

# WTF IS HTML5

AND WHY WE SHOULD ALL CARE >

## WTF IS IT?

HTML is a language that provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items.



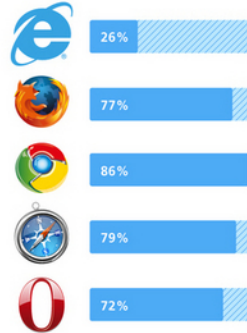
## WHERE IS HTML5 SUPPORTED?

Could you experience the HTML5's new features with your current browser?

Each browser has its own rules and characteristics that differ between versions and brands. And each one is adopting HTML5 at its own rate.

Find out how well each browser supports HTML5 features and how they will improve their support in the near future.

### HTML5 readiness



HTML5 is being developed as the next major revision of HTML. This code can now be used for new functions that can benefit developers and Internet users.

HTML5 introduces a number of new elements and attributes. Here are the most important of them:

How does this matter to you? You will notice that daily web activities such as uploading YouTube videos to your blog and finding a specific store in your browser on your smartphone will become easier. This means you can have a rich experience on a light, portable, universal platform.

### + Canvas element

**1** The **canvas element** can be used for rendering graphs, game graphics or other visual images on the fly.

All done without having to rely on plug-ins. The possibilities are endless.

### + Video element

**2** Embedding video used to be impossible without third-party plugins such as Apple QuickTime® or Adobe Flash®.

Thanks to **video element**, now it's possible. It is intended by its creators to become the new standard way to show video online.

### + Offline web applications

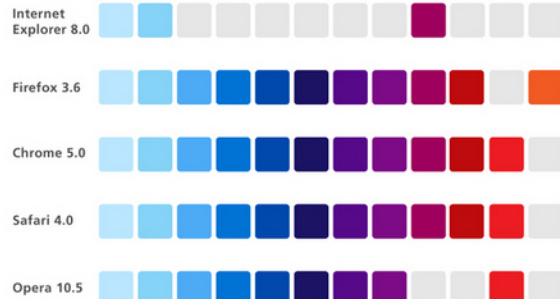
**4** The **offline web applications** enable users to continue interacting with web applications and documents even when their network connection is unavailable. The user can, for instance, access email locally without having to connect to the Internet or install an external client.

**3** Sniffing a users' location is not a new thing on the web. In fact, most websites already do this by means of IP address detection. But this is not always reliable, so HTML5's **geolocation** is an alternate method of correctly pinpointing a users' location. The new idea is to get the location information from WiFi towers and GPS.

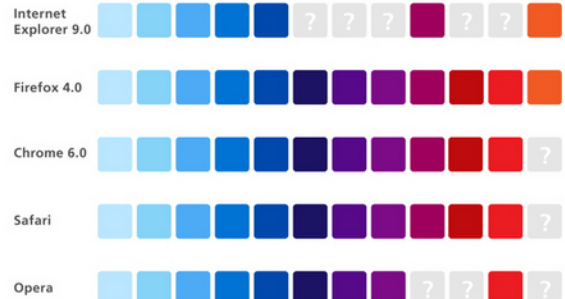
### + Geolocation

<p><b>Cross-document messaging</b> Sends information from pages on different domains to each other.</p>	<p><b>WYSIWYG editable elements</b> Enables user to add, edit and delete text, graphics and more.</p>	<p><b>New, stylable HTML5 elements</b> The stylable elements refer to the ability to use CSS on some new elements.</p>	<p><b>Get elements by class name</b> Method of accessing DOM elements by class name.</p>	<p><b>Video Element</b> Enables users to play videos on webpages without requiring a plug-in.</p>	<p><b>Audio Element</b> Enables user to play sound on webpages without requiring a plug-in.</p>	<p><b>Not supported</b></p>
<p><b>Canvas basic support</b> Generates dynamic graphics using Javascript.</p>	<p><b>Text API for Canvas</b> Method of displaying text on canvas elements.</p>	<p><b>Drag and drop</b> Method of easily dragging and dropping elements on a page.</p>	<p><b>Offline web applications</b> Select web page files to be cached allowing them to work offline.</p>	<p><b>HTML5 form features</b> Expanded form options, including things like data pickers and sliders.</p>	<p><b>Inline SVG in HTML5</b> Method of using SVG tags directly in HTML documents.</p>	<p><b>Support unknown</b></p>

### Compatibility with HTML5's features - Current Status



### Future status



## HTML5 VS. FLASH. WHO WILL OWN THE WEB'S INTERACTIVE FUTURE?

Most of the stuff you see in your browser is created with HTML. This language has, until fairly recently, been limited to static text and image content. Long ago, a technology called Flash was developed to allow web browsers to display rich, dynamic and interactive content such as audio, video and SVG (scalable vector graphics). According to Adobe, it is currently used by over 99% of Internet users.

But Adobe's Flash technology has been taking a beating lately.

Now, HTML5 could become a game-changer in Web application development. It poses a strategic threat to Adobe, as well as to Microsoft and Java. Which one is the best? Check out the answer.

<p><b>Which one is cheaper?</b></p> <p>Flash: Paid HTML5: Free</p>	<p><b>More powerful?</b></p> <p>Flash: +Effects HTML5: -Effects</p>	<p><b>More accepted?</b></p> <p>Flash: Limited HTML5: Universal</p>	<p><b>More efficient?</b></p> <p>Flash: Efficient HTML5: Efficient</p>	<p>As you can see, Flash is better in some cases, and HTML5 is better in others.</p>
<p>The Flash player is free, but Adobe's Flash development toolkit is very expensive.</p>	<p>There are many advanced effects that are only available in Flash.</p>	<p>Flash was banned from its popular iPhone and iPad platforms. Moreover, it requires a plug-in to run in other devices.</p>	<p>Tests done with Flash and HTML5 formats on both Mac and Windows produced different results, making neither a clear winner.</p>	<p>However, HTML5 is the future of the Web for simple interactivity. It includes charting, some limited 3D vector graphics, image transforms, video and audio.</p>
<p>On the other hand, no single company owns HTML. Anyone with a text editor has the same access to the technology as anyone else. It's free for developers and users.</p>	<p>For example, Google relies on Flash in Gmail for the multiple-file upload capability. There are thousands of Flash games that would be difficult to do in a performant way with HTML5.</p>	<p>HTML5 is executed by the browser, not a separate plugin. As a result, it is the standard option and it is being adopted universally.</p>	<p>But the most important point is that simple apps consume minimal resources, and most HTML5 and Flash apps are simple.</p>	<p>But the portion of the Web that requires richer interaction will continue to rely on Flash and other technologies, such as Silverlight or Java.</p>
				<p>The choice among these technologies is not "all or none." Depending on the context, the developer may use both together. Over the long-term HTML5 may fit the bill.</p>