



Html5: Up and Running: Dive Into the Future of Web Development

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If you don't know about the new features available in 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 through 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'll 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 video in your web pages without third-party plugins
Use Geolocation to let web application visitors share their physical location
Take advantage of local storage capacity that goes way beyond cookies
Build offline web applications that work after network access is disconnected
Learn about several new input types for web forms
Create your own custom vocabularies in HTML5 with microdata

Html5: Up and Running: Dive Into the Future of Web Development Details

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From Reader Review Html5: Up and Running: Dive Into the Future of Web Development for online ebook

Monica Willyard says

This is a concise and effective book meant for more experienced web designers wanting to update their skills to use the power of HTML5. Though concepts are explained, prior knowledge of some HTML is assumed. If you just need to know about new elements and properties, this book fills the bill. I keep it on my tech books shelf in my home office.

Jeanne Boyarsky says

“HTML 5 Up and Running” is the print version of the book posted at diveintohtml5.org. It covers the new features in HTML 5 along with which browsers support what (and how to do feature detection.) It's a concise book at 205 pages and sells for just under \$20 dollars.

At the moment, the content is current. This may or may not change depending on how faithfully the browsers implement the spec.

I bought the book for two reasons:

- 1) I read the HTML version in it's entirety and wanted to support the author.
- 2) I like reading books away from the computer and scribbling it them.

Before buying the book, check out the website and see what you think for yourself. For me, it was buy.

David says

Pilgrim's HTML5: Up and Running (H5UaR) is a short book and has a far more conversational tone than I'm used to with O'Reilly technical books. Both aspects are highly appropriate to the nature of the subject.

Pilgrim's greatest strength in H5UaR is acknowledging the sordid history of HTML support, the sordid present, and the no-doubt sordid future. The first chapter is a wonderful (and interesting) bit of history of HTML and MIME Types. I already felt well-versed in the story, but Pilgrim has unearthed some really interesting tidbits which made me feel contemplative and perhaps a little sad.

Chapters 4, 5, and 6 all have chapters titled "What About IE?" which should be taken as a good sign. Building with any web technology is often like erecting buildings upon shifting sands. There are a few bits of bedrock here and there we can count on, but most of the interesting land - the places people want to live on - are out in the dunes. Most browsers just suck, but Internet Explorer blows the sands like that giant storm in the movie "Hildago" we watched just to see what Aragorn of The Lord of the Rings looked like without a beard.

IE is such a Darth Vader of a villain* (complete with Empire-like dominance over the galaxy) to Web developers that to not give it very special consideration in nearly every paragraph of a book like this is to ignore reality to a degree in which all forms of matter are perceived as amorphous cartoon blobs of

translucent meta Jell-O. Thankfully, this book does give that consideration.

In addition to giving realistic guidance into the treacherous landscape of cutting-edge HTML, Pilgrim gives compelling arguments for the use of many tags which are not yet supported, but fail gracefully. My only real complaint in this area is that he gives a mind-bogglingly large amount of space to the subject of microdata (albeit, again, with a good supporting argument), a lot of which may never be supported by anything ever.

In conclusion, I will be using selected bits of HTML 5. I really appreciate the level-headed realism and consideration put into this book.

*Netscape 4 was a rotten, sickly thing that deserved to die. But when IE came out of that ring victorious and entered a new world in which it ruled like a king, it didn't handle the success well. It stopped training for the fights. Its muscle turned to fat. It went through a series of failed relationships in which it abused its trophy wives, hoping that something would make it feel good, like it had back in the 3.0 days, the heat of battle. Opera was there, but without market share it was too small, too "indie", IE had no need to fight it. Oh, but it longed for something real. Something substantial to fill the void. Eventually it turned to the bottle. Friends left it. Slowly, its anger turned inward. All the hatred, the unwanted attention, the painful awkwardness at home - all of that compressed into a tight glowing red core of suffering. It got an air freshener in Version 7. Nothing could mask the stench of decay. It was dipped in chocolate in Version 8. Everyone agreed that though it smelled better, there was still something terrible in the meat. It made your eyes water and you couldn't spit that taste out for days. It festers still. IE hates your damned markup and your damned stylesheets. It hates them! It hates them so much!

Tom Olson says

Originally submitted at O'Reilly

This book is a great resource for those who know about HTML5 but want just a little more information. I found the author provided very complete and understandable information on HTML5 features, such as canvas drawing, multimedia support, geolocation, offline data storage and microdata. I appreciated his first chapter dedicated to the thought process behind HTML, giving some insight of what thought goes into adding standards that usually goes unnoticed. I am also grateful that the ease of adding backward compatibility was also strongly addressed in this book, so hopefully it will encourage developers to refresh their web content. Finally, I most appreciated the microdata section of the book. Although the concept is simple enough, I think this chapter gives the reader a taste of why it's important and useful to add microdata into content.

The only concern I had with the book is the same problem I have with web browsers: the need for frequent updates. Since all common browsers have very inconsistent support for HTML5, and will be adapting very quickly to adopt new portions of the specification. Thankfully, the author maintains a website that complements the book very well, so current information should always be available rather easily.

Chad Warner says

This short book is packed with HTML5 examples, aimed at those already familiar with HTML. Because I build websites, not web apps, I was more interested in the new semantic elements, forms, audio, and video than in canvas, geolocation, local storage, and offline web apps.

This book explains more of HTML's history than other HTML5 books I've read, which I actually enjoyed. I didn't know much about microdata, so it was enlightening to see how search engines can extract information from microdata to provide better search results, such as in Google Rich Snippets.

I liked Introducing HTML5 better (my review).

Notes

Use Modernizr to detect HTML5 support.

It's OK to use more than one h1 per page, as long as each one is within a different sectioning element.

Krishnam Raju says

nice

Wm says

I don't have a deep knowledge of code so I can't speak to whether or not all of that stuff is well wrought or not (it's unlikely, for example, that I'm going to be doing anything with the canvas element). But Pilgrim's explanations of the state of the field of html and how we arrived at where we're at as well as why html5 makes things easier are thorough, understandable and entertaining (assuming you're the kind of person who can find the foibles of standards groups and cludge hacks entertaining). I came away with a much better understanding of stuff that I had only gotten in bits and pieces before.

Andrew says

I read this in its Internet form, where it's called Dive Into Html5, and it's great! In addition to being a great history and overview of the evolution of Html, the e-book also acts as a simple but effective application of Html5 techniques and features. This is one of the few books that actually works better as an e-book.

My only gripe was that it's effectively covering a technology in its infancy (not really its fault, of course), and had to include "Feature not implemented" disclaimers for a lot of things. It was also a bit repetitive with it's javascript feature detection code, which are more-or-less the same code for each new element.

Nevertheless, if you're looking to get started on the future of the web, look no further than this well made--and free!--book. It rocks!

Pote says

A perfect introduction into the new features in HTML5. Gives the reader (at least reading the e-book) tons of links to examples and a plethora of resources for further information and more in-depth articles, along with recommendations for tools that will be of use to any web developer. Many of the new features in HTML5 are not yet supported by various browser, depending on the feature and browser version, so this book serves as

somewhat of a glimpse as to where the web is (or may be) heading in the near future. Offers detailed descriptions of how each feature will be implemented by many different platforms (Windows/Mac/Linux/Android/iPhone/iPad). Provides some interesting history lessons on the development of the web and the HTML standards. Gives comprehensive data on how to detect the implementation of various new features in browsers, through tools and script.

Easy to read/understand/work with. Read it in one afternoon/evening, and have plenty more information from it to keep me busy for awhile. For a computer/programming book, it was actually a fun read.

Eric Phetteplace says

I actually read the free e-book available over at diveintohtml5.org but that's not enough of a real book to qualify on Goodreads, being hosted on the author's website and all. Great book overall, replete with bits of history and working code. I like that each HTML5 feature was prefaced with a list of supporting browsers and Pilgrim provides a fallback for almost every function. The example sites were pretty useful as well. Very accessible even for those of us with no Javascript knowledge. I think the book would be particularly valuable for people building web apps trying to harness some of the more advanced features of HTML5 (offline storage, geolocation) but even as a low-level, front-end person I was able to take several handy tricks away and immediately upgraded some forms I had written.

Vojta Svoboda says

Celkem podrobná knížka, v?etn? historických návazností. Nejenom základní popis, ale i ukázka nap?. kreslení na canvas. Pro rychlý p?ehled je lepší spíš knížka "HTML5 for Web Designers - Jeremy Keith".

Podrobn? je rozebráno: detekce podpory HTML5 (vše m?í?í na knihovnu Modernizr); nové sémantické tagy; a možnosti kreslení jednotlivých element?; v?etn? ukázat konvertování videa na r?zné formáty; geolokace; localStorage; offline; nové typy input prvk?; mikrodata.

Chyb?l mi popis: Web Workers, contentEditable, Drag&Drop.

N?které sekce až zbyte?n? roztahané, nap?íklad kde se rozebírá p?evod video formát?, vysv?tluje se co je to mp3/mp4. Nebo sekce mikrodata, kde autor rozepisuje detailní použití asi na 5ti p?íkladech.

Kathy Davie says

A how-to manual that explores the new offerings of HTML5.

My Take

Interesting, but I didn't feel that it was getting me *up and running*!

First, let me say that this is more for an intermediate experienced web designer who already is comfortable with coding in HTML and CSS although if the book was intended for more advanced users, I don't understand why he spent so much time on the history of HTML.

I found the whole book uneven with some of his topics too briefly peeked at while others went into much greater depth. Pilgrim skimmed the new elements introduced with HTML5, and was as unclear as everyone else in the proper use of `<section>` and `<article>`. Actually, in some respects, he was worse. There's a very brief mention of Modernizr which could have been left off for all the good it did.

The good parts. Yes, in spite of my whining, there was a chunk of useful information that Pilgrim explained well. I finally grasp how `<hgroup>` is supposed to be used and I loved his explanation of a codec. It finally makes sense! Yes!!

I enjoyed his discussion of the new tags for forms and, while he did a reasonable job of explaining the tangle of video formats and codecs, it was still a confusing tangle that didn't get untangled until just about the last sentence. I'll stay with YouTube for my videos...eek!

The section on microdata. Well, once I researched Google's Webmaster Tools Help section, Pilgrim's pages finally made more sense.

He spends quite a bit of time explaining the use of `<canvas>` and a decent amount on videos, Local Storage, and the new offline capabilities (I am so looking forward to implementing this one!), but it's still too far in the future [for me!] to dive into a total dissection of it all.

On the whole, it was interesting, but I'm not sure it's worth the \$30.

The Cover

It's your basic O'Reilly publication with a white background. *HTML5* is in white with a teal green rectangle with some sort of deer perched on top of the rectangle. I suspect it would be a good guess that the deer is meant to embody the *Up and Running* portion of the title!

As for the title, yes, it is *HTML5*, but I would beg to differ as to whether it would get me *Up and Running*. No, I take that back. It did have me running. Running to do more research...

Kris says

Some time ago I took it upon myself to try to learn, or at least familiarize myself with HTML5. I took out a stack of books from the library, including this one, and resolved to try and read through all of them. Time went by and my desire to learn waned, but I still held onto the hope that I would eventually at least look through them, become somewhat familiar with the concepts, even if I couldn't really write code.

I eventually had to return the books. And then I took one out again! And it still had the library receipt from last time!

So, admittedly, this was not the best choice for an introduction to HTML5. I would have been better off with a "Dummies" book, I suppose, but I've used other O'Reilly books in the past and they've been pretty good to me. This book wasn't bad to me, but it wasn't very good either. It's not even that it was too advanced; the problem was that this book had no idea who its audience was, and what it wanted to be. It starts out pretty basic, basically talking to the reader like they have no idea what "standards" or "codecs" are. But in short order, like maybe around chapter 3, it gives up all pretense of starting from...any kind of beginning, and assumes you've been coding for years and the level of discourse shoots up. The book at this point, is

definitely aimed at people who just need some kind of quick primer of the changes in HTML5, or a reference guide. Which is fine, and it's actually pretty well-written: very patient, goes through everything step-by-step, and repeats itself a lot. A LOT. Even if I had absolutely no hope of actually learning to code just by reading it, I do understand a lot more now, and I think I'm ready to find a book that's a little more basic.

Alessandro Pellizzari says

Una guida introduttiva alle principali novità di HTML 5. Tratta principalmente quello che è già supportato da diversi browser, invece di perdere troppo tempo in funzionalità non ancora ben definite nello standard e non supportate. Non tratta assolutamente delle novità di CSS3 e Javascript2, ognuna delle quali avrebbe richiesto un manuale a parte. Ottimo lo specchio riassuntivo con le versioni minime dei browser richiesti per ogni funzionalità, la trattazione di come "adattare" i vecchi browser e soprattutto lo stile di scrittura lineare, simpatico e mai noioso. Ottima anche l'appendice finale riassuntiva e molto utile il capitolo sui microdati (formato "concorrente" dei microformati).

Toon says

I can honestly say I really enjoyed reading this book. The writing style is very conversational, witty and light-hearted. It is, in fact, more or less a printed version of hdivintohtml5.org/, which might partly explain the informal style.

The book gives a proper overview of what HTML5 is and isn't, and what you can do with it right now.

Strangely, though, it does not give a complete overview of *all* the new tags, just the most important ones. It *does* provide a detailed description of how to convert video files using Handbrake. Which is of limited use, since the video tag is one of the more problematic tags to start using right now.

It also has quite a few pages on microdata, with lots of repetitive content and elaborate descriptions and examples for namespaces that aren't yet supported in any browser or search engine.

That's a bit odd, but it might also be explained by the origin of the book. Seen as a living, breathing website, the text can be modified and annotated as browser support increases and elements become more or less important.

As a HTML5 primer though, it could've been 50 or 60 pages shorter and just as useful. I think this book would have benefited from more substantial editing.
