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core skills you may have learned with its companion book, The Essential Guide to HTML5, HTML5 and JavaScript Projects is fully updated as a second edition and covers important programming techniques and HTML, CSS, and JavaScript features to help you build projects with images, animation, video, audio and line drawings. You'll learn how to build games, guizzes and other interactive projects; incorporate the use of the Google Maps API and localStorage; and address the challenges of Responsive Design and Accessibility. Each project starts out with a description of the example's operation, often with full-color illustrations. You'll then review the HTML5 and JavaScript concepts that relate to the project followed by a step-bystep explanation of the programming used. Tables are used  $P_{Page 32/38}$ 

to show the relationship of functions and provide comments for each line of code so that you can easily apply the techniques to your own HTML5 projects. What You'll Learn Enhance your HTML5 and JavaScript programming skills. Poduce applications combining Canvas drawings, photos, and videos Incorporate Google Maps and geolocation into your projects Build applications requiring persistent data, storing the information locally or on a database on the server Who This Book Is For Developers who have some knowledge of programming and want to build more substantial applications by combining basic features and combining JavaScript with other technologies.

If you don't know about the new features available in Page 33/38

HTML5, now's the time to find out. This book provides practical information about how and why the latest version of this markup language will significantly change the way you develop for the Web. HTML5 is still evolving, yet browsers such as Safari, Mozilla, Opera, and Chrome already support many of its features -- and mobile browsers are even farther ahead. HTML5: Up & Running carefully guides you though the important changes in this version with lots of hands-on examples, including markup, graphics, and screenshots. You'll learn how to use HTML5 markup to add video, offline capabilities, and more -- and you ' II be able to put that functionality to work right away. Learn new semantic elements, such as , , and Meet Canvas, a 2D drawing surface you can program with JavaScript Embed

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