

# POST-CLASS LEARNING AND PRACTICE 1.1: UNDERSTAND THE PLATFORM FUNDAMENTALS

## Lesson Objective 1.1:

Understand the platform fundamentals. *Topics include:* leveraging existing HTML5 skills and content for slate/tablet applications.

## Additional learning resources:

**MSDN®:**

### **New! HTML5 and CSS: Six Complete Lessons:**

[http://blogs.msdn.com/b/mis\\_laboratory/archive/2011/10/18/new-html-5-and-css-six-complete-lessons.aspx](http://blogs.msdn.com/b/mis_laboratory/archive/2011/10/18/new-html-5-and-css-six-complete-lessons.aspx)

**Learn HTML5 in 5 Minutes!:** <http://msdn.microsoft.com/en-us/hh549253>

### **MSDN Developer Samples: Learn Through Code:**

<http://code.msdn.microsoft.com/site/search?f%5B0%5D.Type=Technology&f%5B0%5D.Value=HTML5>

**Building Apps with HTML5: What You Need to Know:** <http://msdn.microsoft.com/en-us/magazine/hh335062.aspx>

## **Other resources (books, e-reference):**

### **A vocabulary and associated APIs for HTML and XHTML:**

<http://dev.w3.org/html5/spec/Overview.html>

**W3Schools site:** <http://www.w3schools.com>

## **Resources, software, and additional files if needed for this lesson:**

1. Internet access from a workstation, Windows® Phone, or tablet

## **Student activity:**

### **Directions to the student:**

Read the following scenario and answer the questions. Request assistance from the instructor as needed. Verify your answers with the instructor.

### **Scenario:**

Cassie Hicks is just starting her first teaching position at a local high school and has been assigned to teach a web design course in addition to her computer science courses.

Cassie wants her new students to understand the impact of failing to include code to detect the graphics device/platform and providing alternative views of the website. She points them to a few websites to preview in class, first on the desktop and then on a smartphone or tablet device.

### **Content:**

1. View your school website on a smartphone. Record your observations.
2. Visit four (4) national brand websites on your smartphone or tablet and record your observations.
3. Make suggestions for improving each website to handle various platforms.

4. Use the following link to explore material from the HTML5 camp. List five things you learned from the exploration. <http://blogs.msdn.com/b/tarawalker/archive/2011/12/16/been-camping-lately-get-resources-from-the-html5-and-windows-phone-7-developer-camps.aspx>

## KEY 1.1: UNDERSTAND THE PLATFORM FUNDAMENTALS

### Content:

1. View your school website on a smartphone. Record your observations.

**Answers may vary.**

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**Answers may vary.**

3. Make suggestions for improving each website to handle various platforms.

**Answers may vary.**

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**Answers may vary.**