

# HTML5

De HTML4 a HTML5

Sergio Luján Mora



# Contenido

- ¿Qué es HTML5?
- El nuevo lenguaje HTML5
- Más información

**¿QUÉ ES HTML5?**

# ¿Qué es HTML5?

- Vídeo:
  - <http://www.youtube.com/watch?v=1hR7EtD6Bns>



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lsi Departament de Llenguajes i Sistemes Informàtics

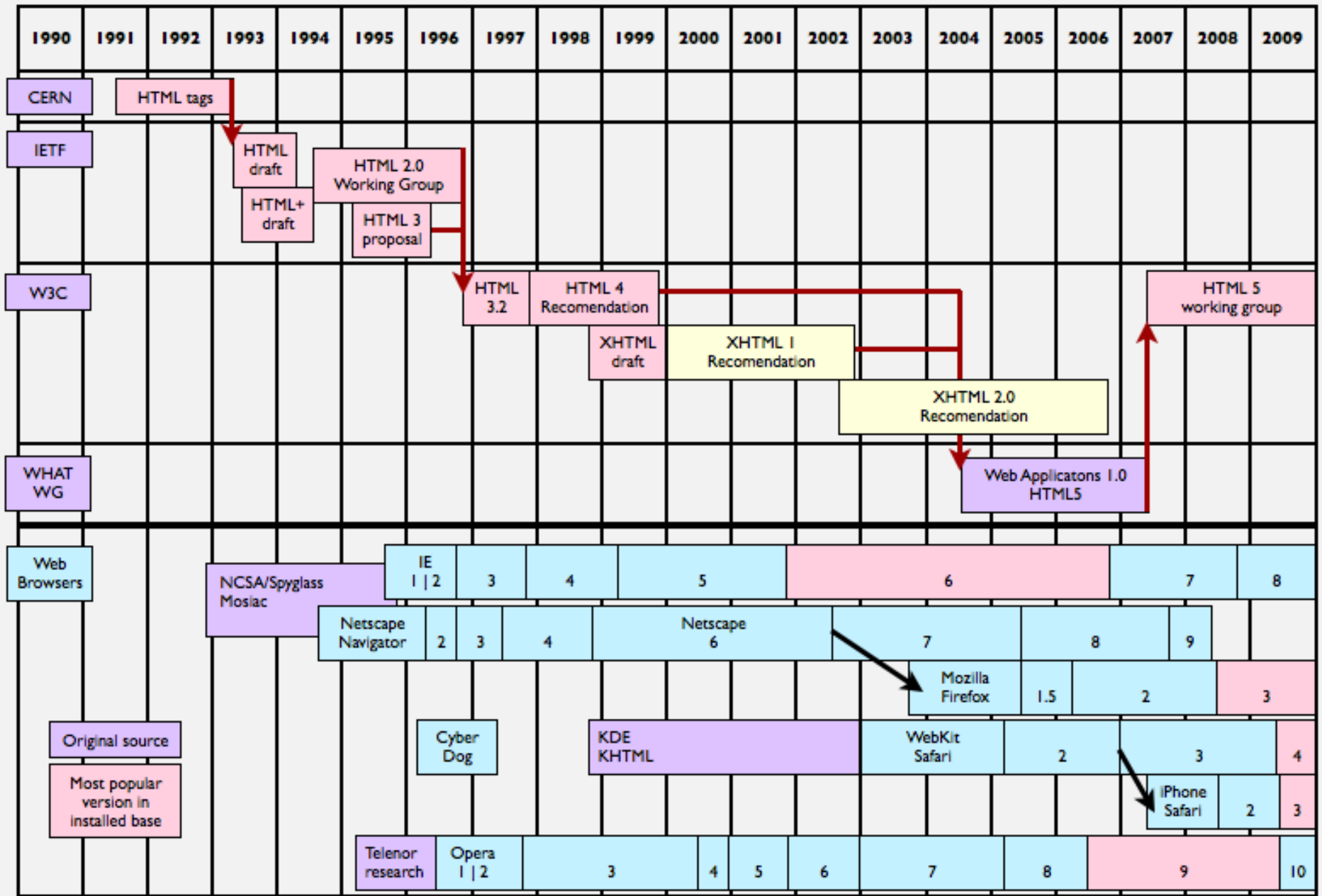
## HTML5: ¿Qué es HTML5?

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HTML5-02



# **EL NUEVO LENGUAJE HTML5**





# HTML5

A vocabulary and associated APIs for HTML and XHTML

W3C Working Draft 25 May 2011

**This Version:**

<http://www.w3.org/TR/2011/WD-html5-20110525/>

**Latest Published Version:**

<http://www.w3.org/TR/html5/>

**Latest Editor's Draft:**

<http://dev.w3.org/html5/spec/Overview.html>

**Previous Versions:**

<http://www.w3.org/TR/2011/WD-html5-20110405/>

<http://www.w3.org/TR/2011/WD-html5-20110113/>

<http://www.w3.org/TR/2010/WD-html5-20101019/>

<http://www.w3.org/TR/2010/WD-html5-20100624/>

<http://www.w3.org/TR/2010/WD-html5-20100304/>

<http://www.w3.org/TR/2009/WD-html5-20090825/>

<http://www.w3.org/TR/2009/WD-html5-20090423/>

<http://www.w3.org/TR/2009/WD-html5-20090212/>

<http://www.w3.org/TR/2008/WD-html5-20080610/>

<http://www.w3.org/TR/2008/WD-html5-20080122/>

**Editor:**

[Ian Hickson](#), Google, Inc.

This specification is available in the following formats: [single page HTML](#), [multipage HTML](#), [web developer edition](#). This is Revision: 1.4938.

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The bulk of the text of this specification is also available in the WHATWG [Web Applications 1.0](#) specification, under a license that permits reuse of the specification text.

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML  
1.0 Strict//EN"  
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-  
strict.dtd">
```



# HTML5

```
<!DOCTYPE html>
```

```
<html xmlns="http://www.w3.org/1999/xhtml"  
  lang="en" xml:lang="en">
```

# HTML5

```
<html lang="en">
```

```
<meta http-equiv="Content-Type"  
  content="text/html; charset=utf-8">
```

# HTML5

```
<meta charset="utf-8" />
```

# HTML5

- Nuevos elementos semánticos:

<section>

<nav>

<article>

<aside>

<hgroup>

<header>

<footer>

<time>

<mark>

# Compatibilidad con navegadores antiguos

```
/* Para que se visualicen correctamente como bloques */
```

```
article,aside,details,figcaption,figure,  
  footer,header,hgroup,menu,nav,section
```

```
{
```

```
  display: block;
```

```
}
```

# Compatibilidad con navegadores antiguos

- Internet Explorer < 9:

```
<script>
```

```
document.createElement("article");
```

```
document.createElement("section");
```

```
document.createElement("header");
```

```
// ...
```

```
</script>
```



# Compatibilidad con navegadores antiguos

```
<!--[if lt IE 9]>
<script>
var e = ("abbr,article,aside,audio,canvas,datalist,details," +
    "figure,footer,header,hgroup,mark,menu,meter,nav,output," +
    "progress,section,time,video").split(',');
for (var i = 0; i < e.length; i++) {
    document.createElement(e[i]);
}
</script>
<![endif]-->
```

- Vamos a analizar la estructura típica de una página web de un blog:
  - Cómo se escribe con HTML 4, XHTML 1.0
  - Cómo se puede escribir ahora con HTML5

```
<div id="header">
```

```
<h1>My Weblog</h1>
```

```
<p class="tagline">A lot of effort went into making this  
effortless.</p>
```

```
</div>
```

# HTML5

```
<header>
```

```
<h1>My Weblog</h1>
```

```
<p class="tagline">A lot of effort went into making this  
effortless.</p>
```

```
</header>
```

# HTML5

```
<header>
```

```
<hgroup>
```

```
<h1>My Weblog</h1>
```

```
<h2>A lot of effort went into making this effortless.</h2>
```

```
</hgroup>
```

```
</header>
```

```
<div class="entry">
<p class="post-date">October 22, 2009</p>
<h2>
<a href="#" rel="bookmark" title="link to this post"> Travel day </a>
</h2>
<!-- Resto de la entrada -->
<p>...</p>
</div>
```

# HTML5

```
<article>
<header>
<p class="post-date">October 22, 2009</p>
<h1>
<a href="#" rel="bookmark" title="link to this post"> Travel day </a>
</h1>
</header>
<!-- Resto de la entrada -->
<p>...</p>
</article>
```

# HTML5

```
<article>
<header>
<time datetime="2009-10-22" pubdate> October 22, 2009 </time>
<h1>
<a href="#" rel="bookmark" title="link to this post"> Travel day </a>
</h1>
</header>
<!-- Resto de la entrada -->
<p>...</p>
</article>
```



```
<div id="nav">
<ul>
<li><a href="#">home</a></li>
<li><a href="#">blog</a></li>
<li><a href="#">gallery</a></li>
<li><a href="#">about</a></li>
</ul>
</div>
```

# HTML5

```
<nav>
```

```
<ul>
```

```
<li><a href="#">home</a></li>
```

```
<li><a href="#">blog</a></li>
```

```
<li><a href="#">gallery</a></li>
```

```
<li><a href="#">about</a></li>
```

```
</ul>
```

```
</nav>
```

```
<div id="footer">
```

```
<p>#167;</p>
```

```
<p>#169; 2001#8211;9 <a href="#">Mark Pilgrim</a></p>
```

```
</div>
```

# HTML5

```
<footer>
```

```
<p>#167;</p>
```

```
<p>#169; 2001#8211;9 <a href="#">Mark Pilgrim</a></p>
```

```
</footer>
```

**MÁS INFORMACIÓN**



¿Qué es una cookie?  
¿Cómo puedo  
protegerme en la  
Web? Y sobre todo:  
¿cómo hacer una vida?

Para descubrir cosas  
que siempre has  
querido saber sobre  
Internet, pero no te  
atreías a preguntar,  
sigue leyendo.

**ABRIR LIBRO**



ILLUSTRATED BY CHRISTOPH NIEMANN

Google

<http://www.20thingsilearned.com/es-ES>



# DIVE INTO HTML5

BY

<http://diveintohtml5.org/>

MARK PILGRIM

WITH ILLUSTRATIONS FROM THE PUBLIC DOMAIN



# HTML5ROCKS

Presentation Playground Studio Tutorials Resources

## INTERACTIVE PRESENTATION



Watch the slideshow that lets you play with HTML5 features.

## CODE PLAYGROUND



Jump headfirst into HTML5 by experimenting with each API.

## SAMPLES STUDIO



A showroom of content that you can reuse in your own site.

## STEP BY STEP TUTORIALS



Take a guided tour through code that uses HTML5 features.

### LEARN BY MAJOR HTML5 FEATURE GROUPS

- Multimedia
- Performance
- Presentation
- Graphics
- Storage
- Mobile

### LATEST UPDATES

- 8/1 Downloading resources in HTML5: a[download] UPDATE
- 7/25 HTML5 Libraries/polyfills - Mid July UPDATE
- 7/15 Announcing New Game, the conference for HTML5 ga...
- 7/15 Don't Miss a Frame: Using the Page Visibility API + HT...
- 7/2 Auto-Resizing HTML5 Games TUTORIAL
- 7/1 Simple Asset Management for HTML5 Games TUTORIAL
- 6/26 Feature, Browser, and Form Factor Detection: It's Goo...
- 6/2 HTML5 vs Native: The Mobile App Debate TUTORIAL
- 6/1 An Introduction to Shaders TUTORIAL
- 6/1 Getting Started with Three.js TUTORIAL

See more =>

### CONTRIBUTE

This site, the HTML5 Playground, Studio, and Presentation slides are all open source projects. Tweak the code or contribute new guides!

Ready to develop in HTML5 but worried about supporting older versions of Internet Explorer? Learn how Google Chrome Frame can help. It's easy to include on your site:

```
<meta http-equiv="X-UA-Compatible" content="chrome=1">
```

http://www.html5rocks.com/en/



# INTRODUCING HTML5

By Bruce Lawson and Remy Sharp

<http://introducinghtml5.com/>

We're not one of the HTML 5 spec writers, and we're not here to persuade you to use it. Our take is that it's going to happen, so we need to get a head start. But we're going to write a book that's not just a theoretical treatise on the spec, but a practical book, showing you how to use the language but some areas of the spec will be discussed theoretically as they're not yet implemented anywhere.



Order the book now on:

- Amazon (ePub version)
- Amazon UK (ePub version)
- PeachPit (ePub version)
- Barnes & Noble

Follow the authors: @bruce1 & @rem

## Chapters and Resources

- 0. Introduction: why HTML5 exists [links](#)
- 1. Structuring a page [links](#)

Fork me on GitHub

# HTML 5 Demos and Examples

HTML 5 experimentation and demos I've hacked together. Click on the browser support icon or the technology tag to filter the demos (the filter is an OR filter).



**Introducing HTML5** by Bruce Lawson & Remy Sharp is the first full length book dedicated to HTML5.

Get it now and kick some HTML5 ass!

Filter demos: canvas classlist contenteditable dataset dnd events file-api geolocation

# http://html5demos.com/

Demo	Support	Technology
<a href="#">Simple class manipulation</a>		classlist
<a href="#">Storage events</a>		storage
<a href="#">dataset (data-* attributes)</a>		dataset
<a href="#">History API using pushState</a>		history
<a href="#">Browser based file reading</a> Not part of HTML5		file-api
<a href="#">Drag files directly into your browser</a> Not directly part of HTML5		file-api dnd
<a href="#">Simple chat client</a>		websocket
<a href="#">Two videos playing in sync</a>		video
<a href="#">Interactive canvas gradients</a>		canvas
<a href="#">Canvas &amp; Video</a>		video canvas
<a href="#">Video</a>		video