Web updates for Introducing HTML5 (0-321-68729-9)

p iii
in description of <ruby> - word <ruby> should be in code style

p xii
<device> element - <device> should be in code style

p 5
code example; swap lines <title>Interesting blog</title> and <meta
charset=utf-8> (so <meta . . . > comes first)

p 7
Correct tag: should be <h2>Yesterday</h2>

p 7, 3rd paragraph down, first line, last word:
moods s/b mood

p 9
italicize "Scooby Doo algorithm"

p 10
those elements we think of as natively block-level – word: "think" should NOT be in code style

In fifth paragraph, the word "article" in "article as display: block" should be in code style within
brackets: <article>

p 11
heading change - "Styling CSS in Internet Explorer" to "Styling HTML5 in
Internet Explorer"

p 14:
"<h1>Thai cookery school></h1>"

remove extra '>' after "school"

p 18
The penultimate line of code reads *<section>* and it should read *</section>*.

p 19
"the aside to instead be a sibling of the footer" change to "the <aside> to instead be a sibling of
the <footer>" and put <aside> and <footer> in code style

p 35
change "potentially be the same heading levels" to "potentially be the same logical levels"

p 50, line 2
replace <heading> with <header>

p 58
section <address>. 2nd para, 2nd instance of word "article" (in code style) needs angle brackets.

p 61, middle of the page:
change to: "assess" with a fourth "s"

p 62
should be: "draggable indicates that the element can be dragged using the
drag-and-drop API (see Chapter 8)."

p 63
heading tabindex (="-1") - remove quotes around -1

p 65
word "microdata" should not be in code style

p 76
Penultimate line has the word "placeholder" in a different color from the rest of the code. Should
also be in code style.

Change "an alpha version of Firefox 3.7: http://... alphas" to "Firefox 4 beta"

p 77, first paragraph, 3rd line:
change **^(?:** to **^(:?** , with colon before the question mark

p 78, bottom of page:
"mix=0" should be "min=0"

p 80

Under The <output> element
-The value is 6 (not 5) on lines -5 and -4, since the slider goes from 1 to 11 (as it should).

p 86
under "Element validity"
var email = docuement.getElementBuId('email');
should read:
var email = document.getElementBuId('email');

p 87, first paragraph, last line
insert space before "achieve"

p88, second line:

should be: "In fact, this is a useful…"

p 95:
"play/ pause" at bottom of page

extra space before "pause"

p 99
Add a note in margin below code sample. "Stop press: iPad bug": Since going to press, we discovered that there is a bug that affects some iPads that means they can only read the first <source> element. Therefore, your mp4 version should come before your royalty-free version in the source order."

p 102, third paragraph, fourth line
correct spelling: characteristics

p 104, section Rolling Custom Controls, right after the screen capture:

It says:
<source src="leverage-a-synergy.ogv" type="video/ogg" />
<source src="leverage-a-synergy.**ogv**" type="video/mp4" />

It should be:
<source src="leverage-a-synergy.ogv" type="video/ogg" />
<source src="leverage-a-synergy.**mp4**" type="video/mp4" />

p 130:
"as there's 4 bits to each pixel."

should be:

"as there are 4 channels to each pixel."

In note, change:

"http (not a local file system) and is restricted by the same origin rule (it must be from the same domain)."

to:

"http (not a local file system)."

page 135:
In code, remove:

ball.style.display = 'none'; // hide

In code, remove:

```
document.body.appendChild(ball);
// has to be in the DOM to paint properly
```

p 136:
Change:

"You might ask why do I put the ball canvas in the document if it doesn't need to be seen? In the case of a canvas, if you don't add it to the DOM, the size doesn't initialise properly. So when you try to draw to the canvas, there's no height or width, which causes errors when drawing. To circumvent that, I've set the display style to none and then dropped it in to the DOM. Presto! Now I can draw safely without errors."

to:

"From the code you can see I've created a new canvas element, but not put it inside the DOM. I can still use the 2d context but only if I set the height and width. If I don't do this, the height and width defaults to zero, which means there's no area to paint to or to get pixels out of that. Whereas if you insert the canvas in to the DOM it automatically gets a width of 300px and height of 150px."

p 143, Web Storage section note
Change last sentence to: Web Storage doesn't have a maximum number of items that can be stored per domain, and it limits the aggregate size to upwards of 5Mb.

p 153, sidebar, second-last line:
"required" should be "require"

p 167:
In note, insert "a" before "forceful":

"Cachebusting means to use a forceful technique …"

p 168, last paragraph in "How to serve the manifest" section
"serve" should be "server"

p 171:
In step 8, change:

"Browser: application cache has updated, trigger an event stating so"

to:

"Browser: application cache has been updated, trigger an event stating so"

p 211, chapter 10, change:

http://introducinghtml5.com/examples/echo

to:

http://introducinghtml5.com/examples/ch10/echo.html