

Temel ve İleri Seviye HTML 5 Geliştirme Eğitimi

Eğitim Hakkında

"Temel ve İleri Seviye HTML 5 Geliştirme Eğitimi" ile HTML'nin en son sürümünü kullanarak etkileşimli web sayfaları oluşturmak için bilmeniz gereken her şeyi öğreneceksiniz.

Neler Öğreneceksiniz

- Learn how to write well-formed HTML using proper syntax
- Understand the basic structure of a web page
- Create lists
- Incorporate images
- Use HTML5 elements and templates
- Create HTML5 Forms
- Incorporate audio and video
- Use the Canvas element and API
- Obtain the charge status of a device's battery
- Gain end users' attention via their sense of touch
- Send the end user notifications that appear outside the web browser
- Tap into the device's physical orientation
- Make portions of your web page editable by the end user
- Display portions of the web page so that they occupy the users' entire screen
- Implement voice recognition and speech synthesis
- Leverage the new media elements (audio and video)
- Work with the new <form> elements and attributes
- Work with the WebStorage API
- Send and receive messages from web pages, including web pages from a different domain
- Associate HTML elements with data
- Make any object on the web page draggable
- Use the new features of XMLHttpRequest (XHR) level 2
- Open full duplex connections from client to server with the WebSocket specification
- Create single unidirectional channels between the server and the client
- Create a 2D drawing surface with the <canvas> element and "draw" on the canvas with JavaScript.
- Use geolocation information in your applications
- Use web workers to boost the performance of your web applications

Eğitim İçeriği

Introduction



- HTML5 summary
- Abbreviated syntax guide to writing HTML5
- Best practices

Syntax

- HTML Elements: how to write HTML tags
- Syntax rules
- Page structure
- Basic structure of a web page
- The HTML5 syntax summary

Structure

- Introduction to the structure of HTML documents
- The HTML Content Models
- The Content Models
- Deprecated elements
- Elements with new meanings
- Deprecated attributes
- Structural and semantic elements
- Overview of lists
- Overview of links
- Images
- The remaining HTML5 elements
- Using HTML5 templates
- Using the HTML5 boilerplate and mobile boilerplate

Elements

- What are the new elements?
- How do I use the new elements?
- HTML5 new attributes

Forms

- Introduction form elements and attributes
- New form input types
- New form attributes
- New form elements
- When do I use the new elements?

Video and Audio

- Introduction to HTML5 media elements
- Audio and Video

HTML5 Canvas

- What are the new elements
- Why use the Canvas element and API?

BatteryStatus API

- Why use the BatteryStatus API?
- How does the BatteryStatus API work?
- The BatteryStatus API
 - BatteryStatus API methods
 - BatteryManager properties
 - BatteryManager events
- Browser support

Vibration API

- Why use the Vibration API?
- How does the Vibration API work?
- Vibration methods

Notifications API

- Why use the Notifications API?
- How does the Notifications API work?
- Notifications API
 - Notification object attributes
 - Notification events
 - Notification API methods

DeviceOrientation Event API

- Why use the DeviceOrientation API?
- DeviceOrientation Event API
 - DeviceOrientation events
 - How does the DeviceOrientation Event API work?
 - DeviceOrientation
 - DeviceMotion
 - DeviceOrientation Event API

Fullscreen API

- Why use the Fullscreen API?
- The Fullscreen API
 - Fullscreen API methods
 - Fullscreen API properties
 - Fullscreen API events
- Notes on the fullscreen view

Speech APIs

- Speech Recognition and Speech Synthesis
- Speech Synthesis
 - SpeechUtterance object
 - SpeechUtterance object properties
 - SpeechUtterance object events
- Speech Recognition

HTML5 Media elements and API

- Audio and Video
 - The media elements
 - What are the new elements used for?
 - Browser support for the new media elements
 - <audio> element attributes
 - <video> element attributes
 - Browser support <video>
 - Browser support Ogg/Theora video format*
 - Browser support WebM/VP8 video format*
 - Browser support MPEG-4/H.264video format*

- Browser support audio codec
- When do I use these new elements?
- Video and Audio APIs
 - Video/audio methods
 - Video/audio object properties
 - Video/audio object events

Forms/Constraint Validation API

- New form input types
- What are the new input types?
 - New attributes for input elements
 - New form elements
- When do I use the new elements?
 - The placeholder attribute
 - The autocomplete attribute
 - The autofocus attribute
 - The list attribute and the datalist element
 - The spellcheck attribute
- HTML5 form validation
 - Preventing default validation from occurring
- Constraint Validation API
 - Form properties
 - Form control methods
 - Form controls validity and validityState

WebStorage API

- Browser support for WebStorage API
- WebStorage API
 - The Storage Object
- When
- Cookies vs. session storage vs. local storage

Web Messaging API

- Web messaging's postMessage() method
 - Establishing trust between domains

- The origin
- What is cross-origin resource sharing?
 - CORS support and the server
- Ports and channel messaging
 - MessagePort methods
 - The Message event object properties

Dataset API

- data-* syntax rules
- The dataset API

Drag and Drop API

- What is drag and drop?
 - What is drag and drop used for?
 - Browser support for drag and drop
 - Understanding drag and drop
 - The draggable attribute
 - Drag and drop with a data “payload”
- Drag events
- Drop events

XMLHttpRequest Level 2 API

- Objectives
- The XMLHttpRequest object
- XHR API
 - What is XHR used for?
 - Benefits of XHR level 2
 - The XHR object: readyState property
- The XHR object
 - The XHR object: Events
 - The XHR Object: Methods
 - The XHR object: Properties

Web Sockets API

- HTTP
 - WebSocket properties
 - WebSocket event handlers
 - WebSocket methods
- Using a WebSocket server with the WebSocket API

Server-sent Events API

- The server messages
- Creating an EventSource
 - The EventSource properties
 - The EventSource events
 - The advantages of server-sent events
 - The disadvantages of server-sent events
 - Server-sent events summary

Canvas API

- What are the new elements?
- Why use the Canvas API?
- Canvas quick summary
- Uses for the new Canvas API
- Canvas Demos

Geolocation API

- What is the Geolocation API used for?
- Browser support for Geolocation
- The Geolocation API
 - Geolocation object methods
 - Position object properties
 - Position interface attributes

Web Workers API

- Features available to Web Workers
- Why use Web Workers?
- When should Web Workers be used?
- How do Web Workers work?
- The Web Worker API
 - The abstractWorkerk interface properties
 - The WorkerGlobalScope object
 - The WorkerGlobalScope object properties
 - The WorkerGlobalScope object methods
 - The WorkerGlobalScope events
- Browser support for Web Workers
- Types of Web Workers
 - Dedicated Worker
 - Shared Worker
- Creating Shared Workers