HTML5, CSS3 and the future of the Web

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Thesis, Antithesis, Synthesis

A look to the past to understand the future
Thesis

- Early web development
  - Very incipient, rough
  - Lack of standardization
  - Proprietary browser features and browser specific development
  - Early adoption of new features
  - Tools, technologies and development techniques undefined
  - Browser wars: IE has won
  - Technology by technology
  - Web in constant and fast evolution
Antithesis

- Web Standards
  - Strong standardization initiative
  - Support to multiple browsers and platforms
  - a11y, L10n, i18n
  - Structure, Presentation and Behavior layered
  - Tools, technologies and development techniques more well defined
  - Degradation techniques
  - New features not widely supported can not be used
  - Web evolution slowing down
Synthesis

• Coming soon
  - HTML5 and CSS3 specifications bringing new and awaited features
  - Less strictness on standards: HTML5 is less strict than XHTML
  - Developers more educated
  - Development not entirely browser coupled, but some restrictions/requirements need to exist
  - Browsers “Grand Prix” (?)
  - Adoption of new features combined with degradation techniques
  - IE6 must die (?) –> http://tr.im/ie6mustdie
  - Web moving forward again
HTML5 and CSS 3

What is new anyway?
HTML5

• **W3C changes focus:**
  - **2009-07-02:** Today the Director announces that when the XHTML 2 Working Group charter expires as scheduled at the end of 2009, the charter will not be renewed. By doing so, and by increasing resources in the HTML Working Group, W3C hopes to accelerate the progress of HTML 5 and clarify W3C's position regarding the future of HTML. A FAQ answers questions about the future of deliverables of the XHTML 2 Working Group, and the status of various discussions related to HTML. Learn more about the HTML Activity. (http://www.w3.org/News/2009#item119)
HTML5

• Features:
  - Revised and improved semantics including **section** tags
  - **audio**, **video** tags and API to direct HTML embedding
  - **canvas** element for scriptable graphics rendering on the fly
  - Native drag and drop API
  - Local storage support to make applications even more desktop-like
  - Cross-document messaging
  - Geo Location API: especially important for mobile applications
HTML5

• Who is using:
  - HTML5 gallery: http://html5gallery.com/
  - Canvas demos: http://tr.im/canvasdemos
  - Google Wave: http://wave.google.com/

• How to get started:
  - HTML5 and The Future of the Web: http://tr.im/html5fw
  - 24 Resources para HTML5: http://tr.im/html524r
CSS3

• New features:
  - Extended set of selectors such as :first-of-type or :last-of-type
  - Enhanced support for background and border
  - Flexible Box Layout
  - Multi-Columns and Templates native support
  - 2D and 3D Transformations
  - Transitions and Animations
  - Media Queries
CSS3

• Examples:
  - http://tr.im/css3bgs
  - http://tr.im/css3borders
  - http://tr.im/css3transf
  - http://tr.im/css3anim

• More:
  - http://delicious.com/bergbrandt/css3
Thanks!

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