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# HTML5

## White Paper

January 2011



[www.net-scale.com](http://www.net-scale.com)

# Background

- HTML5 intends to address shortcomings of web applications:
  - No off-line capability (“does not work in the subway”).
  - No local storage.
  - “Sluggish” UI (page based, limited user interaction and graphic effects).
- To offer an open standard alternative to Flash.
- Attention of HTML increased along with the recent popularity gain of the term “Cloud Computing”.
  - Web applications are a key component of cloud computing.
  - Cloud computing forces web applications to compete directly with traditional local PC applications in terms of user experience.

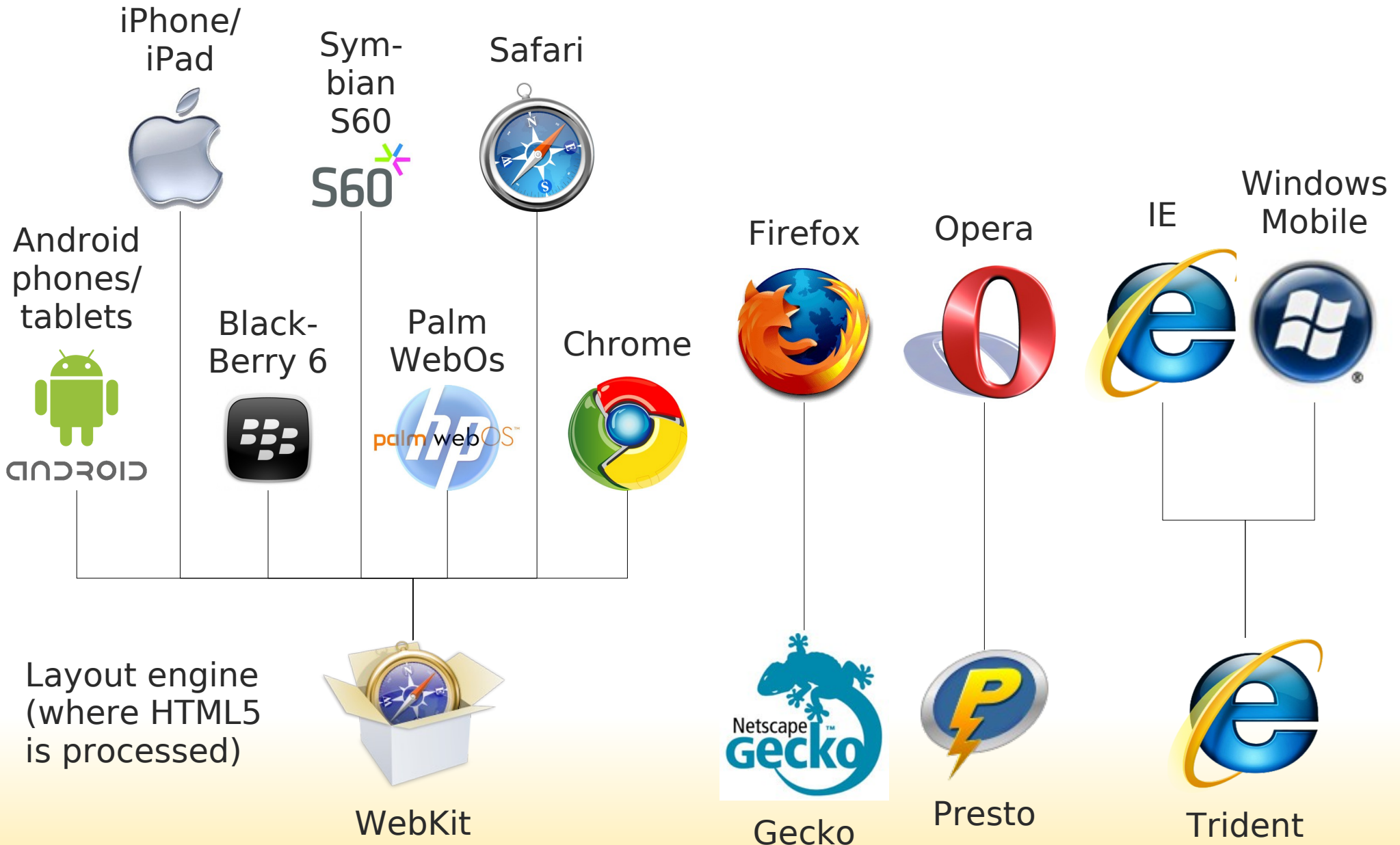
# What is HTML5?

- An evolving standard for code that runs in web browsers both PC and mobile devices.
  - Developed by the World Wide Web consortium.
- Unlike earlier HTML standards HTML5 includes not only the markup language but also its interaction with style sheets and scripts.
- HTML5 applications consist of three parts:
  - **HTML** (Hypertext Markup Language)  
Specifies a hierarchical tree of UI elements, such as boxes and text blocks.
  - **CSS** (Cascading Style Sheets)  
Specify the graphical appearance of the HTML elements, such as size, position, border, text size, font, color, transparency, or transition effects.
  - **JavaScript**  
Is a programming language that can dynamically change HTML elements, their styles, and interact with the user through mouse, keyboard, or touch screen, and can exchange data with the network.

# Important New Features in HTML5

- **Off-line capability:** applications can be permanently stored locally to make them available all the time.
- **Local storage:** applications can store data locally (e.g., to hold an outgoing e-mail until network connectivity is re-established).
- **Native media player** (does not require Flash or other plugins).
- **Server push** (e.g., for new e-mail notification).
- **Vector graphics** capability (called “canvas”), e.g., to create charts.
- **Geo location** to implement location aware applications.
- **Transition animations** (native, no emulation with JavaScript needed).
- **Drag-and-drop** (native, no emulation with JavaScript needed).

# Who Supports HTML5?



# HTML5 Compatibility

	WebKit	Gecko	Presto	Trident
<b>Off-line capability</b>	Yes	Yes	Yes	No
<b>Local storage</b>	Yes	Yes	Yes	Yes
<b>Native media player</b>	Yes	Partial	Yes	No
<b>Server push</b>	Yes	No	Yes	No
<b>Vector graphics</b>	Partial	Partial	Partial	No
<b>Geo location</b>	Yes	No	Yes	No
<b>Transition animations</b>	Yes	No	No	No
<b>Drag-and-drop</b>	Yes	Yes	No	Yes

Last updated: January 15, 2011

Source: Wikipedia

# Conclusions

- HTML5 allows for the creation of web applications that are virtually indistinguishable from their local application counterparts:
  - Responsiveness, interactivity, off-line capability, push, are no longer an issue.
- Low deployment and management cost:
  - No formal software installation required.
  - Updates are automatic.
- Platform independent:
  - E.g., a single app runs on iPhone, Android phones, BlackBerry, Symbian (Nokia) phones, and Windows Mobile.
- HTML5 applications are a natural GUI for cloud computing.
- Security advantages:
  - Little or no data stored on device.
  - Compartmentalized: unlike with VPN, one app cannot access the secure connection of another.

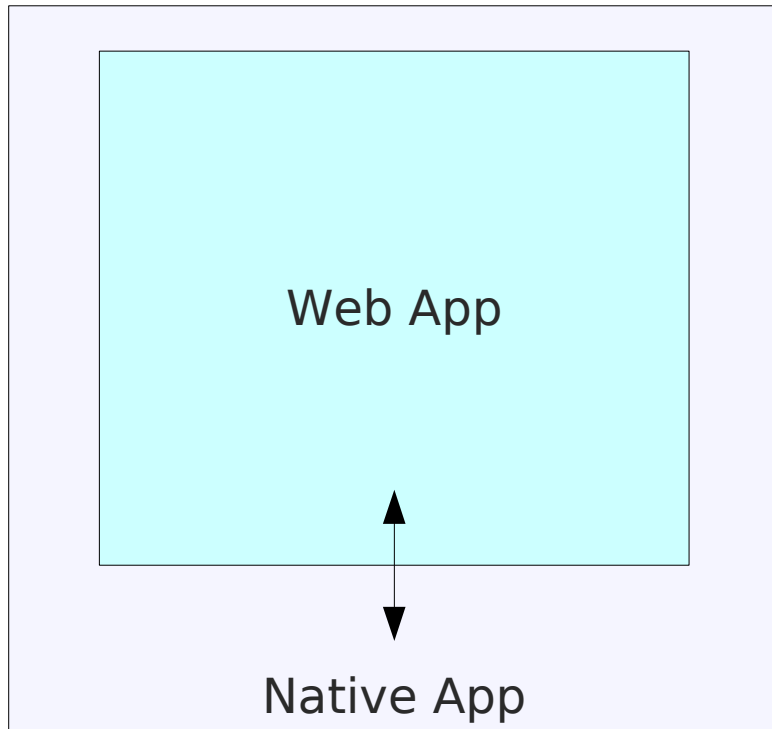
# Limitations

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- Web browser must be running for web apps to run.
- No background capability.
- No native device alerting capability (e.g., notification bar of iPhone or Android).
- No auto-start upon boot time.
- No access to peripherals, such as microphone, camera, Bluetooth, USB, phone dialer.



# Solution: Hybrid Apps



- Hybrid apps consist of a thin core that runs natively on the device and a web app part that controls most of the functionality.
- Web app and native app can communicate with each other and share screen real estate.
- A sensible road map often starts with a pure web app and extends it into a hybrid app later.
- Net-Scale has successfully deployed sophisticated hybrid apps on the iPhone.
- Net-Scale owns patent pending IP related to hybrid apps.

# Contact Information

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