and JavaScript* Apress

*Web Standards: Mastering HTML5, CSS3, and XML* provides solutions to the most common website problems, and gives you a deep understanding of web standards and how they can be applied to improve your website. You will learn how to create fully standards-compliant websites and provide search engine-optimized Web documents with faster download times, accurate rendering, correct appearance and layout, lower development cost, approved accessibility, backward and forward compatibility, and easy maintenance and content updating. The book covers all major Web standards, focusing on syntax, grammar, recommended annotations, and other standardization concerns. *Web Standards: Mastering HTML5, CSS3, and XML* is also a comprehensive guide to current and future standards for the World Wide Web. As a web developer, you'll have seen problems with inconsistent appearance and behavior of the same site in different browsers. Web standards can and should be used to completely eliminate these problems. *Web Standards: Mastering HTML5, CSS3, and XML* describes how you can make the most of web standards, through technology discussions as well as practical sample code that you can use for your own sites and web applications. It also provides a quick guide to standard website creation for Web developers. Learn techniques and best practices to achieve full standards compliance. Write valid markup, styles, and news feeds from scratch or standardize websites by redesigning Restrict markup to semantics and provide reliable layout

*Pro HTML5 and CSS3 Design Patterns* Apress

*Foundation Adobe Edge Animate* is a project-oriented book that will walk you through the features of Edge Animate - Adobe's exciting new motion and interaction tool for web standards development. Edge Animate is an application that allows web designers and developers to make full use of many of the features of CSS3, JavaScript, and HTML5. Edge Animate enables you to animate graphics without the need to hand code everything using canvas or SVG. It exports well-formed, standards-compliant code that you can either use to create new web products, or add directly into existing projects. It also features full JavaScript and DOM manipulation, enabling you to get under the hood and create fantastic interactive experiences. Using a unique project-oriented focus you will be creating carefully developed projects designed to give you the skills and confidence necessary to undertake interactive and web design experiences aimed at devices ranging from smart phones to the TV set in your living room. Along the way you will discover how many of the tools in the Adobe Web Design CS6 collection can be fully utilized to create expressive and engaging web applications. This includes: Building interactive projects using the Edge Animate timeline and coding tools. Learning how Fireworks, Photoshop, and Illustrator are used for Edge Animate content creation. Discovering how pages created in Dreamweaver and Muse can become fully interactive and contain motion graphics in Edge Animate.

*Practical HTML5 Projects* Apress

*Beginning CSS3* teaches you how to style web pages using Cascading Style Sheets (CSS)—the language of web design. Starting from first principles, you'll learn through a series of practical exercises how to change the default look of HTML tags, adding color, backgrounds, and borders. The book demystifies core concepts, such as the CSS box model and selectors, giving you the confidence and knowledge to create innovative and flexible page layouts. You'll also learn how to create rounded corners, drop shadows, and gradients without the need for images, using the latest CSS3 techniques.

*Pro CSS3 Layout Techniques* Apress

Although web standards-based websites can scale effectively—and basic CSS will give you basic results—there are considerations and obstacles that high traffic websites must face to keep your development and hosting costs to a minimum. There are many tips and tricks, as well as down-to-earth best practice information, to make sure that everything runs quickly and efficiently with the minimum amount of fuss or developer intervention. Targeted at "high traffic" websites—those receiving over 10,000 unique visitors a day—*Pro CSS for High Traffic Websites* gives you inside information from the professionals on how to get the most out of your web development team. The book covers the development processes required to smoothly set up an easy-to-maintain CSS framework across a large-volume website and to keep the code reusable and modular. It also looks at the business challenges of keeping branding consistent across a major website and sustaining performance at a premium level through traffic spikes and across all browsers. Defensive coding is considered for sites with third-party code or advertising requirements. It also covers keeping CSS accessible for all viewers, and examines some advanced dynamic CSS techniques. *The Essential Guide to CSS and HTML Web Design* Apress *Beginning HTML5 and CSS3* is your introduction to the new features and elements of HTML5—as a web developer you'll learn about all the leaner, cleaner, and more efficient code available now with HTML5, along with some new tools that will allow you to create more meaningful and richer content. For everyone involved in web design, this book also introduces the new structural integrity and styling flexibility of CSS 3—which means better-looking pages and smarter content in your website projects. For all forward-looking web professionals who want to start enjoying and deploying the new HTML5 and CSS3 features right away, this book provides you with an in-depth look at the new capabilities—including audio and video—that are new to web standards. You'll learn about the new HTML5 structural sections, plus HTML5 and CSS3 layouts. You'll also discover why some people think HTML5 is going to be a Flash killer, when you see how to create transitions and animations with these new technologies. So get ahead in your web development through the practical, step-by-step approaches offered to you in *Beginning HTML5 and CSS3*.

*The Definitive Guide to HTML5* Apress

Dive into game development and create great multiplayer online games with *Pro Android Web Game Apps*. This hands-on guide covers both the theory and practice of browser game development for the Android platform. You'll use cutting-edge technologies to make game engines in your browser, establish real-time server communication, and create amazing gaming experiences with artificial intelligence and rich media. Bring your knowledge of HTML and JavaScript to the next level with *Pro Android Web Game Apps*. You are guided through exciting projects that give you firsthand experience with core game app development concepts. You'll start with a blank HTML page, and by the end of the book, have the skills needed to create a multiplayer online game with rich graphics, sound, animation, and more—even if you have no previous games development or server-side experience.

**Pro Android Web Apps** Apress

Today's Facebook is emerging to become tomorrow's operating system, according to some. Certainly, a WebOS. Web standards-based apps using HTML5, JavaScript, CSS3 and more are now possible on Facebook. Why not get started with developing and selling Facebook game apps on Facebook's App Store? *Beginning Facebook Game Apps Development* gets you started with building your first game apps that run on Facebook. Become your own "Zynga" and create your own "Civilization" or "Farmville" and more. Build rich Web-based apps that you can sell on Facebook's App Store. Because these apps are built on Web standards, you can build and run on many browsers and—more interestingly—more computers, tablets, smartphones and even other devices and appliances that are Web-connected or enabled. *Beginning HTML5 Media* Apress *Foundation Website Creation with HTML5, CSS3, and JavaScript*

shows the entire process of building a website. This process involves much more than just technical knowledge, and this book provides all the information you'll need to understand the concepts behind designing and developing for the Web, as well as the best means to deliver professional results based on best practices. Of course, there is far more to building a successful website than knowing a little Hypertext Markup Language (HTML). The process starts long before any coding takes place, and this book introduces you to the agile development process, explaining why this method makes so much sense for web projects and how best to implement it. We also make sure you're up to date by using the latest HTML5 features. Planning is vital, so you'll also learn to use techniques such as brainstorming, wireframes, mockups, and prototypes to get your project off to the best possible start and help ensure smooth progress as it develops. An understanding of correct, semantic markup is essential for any web professional; this book explains how HTML5 should be used to structure content so that the markup adheres to current web standards. You'll learn about the wide range of HTML5 elements available to you, and you'll learn how and when to use them through building example web pages. Without creative use of Cascading Style Sheets (CSS), websites would all look largely the same. CSS enables you to set your website apart from the rest, while maintaining the integrity of your markup. We'll showcase the new features of CSS3 and how you can use them. You'll learn how CSS3 works and how to apply styles to your pages, allowing you to realize your design ideas in the browser. JavaScript can be used to make your website easier and more interesting to use. This book provides information on appropriate uses of this technology and introduces the concepts of JavaScript programming. You'll also see how JavaScript works as part of the much-hyped technique Ajax, and in turn, where Ajax fits into the wider Web 2.0 picture. While a website is being built, it needs to be tested across multiple browsers and platforms to ensure that the site works for all users, regardless of ability or disability, and this book explains how best to accomplish these tasks. Then, it discusses the process of launching and maintaining the site so that it will continue to work for all its users throughout its life cycle. *Foundation Website Creation with HTML5, CSS3, and JavaScript* concludes by covering server-side technologies, acting as a guide to the different options available. With insights from renowned experts such as Jason Fried of 37signals, Daniel Burka of Digg and Pownce, and Chris Messina of Citizen Agency, *Foundation Website Creation with CSS, XHTML, and JavaScript* provides invaluable information applicable to every web project—regardless of size, scope, or budget.

**Foundation HTML5 Animation with JavaScript** Apress  
Web advertising is changing. What was once a predominantly Flash-based medium is making the switch to HTML5, with the benefit of a plug-in free environment giving a larger audience for ads, and better integration with the page they are featured on. We live in a time where marketers, designers, and developers are confused as to what they can and can't do on different devices, browsers, and operating systems. What better way to finally make sense of it all, than by stepping through the entire campaign process on your own terms? *HTML5 Advertising* will educate you on the whole digital advertising process from start to finish, and

help you take advantage of new HTML5 features such as canvas, CSS3 animations, DOM events, audio and video, and offline storage. You'll also learn how to get around discrepancies in browser support with JavaScript and polyfills. You will be provided with tips and tricks to better optimize content across screens and make the most successful campaign with the lightest footprint possible, which is especially important when deploying to mobile devices. This book: Takes you through the advertising campaign process with HTML5 from design to delivery Provides in-depth knowledge into the digital advertising landscape and the HTML5 specification Communicates tips and tricks coming from Flash and ActionScript to HTML5, CSS3 and JavaScript. *HTML5 Advertising* equips you with the knowledge to attack cutting-edge, rich media projects with confidence and scale, while also learning the essentials to communicate to internal and external clients. HTML5 is here whether you like it or not, so why not jump in early and head down the path of building the future.

#### **HTML5 Step by Step** Apress

*Foundation HTML5 Animation with JavaScript* covers everything that you need to know to create dynamic scripted animation using the HTML5 canvas. It provides information on all the relevant math you'll need, before moving on to physics concepts like acceleration, velocity, easing, springs, collision detection, conservation of momentum, 3D, and forward and inverse kinematics. *Foundation HTML5 Animation with JavaScript* is a fantastic resource for all web developers working in HTML5 or switching over from Flash to create standards-compliant games, applications, and animations that will work across all modern browsers and most mobile devices, including iPhones, iPads, and Android devices. You will learn how to utilize the amazing animation and physics-based code originally created by author Keith Peters in his hugely successful *Foundation ActionScript Animation* in all of your HTML5 applications. In no time at all, you'll understand the concepts behind scripted animation and also have the ability to create all manner of exciting animations and games.

#### **Web Standards** Apress

*Pro CSS3 Animation* will teach you how to use fresh new CSS3 syntax to fully utilize this exciting tool for web design. Using cutting-edge industry standards and drawing on best practices for animation, you will learn how to apply CSS3 animation to transform and bring your page content to life. CSS3 is the way forward for web page interactivity and animation, offering new and exciting options for design. Integrated with HTML5, SVG and mobile design methodologies, you can bring sites into the third dimension to change the perception and appreciation generated in your audience. This book will teach you how to: Enhance your web pages, and your visitor's experience of your site, with animation Animate images and other page content to create banners, interactive galleries and slideshows Provide fallback and support options for older browsers Chain CSS3 syntax with @media queries, filters and 3D transformations to create responsive animations with depth Provide animation to mobile devices without Flash or JavaScript

#### **Foundation HTML5 with CSS3** Apress

*Pro HTML5 Accessibility* helps designers come to grips with building exciting, accessible and usable web sites and

applications with HTML5. The book covers how to use HTML5 in order to serve the needs of people with disabilities and older persons using assistive technology (AT). It aims to be a useful 'go-to' guide, providing practical advice. It takes several approaches, including a look at the new semantics of HTML5 and how to combine its use with authoring practices you know from using earlier versions of HTML. It also demonstrates how HTML5 content is currently supported (or not) by assistive technologies such as screen readers, and what this means practically for accessibility in your web projects. The HTML5 specification is huge, with new APIs and patterns that can be difficult to understand. Accessibility can also seem complex and nuanced if you have no experience interacting with people with disabilities. This book walks you through the process of designing exciting user interfaces that can potentially be used by everyone, regardless of ability.

Accessibility is really a quality design issue, and getting it right is often more a matter of approach than having sophisticated, cutting-edge tools at your disposal. This book will be your companion in your journey to understand both HTML5 and accessibility, as the author has many years of experience as a designer and web developer working directly with people with all types of disabilities. He has been involved with the development of HTML5 from an accessibility perspective for many years, as a member of the W3C WAI Protocols and Formats working group (which is responsible for ensuring W3C specifications are serving the needs of people with disabilities) as well as the HTML5 Working Group itself. Introduces the new HTML5 specification from an accessibility perspective Shows how incorporating accessibility into your interfaces using HTML5 can have benefits for all users Explains how HTML5 is currently supported by assistive technologies like screen readers, and how to work around these limitations when developing

#### **Learn HTML5 and JavaScript for Android** Apress

This book is about the next generation of the Google Maps API. It will provide the reader with the skills and knowledge necessary to incorporate Google Maps version 3 on web pages in both desktop and mobile browsers. It also describes how to deal with common problems that most map developers encounter at some point, like performance and usability issues with having too many markers and possible solutions to that. Introduction to the Google Maps API version 3 Solutions to common problems most developers encounters (too many markers, common JavaScript pitfalls) Best practices using HTML/CSS/JavaScript and Google Maps

#### **Pro HTML5 Accessibility** Apress

So you think you know CSS? Take your CSS skills to the next level and learn to write organized and optimized CSS that will improve the maintainability, performance, and appearance of your work. You'll learn how document flow and CSS positioning schemes will help you make your documents more accessible. You'll discover the great styling possibilities of CSS paired with semantic structures like Microformats and RDFa, while enriching the self-describing semantics of XHTML content. Learn how to group logically related declarations, minify style sheets, and prevent performance bottle necks such as reflows and repaints. With support for CSS enjoying unprecedented ubiquity, you can finally use such features as generated content, complex selector chains, and CSS3's visual properties, like box-shadow, in your projects.