



# Vývoj moderních webových aplikací

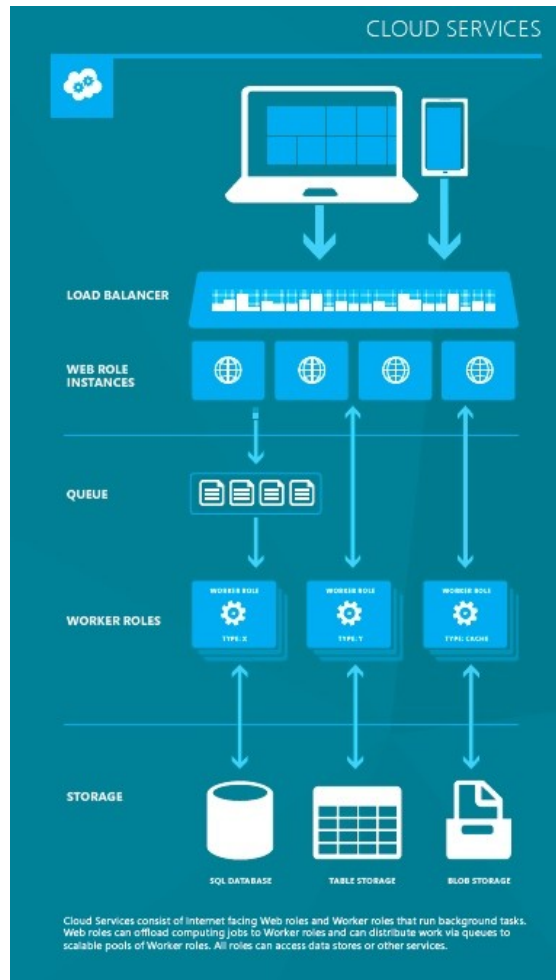
Martin Novák

4. 4. 2012

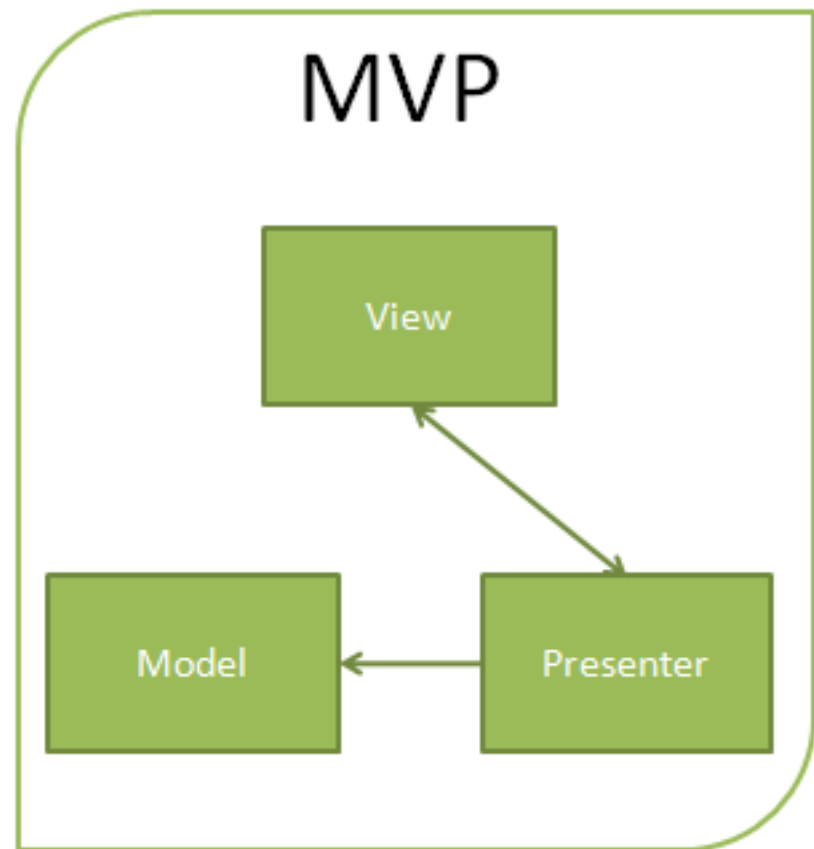
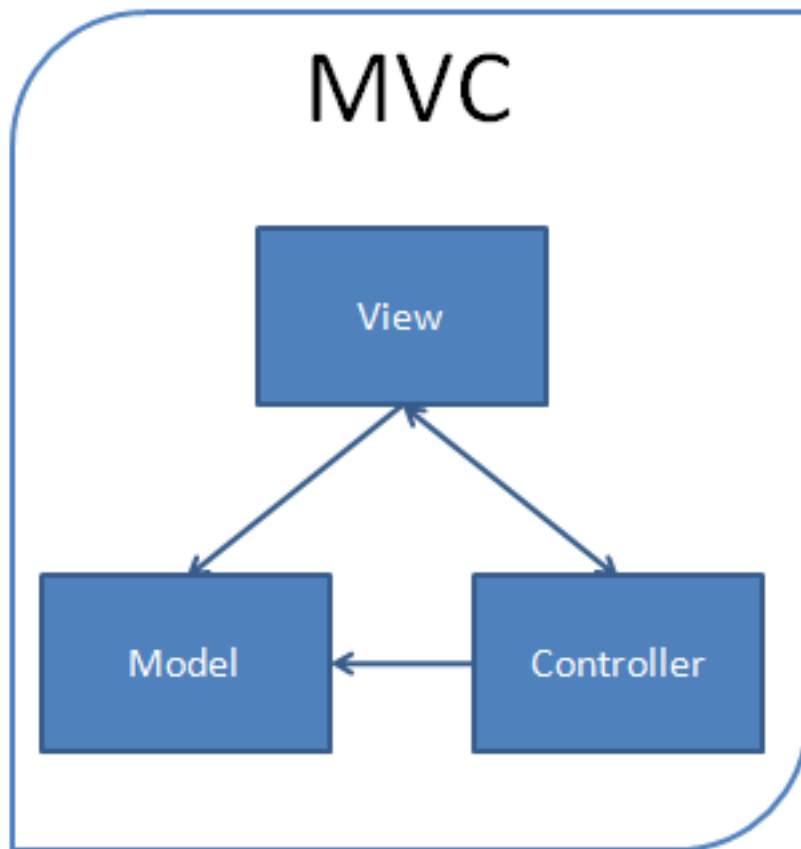
# Historie webu

- Server/klient architektura
- HTML
- DHTML (Netscape versus MSIE)
- Firefox, AJAX a Web 2.0
- Cloud Computing
- HTML5

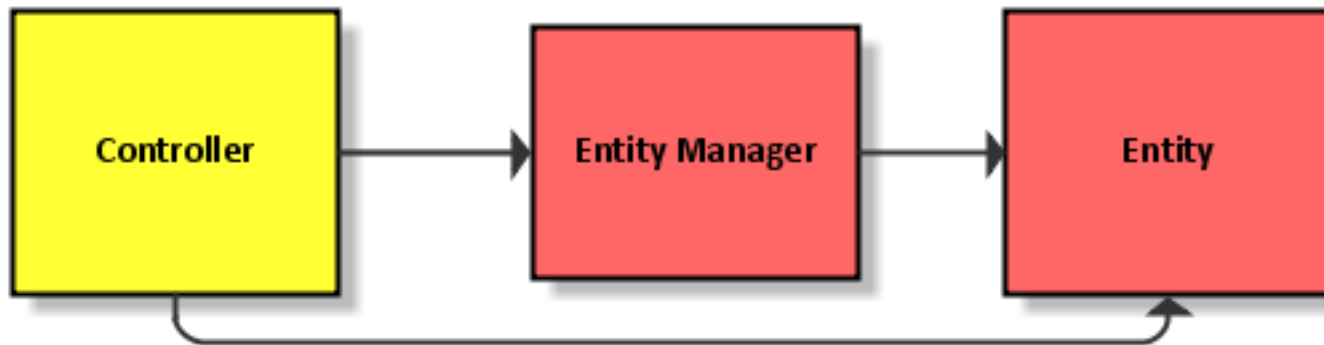
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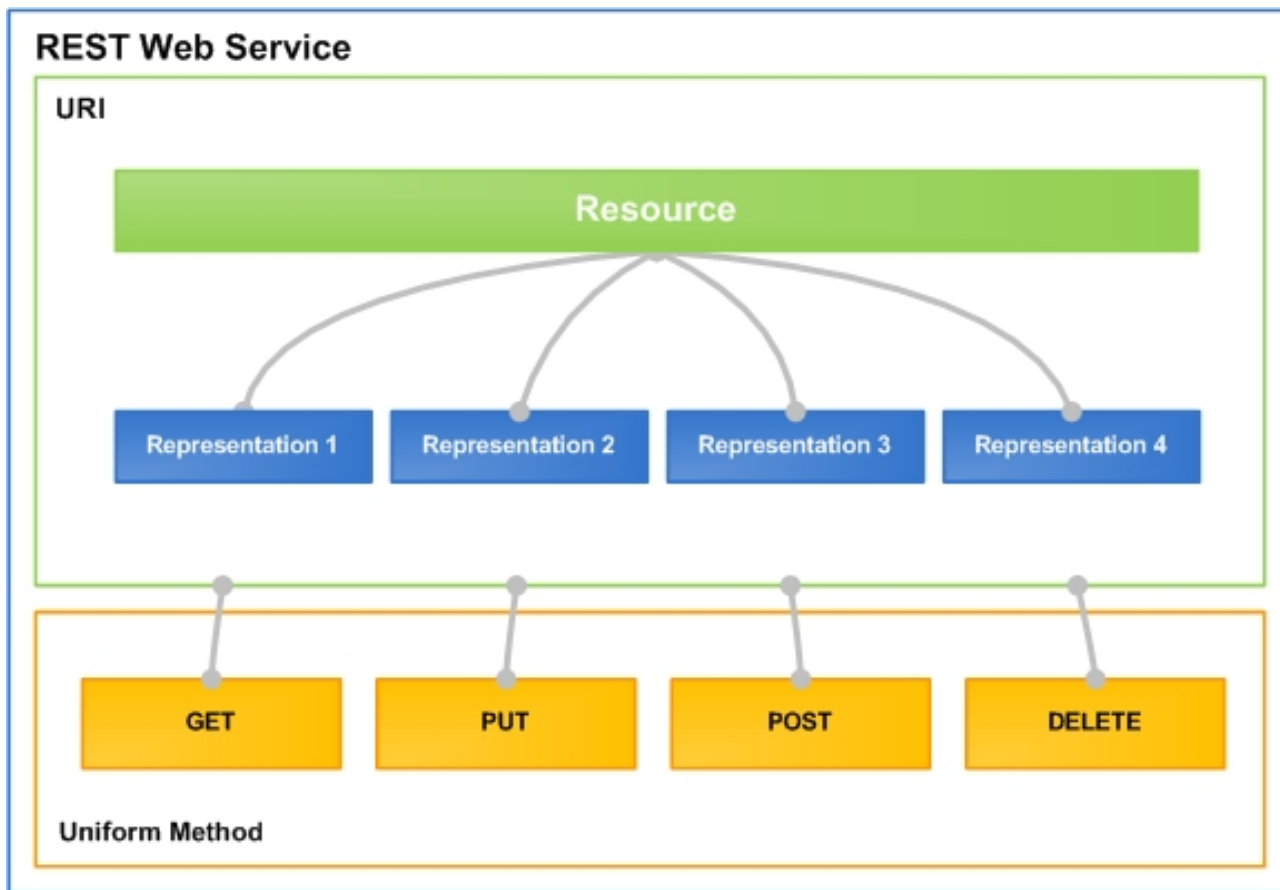
# Serverový vývoj



# Objektově relační mapování



# Webové služby



# Klientský vývoj

## What Does HTML5 Do?



### <STORAGE>

Data can be stored on a user's computer or mobile device, so Web apps work without an Internet connection.



### <TYPE>

Web pages can have flashier type with more fonts, shadows, colors and other effects.



### <MOTION>

Objects move on Web pages and react to the movements of a cursor.



### <GAMES>

Interactive games can run with just a Web browser without installing other software or plug-ins.



## Key features of the next Web programming standard.



### <VIDEO>

Video can be embedded in a Web page without a plug-in. Browser makers have not agreed on formats.



### <3D>

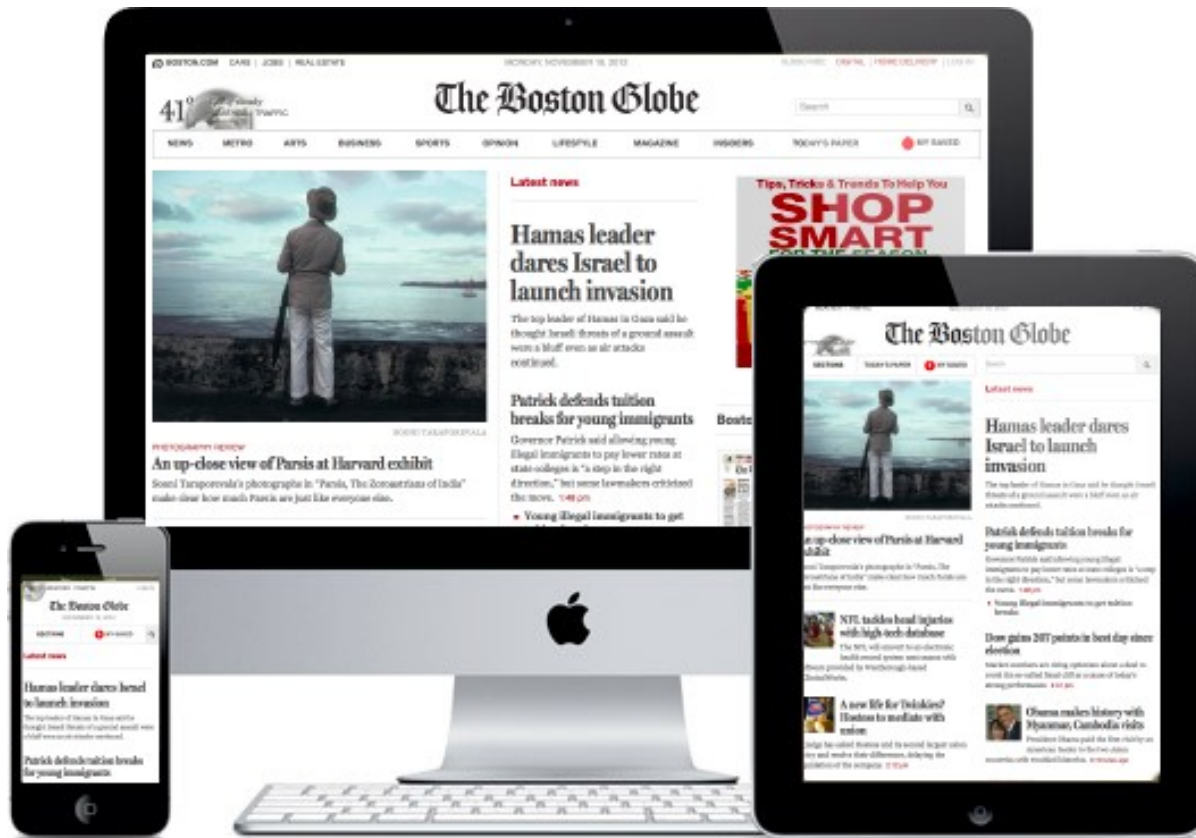
A technology called WebGL can create interactive 3-D effects using a computer's graphics processor.



### <AUDIO>

Audio is played without a plug-in. Browser makers have not agreed on formats.

# Responsivní design





# Celkový pohled

