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HTML5 Online Learning Application with Offline Web, Location Based, Animated Web, Multithread, and Real-Time Features

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Abstract : Web applications are an integral part of modem life. They are mostly based upon the HyperText Markup Language (HTML). While HTML meets the basic needs, there are some shortcomings. For example, applications can cease to work once user goes offline, real-time updates may be lagging, and user interface can freeze on computationally intensive tasks. The latest language specification HTML5 attempts to rectify the situation with new tools and protocols. This paper studies the new Web Storage, Geolocation, Web Worker, Canvas, and Web Socket APIs, and presents applications to test their features and efficiencies.

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