**Beginning HTML5 & jQuery - the Fundamentals**

**Q: Controls ??? I work with asp.net MVC .....**

A: We have ASP.NET MVC Wrappers (helpers) for all our client-side components

**Q: Works with WebMatrix ??**

A: Should work out of the box - even though i haven't checked with the latest version of Web matrix 2. if there are any issues please let us know

**Q: Where do i get this SDK?**

A: http://infragistics.com/jquery

**Q: Why two .mp4?**

A: They can use different video encoding, even though the extension is the same

**Q: Silverlight also allows Media tags, simple media tags for media file support. No Visual studio business there, no compiling. How is this better?**

A: You have full support on all mobile devices. for example Apple devices (iphone , ipad), and android devices, don't usually support Silverlight plugins

A: How to we integrate the canvas tags to be responsive? With Javascript support?

**Q: intellisense supported ?**

Ayes, the jQuery API and our components also have intellisense support

**Q: draw function will not make much great untile there are some visual designer, agree?**

A: You seem to be using fixed values for moveTo() arguments etc., how would you create a responsive canvas design? i.e. using % or em, etc

**Q: Thanks guys for quick support (answers) . I m really impressed... :)**

**Q: draw function will not make much great untile there are some visual designer, agree?**

A: that's a very good question, thanks. usually the way you design anything on a canvas is by drawing on the surfaces using colors that you pass as parameters. so it's unlike CSS where a visual designer is responsible of creating the stylesheet. the styling is also not done in XAML, so you either need to define some custom palette format, which your visual designers can use, or parse CSS, and apply it to the canvas when calling its API. we are doing the latter with our chart, so we can actually support and read CSS stylesheets, which is very powerful, because your visual designers don't need to learn Canvas and javascript development

**Q: You seem to be using fixed values for moveTo() arguments etc., how would you create a responsive canvas design? i.e. using % or em, etc**

A: That's not possible on a canvas, but you can use various techniques to redraw it when those values change - either based on some end user events (such as pinching - that is, zooming) , or when the canvas' parent element changes its size. i believe there are also javascript canvas libraries that do this as part of their API

**Q: demos are available for infragistics chart(html5) ?**

**Q: How much Time it will take HTML5 to be capturing the market and is most browser compatible**

A**:** most major browsers (IE9+, Chrome, Firefox, Safari, and Opera) - support most of the HTML5 specifications, such as audio, video, canvas, local storage, etc. also some websites are already making extensive use of HTML5 features, such as gmail.com, youtube.com, - so it's a matter of time, it all depends what part of HTML5 you need, but in terms of client compatibility, it should be all there. Note that HTML5 features aren't supported on IE6, IE7 and IE8.

**Q: If you have 2 images how do you reference them**

A**:** you can use an ID selector, or any other attribute which can be unique for the image in question; if you use "img", it will apply the call to both images

**Q: example: $("#imgID1").doSomething() ; or $("img[attr1=attrval1]").doSomething() - this is by attribute value , you can also use css class: $(".someClassAppliedOnImg").doSomething()**

**Q: How browser get geolocation? Do they talk to GPS device?**

**Q: do you have any good books to get started on jquery... never used it**

**Q: How browser get geolocation? Do they talk to GPS device?**

A**:** very good question! so the geolocation API itself is really agnostic to how it works under the hoods. the implementation is different depending on the device you use. if you use it on a desktop, then it uses your IP address, and WiFI SSID, if you use it on an iphone or ipad, or any other mobile device, it may use your GPS hardware

**Q: for jquery themeroller which we are using in infragistics are we storing all libraries locally or we are poiting it to jquery ui url?**

**Q: is jquery comes under W3C standard ?**

**Q: Is it compatible with all mobile browsers ?**

**Q: for jquery themeroller which we are using in infragistics are we storing all libraries locally or we are poiting it to jquery ui url?**

A**:** Themes are are just CSS

**Q: is jquery comes under W3C standard ?**

A**:** Very good question. in general, jQuery is a JavaScript library, it's not related to implementations of W3C specs. but the stuff jQuery does is W3C compatible - i mean any attributes they set , and so on. for example - when jQuery stores data in an element, it uses the data-\* attributes, which are passing all validations

**Q: Do we have infragistics jquery charts supported in IE8?**

A**:** no, only IE9 and above, and all other browsers

**Q: HTML5**

A**:** yes all mobile browsers support most HTML5 features that the desktop browsers support. the majority of mobile browsers are based on WebKit (Chrome and Safari, and Amazon's Silk). The Windows Phone is a bit different, though, it doesn't support most features.

**Q: So Now Html5 will replace Flash games and Browsers Apps like angybirds. and how much it will effect the mobile apps as you will get it in browser?**

A**:** yes, eventually that's what will happen. Btw angry birds is natively implemented, but we start to see a lot of those games implemented on HTML5 using Canvas and JavaScript - one very nice example is Quake - which was implemented on HTML5 by a guy working at Google - http://googlecode.blogspot.com/2010/04/html5-quake-ii.html

**Q: what are you using to have a choice of browsers when debugging in visual studio?**

A:you just need to have the browsers installed , and you'll get a list of them - you are basically hooking to the process