HTML

A DEVELOPER’S PARADISE

THE ULTIMATE HTML5 CHEAT SHEET
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.

**<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.

**<script> ... </script>**  All the information or links to external scripts.

Here’s what a typical layout looks like:

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

**<style> ... </style>**  Used to include document style information which is usually CSS.

Here’s an Example:

```html
<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>
```
Format your Text

<table>
<thead>
<tr>
<th><strong>&lt;strong&gt;</strong> ... <strong>&lt;/strong&gt;</strong></th>
<th>Places strong emphasis on something (displays in bold on browsers)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>&lt;em&gt;</strong> ... <strong>&lt;/em&gt;</strong></td>
<td>The emphasis tag. Turns text into italics for on browsers.</td>
</tr>
<tr>
<td><strong>&lt;cite&gt;</strong> ... <strong>&lt;/cite&gt;</strong></td>
<td>This highlights references information. Good for quotes and statements.</td>
</tr>
<tr>
<td><strong>&lt;del&gt;</strong> ... <strong>&lt;/del&gt;</strong></td>
<td>Labels a previously deleted portion of text.</td>
</tr>
<tr>
<td><strong>&lt;blockquote&gt;</strong> ..... <strong>&lt;/blockquote&gt;</strong></td>
<td>These are used for long paragraphs of quotation which are commonly cited as well.</td>
</tr>
<tr>
<td><strong>&lt;br/&gt;</strong></td>
<td>This creates a line break used for writing blocks of text on different lines.</td>
</tr>
<tr>
<td><strong>&lt;sub&gt;</strong> ... <strong>&lt;/sub&gt;</strong></td>
<td>Subscript text that is smaller and placed a half-line lower than previous text.</td>
</tr>
<tr>
<td><strong>&lt;sup&gt;</strong> ... <strong>&lt;/sup&gt;</strong></td>
<td>Superscript text which is half a line higher than previous text.</td>
</tr>
<tr>
<td><strong>&lt;b&gt;</strong> ... <strong>&lt;/b&gt;</strong></td>
<td>Also creates bold text, but not as effective as the tag above.</td>
</tr>
<tr>
<td><strong>&lt;i&gt;</strong> ... <strong>&lt;/i&gt;</strong></td>
<td>An alternate way to create italics, but mainly used for thoughts or names.</td>
</tr>
<tr>
<td><strong>&lt;pre&gt;</strong> ... <strong>&lt;/pre&gt;</strong></td>
<td>Monospace text laid out with the whitespace inside the element intact.</td>
</tr>
<tr>
<td><strong>&lt;ins&gt;</strong> ... <strong>&lt;/ins&gt;</strong></td>
<td>Shows a section that has been inserted into the content.</td>
</tr>
<tr>
<td><strong>&lt;q&gt;</strong> ... <strong>&lt;/q&gt;</strong></td>
<td>Used for shorter quotations.</td>
</tr>
<tr>
<td><strong>&lt;hr/&gt;</strong></td>
<td>Create a horizontal rule or sectional break. This is used to create a change in topic or section on the page.</td>
</tr>
</tbody>
</table>

**TEXT FORMATTING**

This text is bold

This text is italic

This text is superscript
<h1> - h6> ...  
</h1> - h6>  
These are the six levels of headings on a page. One is the most important and six is the least.

<svg> ...  
</svg>  
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

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

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

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

height="" Used to specify image height in either pixels or percentages.

Width="" Specify width in pixels or percentages.

Align="" Where to align the image relative to other elements on the page.

Border="" Specifies border thickness (if any).

vspace="" Denote spacing on the left or right side of the image.

hspace="" Spacing on the top or bottom of the image.

<map> ... </map> Informs users that an interactive image is present with clickable areas.

<area /> The name of the map between the image and the map itself.

The image area of an image map.

Example of Images

```html
<img src="planets.gif" width="140" height="120" alt="planets" usemap="#planetmap">
<map name="planetmap">
  <area shape="rect" coords="0,0,82,126" href="sun.html" alt="Sun">
  <area shape="circle" coords="90,50,3" href="mercur.html" alt="mercury">
  <area shape="circle" coords="124,58,6" href="venus.html" alt="venus">
</map>
```
Numbered lists in sequential order.

Specify each item to be bulleted or numbered.

Defines a single term inline with body content.

Bullet point list (no particular order).

List item definitions.

A description for a defined term.

Example of Listing

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

---

**Example of Link**

<a href="www.onblastblog.com">On Blast Blog</a>
### Formatting your Text

<table>
<thead>
<tr>
<th>Tag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>&lt;form&gt;</code></td>
<td>Tags used to create a form. Combined with attributes to show how the form will operate.</td>
</tr>
<tr>
<td><code>action=&quot;url&quot;</code></td>
<td>Shows where data is sent when a visitor submits the form.</td>
</tr>
<tr>
<td><code>method=&quot;&quot;</code></td>
<td>Refers to the HTTP method and how to send the form data.</td>
</tr>
<tr>
<td><code>autocomplete</code></td>
<td>Turns autocomplete on or off on the form.</td>
</tr>
<tr>
<td><code>Accept-charset</code></td>
<td>Identifies character encoding on the form submission.</td>
</tr>
<tr>
<td><code>&lt;fieldset&gt;</code></td>
<td>Identifies the group of all fields on the form.</td>
</tr>
<tr>
<td><code>Target</code></td>
<td>Used to show where the form response should be displayed after being submitted. Used with <code>_blank</code>, <code>_self</code>, <code>_parent</code>, <code>top</code></td>
</tr>
<tr>
<td><code>&lt;legend&gt;</code></td>
<td>A caption for the fieldset element.</td>
</tr>
<tr>
<td><code>&lt;input&gt;</code></td>
<td>The input attribute shows what type of field information to receive from users.</td>
</tr>
</tbody>
</table>

### Example Form

![Form Example Image](image-url)
**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.

- **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.

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

- **textarea**
  - Specifies a large text input for longer messages.

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

---

![Field Options Table](image-url)
**HTML5 SELECT ATTRIBUTES**  
*(To be Used in `<select>` Tags)*

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>name</code></td>
<td>The title for a drop-down combination box.</td>
</tr>
<tr>
<td><code>size</code></td>
<td>The number of options in a drop-down box.</td>
</tr>
<tr>
<td><code>Multiple</code></td>
<td>Allows multiple sections to be made at one time.</td>
</tr>
<tr>
<td>Required</td>
<td>Requires a value to be selected before a user can submit a form.</td>
</tr>
<tr>
<td><code>&lt;optgroup&gt;</code></td>
<td>Specifies can entire grouping of available options.</td>
</tr>
<tr>
<td><code>&lt;option&gt;</code></td>
<td>Defines one of the available options in the drop-down list.</td>
</tr>
</tbody>
</table>

**Option Attributes**

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>value</code></td>
<td>Explains an option’s value available for selection.</td>
</tr>
<tr>
<td>Selected</td>
<td>Shows the default selection option for users.</td>
</tr>
<tr>
<td><code>&lt;button&gt;</code></td>
<td>Shows the clickable button for users to submit options.</td>
</tr>
</tbody>
</table>

**Example of Form**

```html
<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>
<thead>
<tr>
<th>Tag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>&lt;table&gt;</code></td>
<td>These tags define all the content related to a table.</td>
</tr>
<tr>
<td><code>&lt;thead&gt;</code></td>
<td>The headers that label the content in each column.</td>
</tr>
<tr>
<td><code>&lt;tbody&gt;</code></td>
<td>The body of the table data or information.</td>
</tr>
<tr>
<td><code>&lt;tfoot&gt;</code></td>
<td>Describes all footer content.</td>
</tr>
<tr>
<td><code>&lt;th&gt;</code></td>
<td>The data in a single header item.</td>
</tr>
<tr>
<td><code>&lt;tr&gt;</code></td>
<td>Content within a single row.</td>
</tr>
<tr>
<td><code>&lt;td&gt;</code></td>
<td>Content within a single table cell.</td>
</tr>
<tr>
<td><code>&lt;colgroup&gt;</code></td>
<td>Groups columns for formatting purposes.</td>
</tr>
<tr>
<td><code>&lt;col&gt;</code></td>
<td>A single column of information within a table.</td>
</tr>
</tbody>
</table>

### An Example of Table Formatting

```html
<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>
```
Objects

<object> ... </object>
Describes a file type to be embedded (audio, video, PDFs, etc.).

height="" The height of the object.

width="" Width of the object.

type="" The type of media the object contains.

usemap="" The name of the client-side image map within the <object> tag.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

<wbr>
A line break within content.
Quotation Marks - “

Less Than - <

Non-breaking space

“at” symbol - @

Trademark symbol - ™

Ampersand - &

Great Than - >

Copyright symbol - ©

Small bullet - •

Unsupported Tags in HTML5

<p>| &lt;acronym&gt; | &lt;font&gt; | &lt;s&gt; |
|&lt;applet&gt; | &lt;frame&gt; | &lt;strike&gt; |
|&lt;basefont&gt; | &lt;frameset&gt; | &lt;tt&gt; |
|&lt;bgsound&gt; | &lt;isindex&gt; | &lt;u&gt; |
|&lt;big&gt; | &lt;dir&gt; | &lt;xmp&gt; |
|&lt;center&gt; | &lt;noembed&gt; |
|&lt;fn&gt; | &lt;noframes&gt; |</p>
<table>
<thead>
<tr>
<th>Event Handler</th>
<th>Description</th>
<th>Event Handler</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>onbeforeunload</td>
<td>Before unload event</td>
<td>ondragend</td>
<td>At the end of drag operation</td>
</tr>
<tr>
<td>oncanplay</td>
<td>Media can start play</td>
<td>ondragstart</td>
<td>At the start of the drag operation</td>
</tr>
<tr>
<td>oncanplaythrough</td>
<td>Media can be played to the end</td>
<td>ondragover</td>
<td>Element is dragged over drop target</td>
</tr>
<tr>
<td>oncontextmenu</td>
<td>Context menu is triggered</td>
<td>ondragstart</td>
<td>At the start of the drag operation</td>
</tr>
<tr>
<td>ondrag</td>
<td>Element is dragged</td>
<td>ondrop</td>
<td>Dragged element is being dropped</td>
</tr>
<tr>
<td>ondragend</td>
<td>At the end of drag operation</td>
<td>ondurationchange</td>
<td>Length of media is changed</td>
</tr>
<tr>
<td>onbeforeunload</td>
<td>Before unload event</td>
<td>ondragend</td>
<td>At the end of drag operation</td>
</tr>
<tr>
<td>oncanplay</td>
<td>Media can start play</td>
<td>ondragleave</td>
<td>Element leaves valid drop target</td>
</tr>
<tr>
<td>oncanplaythrough</td>
<td>Media can be played to the end</td>
<td>ondragover</td>
<td>Element is dragged over drop target</td>
</tr>
<tr>
<td>oncontextmenu</td>
<td>Context menu is triggered</td>
<td>ondragstart</td>
<td>At the start of the drag operation</td>
</tr>
<tr>
<td>ondrag</td>
<td>Element is dragged</td>
<td>ondrop</td>
<td>Dragged element is being dropped</td>
</tr>
<tr>
<td>onemptied</td>
<td>media resource element becomes empty</td>
<td>onended</td>
<td>media has reached the end</td>
</tr>
<tr>
<td>onerror</td>
<td>error occurs</td>
<td>onforminput</td>
<td>form gets user input</td>
</tr>
<tr>
<td>onhashchange</td>
<td>document has changed</td>
<td>oninput</td>
<td>message is triggered</td>
</tr>
<tr>
<td>oninvalid</td>
<td>element gets user input</td>
<td>onloadeddata</td>
<td>media data is loaded</td>
</tr>
<tr>
<td>onloadeddata</td>
<td>media data is loaded</td>
<td>onloadedmetadata</td>
<td>duration of media element is loaded</td>
</tr>
<tr>
<td>onloadstart</td>
<td>browser starts to load media data</td>
<td>onmessage</td>
<td>element is invalid</td>
</tr>
<tr>
<td>onmousemove</td>
<td>mouse wheel is being rotated</td>
<td>onpause</td>
<td>media data is paused</td>
</tr>
</tbody>
</table>
**HTML5 EVENT HANDLER ATTRIBUTES**

<table>
<thead>
<tr>
<th>Event</th>
<th>Description</th>
<th>Event</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Onplay</td>
<td>media data is going to start playing</td>
<td>Onplaying</td>
<td>media data has started playing</td>
</tr>
<tr>
<td>Onprogress</td>
<td>browser is fetching media data</td>
<td>Onratechange</td>
<td>media data’s playing rate has changed</td>
</tr>
<tr>
<td>Onscroll</td>
<td>Element’s scrollbar is being used</td>
<td>Onseeked</td>
<td>There is an error in fetching media data</td>
</tr>
<tr>
<td>Onseeking</td>
<td>Element’s seeking attribute is true</td>
<td>Oninstalled</td>
<td>There is an error in fetching media data</td>
</tr>
<tr>
<td>Onstorage</td>
<td>document loads</td>
<td>Onsuspend</td>
<td>Browser has stopped fetching media data</td>
</tr>
<tr>
<td>Onetimeupdate</td>
<td>media changes its playing position</td>
<td>Onvolumechange</td>
<td>media changes volume, also when mute</td>
</tr>
<tr>
<td>Onwaiting</td>
<td>Media has stopped playing</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

**HTML5 CANVAS ELEMENTS**

The `<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**

<table>
<thead>
<tr>
<th>Attributes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Width</strong> - unsigned long (Default: 300)</td>
</tr>
<tr>
<td><strong>Height</strong> - unsigned long (Default: 150)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Methods</th>
</tr>
</thead>
<tbody>
<tr>
<td>String - toDataURL( [Optional] string type [variadic] any args)</td>
</tr>
<tr>
<td>Object - getCanvasContext(string contextId)</td>
</tr>
</tbody>
</table>

**2D Context**

<table>
<thead>
<tr>
<th>Attributes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Canvas - HTMLCanvasObject [readonly]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Methods</th>
</tr>
</thead>
<tbody>
<tr>
<td>Void - save() Void - restore()</td>
</tr>
</tbody>
</table>

**Transformation**

<table>
<thead>
<tr>
<th>Methods</th>
</tr>
</thead>
<tbody>
<tr>
<td>Void - scale(float x, float y)</td>
</tr>
<tr>
<td>Void - rotate(float angle)</td>
</tr>
<tr>
<td>Void - translate(float x, float y)</td>
</tr>
<tr>
<td>Void - transform(    Float m11, float m12, float m21    Float m22, float dx, float dy)</td>
</tr>
<tr>
<td>Set transform</td>
</tr>
<tr>
<td>( Float m11, float m12, float m21    Float m22, float dx, float dy )</td>
</tr>
</tbody>
</table>
**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**

**Square**

MiterLimit - float (Default: 10)

**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

**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

**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)
**HTML5 CANVAS ELEMENTS**

### TEXTMETRICS INTERFACE

**Width** - float (Default: reasonably)

### RECTANGLES

**Methods**
- `clearRect(float x, float y, float w, float h)`
- `fillRect(float x, float y, float w, float h)`
- `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 cp1x, float cp1y, 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

**Methods**
- `ImageData - createImageData(float sw, float sh)`
- `ImageData - createImageData(ImageData imagedata)`
- `ImageData - getImageData(float sx, float sy, float sw, float sh)`
- `putImageData(ImageData imagedata, float dx, float dy, [Optional] float dirtyX, float dirtyY, float dirtyWidth, float dirtyHeight)`

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

**CanvasPixelArray Interface**
- **Length** - unsigned long (Default: readonly)

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**HTML5 SEO**

**Which HTML5 tags affect SEO?**
- Contextual 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>`

**HTML5 SEO Myths Debunked**

1. **#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.

2. **#2 - HTML5 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.)

3. **#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)