

Getting Started with HTML5 part 2

Web Forms 2.0 & Canvas

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Web Forms 2.0

```
<input type= />
```

```
hidden, text, search, tel, url, email,  
password, datetime, date, month, week,  
time, datetime-local, number, range, color,  
checkbox, radio, file, submit, image,  
reset, button
```

Chrome/Safari:

`type=search`

`type=range` (but no `<output>`)

`placeholder`

`required` (style anyways)

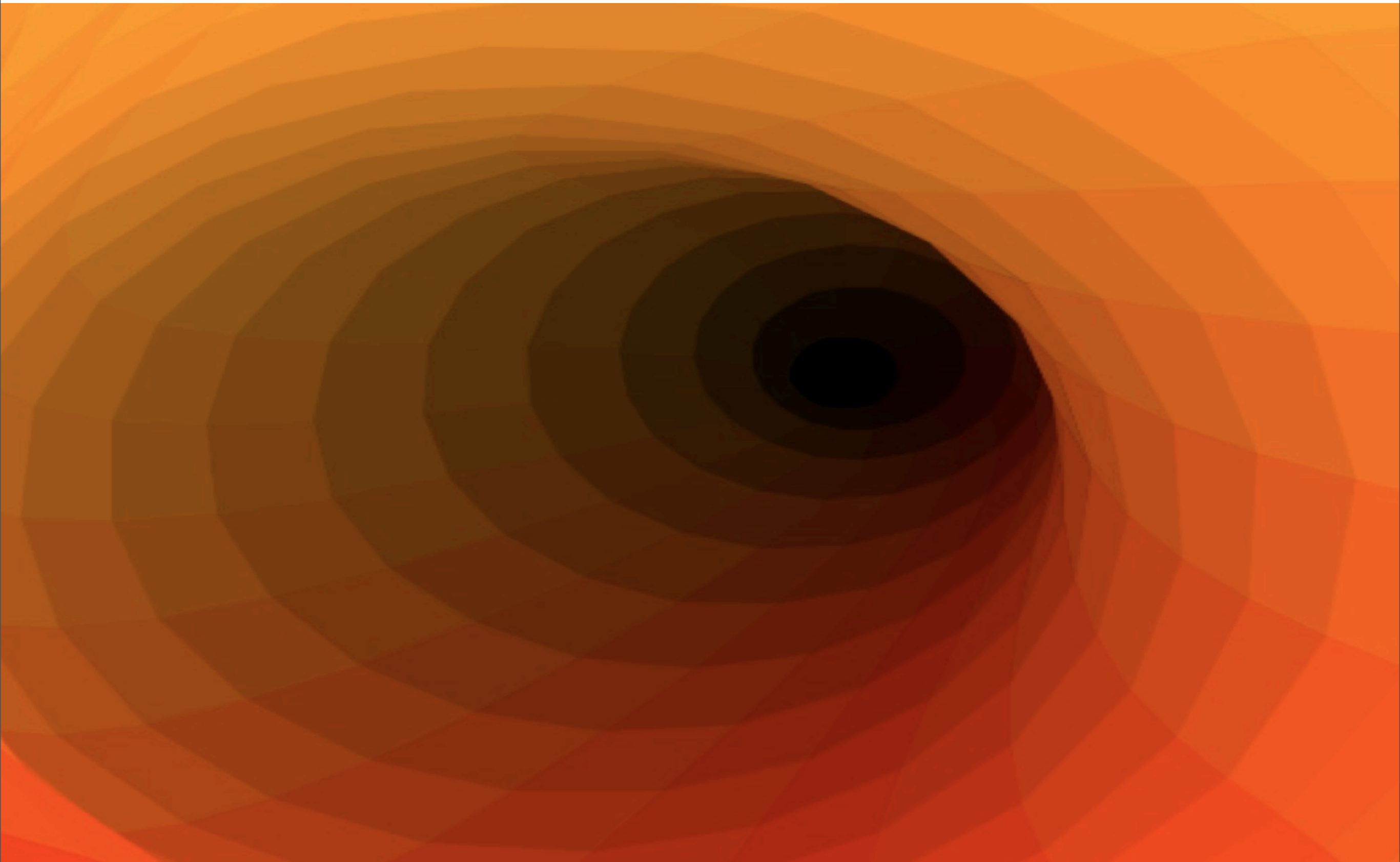
Opera:

~~type=search~~

~~placeholder~~

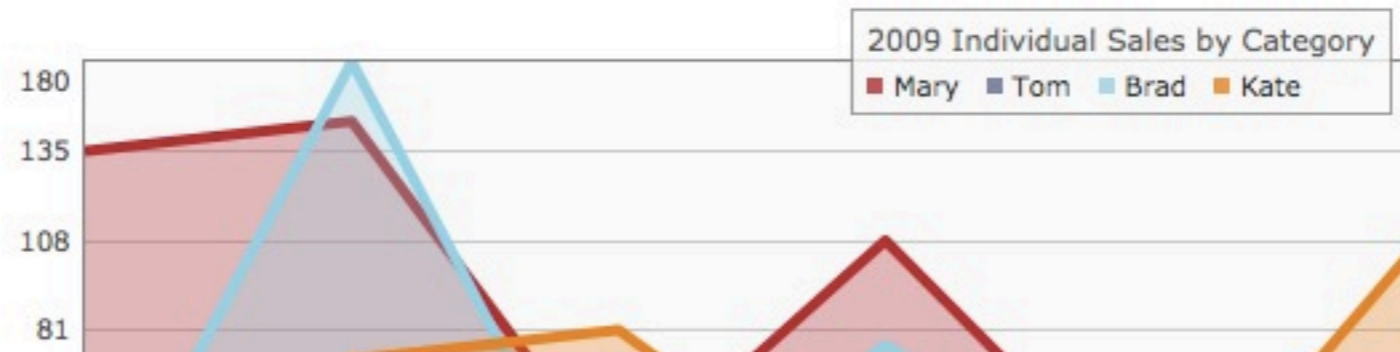
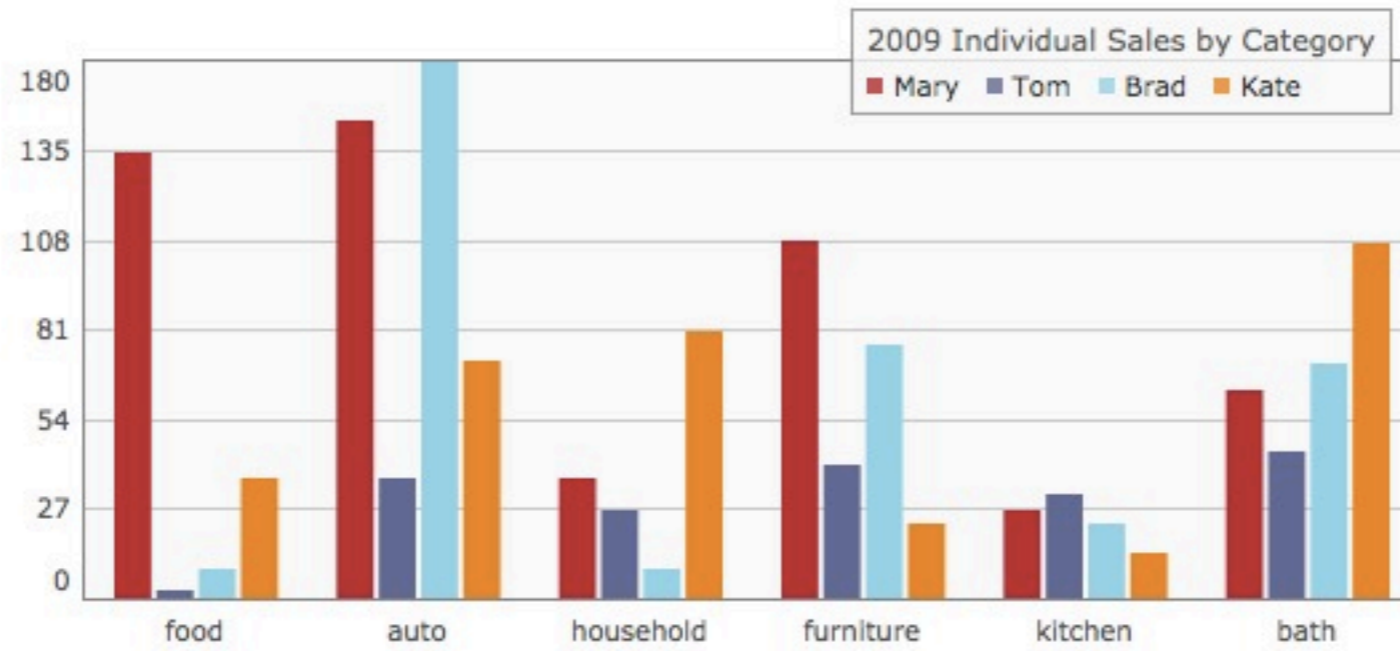
`<canvas>`

```
1  /**
2  * @author Mike Taylor
3  * @copyright Copyright (c) 2009 Mike Taylor
4  * @license http://www.opensource.org/licenses/mit-license.php
5  * @version 0.1
6  */
7
8  // namespace
9  var _MT = {};
10
11  _MT.CanvasClicker = function(options) {
12  ▶
13  ▶ // grab canvas element
14  ▶ var canvas = document.getElementById(options.id),
15  ▶     ctx = canvas.getContext("2d");
16  ▶
17  ▶ // set props from options
18  ▶ ctx.lineWidth = options.size || 4;
19  ▶ ctx.strokeStyle = options.color || "#999";
20  ▶ ctx.lineCap = options.lineCap || "round";
21  ▶ ctx.pX = null;
22  ▶ ctx.pY = null;
23  ▶
24  ▶ return self = {
25  ▶ ▶
26  ▶ ▶ //bind click events
27  ▶ ▶ init: function() {
28  ▶ ▶ ▶ //set pX and pY from first click
```



2009 Individual Sales by Category

	food	auto	household	furniture	kitchen	bath
Mary	150	160	40	120	30	70
Tom	3	40	30	45	35	49
Brad	10	180	10	85	25	79
Kate	40	80	90	25	15	119



3-D?

Demo

<http://github.com/miketaylr/canvasDrawer>

<http://miketaylr.com/pres/html5/canvas.html>

CanvasClicker

```
move: function(changeX, changeY) {  
    ctxt.beginPath();  
    ctxt.moveTo(ctxt.pX, ctxt.pY);  
  
    ctxt.pX += changeX;  
    ctxt.pY += changeY;  
  
    ctxt.lineTo(ctxt.pX, ctxt.pY);  
    ctxt.stroke();  
}
```

CanvasClicker

```
draw_trex: function() {  
    var trex = new Image();  
    trex.src = 'trex.png';  
    trex.addEventListener('load',  
function () {  
        ctxt.drawImage(this, 0, 160);  
    }, false);  
}
```

CanvasClicker

```
write_stuff: function(text) {  
    ctx.font = 'normal 75px Hobo Std';  
    ctx.fillStyle = '#369';  
    ctx.fillText(text, 480, 290);  
},
```

thanks.