

UNIVERSITY OF
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HTML5

COMP3220 Web Infrastructure

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What is HTML5?

A major revision of HTML

- Started in 2004 by WHATWG
- Adopted by W3C in 2007
- W3C Recommendation in 2014
- Largely driven by browser manufacturers

HTML



Why HTML5?

Usage of HTML in the wild had changed

- Greater emphasis on JavaScript-based web applications (AJAX, XMLHttpRequest, etc)
- Concerns about widespread use of Adobe Flash for interactivity (openness, reliability, security, performance)
- Concerns about consistency of handling invalid markup (browser “quirks modes”)
- Overuse of generic semantics-light markup (div and span for everything)

W3C efforts lay in a different direction (XHTML 2.0)

HTML5 design principles

Compatibility

- Support existing content (HTML 4 and earlier, broken markup)
- Degrade gracefully (work well in older browsers)

Utility

- Separation of concerns (content versus presentation)
- Priority of constituencies (users > authors > implementers)

Interoperability

- Well-defined behaviour
- Graceful error handling

Universal access

- Work on all platforms
- Work for all users

HTML5 design principles in practice

- Define what should happen when a browser gets bad markup (cannot assume well-formed or valid HTML)
- Define APIs that improve programmatic access to document and browser (HTML5 as Flash-killer)
- Define markup that better captures document semantics (better alternatives to span and div)

Notes on HTML5 parsing

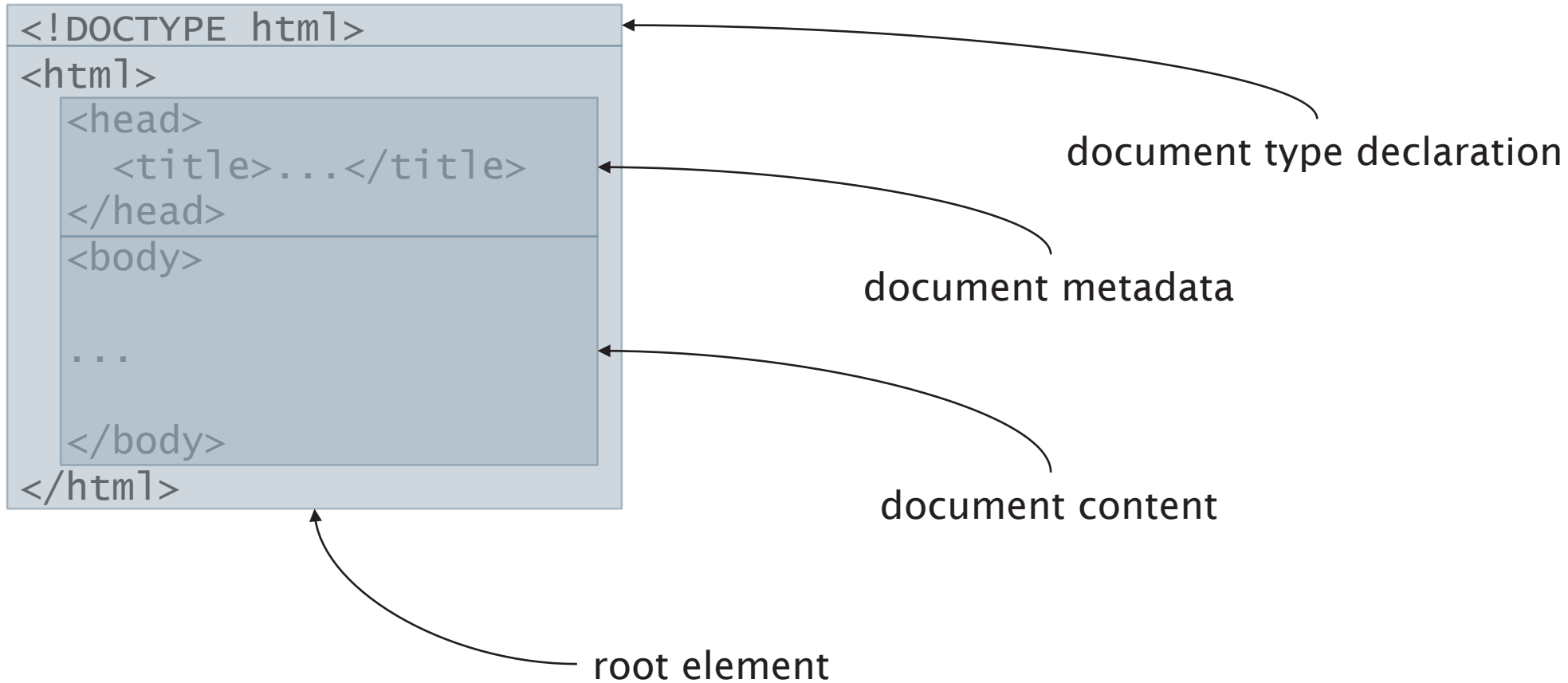
HTML 4.01 (and earlier) and XHTML define a document grammar

- Declarative definition
- Describes the structure, but not how the structure should be processed
- Behaviour with ill-formed or invalid documents is undefined

HTML 5 also defines a document grammar

- Procedural definition
- Describes the process by which a compliant implementation should parse an HTML5 document (i.e. state machine)
- Defines behaviour with ill-formed or invalid documents

HTML5 top-level structure



Document-level metadata

Document title	<title>
Base URI	<base>
Document-level links	<link>
Presentation information	<style>
Other metadata	<meta>

Flow content

Things that behave like paragraphs...

- Paragraphs `<p>`
- Lists `` `` `` `<dl>` `<dt>` `<dd>`
- Figures `<figure>` `<figcaption>`
- Quotations `<blockquote>` `<pre>`
- Miscellaneous `<hr>` `<main>` `<div>`
- Headings `<h1>` `<h2>` `<h3>` `<h4>` `<h5>` `<h6>`

Flow example

```
<!DOCTYPE html>
<html>
  <head>
    <title>My Document</title>
  </head>
  <body>
    <h1>This is an example HTML document</h1>
    <ol>
      <li>First paragraph</li>
      <li>Second paragraph</li>
    </ol>
    <p>This is the first paragraph. <em>It doesn't really say
      very much.</em> Now is the time for all good men to come
      to the aid of the party.</p>
    <p>This is the second paragraph. The quick brown
      <a href="http://example.org/">fox</a> jumped over the
      lazy dog.</p>
  </body>
</html>
```

a top-level heading

an ordered list

the items in the list

a paragraph

another paragraph

Phrasing content

Things that behave like the contents of paragraphs...

30+ elements for structuring text within paragraphs

- Links `<a>`
- Emphasis `` `` `<i>` ``
- Abbreviations `<abbr>` `<dfn>`
- Quotes and citations `<q>` `<cite>`
- Dates, times `<time>`
- Bidirectional text `<bdi>`
- Ruby annotations (pronunciation guides for East Asian typography – furigana, etc)

Phrasing example

```
<!DOCTYPE html>
<html>
  <head>
    <title>My Document</title>
  </head>
  <body>
    <h1>This is an example HTML document</h1>
    <ol>
      <li>First paragraph</li>
      <li>Second paragraph</li>
    </ol>
    <p>This is the first paragraph. <em>It doesn't really say
    very much.</em> Now is the time for all good men to come
    to the aid of the party.</p>
    <p>This is the second paragraph. The quick brown
    <a href="http://example.org/">fox</a> jumped over the
    lazy dog.</p>
  </body>
</html>
```

some emphasised text



a link



Sectioning content

Elements that can be used to group together paragraph-like things:

- Main body, headers and footers
- Articles
- Sections
- Asides
- Navigation

<main>

Represents the dominant content of the body of a document

- Should be no more than one <main> element in a document

```
<header><nav><a href="/">Home</a></nav></header>
```

```
<main>
```

```
  <h1>The history of the web</h1>
```

```
  <h2>Introduction</h2>
```

```
  <blockquote>
```

```
    <p>Where shall I begin, please your Majesty?</p>
```

```
    <p>Begin at the beginning, the King said gravely, and go on  
    till you come to the end: then stop.</p>
```

```
    <cite>Alice's Adventures in Wonderland; Lewis Carroll</cite>
```

```
  </blockquote>
```

```
  ...
```

```
</main>
```

<header>

Represents introductory content for its nearest ancestor, typically contains a group of introductory or navigational aids.

- When the nearest ancestor is the body element, then it applies to the whole page

<header>

```
<h1>Scalable Vector Graphics (SVG) 1.2</h1>
```

```
<p>W3C Working Draft 27 October 2004</p>
```

```
<ul>
```

```
  <li><a href="http://www.w3.org/TR/2004/WD-SVG12-20041027/">This version</a></li>
```

```
  <li><a href="http://www.w3.org/TR/2004/WD-SVG12-20040510/">Previous version</a></li>
```

```
</ul>
```

```
<p>Editor: <a href="mailto:dean@w3.org">Dean Jackson, W3C</a></p>
```

</header>

<footer>

Represents a footer for its nearest ancestor, and typically contains information about its section (who wrote it, links to related documents, copyright data, etc)

- May contain entire sections: appendices, indexes, colophons

<footer>

```
<nav>
  <ul>
    <li><a href="/credits.html">Credits</a></li>
    <li><a href="/tos.html">Terms of Service</a></li>
    <li><a href="/index.html">Blog Index</a></li>
  </ul>
</nav>
<p>Copyright © 2009 Gordon Freeman</p>
```

</footer>

<article>

Represents a complete, or self-contained, composition in a document, page, application, or site and that is, in principle, independently distributable or reusable

- A forum post, newspaper article, a blog entry, comment, etc

<article>

```
<header>
```

```
  <h1>The Very First Rule of Life</h1>
```

```
  <p><time>3 days ago</time></p>
```

```
</header>
```

```
<p>If there's a microphone anywhere near you, assume it's hot and  
  sending whatever you're saying to the world. Seriously.</p>
```

```
<footer><a href="?comments=1">Show comments</a></footer>
```

</article>

<section>

Represents a generic section of a document or application, a thematic grouping of content

- Part of something else (unlike an article, which is a thing in its own right)

```
<article>
  <header><h2>Apples</h2></header>
  <p>The apple is the pomaceous fruit of the apple tree.</p>
  <section><h3>Red Delicious</h3><p>These bright red apples are the
    most common found in many supermarkets.</p></section>
  <section><h3>Granny Smith</h3><p>These juicy, green apples make a
    great filling for apple pies.</p></section>
</article>
```

<aside>

Represents a section of a page that consists of content that is tangentially related to the content around the aside element, and which could be considered separate from that content

- Pull quotes, sidebars, footnotes, endnotes, etc

<aside>

```
<h1>Switzerland</h1>
```

```
<p>Switzerland, a land-locked country in the middle of geographic Europe, has not joined the geopolitical European Union, though it is a signatory to a number of European treaties.</p>
```

</aside>

<nav>

Represents a navigation block that groups links to other pages or to parts of the current page whose role is purely navigation

```
<nav>  
  <ul>  
    <li><a href="/">Home</a></li>  
    <li><a href="/events">Events</a></li>  
    <li><a href="/contact">Contact us</a></li>  
  </ul>  
</nav>
```

Tables

Expressive data model for tables

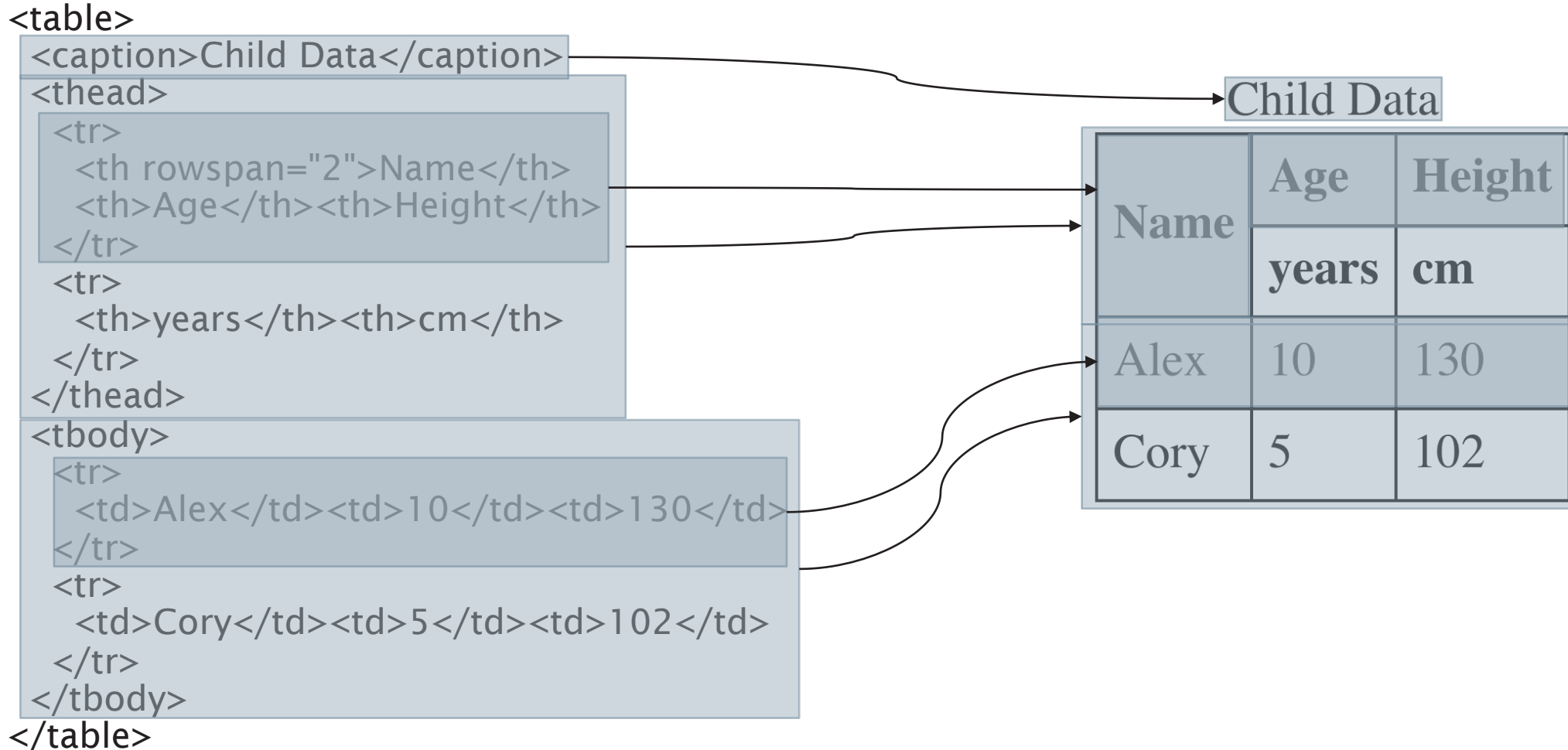
- Table header, body, footer
- Row-by-row data
- Grouping of columns

```
<thead> <tbody> <tfoot>
```

```
<tr> <th> <td>
```

```
<colgroup>
```

Table example



Forms

Structured data entry widgets

- Text fields
- Buttons (including checkboxes and radio buttons)
- Date/time pickers
- Colour pickers
- File upload
- Sliders
- Single/multiple selections
- Progress indicators and meters

Embedded content

Images	<code></code> <code><map></code> <code><area></code>
Multimedia	<code><video></code> <code><audio></code> <code><picture></code> <code><track></code> <code><source></code>
Nested documents	<code><iframe></code>
Miscellaneous	<code><object></code> <code><embed></code>

HTML5 vs HTTP content negotiation

Most HTTP content negotiation is on format (i.e. media type)

Server-driven content negotiation has drawbacks

- Difficult for servers to choose an appropriate format without knowing the user's intent
- Clients often don't realistically advertise their preferences (i.e. Accept: */*)

Client-driven content negotiation also has a significant drawback

- An extra HTTP round trip

HTML5 provides an alternative via the <source> element:

```
<video width="400" height="300">  
  <source src="/media/intro.webm" type="video/webm">  
  <source src="/media/intro.mp4" type="video/mp4">
```

This browser does not support the HTML5 video element.

```
</video>
```

fallback content



Further Reading

HTML5.2 Spec

<https://www.w3.org/TR/html52/> (not for the faint-hearted)

WHATWG HTML Living Standard

<https://html.spec.whatwg.org/> (over 1200 pages!)

W3Schools HTML5 Tutorial

<https://www.w3schools.com/html/> (accessible tutorials)

Mozilla Developer Network

<https://developer.mozilla.org/en-US/docs/Web/HTML> (comprehensive reference resource)

Next Lecture: Web APIs