



# HTML5 Advanced API

**Duration: 4 days | 32 hrs**

Course includes how to use HTML5 advance API's to build advance sites. Which includes Local Storage and online application API, using Canvas how to draw elements at runtime in web-page, use audio and video API to create cusomize audio and video player. It also focus on how to build sites using Geo-location API for Google maps, how to use Drag & Drop, Browser

## **Eligibility / Audience:**

This course is for the people who are working as a web designer and have knowledge on HTML5 and CSS3.



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Know Tomorrow Today

## Course Outline

### Unit 1: Basics of JavaScript

### Unit 2: Getting started in HTML5

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- Introduction to Canvas tag
- Basic Canvas Drawing
- Complex drawing elements with Canvas
- Transforming objects in Canvas using Translate tag
- Canvas Text API
- Images with Canvas

### Unit 3: Html 5 Video/audio/svg

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- Video and audio element
- Preloading, Auto playing, Looping
- Customizing Video Controls with JavaScript Looping

### Unit 4: Geo-location

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- Basics of Geo-location Data
- Exploring API
- Working with Google Maps

### Unit 5: Drag & Drop

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- Understanding HTML5 drag and drop
- Events
- Simple game with drag and drop

### Unit 6: Local Storage

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- Types of Storage
- Checking for HTML5 storage support
- Declaring manifest for your pageEvents
- ApplicationCache object
- Deleting local cache





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## Course Outline

### Unit 7: Browser History

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- Understanding about JS library
- Detecting History API support
- Exploring History API with example

### Unit 8: Filesystem API

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- Understanding Filesystem API
- Working with Files
- Working with Directories
- Copy, Moving and Renaming File or Directory

