Introducing HTML5

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Suddenly, everyone's talking about HTML5, and ready or not, you need to get acquainted with this powerful new development in web and application design. Some of its new features are already being implemented by existing browsers, and much more is around the corner.
Written by developers who have been using the new language for the past year in their work, this book shows you how to start adapting the language now to realize its benefits on today's browsers. Rather than being just an academic investigation, it concentrates on the practical--the problems HTML5 can solve for you right away. By following the book's hands-on HTML5 code examples you'll learn:
new semantics and structures to help your site become richer and more accessible
how to apply the most important JavaScript APIs that are already implemented
the uses of native multimedia for video and audiotechniques for drawing lines, fills, gradients, images and text with canvas
how to build more intelligent web formsimplementation of new storage options and web databaseshow geolocation works with HTML5 in both web and mobile applicationsAll the code from this book (and more) is available at www.introducinghtml5.com.
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There appear to be intermittent problems with the first printing of Introducing HTML5. If you have one of these copies, please email us at ask@peachpit.com with a copy of your receipt (from any reseller), and we'll either provide access to the eBook or send you another copy of the print book -- whichever you prefer. If you'd like the eBook we can add that to your Peachpit.com account. You can set up a free account at www.peachpit.com/join http: //www.peachpit.com/join>. Thanks so much for your understanding!

Introducing HTML5 Details

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From Reader Review Introducing HTML5 for online ebook

Parthan Ramanujam says

Provides a concise way of understanding the new elements of the semantic web and how they stand along with their long existing co-elements

Pranay Kothapalli says

All the new things and everything you need to know about HTML5.

Allan Kent says

Bruce Lawson makes me swoon.

Zignorp says

Pretty great jumping off point, I got the first edition out of the library, then bought the 2nd edition, glad I waited for it. For technology that's still changing, with levels of support growing all the time, this does a good job for a static resource, and I have always really liked both authors for their ability to nail things down, weigh pros and cons of different options and technologies (saving me time) and still include plenty of cool stuff. It's definitely an introduction, I'd like to read more...

Mary Zimnik says

I'm using this in my HTML5 class I teach at Emory University Continuing Ed in the Web Design/Development Certificate. I find it to be a great starter book for anyone who needs to bridge from 4 to 5. That said, do be sure you are strong with the HTML4 standard before moving on to 5 (as well as CSS2, CSS3 and JavaScript since you'll use a lot of JavaScript with the Canvas Element). This book is a great first step, providing a real world, real language methodology to understanding how the long-term standard will change and to what degree those changes will influence interface design for Web and mobile/smart technology.

Sijmen says

This is how most introductory tech books should be written. A gentle introduction that doesn't skip over anything important and points out some important caveats, in a nice and informal style with enough humour without overdoing it.

My copy, presumably first edition, has some misaligned colours which leads to blurry text here and there, especially in the coloured code listings. I also noticed some small copy mistakes but I trust that's been fixed with more recent editions.

Igor says

This is good book to get familiar with the HTML5 and all the new API's and specifications that are or will be implemented in HTML5. This is more theoretical book and it is not that heavy with code examples, which for me personally was good thing because I wanted to get familiar with the new features that are in HTML5 and when you should use them and when not.

As the title says "Introducing" this book introduces as with all the new things in HTML5. If you like to know more about some specific topic like canvas, geolocations, ... it is best to buy specific book for that topic.

The only difficult thing for me was to understand some words or phrases because English is not my native language and this book is written in British-English which for me is more difficult to understand than US English.

It good if you have some basic knowledge in HTML, CSS and JavaScript because the authors are assuming that.
Very big plus for this book is that the authors have big background/experience in HTML and web related technologies and they are very well familiar with the evolving HTML5 specifications.

Ash Moran says

I'm a software developer and most of the stuff I work on is web-related. But I've done primarily server-side work, and I've been put off doing more client-side development due to the poor programming model in web browsers. As The Register once put it, *In Web 2.0, we are able to create a Rich Internet Application, and give the user the experience he deserves. Careful observers may notice, however, that the programming model has lost some of its former coherence*. I read this book in the hope it would convince me the browser is ready for prime time development, or at least close enough that it's now worth investing significant time to learn about.

For my purposes, then, *Introducing HTML5* has been a worthwhile read. It covers not only HTML5 (new, semantic, markup, forms, audio and video, data storage, offline support, canvas etc), but also some related technologies, such as CSS3, SVG, geolocation, web workers and web sockets. Actually I'm still a little hazy on what's inside the HTML5 spec and what's out - it is described, but the book is basically a summary of the important bits of HTML5 plus a few related (new, trendy) technologies.

The authors specifically state that the book is not complete, but it does contain a wealth of advice from practical experience using HTML5 technologies. I read the second edition, which is up-to-date as of some time 2011, but it's notable that they talk about Chrome 12, when I'm writing this review in Chrome 16 already.

The book has quite a lot of code snippets, but it's not a programming manual. Other reviewers have complained about the amount of code. If all you know is HTML markup and CSS, the code may frequently be useless to you. On the other hand, this book doesn't feel like a suitably detailed reference for heavy development.

After I'd read this I came away with the feeling I'd read the world's longest introductory HTML5 blog post. And that's it's strength and weakness. If you'd like an easy to read, whirlwind tour of (almost) the latest web technologies and their associated gotchas, this book is great. If you need more detailed, rigorous documentation, this is not the book you are looking for. For me, it answered my question: HTML5 is not ready for prime time, but it is close enough I should start learning more right away.

Nick Garza says

Flipped through this book. Its too simple and out of date to be of any use in 2018.

Khang Nguyen says

One of the first book on smoking hot HTML5. Was it useful? Uhm, yeah, it actually was. Just that if you want to learn about HTML5, the web is a better publication platform (hell, you can even inspect the HTML while reading). By the time I write this review HTML5 spec was finalized and is different from what it was. The authors DID acknowledge that drawback and did a good job providing online resources for HTML5 learner. Though I got the general picture of HTML5 from this book, much of the practical knowledge is from http://diveintohtml5.info/ (and yeah, it is free)

Vladimir Rybalko says

I disappointed. I had bought this book some years ago when HTML 5 was a new and modern technologies. I had not time for reading it for years. But when I read it I didn't get any good emotions.
The book is a really not good. There is a lack of explanations, poor examples and stupid author's jokes. Even some goods API and interesting HTML 5 abilities are not be able to change the bad first opinion.

Spencer says

Bruce Lawson and Remy Sharp are defiantly people who know their stuff when it comes to HTML5. The book is readable for most users familiar with HTML at all, but also goes very advanced with regard to video.

I'd recommend Chapters :
1 HTML 5 Structure
2 Text
3 Forms
and
6 Data Storage

All the other chapters are designed for people wanting to implement, workers, GeoLocation aware webpages, Drag and Drop and I find them to be waaaaaayyy above my skill level.

Caitlin says

A great introduction to HTML 5 - well-written and actually fun while not eclipsing the technical content that makes it a useful book. My only negative remark (which is why it's received 4 stars instead of 5) has to be about the quality of the print, which in my edition (and others I've seen) is a little on the cruddy side - in particular poor registration renders a certain amount of the text fuzzy and in some places you actually need to peer and really concentrate to work out what the text says. These spots are few though and while it's not great, for the most part I would say that the quality of the writing and information makes it a worthwhile book. I really hope the publishers sort out the printing problems quickly though. It's a shame that such a great book is marred by such poor production.

Josh says

The book tended to venture outside the domain of HTML5 and would be better described as a book about new web technologies whose primary focus is the changes to the standard brought by HTML5. I'm not complaining about the inclusion of APIs that aren't part of the HTML5 spec, though. Web Sockets and the like are extremely important to web app development going forward and I'm glad I got a taste of how to use the technology.

The authors are pretty heavy on the assumption of a JavaScript background, too. But my experience is that if you have some programming background, you don't necessarily need to be familiar with JS to get the gist of what the code is accomplishing. Prior to reading this book I had a very basic understanding of web development technologies and I was able to understand all the HTML, CSS and JS and I learned quite a bit from reading it.

Chad Warner says

An entertaining introduction to HTML5 with real-world examples. Bruce Lawson and Remy Sharp have a creatively funny writing style, and I laughed at many of their code samples. The book covers several topics: structure, text, forms, video and audio, canvas, data storage, offline, drag and drop, geolocation, and messages, workers, and sockets.

I liked the chapters on structure, text, forms, and video and audio. The remaining sections were good for me to read about, but I won't likely be using them soon since I'm a web designer, not developer. I definitely didn't get as much out of this book as I would have if I knew more JavaScript. I'm currently learning JavaScript through Lynda.com.

SitePoint recommended this book. I enjoyed it much more than Sams Teach Yourself HTML5 in 10 Minutes.

Notes

- Use Modernizr for backwards compatibility with older browsers.
- The Internet Archive will convert and host audio and video for free.