HTML5 and CSS3

Duration: 2 days   **Price: € 1299**

Open Schedule

Audience HTML5 and CSS3 Course
The course HTML5 and CSS3 is intended for experienced HTML designers who want to learn how to use HTML5 and CSS3 to make modern state of the art Web sites.

Prerequisites Course HTML5 and CSS3
To join this course knowledge of and experience with HTML and CSS is required.

Realization Training HTML5 and CSS3
The subjects are discussed on the basis of presentation slides. The subject matter is clarified with demos. The theory is interspersed with exercises. The code is tested in different browsers. The course material is in English. The course times are from 9.30 up and to 16.30.

Certification HTML5 and CSS3
Participants receive an official certificate HTML5 and CSS3 after successful completion of the course.

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Content Course HTML5 and CSS3

In the course HTML5 and CSS3 participants learn to write web pages in the latest version of HTML and CSS. HTML still determines the content of a website with text, images and media plugins, while CSS determines the style with colors, fonts and layouts. HTML5 and CSS3 are the new dominant technologies in developing interactive and aesthetically pleasing websites.

HTML5 Intro
The course HTML5 and CSS3 starts with a discussion of the new HTML5 structure tags and new attributes. The vision behind HTML5 compared to XHTML and the meaning of feature detection and graceful degradation is also covered.

HTML5 Forms
Next HTML5 Forms with the new input tags for form validation are discussed. In HTML5, for example, number, date and email fields can already be validated in the browser. How to use audio and video on Web pages is also covered.

Styling with CSS3
Many more options in CSS3 have been added in terms of styling, such as round corners and gradients in the color gradient. The advanced styling possibilities of CSS3 including transitions and animations are treated as well.

HTML5 Canvas
Furthermore the HTML5 Canvas and the associated API through which figures can be added to the page are discussed. In this respect paths, stokes paths and the drawing of text and images are covered.

Local Storage
Then attention is paid to the possibilities of local storage and the differences between session storage, local storage and Web SQL Storage. Offline applications and geolocation services are also explained.

WebWorkers and WebSockets
Finally it's time for web workers, messaging and web sockets. And push technology is explained and how you can make use of it.

Modules Course HTML5 and CSS3

Module 1 : HTML5 Intro	Module 2 : Page Structure	Module 3 : HTML Forms
HTML5 Evolution	HTML5 Page Structure	HTML5 Forms
W3C and WHATWG	HTML5 DocType	Gathering Input
HTML5 Vision	Page Encoding	New Input Types
Compatibility	Pseudo Semantics	Color Input Type
Interoperability	HTML5 Markup	Date Input Type
Universal Access	New Page Elements	Email Input Type
Future of HTML5	Updated Page Elements	New Attributes
Browser Support	Deprecated Elements	Form Validation
Browsers In Mobile Devices	Structure Elements	Complex Validation
Feature Detection	New Attributes	Using Regular Expressions
Graceful Degradation	Deprecated Attributes	Browser Support
Module 4 : Audio and Video	**Module 5 : Styling with CSS3**	**Module 6 : Canvas**
Audio and Video	Rounded corners	HTML5 Canvas
Using Plugins	Drop shadows	Using a Canvas
Using Codecs	Color effects	Context and Coordinates
Container Formats	Transparency using RGBA	Drawing Shapes
Multiple Sources	Gradients and Rotation	Working with Paths
Common Attributes	Scale to page elements	Stroked Path
New Audio Markup	Transitions	Drawing Circles or Arcs
New Video Markup	Advanced selectors like nth-child	Drawing Text and Images
Attributes and Methods	Embed using @font-face!	Working with Pixels
Audio and Video Events	Using custom fonts	Understanding Transforms
Customizing Controls	Using text instead of images	Translation and Rotation
Module 7 : Data Storage	**Module 8 : Offline Applications**	**Module 9 : Geolocation**
Data Storage	Offline Applications	HTML5 Geolocation
Cookies Model	Manifest File	Privacy Considerations
Pre HTML5 Solutions	Cache Section	Get User Location
New Storage Options	Network Section	Geolocation Object
Web Storage	Fallback Section	getCurrentPosition
Storage Interface	applicationCache Events	watchPosition
Session Storage	Deployments And Updates	Position Object
Local Storage	error Event	Latitude and Longitude
Web SQL Storage	updateReady Event	Handling Errors
Module 10 : WebWorkers	**Module 11 : Messaging**	**Module 12 : WebSockets**
HTML5 WebWorkers	HTML5 Messaging API's	Web Sockets
JavaScript Execution Model	Same Origin Policy and Workarounds	Real Time Solutions
Background Tasks	JSON with Padding	Polling Architecture
WebWorker Usage	Using a Proxy	Long Polling Architecture
Communication API	Cross Document Messaging	Web Sockets API
Handling Errors	Sending and Receiving Messages	Web Sockets Protocol
Event Data	XMLHttpRequest Level 2	Web Sockets Handshake
ErrorEvent Interface	Cross Origin Resource Sharing	Advantages Web Sockets