

# Head First HTML5 Programming: Building Web Apps with JavaScript



# Head First Html5 Programming

**D Keegan**



## Head First HTML5 Programming:

Head First HTML5 Programming Eric Freeman, Elisabeth Robson, 2011-10-06 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 web applications with Web storage 2D drawing offline support sockets and threads and more And to speak this language you ve got to go beyond HTML5 markup and into the world of the DOM events and JavaScript APIs Now you probably already know all about HTML markup otherwise known as structure and you know all about CSS style presentation but what you ve been missing is JavaScript behavior If all you know about are structure and presentation 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 even better you can create full blown web applications Head First HTML5 Programming is your ultimate tour guide to creating web applications with HTML5 and JavaScript and we give you everything you need to know to build them including how to add interactivity to your pages how to communicate with the world of Web services and how to use the great new APIs being developed for HTML5 Here are just some of the things you ll learn in Head First HTML5 Programming Learn how to make your pages truly interactive by using the power of the DOM Finally understand how JavaScript works and take yourself from novice to well informed in just a few chapters Learn how JavaScript APIs fit into the HTML5 ecosystem and how to use any API in your web pages Use the Geolocation API to know where your users are Bring out your inner artist with Canvas HTML5 s new 2D drawing surface Go beyond just plugging a video into your pages and create custom video experiences Learn the secret to grabbing five megabytes of storage in every user s browser Improve your page s responsiveness and performance with Web workers And much more

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Eric Freeman, Elisabeth Robson, 2011-10-06 HTML has been on a wild ride. Sure HTML started as a mere markup language but more recently HTML has put on some major muscle. Now we've got a language tuned for building web applications with Web storage, 2D drawing, offline support, sockets, and threads, and more. And to speak this language you've got to go beyond HTML5 markup and into the world of the DOM, events, and JavaScript APIs. Now you probably already know all about HTML markup, otherwise known as structure, and you know all about CSS style presentation, but what you've been missing is JavaScript behavior. If all you know about are structure and presentation, 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, even better, you can create full-blown web applications. **Head First HTML5 Programming** is your ultimate tour guide to creating web applications with HTML5 and JavaScript, and we give you everything you need to know to build them, including how to add interactivity to your pages, how to communicate with the world of Web services, and how to use the great new APIs being developed for HTML5. Here are just some of the things you'll learn in **Head First HTML5 Programming**: Learn how to make your pages truly interactive by using the power of the DOM. Finally understand how JavaScript works and take yourself from novice to well-informed in just a few chapters. Learn how JavaScript APIs fit into the HTML5 ecosystem and how to use any API in your web pages. Use the Geolocation API to know where your users are. Bring out your inner artist with Canvas. HTML5's new 2D drawing surface. Go beyond just plugging a video into your pages and create custom video experiences. Learn the secret to grabbing five megabytes of storage in every user's browser. Improve your page's responsiveness and performance with Web workers. And much more.

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*Head First HTML5 Programming Zhong wen ban* 张松海, 张松海, 2012

*Head First JavaScript Programming* Eric Freeman, Elisabeth Robson, 2024-08-21 What will you learn from this book The new edition of this brain friendly guide takes you through a comprehensive journey into modern JavaScript covering everything from core language fundamentals to today's cutting edge features You'll dive into the nuances of JavaScript types and the unparalleled flexibility of its functions You'll also learn how to expertly navigate classes and objects and finally understand closures But that's just the beginning You'll also get hands on with the browser's document object model DOM engaging with JavaScript in exciting ways You won't just be reading you'll be playing games solving puzzles pondering mysteries and interacting with JavaScript as never before And you'll write real code lots of it so you can start building your own applications What's so special about this book If you've read a Head First book you know what to expect a visually rich format designed for the way your brain works If you haven't you're in for a treat With this book you'll learn JavaScript through a multisensory experience that engages your mind rather than a text heavy approach that puts you to sleep

*Head First HTML5 Programming* 张松海, 2012-07-04

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invaluable as both a tutorial and a reference All of the book s source code including chapter specific versions of the game discussed in the book are available at [corehtml5games.com](http://corehtml5games.com) [HTML5 Multimedia Developer's Guide](#) Ken Bluttman, Lee M. Cottrell, 2012-04-03 Develop cross platform multimedia applications with HTML5 Now you can create rich interactive content in the browser and deploy it across all platforms HTML5 Multimedia Developer s Guide shows you how You ll learn to use the revolutionary new features of HTML5 including the native audio video and drawing elements that eliminate the need for third party plug ins New tags the simplified doctype local data storage drag and drop and geolocation are also covered Detailed code examples illustrate the techniques discussed By the end of the book you ll be able to develop amazing multimedia applications and websites with HTML5 Use canvas for drawing animation effects and events Create and view videos with the native video element Add and play audio files with the native audio element Take advantage of local data storage functions Apply drag and drop functionality Build location aware web pages with the geolocation property Develop well structured pages using the new semantic layout tags Add functionality to web forms with the new form objects Learn about new CSS3 properties and enhancements Use the editable content and offline files features Work with JavaScript and other technologies

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**HTML5: 20 Lessons to Successful Web Development** Robin Nixon, 2015-01-30 Master HTML and HTML5 in 20 lessons online video tutorials included Based on the author s successful online courses this complete integrated learning tool provides easy to follow lessons that feature clear explanations sample code and exercises and video tutorials Each lesson is designed to take you less than an hour to complete HTML5 20 Lessons to Successful Web Development covers the basics of HTML including laying out an HTML document using fonts colors and images creating lists and tables and building forms Next you ll learn how to use the HTML5 canvas support geolocation build advanced forms implement local storage add audio and video to your pages and much more Together the book and almost five hours of video training make learning HTML5 easier than ever Ready to use code at [www.mhprofessional.com](http://www.mhprofessional.com) [HTML5 for iOS and Android: A Beginner's Guide](#) Robin Nixon, 2011-07-12 Essential Skills Made Easy Create advanced websites web apps and standalone apps for Apple iOS and Google Android devices HTML5 for iOS and Android A Beginner s Guide explains step by step how to use HTML5 and CSS3 as well as supporting technologies such as JavaScript MySQL and PHP Download wrapper code from the book s companion website to enable your programs to run like native iOS or Android apps You ll also get tips for distributing your creations in various app stores Everything you need to get started developing powerful mobile apps and websites is included in this hands on guide Designed for Easy Learning Key Skills Concepts Chapter opening lists of specific skills covered in the chapter Ask the Expert Q A sections filled with bonus information and helpful tips Notes Extra information related to the topic being covered Tips Helpful reminders or alternate ways of doing things Cautions Errors and pitfalls to avoid Annotated Syntax Example code with commentary that describes the programming techniques being illustrated Robin Nixon is a developer and

freelance technical writer who has published more than 500 articles in magazines such as PC Plus PCW Web User PC Advisor and PC Answers He is the author of several computer books including Plug in PHP Plug in JavaScript and Plug in CSS

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