HTML & HTML5 Training
HTML5 Essentials

Introduction

HTML5 is a new concept for the construction of websites and applications in the era of mobile devices, cloud computing and networking. HTML5 provides basically 3 features: structure, style and functionality. HTML5 is considered the product of the combination of HTML, CSS and JavaScript. These technologies are highly dependable and act as one unit organised under HTML5 specification; where HTML is in charge of the structure, CSS presents that structure and its content on the screen and JavaScript provides the functionality.

Duration: 2 days

Class size: 10 students max

Times: 9:00am - 5:00pm

Price: *Refer to our website for current course and package pricing*

After the course?

Each student will receive:

• Certificate of completion

• Training manual

• 12 months FREE email support

• FREE class re-sit (if necessary)

Who Should Do This Course?

This HTML5 course is for web designers who want to apply HTML5 semantics and structure that make their websites become richer and more accessible, as well as, using native multimedia for video and audio and building intelligent web forms.

About The Course

During this 2-day course, participants will learn how to apply HTML5 to realise its benefits in today's web browsers. To work and create websites and applications in HTML5, web designers and developers will need to know first how that structure is constructed. Our HTML5 training course teaches you how to create strong foundations which will help you to later apply the rest of the components to take full advantage of these new possibilities.

Prerequisites

Participants should have completed our introductory course in HTML or have equivalent skills prior to attending this course. Whilst it is not a pre-requisite; to get the best out of this course it is strongly recommended that participants also attend our introductory CSS and JavaScript course or have equivalent CSS and JavaScript knowledge prior to attending the HTML5 course.

Content

Unit 1: Introducing HTML5

- What is HTML5
- Three Key Principles of HTML5
- Your First Look at HTML5 Markup
- The HTML5 Doctype
- Character Encoding
- A Closer Look at HTML5 Syntax
- HTML5 Validation
- HTML5's Element Family
- Added Elements
- Removed Elements
- Tweaked Elements
- Standardised Elements
- Using HTML5 Today
- Evaluating Browser Support

Unit 2: A New Way to Structure Pages

- Introducing the Semantic Elements
- Retrofitting a Traditional HTML Page
- Page Structure the Old Way
- Page Structure with HTML5
- Subtitles with <hgroup>
- Adding a Figure with <figure>
- Adding a Sidebar with <aside>
- Browser Compatility for the Semantic Elements
- Designing a Site with the Semantic Elements
- The HTML5 Outlining System
- How to view an Outline
- Basic Outlines
- Sectioning Elements

Unit 3: Meaningful Markup

- The Semantic Elements Revisited
- Dates and Times with <time>
- Highlighted Text with <mark>
- Other Standards that Boost Semantics
- ARIA (Accessible Rich Internet Applications)
- RDFa (Resource Description Framework)
- Microformats
- Microdate
- Google Rich Snippets

Unit 4: Web Forms, Refined

- Understanding Forms
- Revamping a Traditional HTML Form
- Adding Hints with Placeholders
- Focus: Starting in the Right Spot
- Validation: Stopping Errors
- Understanding HTML5 Validation
- Turning Validation Off
- Validation Styling Hooks
- Validating with Regular Expression
- Custom Validation
- Browser Support for Validation
- Understanding different Types of Input
- Input Suggestion with <datalist>
- Toolbars and Menus with <command> and <menu>

Unit 5: Audio and Video

- Understanding Video Today
- Introducing HTML5 Audio and Video
- Understanding Media Formats
- Controlling Your Player with JavaScript
- Adding Sound Effects
- Creating a Custom Video Player
- Captions and Accessibility

Unit 6: Basic Drawing with the Canvas

- Getting Started with the Canvas
- Straight Lines
- Paths and Shapes
- Curved Lines
- Transforms
- Transparency
- Building a Basic Paint Program
- Preparing to Draw
- Drawing on the Canvas
- Saving the Picture in the Canvas
- Browser Compatibility for the Canvas
- Polyfilling the canvas

Unit 7: Deeper into the Canvas

- Drawing Images
- Slicing, Dicing and Resising and Image
- Drawing Text
- Shadows and Fancy Fills
- Making Your Shapes Interactive
- Animating the Canvas
- A Practical Example: the Maze Game

Unit 8: Boosting Styles with CSS3

- Using CSS3 Today
- Web Typography
- Web Font Formats
- Using a Font Kit
- Using Google Web Fonts
- Using your Own Fonts
- Putting Text in Multiple Columns
- Adapting to Different Devices
- Building Better Boxes
- Creating Effects with Transitions

Unit 9: Data Storage

- Web Storage Basics
- Storing Data
- Removing Items
- Finding All Stored Items
- Storing Numbers and Data
- Storing Objects
- Reacting to Storage Changes
- Reading a Text File
- Replacing the Standard Upload Control
- Reading Multiple Files at Once
- Reading an image File

Unit 10: Offline Applications

- Caching Files with a Manifest
- Creating a Manifest
- Using your Manifest
- Updating Manifest File
- Practical Caching Techniques

Unit 11: Communicating with the Web Server

- Sending Messages to the Web Server
- Server-Sent Events
- Web Sockets

Unit 12: Applying JavaScript

- Geolocation
- Web Workers
- History Management

Looking for course dates?

To view a full list of course dates, please visit our website at www.dynamicwebtraining.com.au
Alternatively please contact our office on 1300 888 724