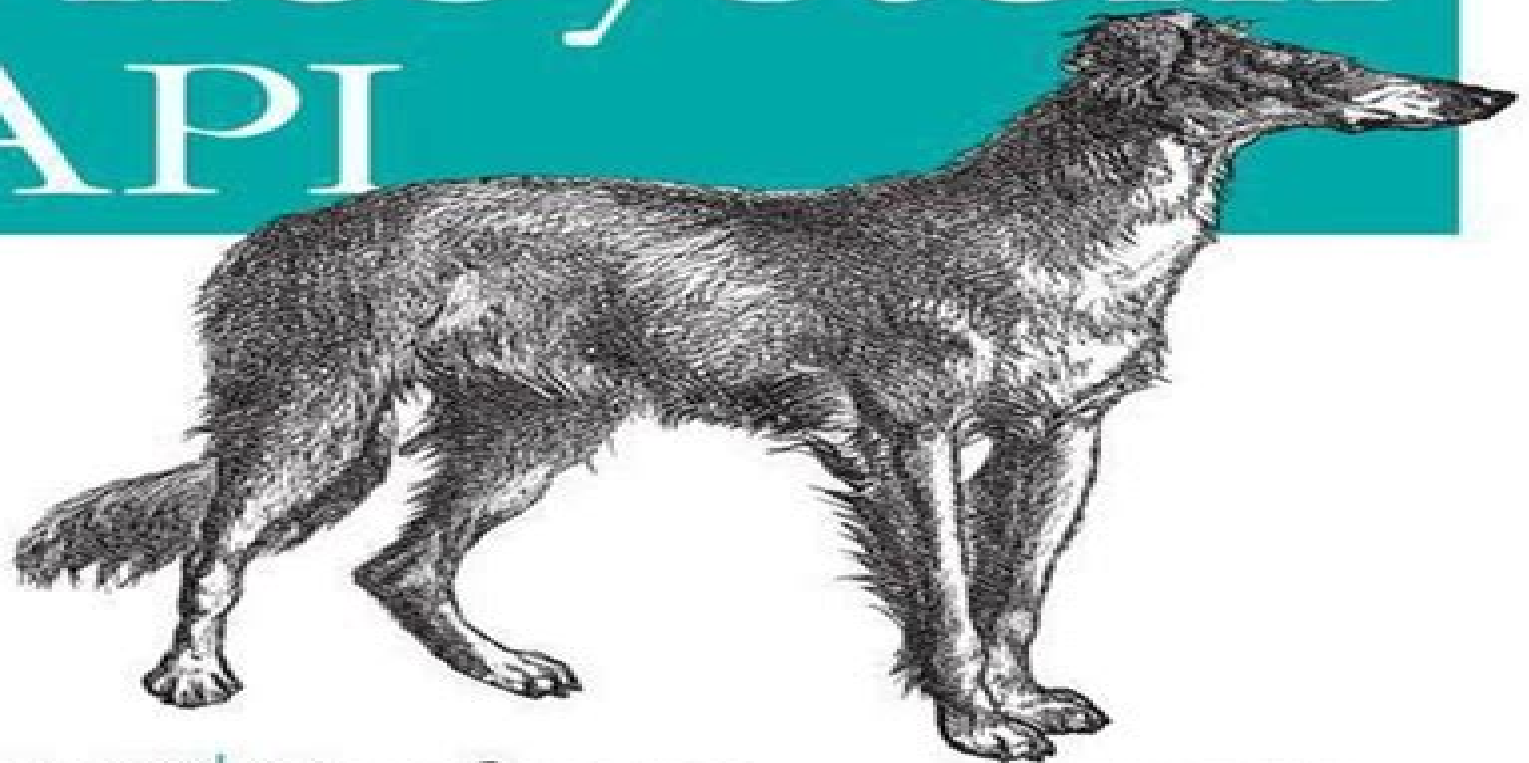


A True Filesystem for the Browser

Using the

HTML5 Filesystem API



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Using The Html5 Ystem Api Eric Bidelman

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Using the HTML5 Filesystem API Eric Bidelman, 2011-07-29 Several client side storage options are available to web applications but one area that's been lacking until now is file I/O the ability to organize binary data into a true hierarchy of folders That has changed with the advent of HTML5 With this book you'll learn how to provide your applications with a file system that enables them to create read and write files and folders in a sandboxed section of the user's local filesystem Author Eric Bidelman provides several techniques and complete code examples for working with the HTML5 Filesystem API Learn common operations for working with files and directories Become familiar with HTML5's storage use cases and security considerations Understand the storage options available including temporary persistent and unlimited Write text or append data to an existing user file Import files into your application by accessing a user's hard drive Get techniques for using a file with filesystem blob or data URLs Use the synchronous version of the HTML5 Filesystem API within a Web Worker context

Using the HTML5 Filesystem API Eric Bidelman, 2011 Annotation Several client side storage options are available to web applications but one area that's been lacking until now is file I/O the ability to organize binary data into a true hierarchy of folders That has changed with the advent of HTML5 With this book you'll learn how to provide your applications with a file system that enables them to create read and write files and folders in a sandboxed section of the user's local filesystem Author Eric Bidelman a Senior Developer Programs Engineer on the Google Chrome team provides several techniques and complete code examples for working with the HTML5 Filesystem API Learn common operations for working with files and directories Become familiar with HTML5's storage use cases and security considerations Understand the storage options available including temporary persistent and unlimited Write text or append data to an existing user file Import files into your application by accessing a user's hard drive Get techniques for using a file with filesystem blob or data URLs Use the synchronous version of the HTML5 Filesystem API within a Web Worker context

Head First HTML5 Programming Eric Freeman, Elisabeth Robson, 2011-10-06 HTML

has been on a wild ride Sure HTML started as a mere markup language but more recently HTML s put on some major muscle Now we ve got a language tuned for building web applications with Web storage 2D drawing offline support sockets and threads and more And to speak this language you ve got to go beyond HTML5 markup and into the world of the DOM events and JavaScript APIs Now you probably already know all about HTML markup otherwise known as structure and you know all about CSS style presentation but what you ve been missing is JavaScript behavior If all you know about are structure and presentation you can create some great looking pages but they re still just pages When you add behavior with JavaScript you can create an interactive experience even better you can create full blown web applications Head First HTML5 Programming is your ultimate tour guide to creating web applications with HTML5 and JavaScript and we give you everything you need to know to build them including how to add interactivity to your pages how to communicate with the world of Web services and how to use the great new APIs being developed for HTML5 Here are just some of the things you ll learn in Head First HTML5 Programing Learn how to make your pages truly interactive by using the power of the DOM Finally understand how JavaScript works and take yourself from novice to well informed in just a few chapters Learn how JavaScript APIs fit into the HTML5 ecosystem and how to use any API in your web pages Use the Geolocation API to know where your users are Bring out your inner artist with Canvas HTML5 s new 2D drawing surface Go beyond just plugging a video into your pages and create custom video experiences Learn the secret to grabbing five megabytes of storage in every user s browser Improve your page s responsiveness and performance with Web workers And much more *Introducing the HTML5 Web Speech API* Alex Libby, 2020-04-07 Leverage the power of HTML5 Web Speech API to quickly add voice capabilities to your websites This project oriented book simplifies the process of setting up and manipulating the API in the browser using little more than a text editor or free software You ll be presented with a starting toolset that you can use to develop future projects incorporate into your existing workflow and allow you to take your websites to the next level reducing the reliance on entering choices through a keyboard and making the overall experience easier for customers This excellent resource is perfect for getting acquainted with creating and manipulating browser based APIs You don t have to convert your whole work process immediately you can incorporate as little or as much as you want of the API and build on this as your skills develop We live in an age where speed and simplicity are of the essence this book provides a perfect way to add speech capabilities to our websites directly in the browser and with the minimum of fuss Introducing the HTML5 Web Speech API is the right choice for developers who want to focus on simplicity to produce properly optimized content in modern browsers using tools already in their possession What You ll Learn Implement the Web Speech API in a project Explore some of the options for personalizing them for a project Gain an appreciation of pointers around user experience and how this affects the API Understand how to manage issues and security when using the API Work through some example projects from standalone demos to implementing with other tools or libraries Who This Book Is For Website developers who are already familiar with

JavaScript and are keen to learn how to leverage the Web Speech API to quickly add voice enabled capabilities to a website using little more than a text editor It s ideal for those in agile development teams where time is of the essence and the pressure is on to deliver results quickly

Building Hypermedia APIs with HTML5 and Node Mike Amundsen,Michael Amundsen,2011-11-30 With this concise book you ll learn the art of building hypermedia APIs that don t simply run on the Web but that actually exist in the Web You ll start with the general principles and technologies behind this architectural approach and then dive hands on into three fully functional API examples Too many APIs rely on concepts rooted in desktop and local area network patterns that don t scale well costly solutions that are difficult to maintain over time This book shows system architects and web developers how to design and implement human and machine readable web services that remain stable and flexible as they scale Learn the H Factors for representing application metadata across all media types and formats Understand the four basic design elements for authoring hypermedia types Convert a simple read only XML based media type into a successful API design Examine the challenges and advantages of designing a hypermedia type with JSON Use HTML5 s rich set of hypermedia controls in the API design process Learn the details of documenting publishing and registering media type designs and link relation types

HTML5 Programmer's Reference Jonathan Reid,2015-07-10 The HTML5 Programmer s Reference aims to provide everything a programmer needs for understanding and using the new HTML5 family of standards Previous HTML standards were focused on defining tags for marking up documents The HTML5 family of standards not only includes new semantic tags but also defines exciting new JavaScript APIs that can be used to build rich interactive web applications for both mobile and desktop platforms The HTML5 Programmer s Reference focuses on providing real world non trivial examples to demonstrate concepts Chapters include both in depth discussions and full references for all HTML5 features as well as extras like how to find the standards the history of their evolution and other examples and helpful resources With this book the reader will learn everything they need to know to build the next generation of web applications

HTML5 Geolocation Anthony T. Holdener III,2011-05-24 Truly revolutionary now you can write geolocation applications directly in the browser rather than develop native apps for particular devices This concise book demonstrates the W3C Geolocation API in action with code and examples to help you build HTML5 apps using the write once deploy everywhere model Along the way you get a crash course in geolocation browser support and ways to integrate the API with common geo tools like Google Maps Ideal for experienced JavaScript developers Learn how geo information is gathered from different sources depending on the device Discover how coordinate systems work including geodetic systems and datums Use the API to collect location information from a user s browser with JavaScript code Place geo information on a map using the Google Maps or ArcGIS JavaScript APIs Save geo data with databases the Keyhole Markup Language or the shapefile format Be familiar with several practical uses for geo data such as geomarketing geosocial geotagging and geo applications

WebRTC API JD Gauchat,2018-01-02 Learn how to use the WebRTC API to establish peer to peer

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location data via the GeoLocation API Using microformats and microdata to make Web pages friendlier to computers Adding powerful back end functionality with WebSockets Web Workers and File APIs Improving user navigation with the History API Understanding and using HTML5 s new structural elements Using grouping text level and redefined semantics Managing browser handling in HTML5 Leveraging new CSS3 layout and style techniques Maximizing interactivity with HTML5 Web Forms Embedding audio and video with HTML5 Drawing with the canvas Controlling browser histories Integrating location awareness into mobile applications with the Geolocation API Implementing client side storage and working with local files Managing communication and threading Optimizing the HTML5 browser experience Integrating device data

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