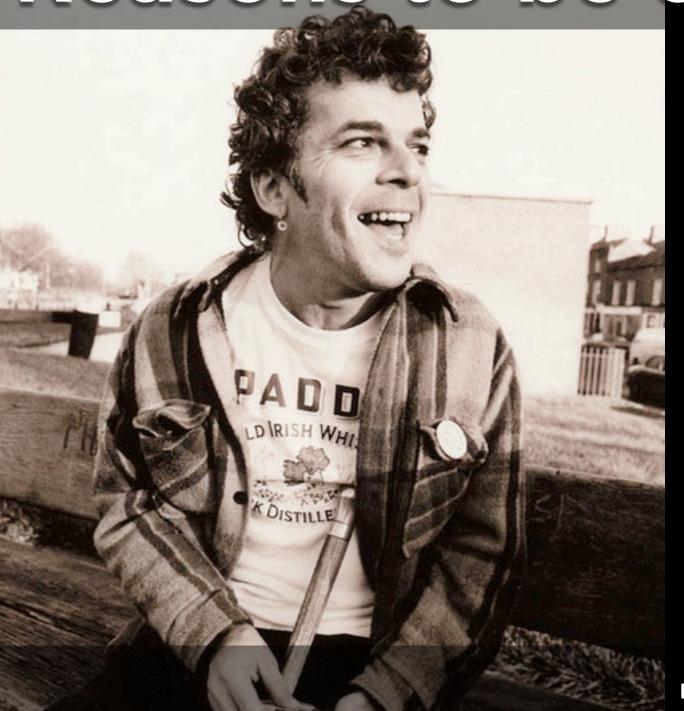
### Reasons to be cheerful



Christian Heilmann Fronteers, Amsterdam, October 2010



Dammit, I'm mad! is
Dammit, I'm mad!
Dammit, I'm mad!
spelled
backwards.

# Being someone who builds for the web is awesome!

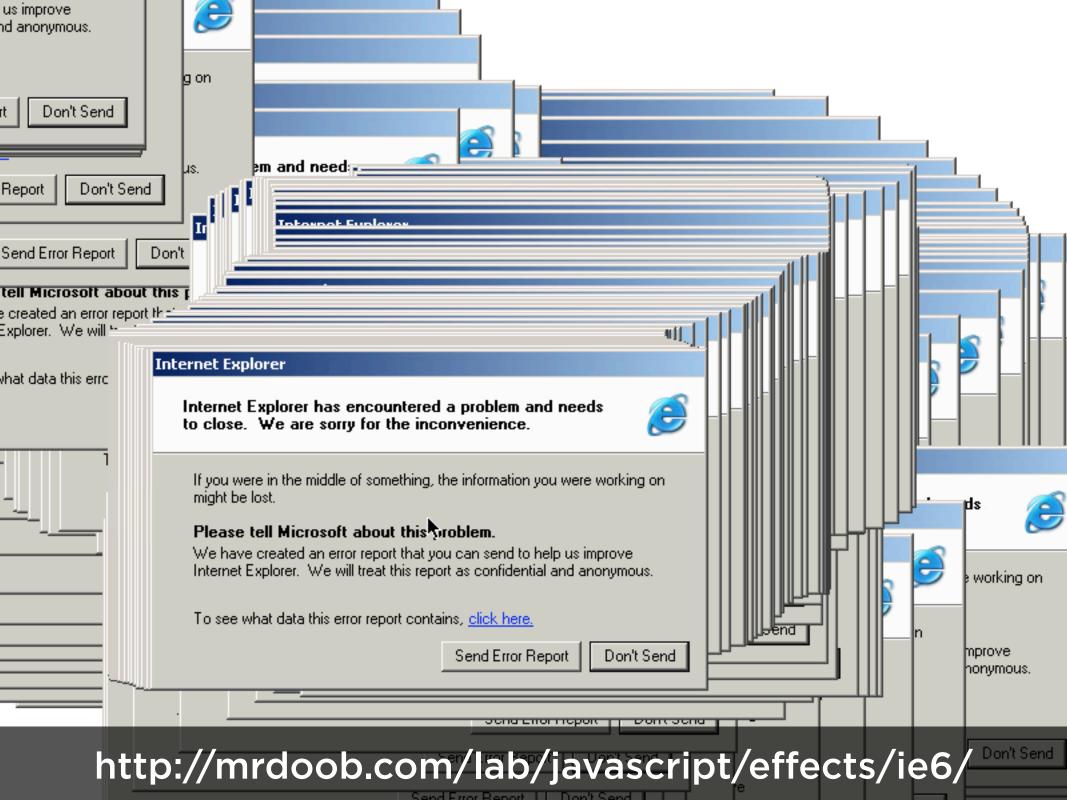




## Sure, we got things to complain about.



And we harp on and on about them.



# But if we really look at it a lot of our grief is home-made.

## The web is an amazing platform to work for.

### We can work crossplatform without building different binaries!

Linux Windows

Windows



# The technologies to build stuff with are pretty easy to learn.

## And massively documented!



Articles Home

Libraries

**Forums** 

SDK

Authors

Contribute

Sign up



### Opera Web Standards Curriculum

1: Introduction to The Web Standards Curriculum/Table of Contents

by Chris Mills

3: How does the Internet work?

by Jonathan Lane

5: Web standards - beautiful dream, but what's the reality?

by Jonathan Lane

7: What does a good web page need?

by Mark Norman Francis

9: Building up a site wireframe

by Linda

11: Typography on the web

by paul-haine

13: The HTML <head> element

by Christian Heilmann

2: The history of the Internet and the web, and the evolution of web standards

by Mark Norman Francis

4: The Web standards model - HTML, CSS

and JavaScript

by Jonathan Lane

6: Information Architecture - Planning

out a web site

by Jonathan Lane

8: Colour Theory

by Linda

10: Colour schemes and design mockups

by Linda

12: The basics of HTML

by Mark Norman Francis

14: Choosing the right doctype for your

**HTML documents** 

by Roger Johansson

LUGIN	
User name:	
Password:	
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<b>▼</b> remember	Lost passy

56

### ARTICLE CATEGORIES

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### **NEWS ABOUT INTERACT**

From our Twitter feed &

### **GET INVOLVED**

WaSP InterACT is a living, open curriculum based upon web

The Book

http://interact.webstandards.org/

### DIVE INTO HTML5

BY

MARK PILGRIM

WITH ILLUSTRATIONS FROM THE PUBLIC DOMAIN

http://diveintohtml5.org/

MOZILLA DEVELOPER NETWORK

A comprehensive, usable, and accurate resource for everyone developing for the Open Web.

Search

Log in | Become an

powere

DOCS COMMUNITY

Welcome to the Mozilla Developer Network, a.k.a.:

### DEVMO

LEARN THE HISTORY BEHIND PROJECT DEVMO >>



New to MDN?

Want to help make our network even better?

Here's how to get started »



Already a member Customize your p fine-tune your pa within MDN.

Log in »

```
ctitle>HTML5 and Friends</title>
@font-face {font-family: FooFont;src: url('FooFont.woff');
 h1 {font-family: FooFont;}
</style>
escript>
 function init() {
   var canvas = document.querySelector("canvas");
     <HTML5>
dy onload="init()">
 <h1>OPENWEB FTW</h1>
 <video src="foo.webm"></video>
 <canvas></canvas>
 <svg width="200" height="200">
  <rect x="0" y="0" width="10" height="10"/>
 </svg>
ody>
```

### HTML<sub>5</sub>

Mozilla continues to lead the charge in the adoption of HTML5 and other evolving open Web technologies. Find out more about the HTML5 spec and the latest enhancements in HTML5, CSS3 and other developer features for Firefox 4.

MORE »

### MDN ON TWITTER

Correspondence on Twitter f around the Mozilla Develope

### @mozamo from ADD-ONS

RT @fligtar: AMO develope hard on our big release thi Thursday: http://www.flic /photos/fligtar/4946014

2 weeks, 1 day ago

### @mozamo from ADD-ONS

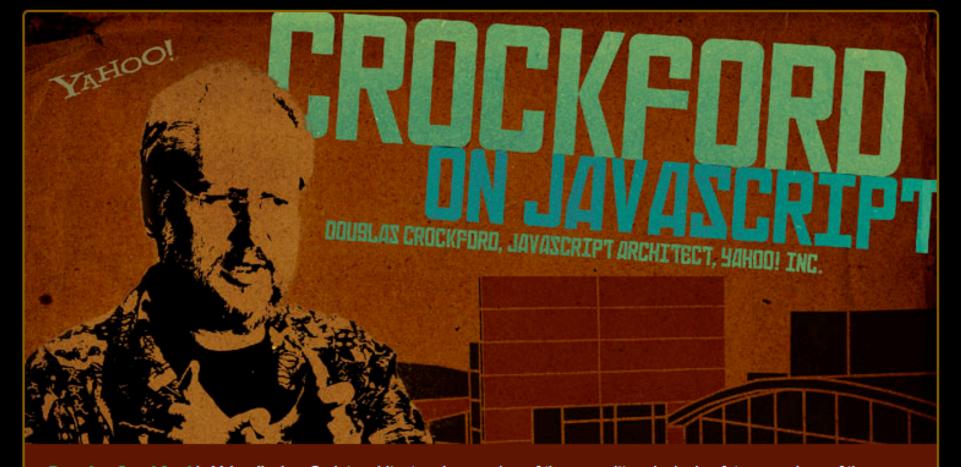
New categories on AMO: G Entertainment, Shopping, a (mobile) Photos & Media

http://mzl.la/cl125d

2 weeks, 2 days ago

http://developer.mozilla.org

@mozhacks from WEB sa



<u>Douglas Crockford</u> is Yahoo!'s JavaScript architect and a member of the committee designing future versions of the world's most popular programming language. Over first three months of 2010, Douglas delivered his acclaimed series of lectures on the history of JavaScript, its features, and its use. Links to video, transcripts, and photos from each of the events follows:

- 1. Volume One: The Early Years (Monday, January 25, 2010)
  - Photos
  - high-resolution (480p) video download ~700MB
  - .m4v video download (320x240)
  - Full transcript + high-resolution Flash video
- Chapter 2: And Then There Was JavaScript (Friday, February 5, 2010)
  - Photos
  - http://yuiblog.com/crockford/
  - Full transcript + high-resolution Flash video

### **Developer Evangelism**







Developer Evangelism is a new kind of role in IT companies.

A developer evangelist is a spokesperson, mediator and translator between a company and both its technical staff and outside developers.

If you think this would be a good role for you, here's the developer evangelist handbook which gives you some great tips on how to do this job.



The handbook is now also available as a print copy from Lulu.com.

### Using the handbook you'll learn how to:

- Find great web content and promote it.
- Write for the web and create engaging code examples.
- Use the web and the social web to your advantage to reach, research and promote.

### The Developer Evangelist Handbook

### Jump directly to a chapter

- The developer evangelism handbook
- Defining developer evangelism
- Start with the right mindset
- Find your role and play to your strengths
- Remove the brand
- Work with the competition
- Work with your own company
- Prepare for outreach
- Get speaking opportunities
- Deliver a talk or workshop
- Write great posts and articles
- Write excellent code examples
- Prepare great slide decks for New! presentations



- Record your output
- Know and use the (social) web

http://developer-evangelism.com

For details check the

### Seriously, if you spend a few hours online you can learn the lot!

### And you have up-todate knowledge instead of a certificate.

## Back when I started this was different.

# The main source of knowledge was view-source.

## This is not needed any more!

The main skill over the years was to know how browsers failed and how to work around that.

You can still work that way, but actually not even this is needed any onger

## Libraries fix browsers!

# CSS libraries help you create predictable layouts.

### Detection libraries allow you to build with progressive enhancement.

## The whole market is shifting.

### Browser vendors isten to standards bodies and grassroots movements.

## Our standards bodies can be influenced



# Try to find another market where that is possible...

# Which leads me to working environments.



We have good work environments.

# This is partly because of outside help.



Mainstream media recognises us.

Facebook users are roaming the streets in tears, shoving photos of themselves in people's faces and screaming 'DO YOU LIKE THIS? DO YOU??'

10:37 PM Sep 23rd via web Retweeted by 100+ people



The Doll Says

### The Internet is part of daily life.

For years we've suffered from not having a real place in HR policies and in job hierarchies.



It is time not to care what people call us

- Screen Designer
- Web Designer
- **→** HTML Programmer
- → HTML Monkey
- Web Developer
- → Lead Web Developer
- → Head of Web Development
- Web Developer
- **→** Interaction Architect
- → Front End Architect
- → Lead Developer Evangelist (International)

### E build stuff for the internet!

# Companies have no clue what web development is.

### No need to fight internal red tape.

### If you don't like your job - leave it.

If you want to talk about your job situation and your boss doesn't have time for you...

## Wear a suit for the day and leave on time for a change.



#### You will soon get an email invite or call or visit from your boss after that.

As "web developers" we need to get our kicks in other ways than through our companies.

#### Here's three of them.

# Way #1: Improving the things we care about on the sly.

# Don't waste your time fighting pointless battles.

# It something looks it, people think it is the real thing.



"Can we use the company font on our site?"

#### Sure!

```
body{
    "company font",helvetica,arial,sans-serif;
}
```

### Use newest technologies and extras without asking for support of them.

### Add them with progressive enhancement and nobody needs to know.

When they hit the mainstream and your boss asks about them, show them you already thought of that!

am very sure that most of innovation on the web is put in without requests from above.

### You can show them to others and make them appear magically as a viral!



### Way #2: Innovating from the outside in.

## If you can't shine in your company, shine outside of it!

### Our communication channels are easy and our community is big.

## Barcamps, \*camps, meetups, opencoffee...

#### All this stuff is free and a chance to network and get known.

# Having own ideas and tastes is welcome!





~@codepo8 Indented code looks like it's been vomited up by a dog. (But I guess you developer types don't care about that (q:



17 hours ago via web grant Unfavorite 1.7 Retweet states Reply



codepo8 Christian Heilmann

@Malarkey not to worry though - good editors and tools can beautify even your code.

17 hours ago

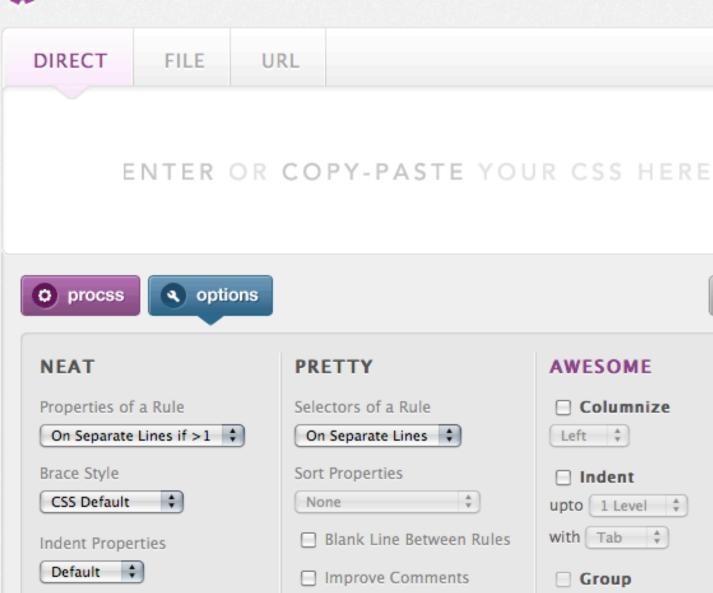


codepo8 Christian Heilmann

@Malarkey @seeitdesign http://procssor.com/ works :)

17 hours ago





clear

### There can be misunderstandings.



anna\_debenham Anna Debenham

Ewww, back end developers are weird... "Have you finished that dump?" "No, it was taking a while. I'll just zip it up and send it to you now."

18 Aug

#### limportant

#### JavaScript Image Replacement

Published in: CSS, HTML and XHTML, Scripting, User Interface Design



As discussed <u>previously</u> on A List Apart, <u>Fahrner Image Replacement (FIR)</u>, a technique developed to allow designers to use image-based typesetting while meeting accessibility requirements, only serves its intended purpose when screen readers misbehave.

The premise of FIR is simple: set the text-containing image as the background of an X element and hide the corresponding plain text by nesting it in a span and setting the visibility to hidden, or display to none.

http://www.alistapart.com/articles/ javascriptreplacement/

#### 11 THIS ARTICLE SUCKS

I rarely use strong wording, but this article sucks. Christian Heilmann butchers my ideas. It hurts, so I struck back.

Why ALA's "JavaScript Image Replacement" Sucks

http://www.quirksmode.org/oddsandends/again\_fir.html

posted at 01:06 pm on November 22, 2003 by ppk

- I published a first version of this script on the mailinglist, CCing PPK. – I didn't hear any complaints beforehand – noone stopped him from submitting an article here either, promoting the brilliant quirksmode.org (and that is not sarcasm) even further, rather than assuming people would just find it there. – PPK had the same idea, not the same script (else it would be a lot better) – There are many ways to achieve an effect (I Loved Anne claiming XHTML1.1 and CSS2 can do the same – but where are the users whose browsers support it?).

Ľ

posted at 02:45 am on November 24, 2003 by Christian Heilmann

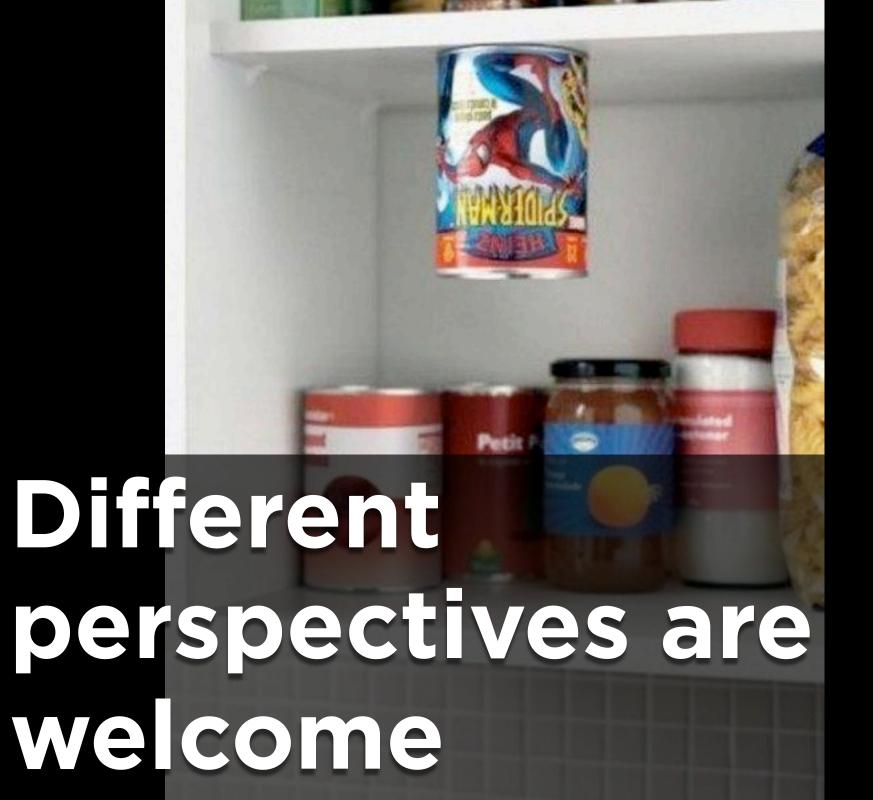
#### UNHELPFUL

I am astounded by Peter-Paul Koch's aggressive response to this article and have responded to his article in turn at http://www.htmldog.com/ptg/archives/000006.php . I don't think this attitude is helpful to anyone and it doesn't do any favours to readers of ALA OR PPK.



posted at 03:36 am on November 24, 2003 by Patrick Griffiths

#### The rest is history!



## Releasing and allowing people to change things is awesome.

### Creative Commons and Open Source are your ticket to fame!

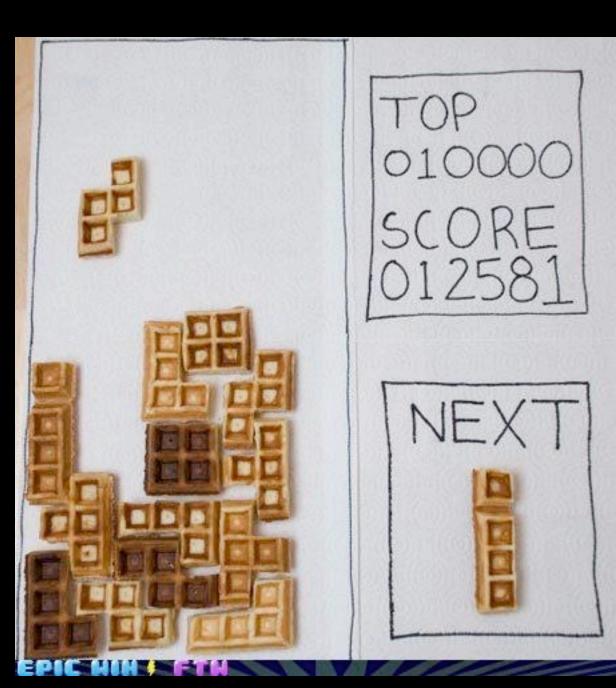


Sharing is common in our market.

# Take cool stuff and build on it!

### You could

be the one to add the piece to make it tasty!



#### The seven rules of Unobtrusive JavaScript

I've found the following rules over the years developing, teaching and implementing JavaScript in an unobtrusive manner. They have specifically been the outline of a workshop on unobtrusive JavaScript for the Paris Web conference 2007 in Paris. France.

I hope that they help you understand a bit why it is a good idea to plan and execute your JavaScript in this way. It has helped me deliver products faster, with much higher quality and a lot easier maintenance

■ Chinese version - 简体中文版

#### Quick Navigation

- Do not make any assumptions
- Find your hooks and

#### Dreamer's Blog

#### Probably the most important feature of unobtr

1. Do not make any assumptions

(JavaScript, the unreliable helper)

- You don't expect JavaScript to be available
- You don't expect browsers to support certa for them before you access them
- You don't expect the correct HTML to be a not available
- You keep your functionality independent o
- You expect other scripts to try to interfere as secure as possible.

The first thing to consider before you even sta enhancing with scripting and see what you ca

#### 2. Find your hooks and relationship

(HTML, the base to build on)

Before you start your script look at the base the

#### 关于我

Dreamer,中国北京。目前是 雅虎 的一名 PHP 开发工程师。对前端开 发技术有浓厚兴趣,并努力成为这方 面的专家。永远不被岁月磨钝的天真 和梦想。欢迎一起交流,我的邮

zhuoqunwang[AT]gmail.com

zhuoqun[AT]live[DOT]com

04月 2009

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○ 刻录时光 (409)

○ 与自己对话 (35)

#### [译文]The seven rules of Unobtrusive JavaScript

09月 28th, 2008 - Dreamer

英文原文: The seven rules of Unobtrusive JavaScript

原文地址: http://icant.co.uk/articles/seven-rules-of-unobtrusive-javascript/

原文作者: Chris Heilmann

写在前面: 前一段时间kejun给我们培训JavaScript的时候,在幻灯片上推荐了很多特别经典的文章,其中就有这一篇。读过之后感觉很不错,不过我看文章往往理解不深入,恰好这篇文章我没有发现中文版本,所以就萌生了把这个东西翻译过来的想法,这样既可以分享,又可以加深自己的理解。本文的作者Chris Heilmann是 Yahoo! 英国的一位工程师(据kejun说是"教父"级的人物),本文的翻译也是征得了他本人的同意的。

这里多说一句,以前我也翻译过不少东西,不过那时候我更多是为了翻译而翻译,很多技术文章都没领悟,所以到现在还是个菜鸟。以后我还会继续翻译一些文章,不过应该只会翻译那些需要仔细体会的经典文章。有时间还是要多写代码,实践才是王道。

术语的翻译:关于"Unobtrusive JavaScript"一词,我现在也没想到一个特别贴切的译法。在网上搜了一下,发现有翻译成"低调JavaScript"的,也有 翻译成"非侵人式JavaScript"的,台湾那边有的翻译成"不乱人JavaScript"……经过多方考证,我决定采用"不唐突的JavaScript"这种译法(虽然这个 还是不太合我心意),具体请看这篇文章。其实"Unobtrusive JavaScript"包含了很多意思,也很难用一个词来概括,有兴趣的可以看一下维基百科上 面对"Unobtrusive JavaScript"的解释。另外,我觉得翻译就是要把作者的意思表达出来,而不一定非要逐字逐句翻译,所以文章中我为了方便读者理解,删减了一些,增加了一些,不过这些都是在不伤害原文意思的基础上进行的。

要说明的还有一点,那就是我翻译水平很业余,所以译文中难免有纰漏,还请多多指正。

译者: Dreamer 。转载请注明英文原文地址和译文地址,谢谢。

不唐突的JavaScript的七条准则

经过多年的开发、教学和编写不唐突的JavaScript, 我发现了下面的一些准则。我希望它们可以帮助你对"为什么这样设计和执行JavaScript比较好"有

T阅数 726

○ 计阅到 ● 抓虾

○ 计阅到 Nojo

○ 计阅到 Rojo

○ 计阅到 Coogle

○ 计阅到 netvibes

○ 计阅到 netvibes

○ 计阅到 netvibes

○ 计阅到 pewsgotor

○ 计阅到 Bloglines

○ 计阅到 ● 鲜果

○ 计阅到 ● 鲜果

http://fanfou.com/

dreamer

Translator

搜索

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订阅本站

□订阅到 有道

饭否

日志存档 Delicious

#### http://icant.co.uk/articles/seven-rules-ofunobtrusive-javascript/

http://www.zhuoqun.net/html/y2008/1103.html

# You want to write cool stuff - not fix it for all edge cases.

# What you can't fix, someone else will.

# Things you don't want to add - other people can.

# Code is not a fixed physical state.



# And this is why my message with my code is...

# Li you don't like my code, fork off!

GitHub, Google Code and all the other source repositories is where your code should live.

# In live products is where it functions and delivers.

### Way #3: Go improve the stuff that brings us a benefit in the future!



# Motivation is not a problem!

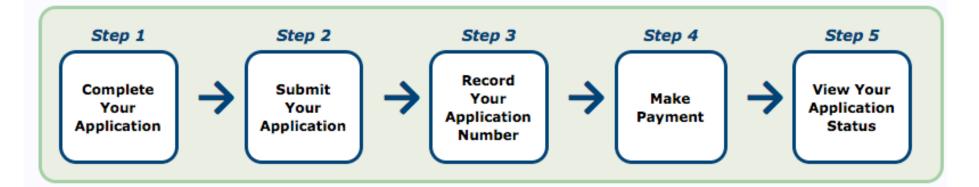


Čeština Dansk English Eesti Deutsch Español Français Ελληνικά Italiano Islenska 日本語 한국어 Latviešu Lietuvių Magyar Português Slovenčina Slovenščina **Nederlands Norsk Svenska** Suomi

Help

#### Welcome to the Electronic System for Travel Authorization Web Site.

International travelers who are seeking to travel to the United States under the Visa Waiver Program (VWP) are now subject to enhanced security requirements and will be required to pay an administrative fee. All eligible travelers who wish to travel to the U.S. under the Visa Waiver Program must apply for authorization and then pay the fee using the following process:



Please refer to the **Help** link at the top of each Web page if you have questions.

Before you begin this application, make sure that you have a valid passport and credit card available. This application will only accept the following credit cards: MasterCard, VISA, American Express, and Discover.

Please provide all responses in English, Mandaton, fields are indicated by a red asterick \*

riease provide all responses in English. Mandatory fields are indicated by a red asterisk ...

#### Apply for an Authorization to Travel to the United States

#### Select this option if:

Which countries participate in the Visa Waiver Program?

What information do I need to complete the application?

What are the passport requirements for travel under the Visa Waiver Program?

- You are a citizen or eligible national of a Visa Waiver Program country.
- You are currently not in possession of a visitor's visa.
- Your travel is for 90 days or less.
- You plan to travel to the United States for business or pleasure.

#### Update or Check the Status of a Previously Submitted Authorization to Travel to the United States

#### Select this option if:

What information can I update?

- You previously submitted an application for an electronic travel authorization and you want to perform one of the following:
  - Determine the status of your travel authorization application.
  - Update your travel authorization application.
  - You saved your application information and want to return to it to pay the fee.

Please provide the following information about your application:

Application Number \* ②

Birth Date

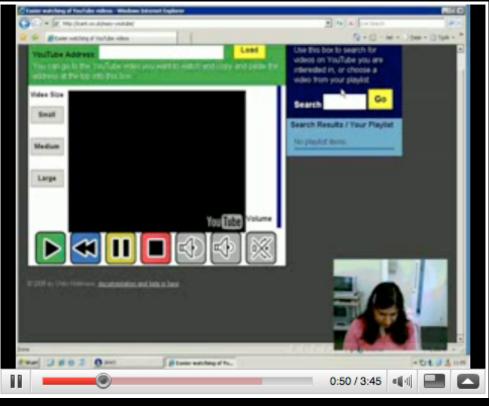
Day \* ?

	Please provide the following information about your application:  Application Number * ②
	Birth Date
	Day * ② 💠
	Month * ② 🗦
	Year * ② 💠
	Passport Number * 🕜
	If you are missing your Application Number,
Apply	Update or Check Status

## Accessibility is a hot topic - think silver surfers and touch interfaces.

### Easy YouTube





http://www.youtube.com/watch?v=CwsDKaalgq8&http://www.youtube.com/watch?v=QiuT0y0KR6I

You can leave now - I don't need you any longer to watch my videos!

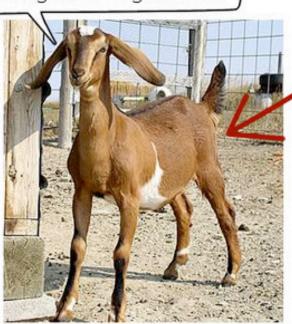
# Security is getting more and more important for web developers.

## CSRF VS. simple update buttons

#### Dear Twitter,

I do not like anal sex with goats.

LOL plz stay out of my butthole.



Sexy manparts don't go in here.

Sincerely, The Oatmeal

# Evercookie is a wake-up call.

http://samy.pl/evercookie/



# HTML5 and CSS3 are open to feedback and need our testing and reporting.

Build cool, rich interfaces with HTML5 - outside of walled of environments or in Flash.

# Be part of breaking old and outdated conventions.

#### YUI/Express JS Demo

Page One

Page Two

Page Three

**Digg Headlines** 

YUI 2 Calendar

YUI 2 Datatable

YUI 3.x TabView

Notice

Github

Home

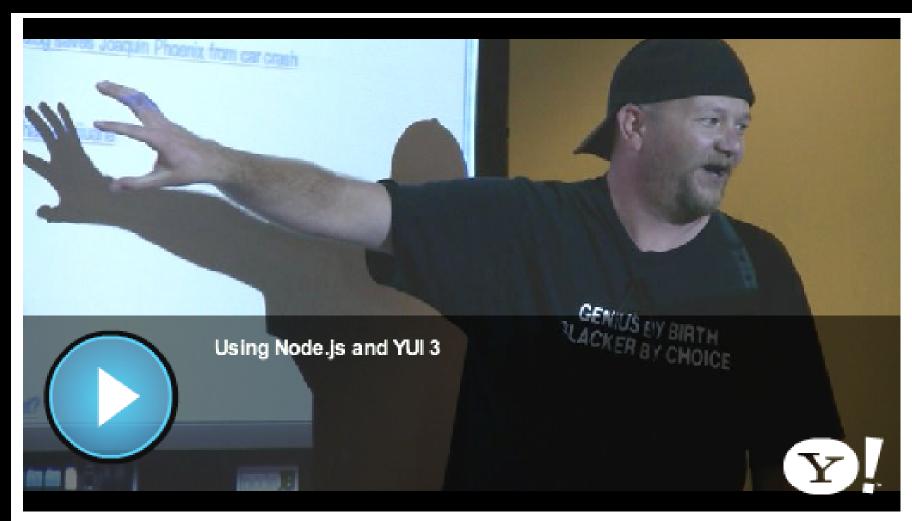
Welcome to the YUI/ExpressJS demo site.

This site is a working example of using NodeJS with YUI 3 & ExpressJS.

The full source code for this example is available on my GitHub account

The purpose of this site, is to show the power of a live DOM on the server. Each of the links to the left show a different use of Javascript on the server.

@2010 DavGlass.com - You can have it if you want it.



- Download HD video (480p ~271MB)
- Download video (m4v)
- · A high-resolution, transcripted version of this talk is available on the YUI Theater site

http://www.yuiblog.com/blog/2010/09/29/video-glass-node/

# node.js + YUI3 = Progressive Enhancement win!

## NoSQL environments instead of bottleneck DB servers.

### Local Storage



```
if(('localStorage' in window) && window['localStorage'] !== null){-
 var f = document.getElementById('mainform');-
 <?php if(isset($_POST['sent']))){?>-
      localStorage.setItem('state',f.innerHTML);-
 <?php }else{ ?>-
    if('state' in localStorage){-
      f.innerHTML = localStorage.getItem('state'); -
    }-
 <?php } ?>-
```

## GeoLocation, Web Workers, Web Sockets, SVG and inline SVG...



### But... but... but... I am only a designer!



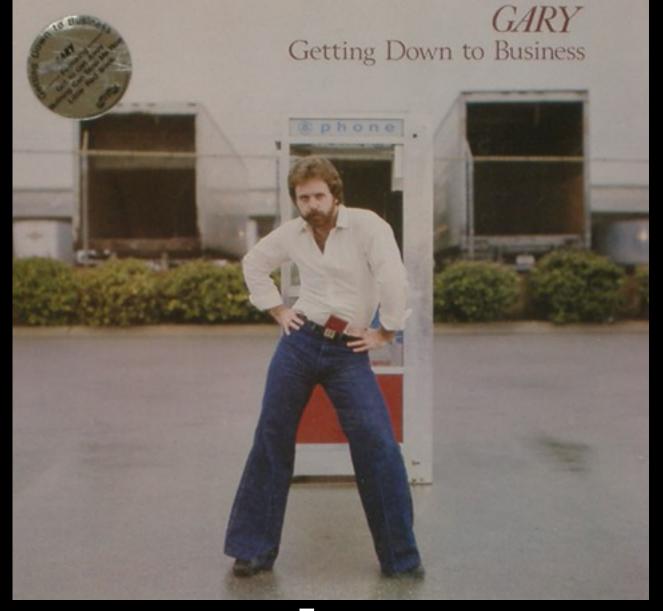
I am not qualified to make a decision on that. The onus is on you to educate me deeply about this thing that I am not even interested in (...) nobody can win that argument! 

#### Yes, there are unknown dangers to be aware of.



## But together we can tackle them and clean this mess up!





### Let's get down to business.

### Release your stuff to the web!

#### Build with the web!

## Get stuff from the web to build your stuff with!

Spread the news about cool stuff as far as you can!



# Understand that you don't need to convince everybody.





Don't be a loner.



### Understand that we are on the move!

## Don't stick with your pet technology from the past.



## It gets easier and easier for every new generation.



(It seems) we have to wait for a generation to die off before we get critical mass on the next good idea...

## Don't make the next generation guess what we did.



### Show the way with simple pointers.



#### It is up to us to let stupid habits die out and embrace the future.



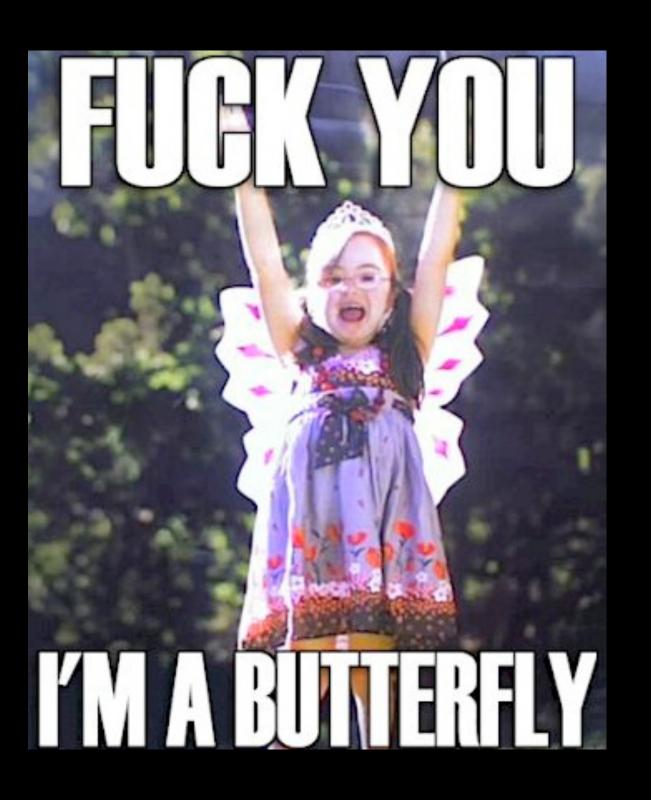
#### Concentrate on handovers - not on being the delivery guy.



### Show pride in your work!



With the right passion and interest you can be anything you want in our market.



Push yourself to join the fun!



### Playing dead will get you nowhere.



**Christian Heilmann** 

http://wait-till-i.com

http://developer-evangelism.com

http://twitter.com/codepo8

#### Thanks!



