

# HTML5, Javascript and CSS3 training videos for Uniface developers

(Original creator: \_baterfly)

The Web capabilities of Uniface have increased year over year. At the moment there are at least six different architectures to integrate Web technology in Uniface or build full Web applications in Uniface. The HTML5 Widget, Uniface Anywhere and DSPs are obvious examples. In an upcoming blog post, I will go into more detail comparing all options. Developing modern enterprise applications also requires more Web knowledge for Uniface Developers. To facilitate this we made a special series of training videos on Web topics for Uniface developers. This series is available and consists of Introduction and Advanced videos on HTML5, Javascript and CSS3. The Introduction videos assume zero existing knowledge of the technology. The Advanced Topics can be played in any order and assume the Introduction as pre-requisite. Some videos come with demo material which is available as a download. To make it easy, I've listed all the available videos:

## HTML

Hello World

This session is an introduction to the Hyper Text Markup Language (HTML). We will be creating our first website and use a couple of HTML elements to display some simple text and an image.

Introduction

This session discusses the basics of HTML5. It introduces a lot of new HTML elements to give a clear structure to your website. Why are semantics are important?

Canvas

This session discusses the HTML5 canvas. We'll create a simple Uniface graphic by ourselves, and have a look at some more complex examples.

SVG & Multimedia

This session is all about the HTML5 SVG, audio and video elements. We'll discuss the differences between a Canvas and SVG, and see how we can incorporate a video and mp3 without using Flash or third party libraries.

Geolocation & Storage

This session is about using `getCurrentPosition()` to obtain the GPS coordinates of the user. Afterwards we'll store this information in the `localStorage` object so it is remembered.

## Javascript

Introduction 1

This session is an introduction to JavaScript. Its main characteristics will be discussed, and we will be looking at an example. Moreover we will have a quick glance at its connection with HTML.

Introduction 2

This session is part II of the introduction JavaScript session. We will be looking at some more useful functions, types, objects and arrays.

D3

This is a short session about D3. We'll discuss some use cases and see how it works through the use of some examples.

JSON

This is a short session about JSON. We'll quickly see what it is, how it works, and how you can actually use it.

Advanced Javascript

This is an in-depth session about JavaScript. We'll go through different ways of using events, and see how the only option of executing things in parallel in Javascript is using callbacks.

## **CSS3:**

### Introduction

In this session we'll explore the new possibilities of CSS3. It provides a lot of new features that make the life of the developer and designer a lot easier.

### Advanced CSS3

This is a follow-up of the CSS3 - Introduction session. Transformations allow you to modify the appearance of any HTML to your liking. Be it rotated, translated or skewed. Transformations and animations make HTML elements move around and respond to events.

If you have a question about any of the videos just open a topic on the forum.