A Brain-Friendly Guide

Head First
HTML5
Programming

A learner's guide to building web apps with JavaScript

Learn the secrets of the HTML5 guru

Discover why everything your friends know about video is probably wrong

Load HTML5 and JavaScript straight into your brain

Avoid embarrassing browser support issues

Watch out for common browser pitfalls
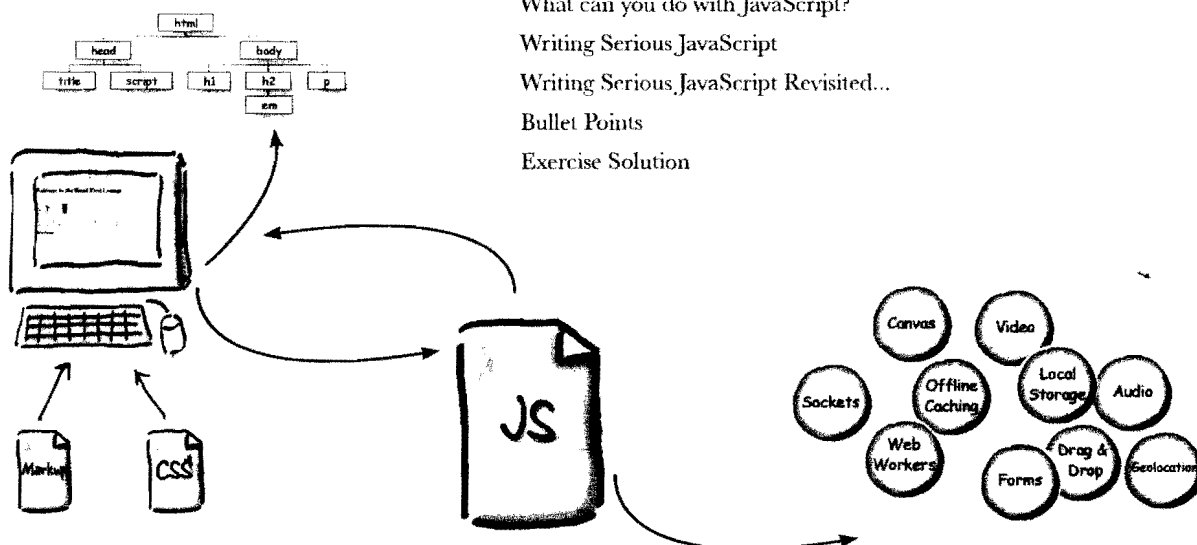
Eric Freeman & Elisabeth Robson

getting to know HTML5

Welcome to Webville

1

HTML has been on a wild ride. Sure, HTML started as a mere markup language, but more recently HTML's put on some major muscle. Now we've got a language tuned for building true web applications with local storage, 2D drawing, offline support, sockets and threads, and more. The story of HTML wasn't always pretty, and it's full of drama (we'll get to all that), but in this chapter, we're first going to go on a quick joyride through Webville to get sense for everything that goes into "HTML5." Come on, hop in, we're headed to Webville, and we're going to start by going from zero to HTML5 in 3.8 pages (flat).

x

introducing JavaScript and the DOM

A Little Code

JavaScript is going to take you to new places. You already

know all about HTML markup (otherwise known as *structure*) and you know
all about CSS style (otherwise known as *presentation*), but what you've been
missing is JavaScript (otherwise known as *behavior*). If all you know about are
structure and presentation, sure, you can create some great-looking pages,
but they're still *just pages*. When you add behavior with JavaScript, you can
create an interactive experience; or, even better, you can create full blown web
applications. Get ready to add the most interesting and versatile skill in your
web toolkit: JavaScript and programming!

HTML5 IS
FROM MARS,
JavaScript is
from Venus

A Practical Guide for
Improving Communication and
Getting What You Want from Your Web Pages

events, handlers and all that jazz

A Little Interactivity

3

You still haven't reached out to touch your user.

You've learned the basics of JavaScript but can you get interactive with your users? When pages respond to user input, they aren't just documents anymore, they're living, reacting applications. In this chapter you're going to learn how to handle one form of user input (excuse the pun), and wire up an old-fashioned HTML <form> element to actual code. It might sound dangerous, but it's also powerful. Strap yourself in, this is a fast moving to-the-point-chapter where we go from zero to interactive app in no time.