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## ‘HTML and JavaScript Projects’ Excerpt

In this book chapter, author Jeanine Meyer walks you through creating a user-scalable HTML5 logo as a demonstration of a project that makes use of HTML5, JavaScript and other technologies ô a good review of basic event-driven programming and other important features in HTML5.

Topics covered in the example include:

- Drawing paths on a canvas
- Placing text on a canvas
- Coordinate transformations
- Fonts for text drawn on canvas and fonts for text in other elements
- Semantic tags
- The range input element

Meyer uses the typical approach of basing an HTML project on past works, which among other benefits highlights some new elements of HTML5.

This book chapter is an excerpt from [“HTML and JavaScript Projects,”](#) published by Apress.

Included in this zip file are:

- HTML5.pdf
- Intro Doc.pdf
- Terms and Conditions.pdf