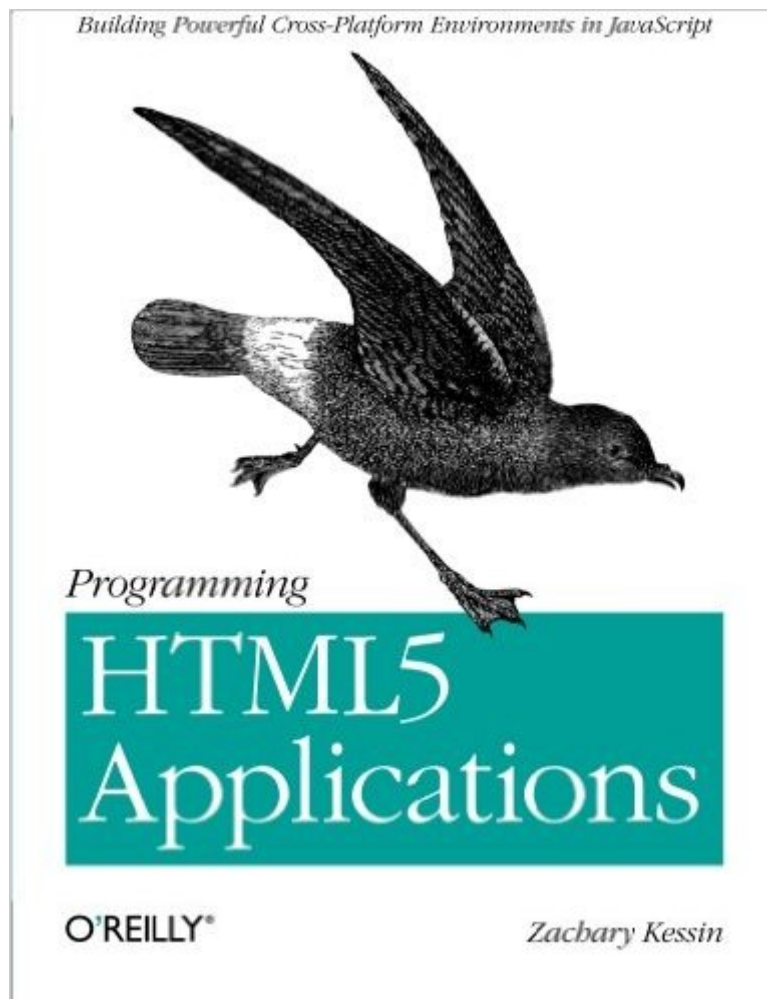


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# Programming HTML5 Applications: Building Powerful Cross-Platform Environments In JavaScript



## Synopsis

HTML5 is not just a replacement for plugins. It also makes the Web a first-class development environment by giving JavaScript programmers a solid foundation for building industrial-strength applications. This practical guide takes you beyond simple site creation and shows you how to build self-contained HTML5 applications that can run on mobile devices and compete with desktop apps. You'll learn powerful JavaScript tools for exploiting HTML5 elements, and discover new methods for working with data, such as offline storage and multithreaded processing. Complete with code samples, this book is ideal for experienced JavaScript and mobile developers alike. Store session data in the browser with local storage objects Save trips to the server: store larger amounts of data with IndexedDB Give browsers limited access to a user's system to read and upload files Take your app offline and speed up page loading when it's online Use Web Workers to create multithreaded applications Transfer data between browser and server more efficiently with Web Sockets Learn about HTML5 tags for forms, multimedia, graphics, and geolocation "HTML5 is all the rage these days, but it's more than just a buzzword. Programming HTML5 Applications provides the knowledge to guide you through all the new technologies needed to make modern web applications."--Ralph Whitbeck, cohost of The Official jQuery Podcast

## Book Information

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## Customer Reviews

Normally, I'm a huge fan of O'Reilly books and at any given moment, I have a pile of them sitting on my desk when I work. I was really looking forward to this book and I was very disappointed when it

arrived. The table of contents looked great and the book covered topics that I was very interested in. Unfortunately, there was so little depth that it was virtually useless to me. In most cases, the examples were trivial and in some cases, I felt as though the author was simply telling me that the feature existed. This is not the quality that I expect from O'Reilly.

The book is okay. It hits the major parts of the programming aspects of HTML5 with coverage of Local Storage, IndexedDB, Files, Offline Applications, Web Workers, and Web Sockets. At the beginning of the book it has a primer on JavaScript to get you warmed up with all the JavaScript programming and a list of JavaScript Tools you should know at the end. The last chapter has a quick summary of the new tags in HTML5 that aren't discussed in the book. Sprinkled throughout the book are coverage of jQuery libraries that help with these HTML5 programming features as well as the functionality in ExtJs. It's a solid book. The problem is that there are a lot of books on the market that touch these features and do it better in my humble opinion. If you are new to the programming features of HTML5 as well as JavaScript, I think you'll love Head First HTML5 Programming. It does a fantastic job of teaching you JavaScript as well as many of the programming features in HTML5 using a problem-solution approach. If you are a beginner and looking for greater coverage of HTML5 both on the new tags and programming aspects, I was quite impressed with HTML5: The Missing Manual. It has 3 times the number of pages and does a really nice job of teaching you the basics of HTML5. It also mentions numerous online resources throughout the book that is worth the price of the book alone. Again, Programming HTML5 Applications is an okay book. I just think there are better ones available.

If you have absolutely no idea what goes into a JS-based fat client, then this is a good book to get you started on your way toward understanding most of the concepts involved. If you have done any amount of actual work on such a beast, you're pretty unlikely to learn anything new here. I think its single greatest purpose would be to educate product managers with little to no idea what it is front end web engineers do these days.

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Stitch: for Beginners - Cross Stitch Patterns - Cross Stitch Guide - Cross Stitch Explained for Starters (Cross Stitch Books for Dummies - Cross Stitch Tips - Cross Stitch 101) Exam Ref 70-480 Programming in HTML5 with JavaScript and CSS3 (MCSD): Programming in HTML5 with JavaScript and CSS3 JavaScript: QuickStart Guide - The Simplified Beginner's Guide To JavaScript (JavaScript, JavaScript Programming, JavaScript and JQuery) Javascript: Learn Javascript In A DAY! - The Ultimate Crash Course to Learning the Basics of the Javascript Programming Language In No Time (Javascript, ... JSON, Javascript Development Book 1) JAVASCRIPT: Easy JavaScript Programming For Beginners. Your Step-By-Step Guide to Learning JavaScript Programming (JavaScript Series) Learning PHP, MySQL & JavaScript: With jQuery, CSS & HTML5 (Learning Php, Mysql, Javascript, Css & Html5) XML Programming Success in a Day: Beginner's Guide to Fast, Easy, and Efficient Learning of XML Programming (XML, XML Programming, Programming, XML Guide, ... XSL, DTD's, Schemas, HTML5, JavaScript) HTML5: Discover How To Create HTML 5 Web Pages With Ease (HTML5 CSS3 JavaScript) JAVASCRIPT: JavaScript in 8 Hours, For Beginners, Learn JavaScript Fast! A Smart Way to Learn JS, Plain & Simple, Learn JS Programming Language in Easy Steps, A Beginner's Guide, Start Coding Today! Programming: Computer Programming for Beginners: Learn the Basics of Java, SQL & C++ - 3. Edition (Coding, C Programming, Java Programming, SQL Programming, JavaScript, Python, PHP) Programming #8:C Programming Success in a Day & Android Programming In a Day! (C Programming, C++programming, C++ programming language, Android , Android Programming, Android Games) Programming #57: C++ Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++for beginners, C++, Programming ... Programming, Android, C, C Programming) From null to full HTML5 cross platform game Head First HTML5 Programming: Building Web Apps with JavaScript Enyo: Up and Running: Build Native-Quality Cross-Platform JavaScript Apps Cross-Platform Development in C++: Building Mac OS X, Linux, and Windows Applications Cross-Platform Development in C++: Building Mac OS X, Linux, and Windows Applications (Adobe Reader)

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