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IMD 215

IMD 215: HTML 5 + Javascript

HTML (Hyper Text Markup Language) 5 is being developed as the next major revision of version 4 as the core markup language of the Internet. It is also to the next standard for XHTML and DOM Level 2 HTML, as well as HTML 4. The goal of HTML 5 is to reduce the need for proprietary plug-in based internet application technologies such as Flash and Microsoft Silverlight. The WHATWG (Web Hypertext Application Technology Working Group) started working on the specifications in the summer of 2004 with the name Web Applications 1.0. As of March 2010, the specification is in the Draft Standard state at the WHATWG, and a Working Draft state at W3C. The editor of HTML 5 is Ian Hickson. The specification is an ongoing work and is expected to reach W3C recommendation stage during 2012 or later. Some parts of the specification are stable but not complete just yet. HTML 5 induces various new elements and attributes that reflect typical usage on modern web sites. Some of them are semantic replacements for common tags like div (block) and span (inline). New tags such as audio and video will provide new functionality through a standardized interface. There is also a renewed emphasis on the importance of DOM scripting such as Javascript for web behavior. The syntax is no longer based on SGML despite its similarity. HTML 5 is designed to be backward compatible with common parsing of older versions of HTML. There is a new introductory line that looks like an SGML document type declaration. HTML also incorporates Web Forms 2.0. There are also going to be new API’s such as the canvas element, timed media playback, offline storage database, document editing, drag and drop, cross document messaging, browser history management, MIME type, protocol handler registration, and Microdata.

JavaScript (scripting language) is a use of the ECMAScript language standard is typically used to enable programmatic access to computational objects within a host environment. It’s also characterized as a prototype-based-object oriented scripting language that is also dynamic weakly typed and has first-class functions. JavaScript is primarily used in the form of client side JavaScript and implemented to provide enhanced user interfaces and dynamic features to websites. It is also in used in other applications as well. JavaScript provides functionality to a websites structure making it dynamic such as math calculations or interactive features like even turning a button image to an actual button. Pretty much if you can think of something JavaScript can do it. A lot of the interactivity is also like applying browser capabilities like cookies or remembering things to the page.