

HTML 5: The new HTML for the Web

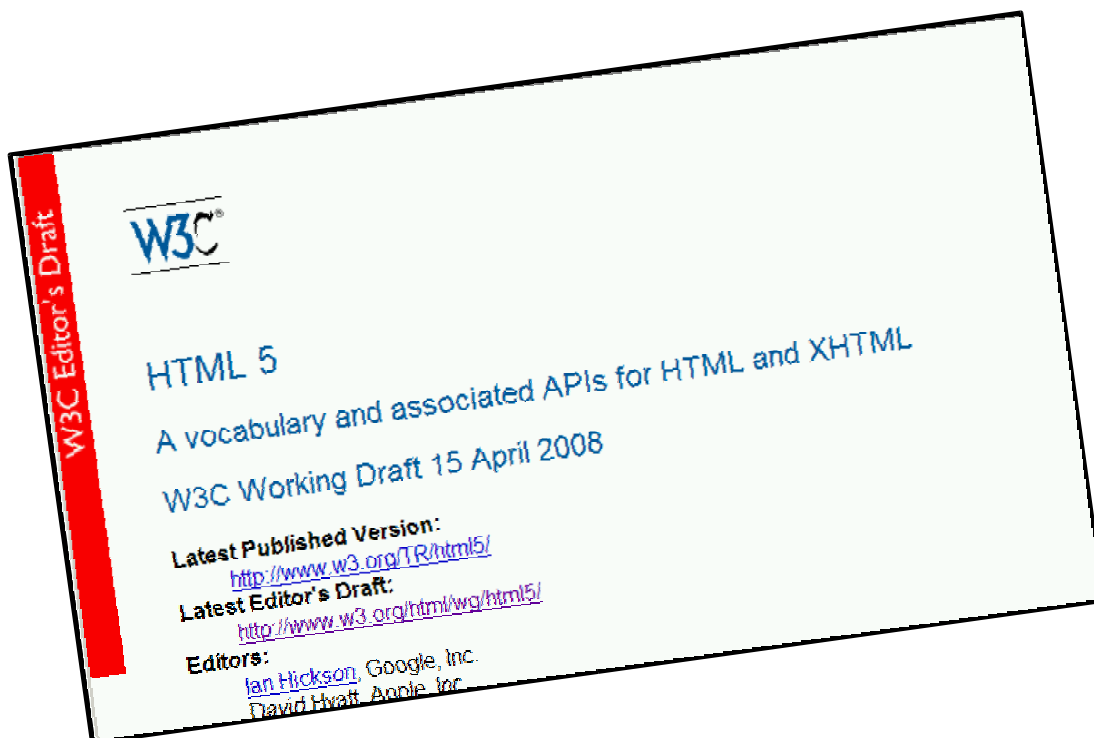
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The aim: quick highlight of HTML 5 – rationale, approach,

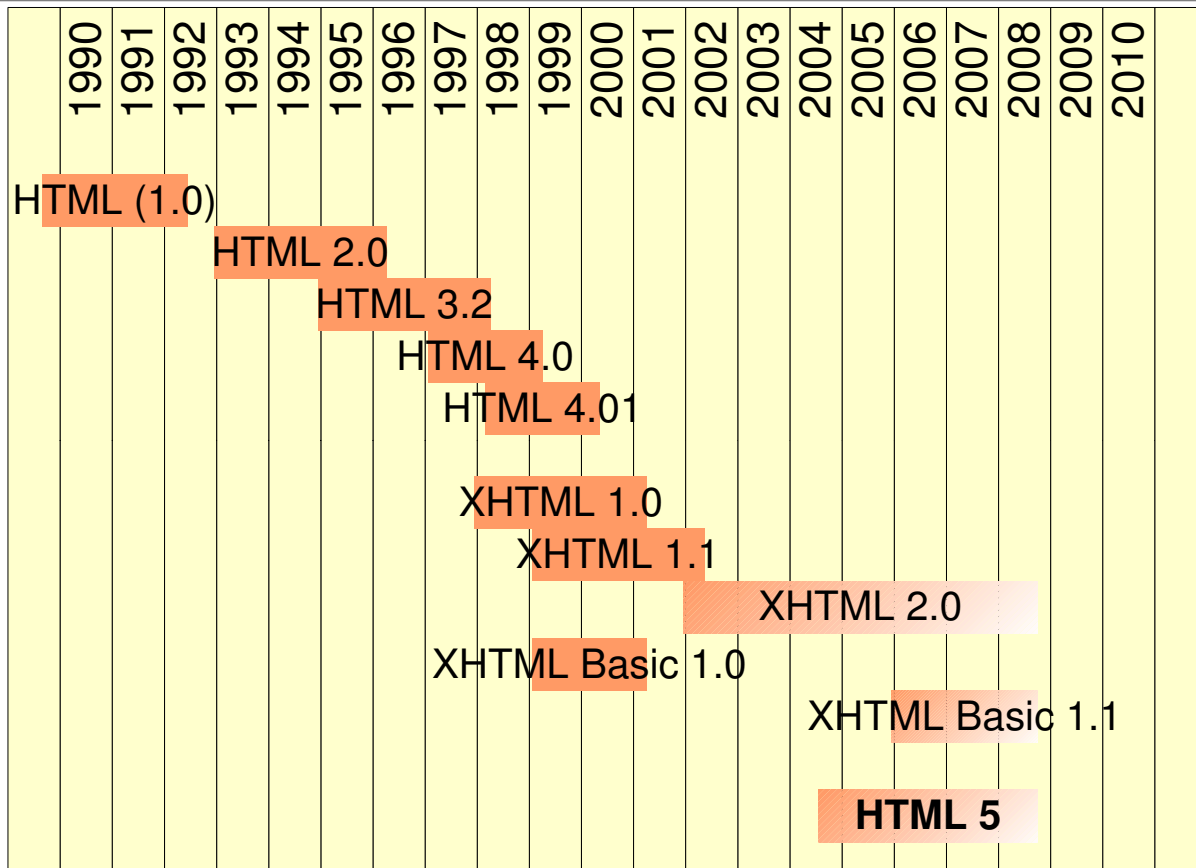
Parts of presentation:

1. Motivation and objectives
2. Approach taken
3. Some specific highlights
4. Conclusions

1. HTML5: Motivation and Objectives

Who needs this?

Too many HTMLs?



Main reasons

One key argument: classical HTML ...

- historically intended for *documents*.
- not adequate support for *web applications*.

Other issues:

- *Forms* handling insufficient
- *Elements* ("tags") not matching prevalent needs
- look-and-feel and behavior is decided by *browsers*.
- etc.

Stakeholder challenges

End users

- Web content look-and-feel and behavior depends on browser.
- Variation in look-and-feel and behavior depends on content authoring styles

Web content creators

- Browser independent authoring difficult
- Mis-use of markup when needs do not match markup vocabulary

Browser vendors:

- Not completely well defined: script execution, ...
- Handling of ill-formed content

Objectives

- Provide good support for modern documents and web applications
 - Web 2.0; social sites; online shops; ...
- Support legacy web content
- Optimise backward compatibility
 - HTML4, XHTML 1
- Cover common browser functionality
- Make web content authoring more uniform
- Clarify processing model ... conforming and *non-conforming* contents

2. HTML 5: Approach taken

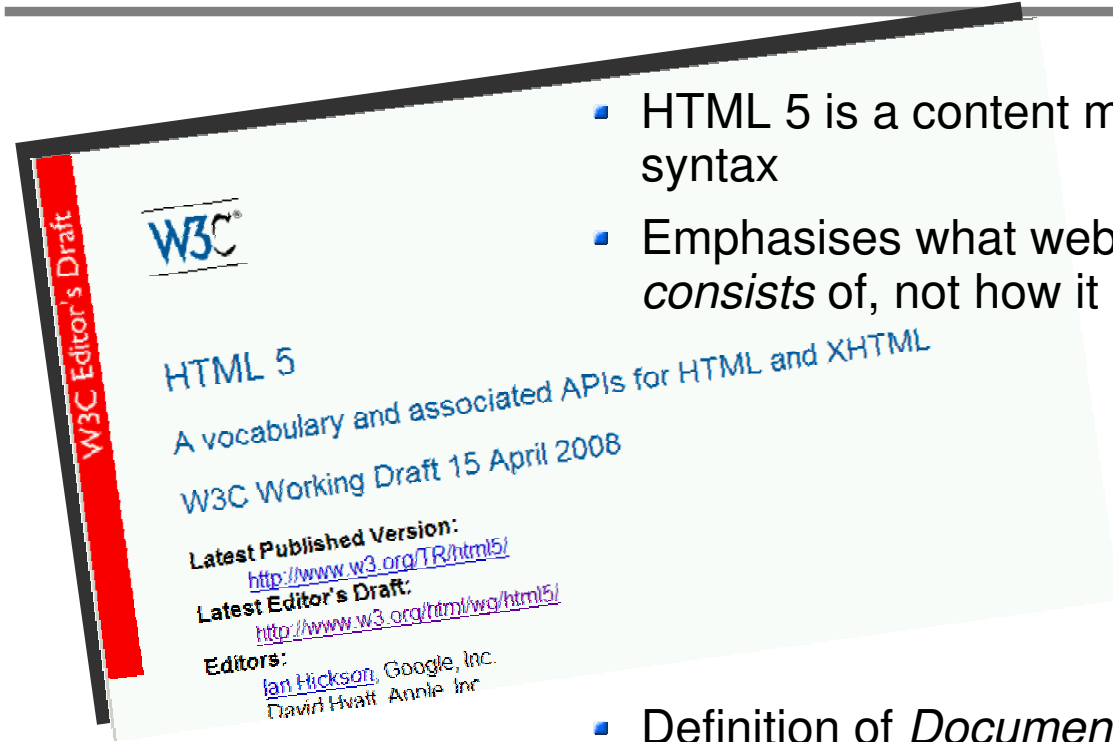
How can objectives be reached?

W3C HTML Working Group

- 500 participants
 - 80 from Apple, Google, HP, IBM, Microsoft, Mozilla, Nokia, Opera, ...
- Collaboration with WHAT WG
 - "Web Hypertext Application Technology WG"
- Start 2007, end 2010

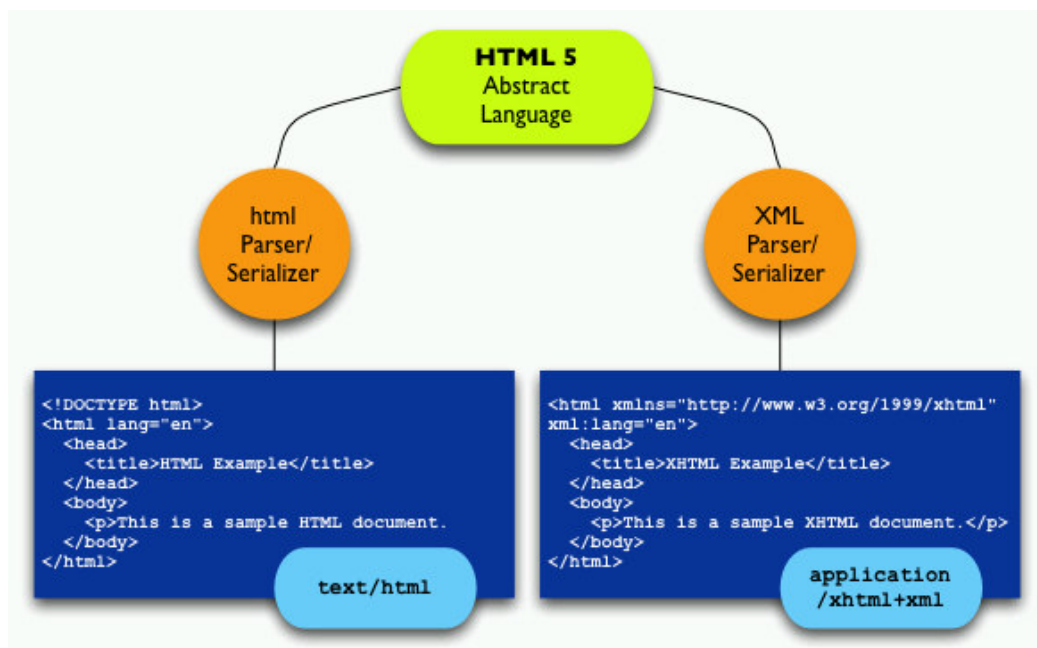
The paradigm

- HTML 5 is a content model, not a syntax
- Emphasises what web contents *consists of*, not how it is *represented*.



- Definition of *Document Object Model*
- Common base for HTML *and* XHTML

HTML 5 ==> HTML and XHTML



3. HTML 5: Some specific highlights

What's different?

What is new?

- Structure of textual documents
 - section, article, header, footer, ...
- Multimedia
 - audio, video, embed, ...
- Graphics
 - canvas, figure, ...
- Forms
 - input, ...
- Editing
 - drag-and-drop, copy-and-paste, undo, ...
- etc...

What is removed?

- Text
 - big, font, tt, ...
- Frames
 - frame, frameset, noframes, ...
- Misc
 - applet, acronym, ...
- etc...

4. HTML 5: Conclusions

What one-liner?

HTML 5 is the robust replacement of HTML4, XHTML 1 and DOM2/HTML

- Target: re-engineer HTML to match current and forthcoming needs
 - Knowledge base: multiple years of web content creation
- Target: preserve value of present investment in web contents
 - Backward compatibility
- Target: predictable browser behavior on ill-formed contents
 - Harmonizing handling of contents with errors

Thank You for your attention!