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# Jumpstart HTML5 Development with Visual Studio 2010



Walter Wong

MVP – Developer Security

Gain Secure

Walter\_wws@hotmail.com

<http://walterwws.wordpress.com>



# Agenda

- ▶ Introduction to HTML5
- ▶ Visual Studio and HTML5
- ▶ HTML5, CSS and Javascript



“If you think HTML5 is totally different from everything else, then you still don't understand what HTML5 is”

Quote by Chan Wei Min aka Marauderz, VB.Net MVP



# History of Standards Specification

## HTML 4.01

- W3C Recommendation  
24th December 1999



## XHTML 1.0

- W3C Recommendation  
26th January 2000



## XHTML 1.1

- W3C Recommendation  
21st May 2001



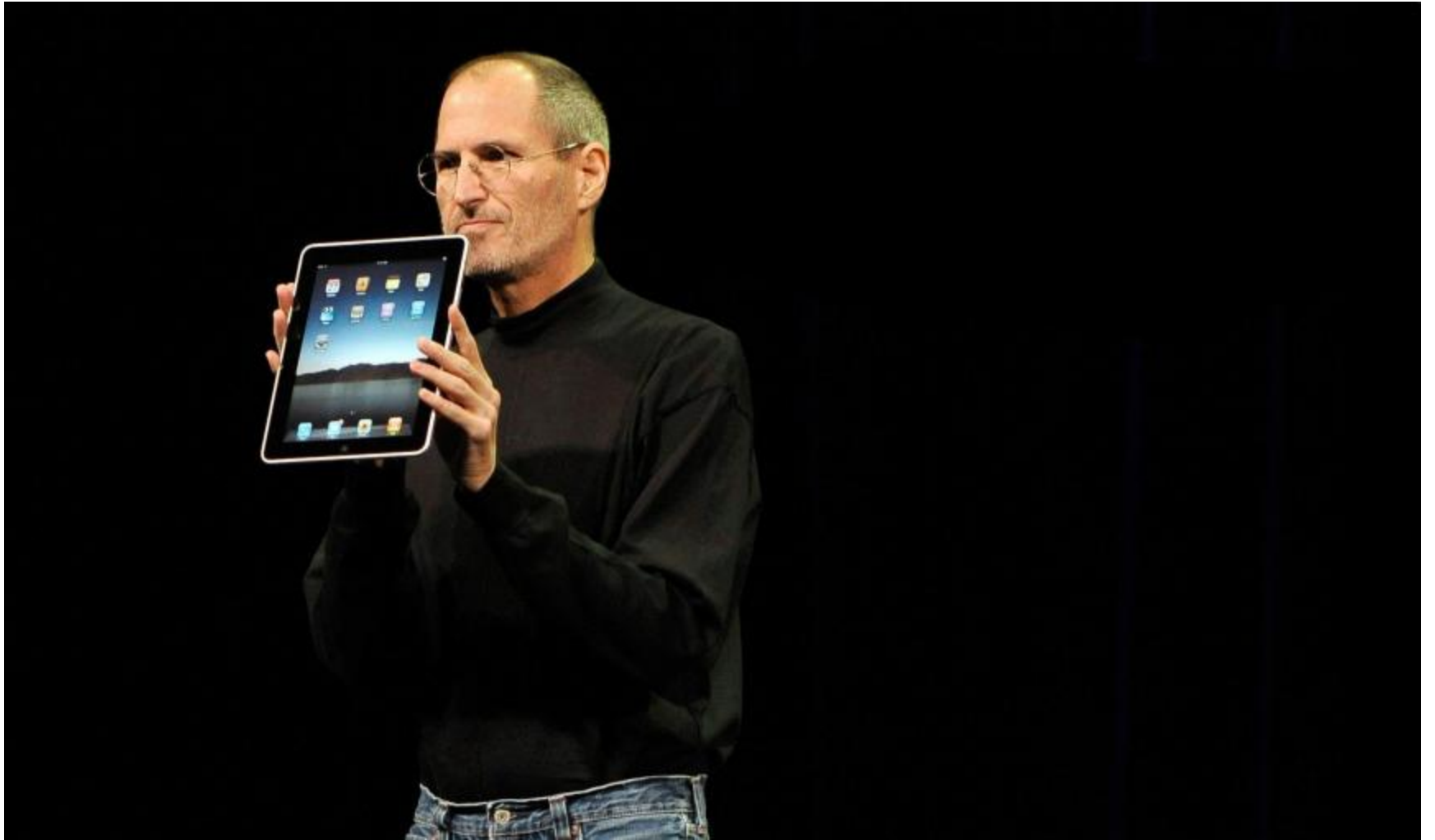
# You will use XHTML.....

in 2001

# What are you using now? HTML4

in 2011





Apple say “no” to Flash.  
Plug-ins are **OUT**  
HTML5 is **IN**





## Thoughts on Flash

Apple has a long relationship with Adobe. In fact, we met Adobe's founders when they were in their proverbial garage. Apple was their first big customer, adopting their Postscript language for our new Laserwriter printer. Apple invested in Adobe and owned around 20% of the company for many years. The two companies worked closely together to pioneer desktop publishing and there were many good times. Since that golden era, the companies have grown apart. Apple went through its near death experience, and Adobe was drawn to the corporate market with their Acrobat products. Today the two companies still work together to serve their joint creative customers – Mac users buy around half of Adobe's Creative Suite products – but beyond that there are few joint interests.

I wanted to jot down some of our thoughts on Adobe's Flash products so that customers and critics may better understand why we do not allow Flash on iPhones, iPods and iPads. Adobe has characterized our decision as being primarily business driven – they say we want to protect our App Store – but in reality it is based on technology issues. Adobe claims that we are a closed system, and that Flash is open, but in fact the opposite is true. Let me explain.

First, there's "Open".

Adobe's Flash products are 100% proprietary. They are only available from Adobe, and Adobe has sole authority as to their future enhancement, pricing, etc. While Adobe's Flash products are widely available, this does not mean they are open, since they are controlled entirely by Adobe and available only from Adobe. By almost any definition, Flash is a closed system.

Apple has many proprietary products too. Though the operating system for the iPhone, iPod and iPad is proprietary, we strongly believe that all standards pertaining to the web should be open. Rather than use Flash, Apple has adopted HTML5, CSS and JavaScript – all open standards. Apple's mobile devices all ship with high performance, low power implementations of these open standards. HTML5, the new web standard that has been adopted by Apple, Google and many others, lets web developers create advanced graphics, typography, animations and transitions without relying on third party browser plug-ins (like Flash). HTML5 is completely open and controlled by a standards committee, of which Apple is a member.

Apple even creates open standards for the web. For example, Apple began with a small open source project and created WebKit, a complete open-source HTML5 rendering engine that is the heart of the Safari web browser used in all our products. WebKit has been widely adopted. Google uses it for Android's browser, Palm uses it, Nokia uses it, and RIM (Blackberry) has announced they will use it too. Almost every smartphone web browser other than Microsoft's uses WebKit. By making its WebKit technology open, Apple has set the standard for mobile web browsers.

WE  APPLE



What we don't love is  
anybody taking away your freedom to  
choose what you create, how you create it,  
and what you experience on the web.



WE



ADOBE



Apple loves HTML5  
Google loves HTML5  
Microsoft loves HTML5



# DEMO

# DEMO

1. <http://www.beautyoftheweb.com>
2. Box2DRaphaelJoy by Wei Min



# Visual Studio and HTML5

- ▶ Visual Studio 2010 SP1 support HTML5 and CSS3 validation
- ▶ HTML5 intellisense supported via additional add-in. Available in Visual Studio Gallery
- ▶ You can start developing HTML5 using Visual Studio 2011 Today!



# DEMO

Visual Studio 2010 and HTML5

[Link: HTML5 Intellisense for VS 2010 and 2008](#)





HTML5

CSS 3.0

Javascript  
(Jquery)



# HTML 5

- ▶ Is terse
- ▶ Additional new tags
- ▶ Common layout idioms get promoted to first class elements
- ▶ Enhanced with Accessible Rich Internet Application (ARIA) 1.0 standard
- ▶ Includes Audio and Video support into standards
- ▶ Support scalable graphics



# HTML5 Syntax

- ▶ Enhancement on controls
  - ▶ `<input type="date", required>`
- ▶ Layout Elements
  - ▶ `<header>`, `<footer>`, `<aside>`
- ▶ Multimedia Elements
  - ▶ `<audio>`, `<video>`
- ▶ Many others....



# HTML Layout design

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

```
<div id="nav">
```

```
<div class="article">
```

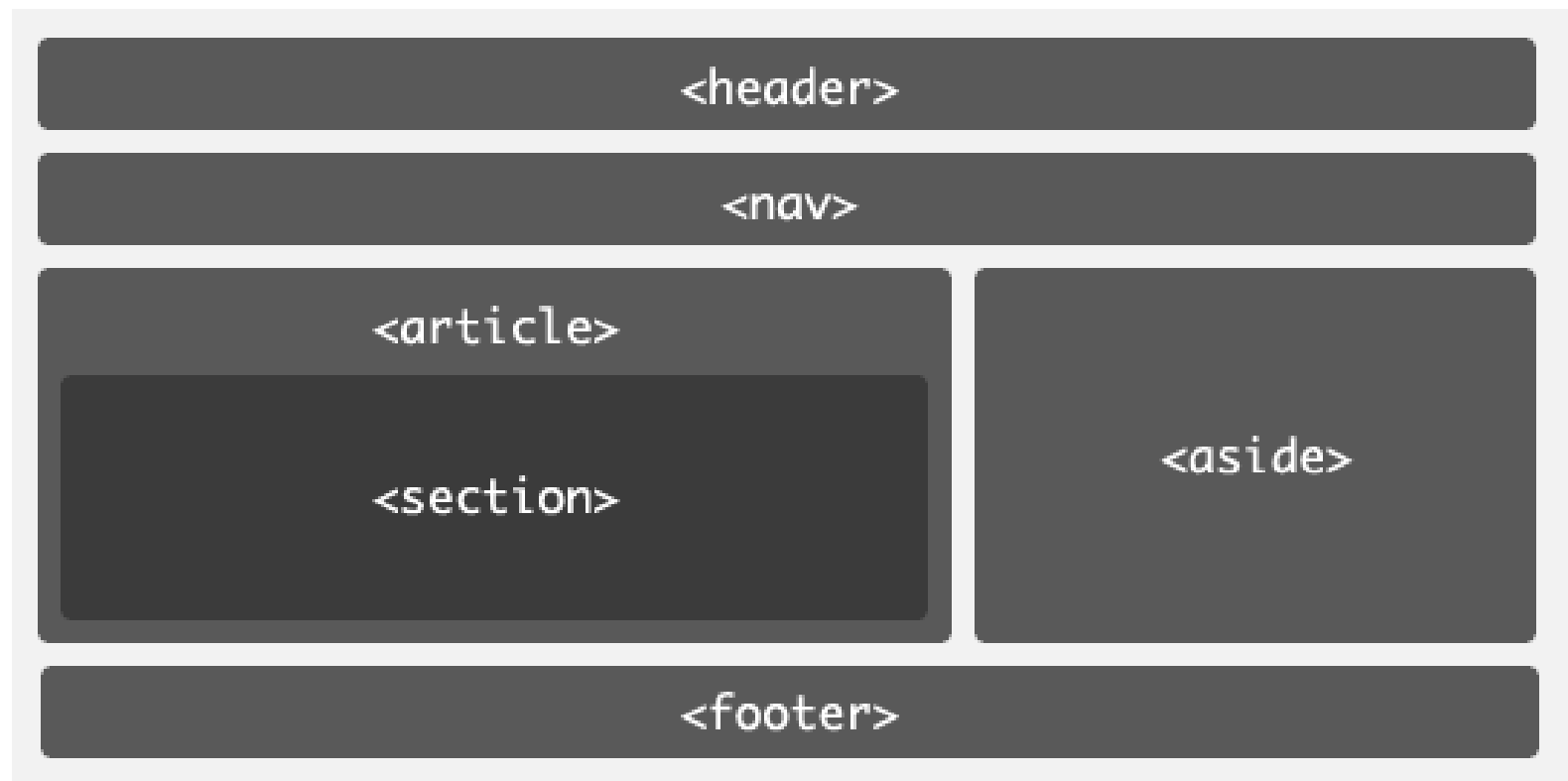
```
<div class="section">
```

```
<div id="sidebar">
```

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



# Recommended Layout for HTML5



# DEMO

Introduction to HTML5



# CSS 3.0

- ▶ Classic CSS still works
- ▶ Reduce graphic designer burden
- ▶ New enhancements
  - ▶ Radius corner
  - ▶ Box-Shadow
  - ▶ Opacity
  - ▶ Columns Layout
  - ▶ Gradient color \* most browser not support yet.



# DEMO

# DEMO

CSS 3.0



# Javascript

- ▶ Recommend JQuery.js
- ▶ For data operation – datajs
  - ▶ Available in Codeplex
  - ▶ Support Odata operations
- ▶ JQuery.tmpl.js
  - ▶ Support template
  - ▶ Prevent cross-site scripting (XSS)



# DEMO

# DEMO

Javascript / JQuery



# Key Take Away

- ▶ Reuse existing HTML skills
- ▶ No rebuild, just enhance of current HTML page
- ▶ Easy to get started
- ▶ Feature detection script is required for the moment
- ▶ Final recommendation of HTML5 specification by W3C is due on 2022
- ▶ Features development is driven by vendors



**Q & A**

Questions & Answers

walter\_wws@hotmail.com

