



## HTML5 for .NET Developers

*Jim Jackson, Ian Gilman*

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## Summary

*HTML5 for .NET Developers* teaches professional software engineers how to integrate the latest HTML5 APIs and semantic markup into rich web applications using JavaScript, ASP.NET MVC, and WCF. Written from the .NET perspective, this book is full of practical applications and ways to connect the new web standards with your existing development practices

## About the Technology

A shift is underway for Microsoft developers—to build web applications you'll need to integrate HTML5 features like Canvas-based graphics and the new JavaScript-driven APIs with familiar technologies like ASP.NET MVC and WCF. This book is designed for you.

## About this Book

*HTML5 for .NET Developers* teaches you how to blend HTML5 with your current .NET tools and practices. You'll start with a quick overview of the new HTML5 features and the semantic markup model. Then, you'll systematically work through the JavaScript APIs as you learn to build single page web apps that look and work like desktop apps. Along the way, you'll get tips and learn techniques that will prepare you to build "metro-style" applications for Windows 8 and WP 8.

This book assumes you're familiar with HTML, and concentrates on the intersection between new HTML5 features and Microsoft-specific technologies.

Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

## What's Inside

- HTML5 from a .NET perspective
- Local storage, threading, and WebSockets
- Using JSON-enabled web services
- WCF services for HTML5
- How to build single page web apps

*"This book speaks directly to the interests and concerns of the .NET developer."*—From the Forward by Scott Hanselman, Microsoft

## Table of Contents

1. HTML5 and .NET
2. A markup primer: classic HTML, semantic HTML, and CSS
3. Audio and video controls
4. Canvas

5. The History API: Changing the game for MVC sites
6. Geolocation and web mapping
7. Web workers and drag and drop
8. Websockets
9. Local storage and state management
10. Offline web applications



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