

# HTML



A DEVELOPER'S PARADISE  
THE ULTIMATE HTML5  
CHEAT SHEET



# HTML5 ADDING FORMS AND TABLES

## Formatting your Text

<code>&lt;form&gt;</code> <code>... &lt;/form&gt;</code>	Tags used to create a form. Combined with attributes to show how the form will operate.	<code>action="url"</code>	Shows where data is sent when a visitor submits the form.
<code>method=""</code>	Refers to the HTTP method and how to send the form data.	<code>enctype=""</code>	Dictates how the form data is supposed to be encoded when submitting information to the web server. Only used with <code>method="post"</code> .
<b>Autocomplete</b>	Turns autocomplete on or off on the form.	<code>novalidate</code>	Defines whether the form should be validated when submitted.
<b>Accept-charsets</b>	Identifies character encoding on the form submission.	<code>target</code>	Used to show where the form response should be displayed after being submitted. Used with <code>_blank</code> , <code>_self</code> , <code>_parent_top</code>
<code>&lt;fieldset&gt; ....</code> <code>&lt;/fieldset&gt;</code>	Identifies the group of all fields on the form.	<code>&lt;label&gt; ...</code> <code>&lt;/label&gt;</code>	A label telling the user what to enter in each field.
<code>&lt;legend&gt; ....</code> <code>&lt;/legend&gt;</code>	A caption for the fieldset element.	<code>&lt;input /&gt;</code>	The input attribute shows what type of field information to receive from users.

A screenshot of a dark-themed sign-up form. At the top, there are two buttons: 'Sign Up' (highlighted in green) and 'Log In'. Below them is the heading 'Sign Up for Free'. The form contains four input fields: 'First Name \*', 'Last Name \*', 'Email Address \*', and 'Set A Password \*'. At the bottom, there is a large green button labeled 'GET STARTED'.



# HTML5 DOCUMENT STRUCTURE

```
<a href="">  
... </a>
```

Creates a hyperlink with  
] defined anchor text.

```
<a href="mailto:">  
... </a>
```

A link that pulls up an outgoing  
messages to a specific email  
address.

```
<a href="tel://###-">  
... </a>
```

A link that makes numbers  
clickable. Great for mobile  
users.

```
<a name="">  
... </a>
```

Anchor text used to bring users to  
a specific place in a document.

```
<a href="#name">  
... </a>
```

Anchor text used to bring  
users to a div element.

## Example of Link

```
<a href="www.onblastblog.com">On Blast Blog</a>
```

FIND OUT NOW





# HTML5 INPUT TYPE ATTRIBUTES

**type=""** Specifies field input type, including text, password, date-time, checkbox, etc.

**value=""** The value of input field information.

**maxlength=""** Maximum input element characters allowed.

**step=""** The number intervals for an input field.

**height=""** Height in pixels of an `<input>` element.

**pattern=""** Checks the input against a defined value to ensure the information is correct.

**max=""** The maximum value of an `<input>` element.

**disabled** Disables an `<input>` element on the form.

**<select> ... </select>** Drop-down box for users to select from options.

**name=""** The name of the form

**size=""** The input element width in characters

**required** Tag used to ensure the `<input>` element is completed before submitting the form.

**width=""** Width in pixels of an `<input>` element.

**placeholder=""** A hint for users showing what the `<input>` element value should be.

**min=""** The minimum value of an `<input>` element.

**autofocus** Ensures the `<input>` element comes into focus once a page loads.

**<textarea> ... </textarea>** Specifies a large text input for longer messages.

Field Options	
Input Type	<input type="text" value="Text"/>
Max Length	<input type="text" value="128"/>
Autofocus	<input type="radio"/> Yes <input checked="" type="radio"/> No
Placeholder Text	<input type="text"/>
Pattern	<input type="text"/>
Text direction	<input checked="" type="radio"/> Left to Right <input type="radio"/> Right to Left
Show Smileys	<input type="radio"/> Yes <input checked="" type="radio"/> No
Show Glossary	<input type="radio"/> Yes <input checked="" type="radio"/> No
Show Spellcheck	<input type="radio"/> Yes <input checked="" type="radio"/> No
Show File Chooser	<input type="radio"/> Yes <input checked="" type="radio"/> No
<input type="button" value="Update"/>	



# HTML5 BASIC TAGS

## Standard Structure

**<html> ... </html>** These tags are used at the beginning and end of an HTML document. This is known as the "root element." Using these tags tells the website that the web page is being written in HTML5, and that all the other tags within these are HTML formatted.

**<head> ... </head>** Use these to group information specific to the page. This includes title tags, meta descriptions, and links to both script and style sheets.

**<title> ... </title>** This is used for the title tag of the page. Here you'll place a title that is useful to both search engines and users.

**<body> ... </body>** Between these tags is where you'll place all the content for users. This includes text, images, and graphic elements.

### Here's what a typical layout looks like:

```
<html>
<head><title>HTML 5 Cheat Sheet</title>
</head><body> Your content </body>
</html>
```

### **<base />**

Signifies the Base URL and specifies all relative links in the document.

### **<meta />**

Includes additional information about the page. This includes descriptions, author, publish date, keywords, and other "off-page" information.

### **<link />**

Creates association with external pages like style sheets.

### **<style> ... </style>**

Used to include document style information which is usually CSS.

### **<script> ... </script>**

All the information or links to external scripts.

### Here's an Example:

```
<html>
  <head>
    <meta charset="utf-8">
    <base href="http://www.mywebsite.com" target="_blank"/>
    <title>My Website</title>
    <link rel="stylesheet" href="/css/master.css">

    <script type="text/javascript">
      Var MyVar = 0;
    </script>
  </head>
  <body>
    Your content
  </body>
</html>
```



# HTML5 CANVAS ELEMENTS

HTML <canvas> element is used to draw graphics on the fly via scripting (most commonly JavaScript). The <canvas> element is a container for graphics, you must use a script to draw the graphics themselves.

## CANVAS ELEMENT

### Attributes

**width** - unsigned long (Default: 300)

**height** - unsigned long (Default: 150)

### Methods

**string** - toDataURL( [Optional] string type [variadic] any args)

**object** - getContext(string contextId)

## 2D CONTEXT

### Attributes

**canvas** - HTMLCanvasObject [readonly]

**methods**- void - save() void - restore()

## TRANSFORMATION

### Methods

void - scale(float x, float y)

void - rotate(float angle)

void - translate(float x, float y)

void - transform(

float m11, float m12, float m21

float m22, float dx, float dy)

Set transform

( float m11, float m12, float m21

float m22, float dx, float dy )

## IMAGE DRAWING

### Methods

void - drawImage(  
Object image, float dx, float dy  
[optional] float dw, float dh)

argument "image" can be of type HTMLImage element, HTMLCanvasElement, or HTMLVideo element

void - drawImage(  
object image, float sx, float sy, float sw, float sh,  
float dx, float dy, float dw, float dh)

## LINE STYLE

### Attributes

**linewidth** - float (Default: 1.0)

**linecap** - string (Default: butt)

**Supports the following values:** LineJoin - string (Default: miter)  
**Supports the following values:**

Butt

Round

Round

Bevel

Square

Miter

MiterLimit - float (Default: 10)

## COMPOSITING

### Attributes

**globalalpha** - float (Default 1.0)

**globalcompositeoperation** - string (Default: source-over)

**Supports the following values:**

source-over

source-in

source-out

source-atop

destination-over

destination-in

destination-out

destination-atop

lighter

copy

xor



# HTML5 CANVAS ELEMENTS

## COLORS, STYLES, AND SHADOWS

### Attributes

strokestyle - any type (Default: black)  
fillstyle - any type (Default: black)  
shadowoffsetX - float (Default: 0.0)  
shadowoffsetY - float (Default: 0.0)  
shadowblur - float (Default 0.0)  
shadowcolor - string (Default: transparent black)

### Methods

canvasgradient - createlineargradient(float x0, float y0, float x1, y1)  
canvasgradient - createradialgradient(float x0, float y0, float r0, float x1, float y1, float r1)  
canvaspattern - createpattern(object image, string repetition)

repetition supports any of the following values:  
repeat, repeat-x, repeat-y, no-repeat)

## TEXT

### Attributes

font (type: string) Default: 10px sans-serif

textalign (type: string) Default: start

(supports any of the following values: start, end, left, right, center)

textbaseline (Type: string) Default: alphabetic  
(Supports the following values: top, hanging, middle, alphabetic, ideographic, bottom)

### Methods

void - filltext (string text, float x, float y, (optional) float maxwidth)

textmetrics - measureText (string text)

## TEXTMETRICS INTERFACE

width - float (Default: reasonably)

## RECTANGLES

### Methods

void - clearRect(float x, float y, float w, float h)  
void - fillRect(float x, float y, float w, float h)  
void - strokeRect(float x, float y, float w, float h)

## PATHS

beginPath()  
closePath()  
fill()  
stroke()  
clip()  
moveTo(float x, float y)  
lineTo(float x, float y)  
quadraticCurveTo(float cpx, float cpy, float x, float y)  
bezierCurveTo(float cp1x, float cp1y, float cp2x, float cp2y, float x, float y)  
arcTo(float x1, float y1, float x2, float y2, float radius)  
arc(float x, float y, float radius, float startAngle, float endAngle, boolean anticlockwise)  
rect(float x, float y, float w, float h)  
isPointInPath(float x, float y)

## PIXEL MANIPULATION

ImageData - createImageData(float sw, float sh)  
ImageData - createImageData(ImageData imagedata)  
ImageData - getImageData(float sx, float sy, float sw, float sh)  
Void - putImageData(ImageData imagedata, float dx, float dy, [Optional] float dirtyX, float dirtyY, float dirtyWidth, float dirty-Height)

### CanvasPixelArray Interface

Length - unsigned long (Default: readonly)

### ImageData Interface

Width - unsigned long (Default: readonly)  
Height - unsigned long (Default: readonly)  
Data - CanvasPixelArray (Default: readonly)



# HTML5 CHARACTER OBJECTS

**&#34; &quot;** Quotation Marks - "

---

**&#38; &amp;** Ampersand - &

---

**&#60; &lt;** Less Than - <

---

**&#62; &gt;** Great Than - >

---

**&#160; &nbsp;** Non-breaking space

---

**&#169; &copy;** Copyright symbol - ©

---

**&#64; &Uuml;** "at" symbol - @

---

**&#149; &ouml;** Small bullet - •

---

**&#153; &ucirc;** Trademark symbol - ™

---

## Unsupported Tags in HTML5

<b>&lt;acronym&gt;</b>	<b>&lt;font&gt;</b>	<b>&lt;s&gt;</b>
<b>&lt;applet&gt;</b>	<b>&lt;frame&gt;</b>	<b>&lt;strike&gt;</b>
<b>&lt;basefont&gt;</b>	<b>&lt;frameset&gt;</b>	<b>&lt;tt&gt;</b>
<b>&lt;bgsound&gt;</b>	<b>&lt;isindex&gt;</b>	<b>&lt;u&gt;</b>
<b>&lt;big&gt;</b>	<b>&lt;dir&gt;</b>	<b>&lt;xmp&gt;</b>
<b>&lt;center&gt;</b>	<b>&lt;noembed&gt;</b>	
<b>&lt;fn&gt;</b>	<b>&lt;noframes&gt;</b>	





## Formatting your Text

`<strong> .. </strong>`

Places strong emphasis on something (displays in bold on browsers)

`<em> ... </em>`

The emphasis tag. Turns text into italics for on browsers.

`<cite> ... </cite>`

This highlights references information. Good for quotes and statements.

`<del> ... </del>`

Includes additional information about the page. This includes descriptions, author, publish date, keywords, and other "off-page" information.

`<blockquote> ..... </blockquote>`

These are used for long paragraphs of quotation which are commonly cited as well.

`<br />`

This creates a line break used for writing blocks of text on different lines.

`<sub> ... </sub>`

Subscript text that is smaller and placed a half-line lower than previous text.

`<b> ... </b>`

Also creates bold text, but not as effective as the tag above.

`<i> ... </i>`

An alternate way to create italics, but mainly used for thoughts or names.

`<pre> ... </pre>`

Monospace text laid out with the whitespace inside the element intact.

`<ins> ... </ins>`

Shows a section that has been inserted into the content.

`<q> ... </q>`

Used for shorter quotations.

`<hr />`

Create a horizontal rule or sectional break. This is used to create a change in topic or section on the page.

`<sup> ... </sup>`

Superscript text which is half a line higher than previous text.

## TEXT FORMATTING

**This text is bold**

*This text is italic*

This text is <sup>superscript</sup>



# HTML5 CREATING LISTS

`<ol> ... </ol>` Numbered lists in sequential order.

`<ul> ... </ul>` Bullet point list (no particular order).

`<li> ... </li>` Specify each item to be bulleted or numbered.

`<dl> ... </dl>` List item definitions.

`<dt> ... </dt>` Defines a single term inline with body content.

`<dd> ... </dd>` A description for a defined term.

## Example of Listing

```
<ol>
<li>One</li>
<li>Two</li>
<li>Three</li>
<li>Four</li>
</ol>

<ul>
<li>Bacon</li>
<li>Eggs</li>
<li>Pancakes</li>
</ul>

<dl>
<dt>Cofee</dt>
<dd>Hot or iced drink, black</dd>
<dt>Milk</dt>
<dd>White, cold drink</dd>
</dl>
```



# HTML5 DOCUMENT STRUCTURE

`<h1 - h6>`  
...  
`</h1 - h6>`

These are the six levels of headings on a page. One is the most important and six is the least.

`<div> ... </div>`

Containers used to label a page section or the placement of an element.

`<span> ... </span>`

Inline labels used to grouping style elements.

`<p> ... </p>`

Used to organize paragraphs of text.

## Example of Text and Document Formatting

```
<div>
<h1>How to start a blog</h1>
<p>So you have this idea, and you want to <strong>create
a blog</strong>. Well, today I'm going to show you how to
make that happen.</p>

<hr/>

<h2>Start With an Idea</h2>
<p>It all begins with a topic you want to cover in your new
blog. Remember, your topic is <em>the soul of your
blog</em>. It has to be something you're <span>passionate
about</span>.</p>
</div>
```

`<hgroup>`

H1

H2

H3

`</hgroup>`



<b>onscroll</b>	Element's scrollbar is being used	<b>onseeked</b>	
<b>onseeking</b>	Element's seeking attribute is true	<b>onstalled</b>	There is an error in fetching media data
<b>onstorage</b>	document loads	<b>onsuspend</b>	Browser has stopped fetching media data
<b>ontimeupdate</b>	media changes its playing position	<b>onvolumechange</b>	media changes volume, also when mute
<b>onwaiting</b>	Media has stopped playing		



<b>onbeforeonload</b>	Before onload event	<b>ondragenter</b>	Element dragged on drop target
<b>oncanplay</b>	Media can start play	<b>ondragleave</b>	Element leaves valid drop target
<b>oncanplaythrough</b>	Media can be played to the end	<b>ondragover</b>	Element is dragged over drop target
<b>oncontextmenu</b>	Context menu is triggered	<b>ondragstart</b>	At the start of the drag operation
<b>ondrag</b>	Element is dragged	<b>ondrop</b>	Dragged element is being dropped
<b>ondragend</b>	At the end of drag operation	<b>ondurationchange</b>	Length of media is changed
<b>onbeforeonload</b>	Before onload event	<b>ondragenter</b>	Element dragged on drop target
<b>oncanplay</b>	Media can start play	<b>ondragleave</b>	Element leaves valid drop target
<b>oncanplaythrough</b>	Media can be played to the end	<b>ondragover</b>	Element is dragged over drop target
<b>oncontextmenu</b>	Context menu is triggered	<b>ondragstart</b>	At the start of the drag operation
<b>ondrag</b>	Element is dragged	<b>ondrop</b>	Dragged element is being dropped
<b>onemptied</b>	media resource element becomes empty	<b>onended</b>	media has reached the end
<b>onerror</b>	error occurs	<b>onformchange</b>	form changes
<b>onerror</b>	error occurs	<b>onforminput</b>	form gets user input
<b>onhaschange</b>	document has changed	<b>oninput</b>	message is triggered
<b>oninvalid</b>	element gets user input	<b>onloadeddata</b>	media data is loaded
<b>onloadeddata</b>	media data is loaded	<b>onloadedmetadata</b>	duration of media element is loaded
<b>onloadstart</b>	browser starts to load media data	<b>onmessage</b>	element is invalid
<b>onplay</b>	media data is going to start playing	<b>onplaying</b>	media data has started playing



# HTML5 OBJECTS AND IFRAMES

## Objects

`<object> ...  
</object>`

Describes a file type to be embedded (audio, video, PDFs, etc.).

`width=""`

Width of the object.

`usemap=""`

The name of the client-side image map within the `<object>` tag.

`height=""`

The height of the object.

`type=""`

The type of media the object contains.

## iFrames formatting

`<iframe>  
...  
</iframe>`

An inline frame that allows external information to be embedded into a document.

`name=""`

The name of the `<iframe>`

`src=""`

The source URL for the object within the `<iframe>`.

`srcdoc=""`

The HTML content within the frame.

`width=""`

The width of the `<iframe>`.

`<param />`

Adds extra parameters to help customize the `iframe`'s content.

`<embed>  
... </embed>`

A container for another external application or plug-in. `Embed` can also be used with the `height`, `width`, `src`, and `type` tags above.

## Examples

```
<object width="425" height="225"></object>  
<iframe src="blogging_iframe.htm" width="300"  
height="600"></iframe>  
<embed src="bringonblogging.swf" width="400"  
height="800"></embed>
```



# HTML5 IMPLEMENTING IMAGES

**<img />** This tag is used to display image files.

---

**alt="text"**

Alternative text used to explain image content to both search engines and users.

---

**width=""**

Specify width in pixels or percentages.

---

**border=""**

Specifies border thickness (if any).

---

**hspace=""**

Spacing on the top or bottom of the image.

---

**<map name="">... </map>**

The name of the map between the image and the map itself.

---

**src="url"** The URL or file name of the image being displayed.

---

**height=""**

Used to specific image height in either pixels or percentages.

---

**align=""**

Where to align the image relative to other elements on the page.

---

**vspace=""**

Denote spacing on the left or right side of the image.

---

**<map> ... </map>**

Informs users that an interactive image is present with clickable areas.

---

**<area />**

The image area of an image map.

---

## Example of Images

```

<map name="planetmap">
  <area shape="rect" coords="0,0,82,126" href="sun.htm" alt="Sun">
  <area shape="circle" coords="90, 58, 3" href="mercur.html" alt="mercury">
  <area shape="circle" coords="124, 58, 8" href="venus.htm" alt="venus">
</map>
```



# HTML5 NEW HTML5 TAGS

**<header>**      The header block for a document.  
**... </header>**

---

**<main>**      The main content of a document.  
**... </main>**

---

**<aside>**      For content contained in a sidebar.  
**... </aside>**

---

**<details>**      Additional facts or information that  
**... </details>**      users can view/hide.

---

**<figcaption>**      A <figure> element caption that describes  
**... </figcaption>**      the figure.

---

**<mark>**      Displays highlighted text within the  
**... </mark>**      content.

---

**<menuitem>**      The menu item a user can raise from a  
**...**      popup menu.  
**</menuitem>**

---

**<progress>**      The progress of a task, usually  
**...**      used for a progress bar.  
**</progress>**

---

**<rt> ... </rt>**      Display East Asian typography character  
      details.

---

**<summary>**      Contains a heading for a <details>  
**... </summary>**      element.

---

**<time> ...**      Identifies time and date.  
**</time>**

---

**<footer>**      The footer block for a document  
**... </footer>**      or section.

---

**<article>**      Identifies an article within a document.  
**... </article>**

---

**<section>**      A section block in a document.  
**... </section>**

---

**<dialog>**      A box or window for dialog.  
**... </dialog>**

---

**<figure>**      A content block featuring diagrams, photos,  
**... </figure>**      illustrations, and more.

---

**<nav>**      Navigation links for users.  
**... </nav>**

---

**<meter>**      The scalar measurement within a known  
**... </meter>**      array.

---

**<rp> ... </rp>**      Display text in browsers that don't  
      support ruby annotations.

---

**<ruby> ...**      A Ruby annotation for East Asian  
**</ruby>**      typography.

---

**<bdi> ... </bdi>**      Format part of text in a different direction  
      from other text.

---

**<wbr>**      A line break within content.

---





# HTML5 SELECT ATTRIBUTES

(To be Used in `</select>` Tags)

**name=""** The title for a drop-down combination box.

**size=""** The number of options in a drop-down box.

**multiple** Allows multiple sections to be made at one time.

**required** Requires a value to be selected before a user can submit a form.

**<optgroup>** Specifies can entire grouping of available options.  
...  
**</optgroup>**

**<option>** Defines one of the available options in the drop-down list.  
...  
**</option>**

## Option Attributes

**value=""** Explains an option's value available for selection.

**selected** Shows the default selection option for users.

**<button>** ... Shows the clickable button for users to submit options.  
**</button>**

## Example of Form

```
<form action="action_page.php" method="post">
  <fieldset>
    <legend>basic information:</legend>
    First name:<br>
    <input type="text" name="firstname" value="Matt" placeholder="First Name"><br>
    Last name: <br>
    <input type="text" name="lastname" value="Banner" placeholder="last name"><br><br>
    Blog topic:<br>
    <select>
      <option value="cooking">Cooking</option>
      <option value="SEO">SEO</option>
      <option value="Fashion">Fashion</option>
    </select>
    <textarea name="description"></textarea>
    <input type="submit" value="Submit">
  </fieldset>
</form>
```



# HTML5 TABLE FORMATTING

(To be Used in `</select>` Tags)

`<table>`  
`... </table>` These tags define all the content related to a table.

---

`<caption>`  
`... </caption>` A description of the table's purpose and the information it contains.

---

`<thead>`  
`... </thead>` The headers that label the content in each column.

---

`<tbody>`  
`... </tbody>` The body of the table data or information.

---

`<tfoot>`  
`... </tfoot>` Describes all footer content.

---

`<tr>`  
`... </tr>` Content within a single row.

---

`<th>`  
`... </th>` The data in a single header item.

---

`<td> ...`  
`</td>` Content within a single table cell.

---

`<colgroup>`  
`...`  
`</colgroup>` Groups columns for formatting purposes.

---

`<col />` A single column of information within a table.

---

## An Example of Table Formatting

```
<table>
  <colgroup>
    <col span="2" style="background-color: #182afb">
    <col style="background-color: #2f1475b">
  </colgroup>
  <tr>
    <th>Blog title</th>
    <th>URL</th>
    <th>DA</th>
  </tr>
  <tr>
    <td>On Blast Blog</td>
    <td>www.onblastblog.com</td>
    <td>52</td>
  </tr>
</table>
```

## Which HTML5 tags affect SEO?

- Contentual Highlighting With <mark>
- Lower Importance with <small>
- Quotations With <q> and <blockquote>
- Insertion, Deletion, and Correction With <ins>, <del> and <s>
- Organizing Options with <optgroup>
- Predefined Options With <datalist>

## #2 - HTML 5 is Bad For Video

- Some webmasters still prefer to use Flash for embedding video content.
- HTML5 allows you to add SEO-friendly labels, captions, and subtitles on your videos.
- These same parameters can be used for images (alt-text, captions, etc.)

## HTML5 SEO Myths Debunked

### #1 - HTML5 Does Not Help Rankings

- HTML5, like previous versions, does benefit SEO
- Special elements are used to make it easier for search engines and bots to understand the intent of elements themselves. These are known as Semantic elements.

### #3 - You Can Only Use H1 Tag

- For each new content section, you can use a H1 tag.
- Any header tag you deem necessary is fine.
- Use a traditional tag hierarchy (H2, H3, and so on)

