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HTML5 and CSS3 – The Future of the Web Programming

AL-FARABI KAZAKH NATIONAL UNIVERSITY

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Current Web Development

Sergio Luján Mora

lsi Department of Software and Computing Systems

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Why standards are important?

- **QUESTION**
- How many types of plugs & sockets are there (we don't consider voltages and frequencies)?

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Why standards are important?

There are no less than 13 types of plugs & sockets!!

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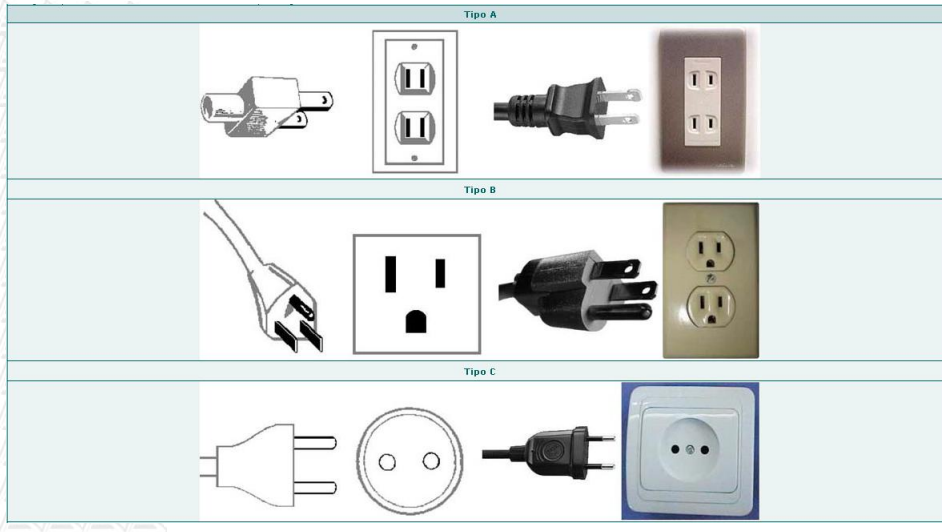

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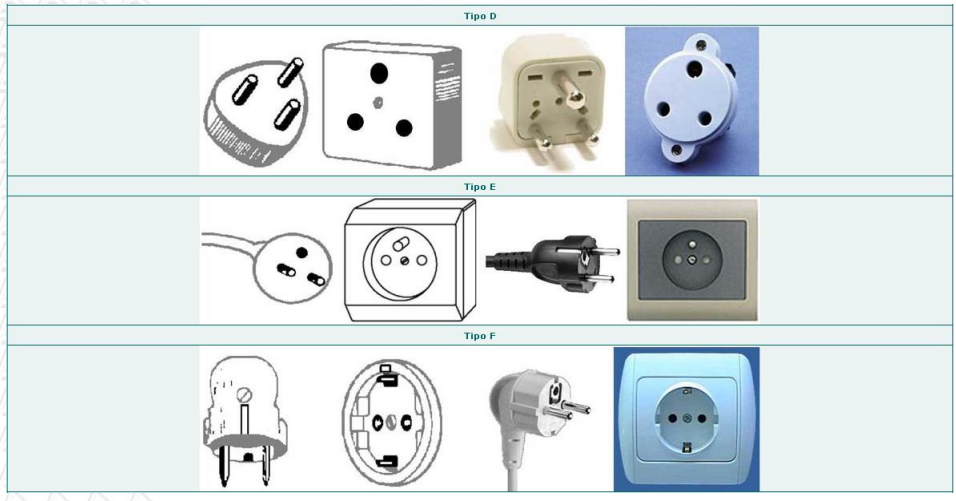

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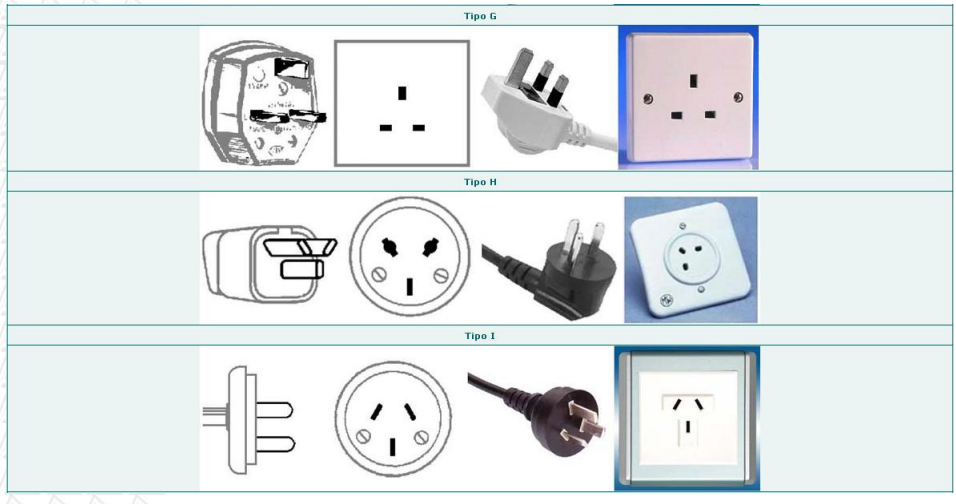

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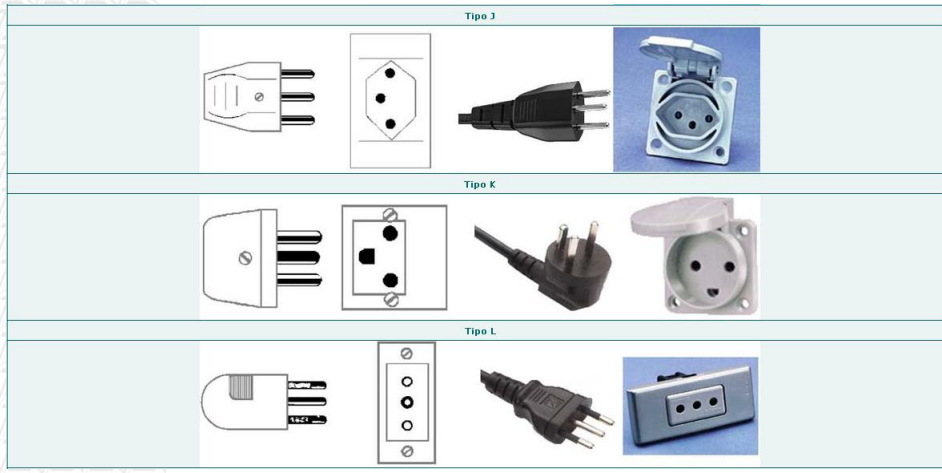

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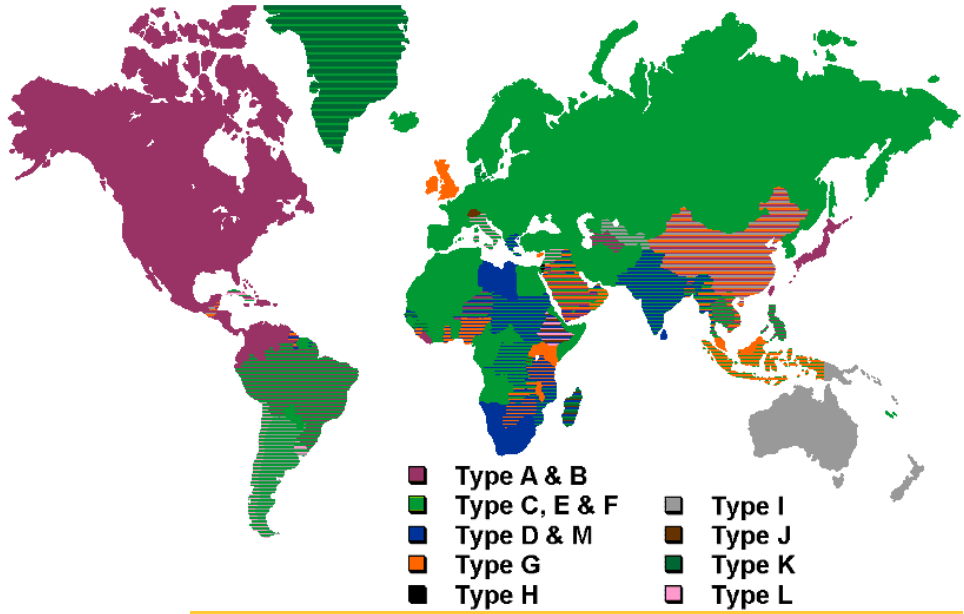
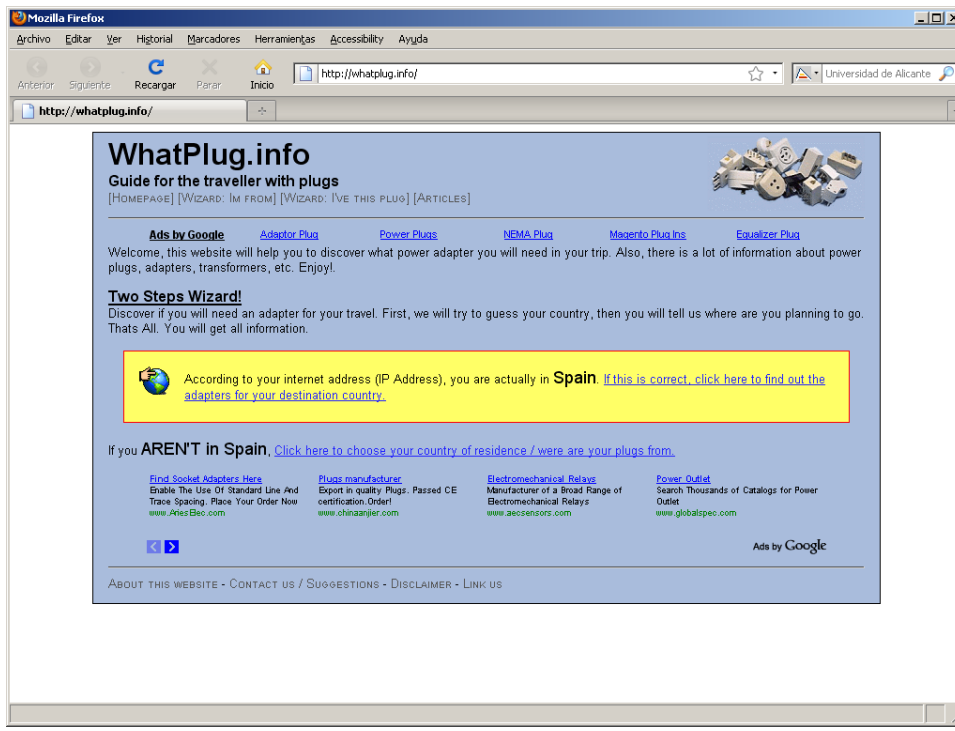

Type A & B
Type C, E & F
Type D & M
Type G
Type H
Type I
Type J
Type K
Type L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Archivo Editar Ver Historial Marcadores Herramientas Accessibility Ayuda
Anterior Siguiente Recargar Parar Inicio
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http://whatplug.info/
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Guide for the traveller with plugs
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Adaptor Plug
Power Plugs
NEMA Plug
Magento Plug Ins
Equalizer Plug
Welcome, this website will help you to discover what power adapter you will need in your trip. Also, there is a lot of information about power plugs, adapters, transformers, etc. Enjoy!.
Two Steps Wizard!
Discover if you will need an adapter for your travel. First, we will try to guess your country, then you will tell us where are you planning to go. Thats All. You will get all information.
According to your internet address (IP Address), you are actually in Spain. If this is correct, click here to find out the adapters for your destination country.
If you AREN'T in Spain, Click here to choose your country of residence / were are your plugs from.
Find Socket Adapters Here
Enable The Use Of Standard Line And Trace Spacing. Place Your Order Now
www.AriesElec.com
Plugs manufacturer
Export in quality Plugs. Passed CE certification. Order!
www.chinaanjier.com
Electromechanical Relays
Manufacturer of a Broad Range of Electromechanical Relays
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http://whatplug.info/from/spain/
WhatPlug.info
Guide for the traveller with plugs
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Adaptor Plug
Power Plugs
Outlets
Outlet on Line
Magento Plug Ins
Ok, you are in Spain, you use power plugs/outlets similar to the following picture(s):
Plug Type C
Plug Type F
Outlet Type C
Outlet Type F
(If this is not correct, perhaps your plugs are from another country's system. Its very common in third world to use adapters for electronic equipments. You can start again choosing another country of origin. Or, you can use our wizard by plug type, choosing exactly the plug you have in your hands.)
Last question
Where are you travelling ? Please choose your country destination so we can tell you what you will need in your travel.
Europe
Albania
Andorra
Austria
Azerbaijan
Americas
Anguilla
Antigua
Argentina
Aruba
Africa
Algeria
Angola
Benin
Botswana
Asia
Afghanistan
Armenia
Azerbaijan
Bahrain
Oceania
American Samoa
Australia
Cook Islands
Fiji
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http://whatplug.info/from/spain/to/ecuador - Windows Internet Explorer
http://whatplug.info/from/spain/to/ecuador
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WhatPlug.info
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Electrical Adaptor
Travel Adapter Plug
European Plugs
Outlet Adapter
Plug Converter
Plugs for travelling from Spain to Ecuador
Plugs, adapters, and other electrical information for travelling to Ecuador from Spain.
Quick chart at a glance
Spain
Ecuador
Voltage: 220V. 120V, 127V.
Plugs Type: C, F. A, B.
Hertz: 50Hz. 60Hz.
Chart Explanation
If you are an electrical savvy, perhaps the previous chart is all you need. If this is not your situation, you can continue reading for discovering what that chart implies!
Plugs and Sockets at each country
In Spain the following plugs are used:
Plug Type C
Plug Type F
Listo
Internet
100%

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Why standards are important?

- **QUESTION**
- Are there and are used standards in computing?

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Why standards are important?

- IBM PC (Wikipedia):

Rather than going through the usual IBM design process, a special team was assembled with authorization to bypass normal company restrictions and get something to market rapidly.

[…]

*To achieve this they first decided to build the machine with **"off-the-shelf" parts** from a **variety of different** original equipment **manufacturers** (OEMs) and countries.*

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Why standards are important?

[…]

Secondly for scheduling and cost reasons, rather than developing unique IBM PC monitor and printer designs, project management decided to utilize an existing "off-the-shelf" IBM monitor developed earlier in IBM Japan as well as an existing Epson printer model. Consequently, the unique IBM PC industrial design elements were relegated to the system unit and keyboard.

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Why standards are important?

[…]

*They also decided on an **open architecture**, so that **other manufacturers** could produce and sell peripheral components and compatible software without purchasing licenses. IBM also sold an **IBM PC Technical Reference Manual** which included **complete circuit schematics**, a listing of the **ROM BIOS source code**, and other engineering and programming information.*

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Why standards are important?

- Standardization (Wikipedia):

***Standardization** or **standardisation** is the process of developing and agreeing upon technical standards. A standard is a document that establishes uniform engineering or technical specifications, criteria, methods, processes, or practices.*

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Why standards are important?

- Standardization (Wikipedia):

The goals of standardization can be to help with independence of single suppliers (commoditization), compatibility, interoperability, safety, repeatability, or quality.

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Why standards are important?

- Standards can be classified according to different aspects:
  - Closed standard, RAND, open or free
  - Legal standard (*de iure*) or fact standard (*de facto*)
  - National, international or industrial standard

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Are there any standards in web development?

- **QUESTION**
- Are there any standards in web development?

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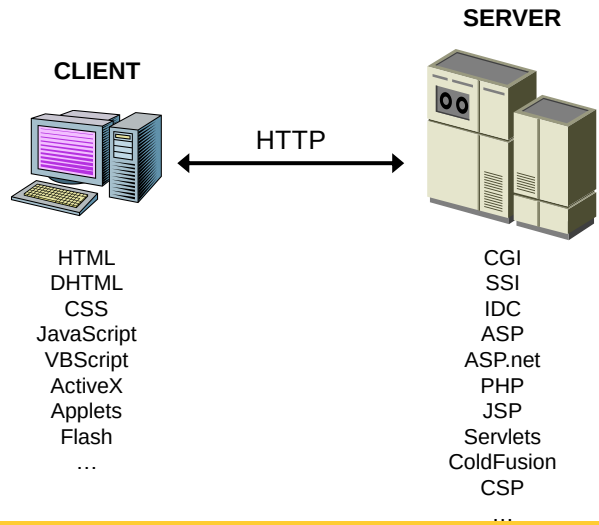

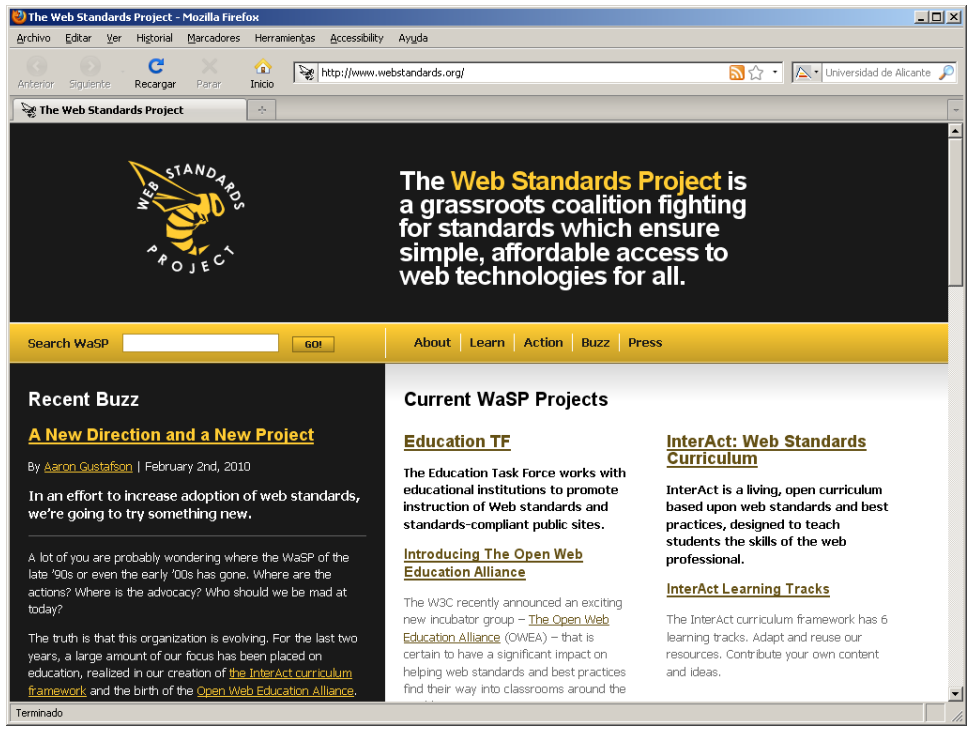

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The Web Standards Project

- WaSP: Fighting for standards
  - http://www.webstandards.org/about/mission/

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The Web Standards Project

*Founded in 1998, The Web Standards Project (WaSP) fights for standards that **reduce the cost and complexity** of development while increasing the **accessibility** and **long-term viability** of any site published on the Web. We work with browser companies, authoring tool makers, and our peers to deliver the true power of standards to this medium.*

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The Web Standards Project

- What happens when standards are not used?
- In the past:
  - *By releasing browsers that failed to uniformly support standards, manufacturers needlessly fragmented the Web, injuring **designers**, **developers**, **users**, and **businesses** alike.*

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The Web Standards Project

- Designers, programmers, and owners of web sites:
  - *could they afford to implement multiple versions of every web page in order to accommodate incompatible browsers?*
  - *If not, which browsers should they neglect, and how many millions of potential visitors were they willing to turn away?*
  - *The fractured browser market added at least 25% to the cost of developing all sites.*

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The Web Standards Project

- Users:
  - *When using the "wrong" browser, many could not view content or perform desired transactions.*
  - *Among those most frequently hurt were people with disabilities or special needs.*

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The Web Standards Project

- Nowadays:
  - *Beginning in 2000, one leading browser after another delivered on the promise of many of the standards we had (sometimes shrilly) promoted.*
  - *Current market-leading browsers, along with several of their competitors, provide excellent support for HTML 4, Compatible XHTML 1.0, CSS Level 1, ECMAScript (the standard version of JavaScript), and the DOM—or are on the road to such compliance.*

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The Web Standards Project

- Then, what is the problem nowadays?
  - Today's browsers support standards, although there are some exceptions (Internet Explorer).
  - Authors' tools that create invalid, non-semantic sites instead of standards are still used.
  - *Tens of thousands of professional designers and developers continue to use outdated methods that yoke structure to presentation, in some cases entirely avoiding semantic structures and misusing (X)HTML as a design tool.*

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The Web Standards Project

- *Many books on web development still teach outdated methods, and many practitioners take pride in delivering sites that look and work exactly the same in compliant and non–compliant desktop browsers alike, at the cost of accessibility, long–term viability, forward compatibility, and lack of alternative device support.*
- *Others develop proprietary code that works only in a handful of popular browsers.*

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The Web Standards Project

- **QUESTION**
- What are the standards in web development nowadays?

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The Web Standards Project

- **Structural and Semantic Languages**
  - Hypertext Markup Language (HTML) 4.01
  - Extensible Hypertext Markup Language (XHTML) 1.0
  - Extensible Markup Language (XML) 1.0
- **Presentation Languages**
  - Cascading Style Sheets (CSS) level 1
  - CSS level 2 revision 1
  - CSS level 3

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The Web Standards Project

- **Object Models**
  - Document Object Model (DOM) level 1
  - DOM Level 2 (HTML, Core, Events, Traversal)
  - DOM Level 3 (Core)
- **Scripting Languages**
  - ECMAScript 262 (the standard version of JavaScript)

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The Web Standards Project

- Advanced browsers which have fully implemented the above should consider implementing the following:
- Extensions and updates to HTML4 and XHTML 1.0
  - Microformats
  - Web Applications 1.0 (AKA "HTML5")
  - XHTML 1.1
- Additional Markup Languages
  - Mathematical Markup Language (MathML) 1.01
  - MathML 2.0
  - Scalable Vector Graphics (SVG)

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Sources of information

- Internet is full of millions of web sites with examples, tutorials, reference guides, etc.
- You must be careful to avoid:
  - Bad habits
  - Old techniques
  - Use of browser specific features
  - Incorrect use of current techniques
- Then:
  - Use reliable sources
  - Use up to date sources

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Sources of information

- Erroneous examples:
  - Incorrect tags
  - Huge image maps
  - Graphical effects with images that can be achieved with CSS
  - Table layout
  - Old scripts for detecting browser version

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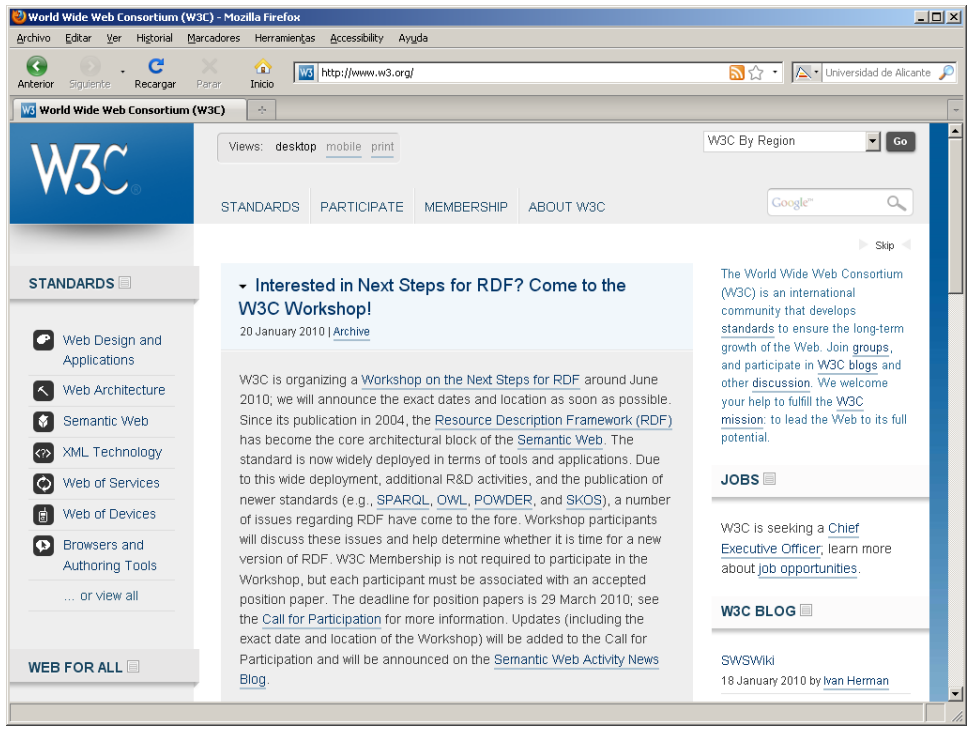
Sources of information

- **QUESTION**
- Who defines web standards?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World Wide Web Consortium (W3C)
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STANDARDS
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MEMBERSHIP
ABOUT W3C
Skip
STANDARDS
Web Design and Applications
Web Architecture
Semantic Web
XML Technology
Web of Services
Web of Devices
Browsers and Authoring Tools
... or view all
WEB FOR ALL
Interested in Next Steps for RDF? Come to the W3C Workshop!
20 January 2010 | Archive
W3C is organizing a Workshop on the Next Steps for RDF around June 2010; we will announce the exact dates and location as soon as possible. Since its publication in 2004, the Resource Description Framework (RDF) has become the core architectural block of the Semantic Web. The standard is now widely deployed in terms of tools and applications. Due to this wide deployment, additional R&D activities, and the publication of newer standards (e.g., SPARQL, OWL, POWDER, and SKOS), a number of issues regarding RDF have come to the fore. Workshop participants will discuss these issues and help determine whether it is time for a new version of RDF. W3C Membership is not required to participate in the Workshop, but each participant must be associated with an accepted position paper. The deadline for position papers is 29 March 2010; see the Call for Participation for more information. Updates (including the exact date and location of the Workshop) will be added to the Call for Participation and will be announced on the Semantic Web Activity News Blog.
The World Wide Web Consortium (W3C) is an international community that develops standards to ensure the long-term growth of the Web. Join groups, and participate in W3C blogs and other discussion. We welcome your help to fulfill the W3C mission: to lead the Web to its full potential.
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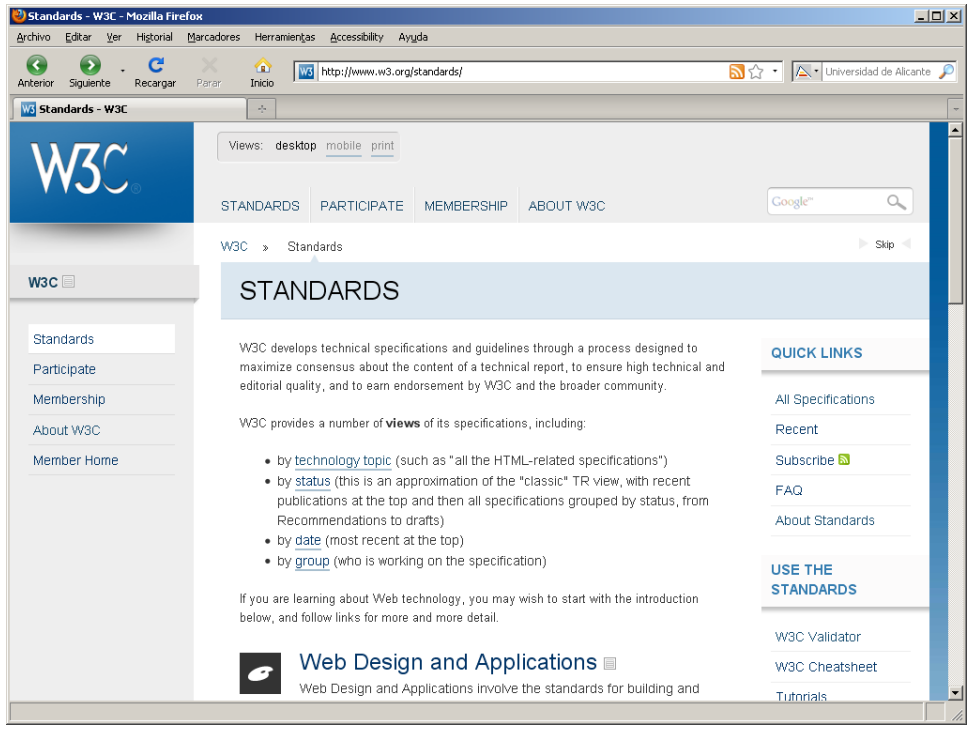
W3C is seeking a Chief Executive Officer; learn more about job opportunities.
W3C BLOG
SWSWiki
18 January 2010 by Ivan Herman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Standards - W3C
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STANDARDS
W3C develops technical specifications and guidelines through a process designed to maximize consensus about the content of a technical report, to ensure high technical and editorial quality, and to earn endorsement by W3C and the broader community.
W3C provides a number of views of its specifications, including:
by technology topic (such as "all the HTML-related specifications")
by status (this is an approximation of the "classic" TR view, with recent publications at the top and then all specifications grouped by status, from Recommendations to drafts)
by date (most recent at the top)
by group (who is working on the specification)
If you are learning about Web technology, you may wish to start with the introduction below, and follow links for more and more detail.
Web Design and Applications
Web Design and Applications involve the standards for building and
QUICK LINKS
All Specifications
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W3C Validator
W3C Cheatsheet
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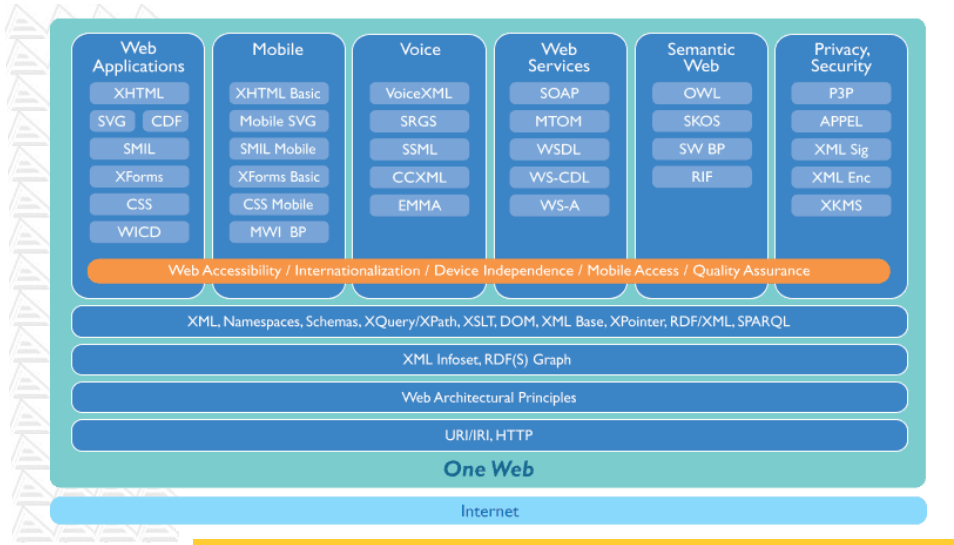
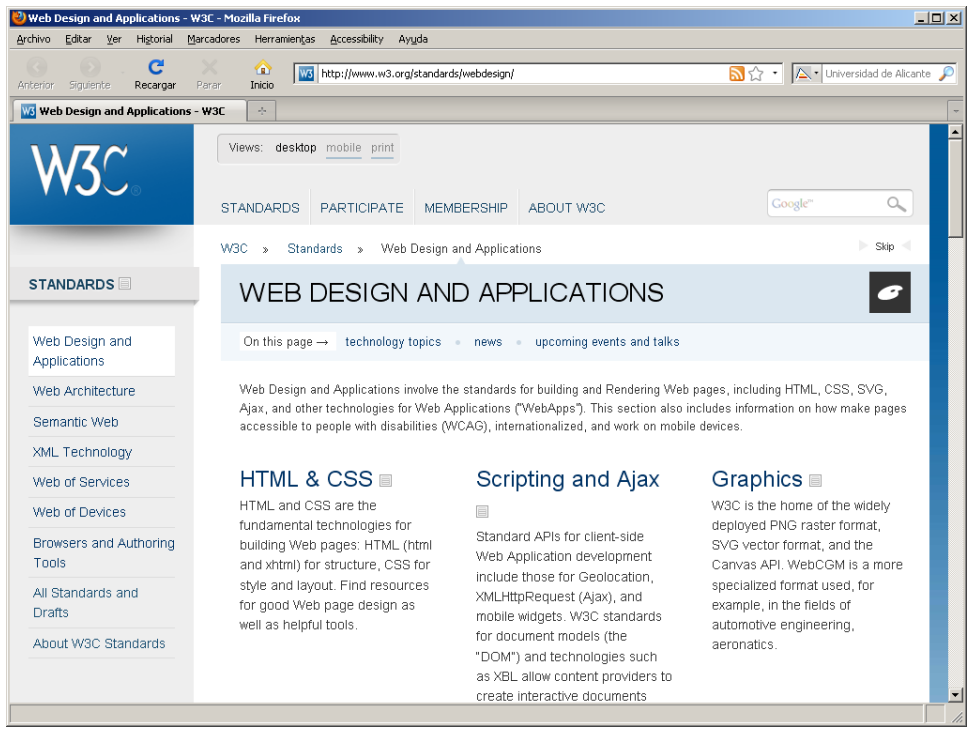

Web Applications
XHTML
SVG
CDF
SMIL
XForms
CSS
WICD
Mobile
XHTML Basic
Mobile SVG
SMIL Mobile
XForms Basic
CSS Mobile
MWI BP
Voice
VoiceXML
SRGS
SSML
CCXML
EMMA
Web Services
SOAP
MTOM
WSDL
WS-CDL
WS-A
Semantic Web
OWL
SKOS
SW BP
RIF
Privacy, Security
P3P
APPEL
XML Sig
XML Enc
XKMS
Web Accessibility / Internationalization / Device Independence / Mobile Access / Quality Assurance
XML, Namespaces, Schemas, XQuery/XPath, XSLT, DOM, XML Base, XPointer, RDF/XML, SPARQL
XML Infoset, RDF(S) Graph
Web Architectural Principles
URI/IRI, HTTP
One Web
Internet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STANDARDS
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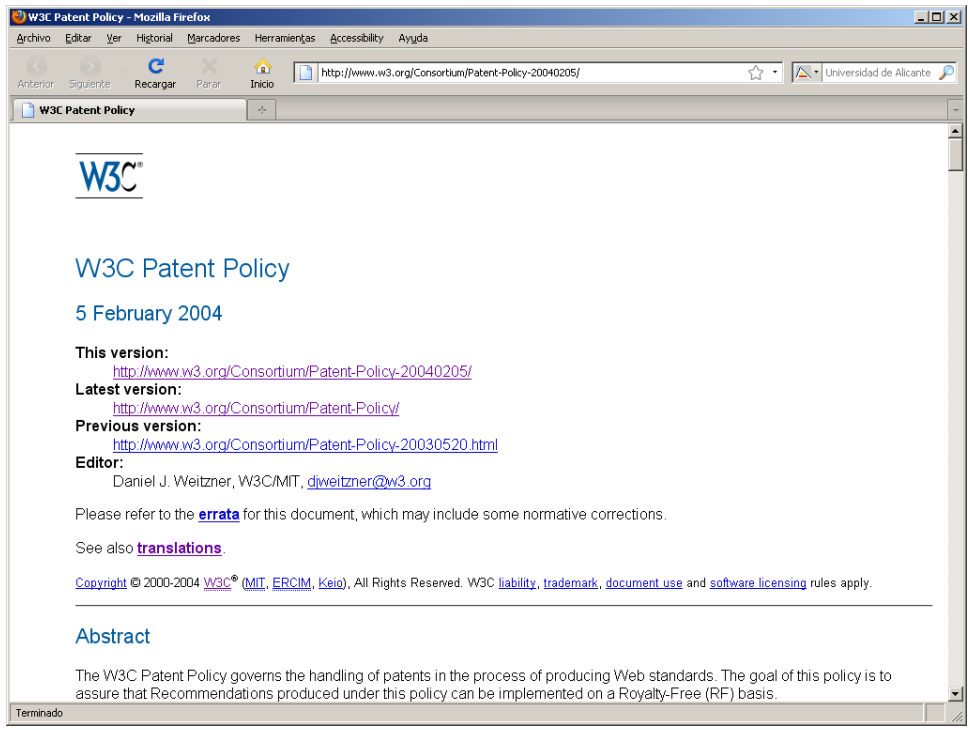
Web of Services
Web of Devices
Browsers and Authoring Tools
All Standards and Drafts
About W3C Standards
WEB DESIGN AND APPLICATIONS
On this page → technology topics news upcoming events and talks
Web Design and Applications involve the standards for building and Rendering Web pages, including HTML, CSS, SVG, Ajax, and other technologies for Web Applications ("WebApps"). This section also includes information on how make pages accessible to people with disabilities (WCAG), internationalized, and work on mobile devices.
HTML & CSS
HTML and CSS are the fundamental technologies for building Web pages: HTML (html and xhtml) for structure, CSS for style and layout. Find resources for good Web page design as well as helpful tools.
Scripting and Ajax
Standard APIs for client-side Web Application development include those for Geolocation, XMLHttpRequest (Ajax), and mobile widgets. W3C standards for document models (the "DOM") and technologies such as XBL allow content providers to create interactive documents
Graphics
W3C is the home of the widely deployed PNG raster format, SVG vector format, and the Canvas API. WebCGM is a more specialized format used, for example, in the fields of automotive engineering, aeronatics.



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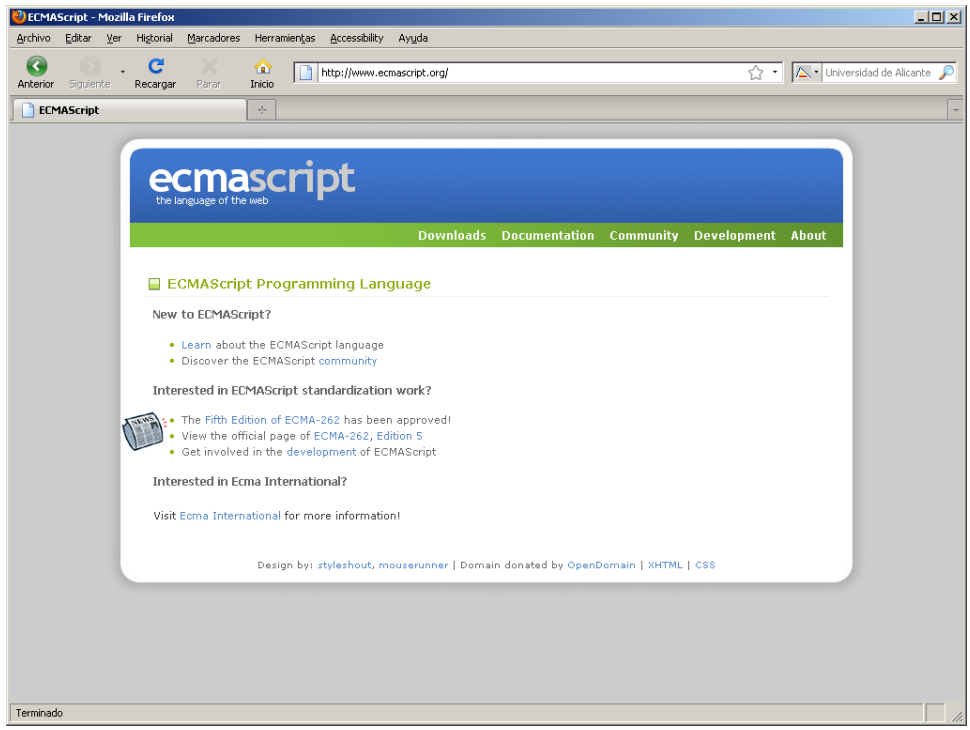
Sources of information

- W3C Patent Policy
  - http://www.w3.org/Consortium/Patent-Policy/
  - http://www.w3c.es/Divulgacion/GuiasBreves/PoliticaPatentes
- Objective: to protect the Web from standards based on patents
- Royalty-Free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ECMAScript Programming Language
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Discover the ECMAScript community
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The Fifth Edition of ECMA-262 has been approved!
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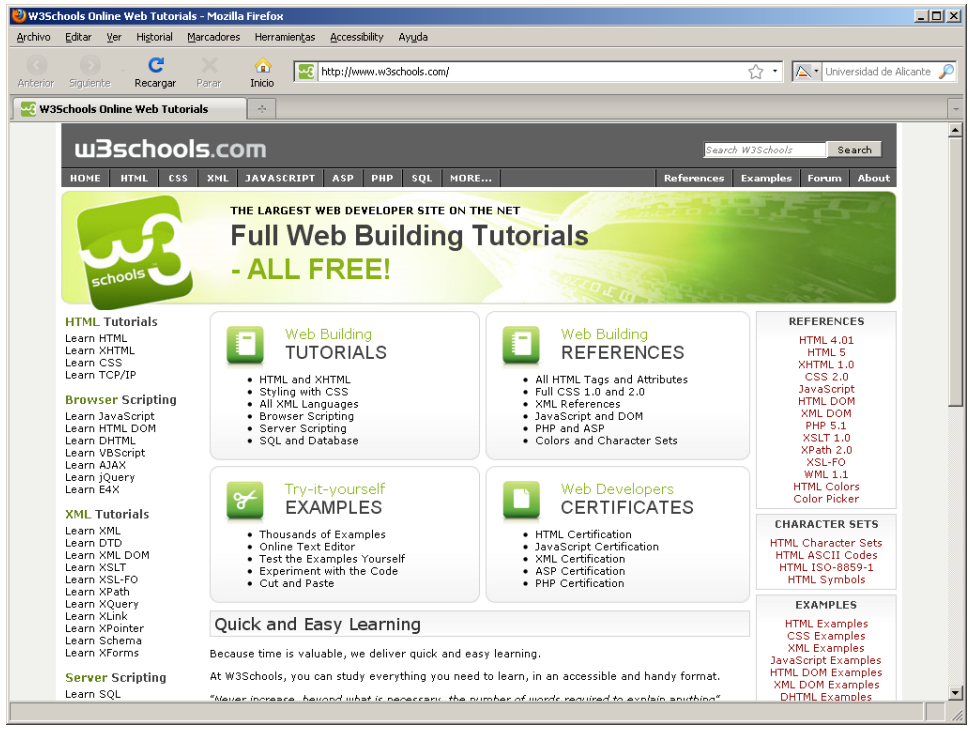
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REFERENCES
HTML 4.01
HTML 5
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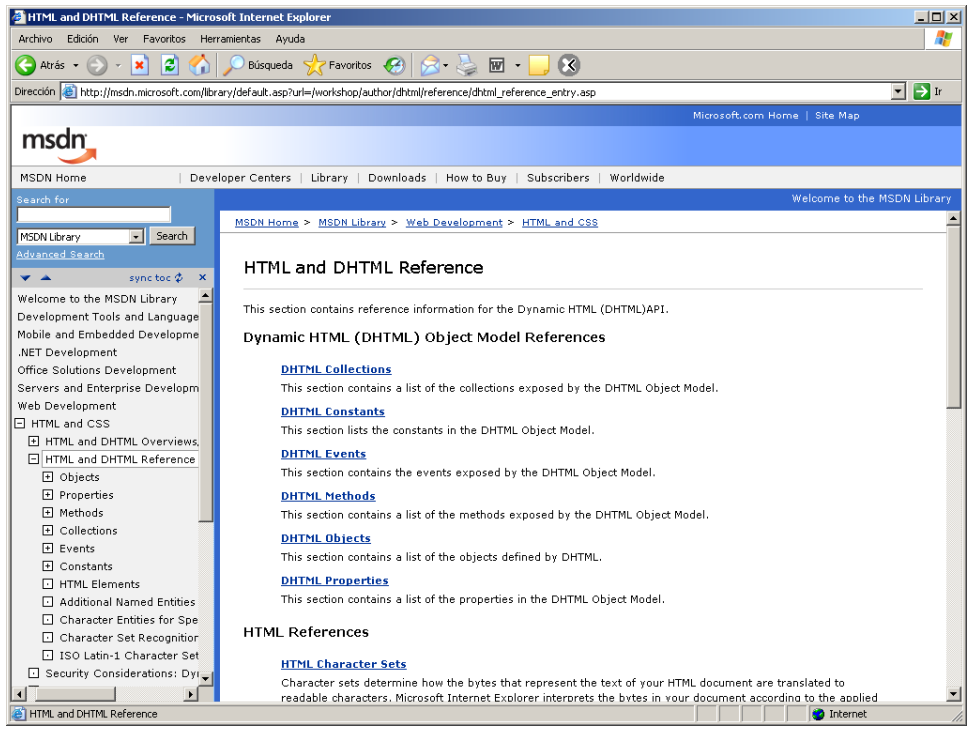
CSS 2.0
JavaScript
HTML DOM
XML DOM
PHP 5.1
XSLT 1.0
XPath 2.0
XSL-FO
WML 1.1
HTML Colors
Color Picker
CHARACTER SETS
HTML Character Sets
HTML ASCII Codes
HTML ISO-8859-1
HTML Symbols
EXAMPLES
HTML Examples
CSS Examples
XML Examples
JavaScript Examples
HTML DOM Examples
XML DOM Examples
DHTML Examples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HTML and DHTML Reference
This section contains reference information for the Dynamic HTML (DHTML)API.
Dynamic HTML (DHTML) Object Model References
DHTML Collections
This section contains a list of the collections exposed by the DHTML Object Model.
DHTML Constants
This section lists the constants in the DHTML Object Model.
DHTML Events
This section contains the events exposed by the DHTML Object Model.
DHTML Methods
This section contains a list of the methods exposed by the DHTML Object Model.
DHTML Objects
This section contains a list of the objects defined by DHTML.
DHTML Properties
This section contains a list of the properties in the DHTML Object Model.
HTML References
HTML Character Sets


Web developer documentation for Mozilla - Microsoft Internet Explorer
mozilla.org
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Products
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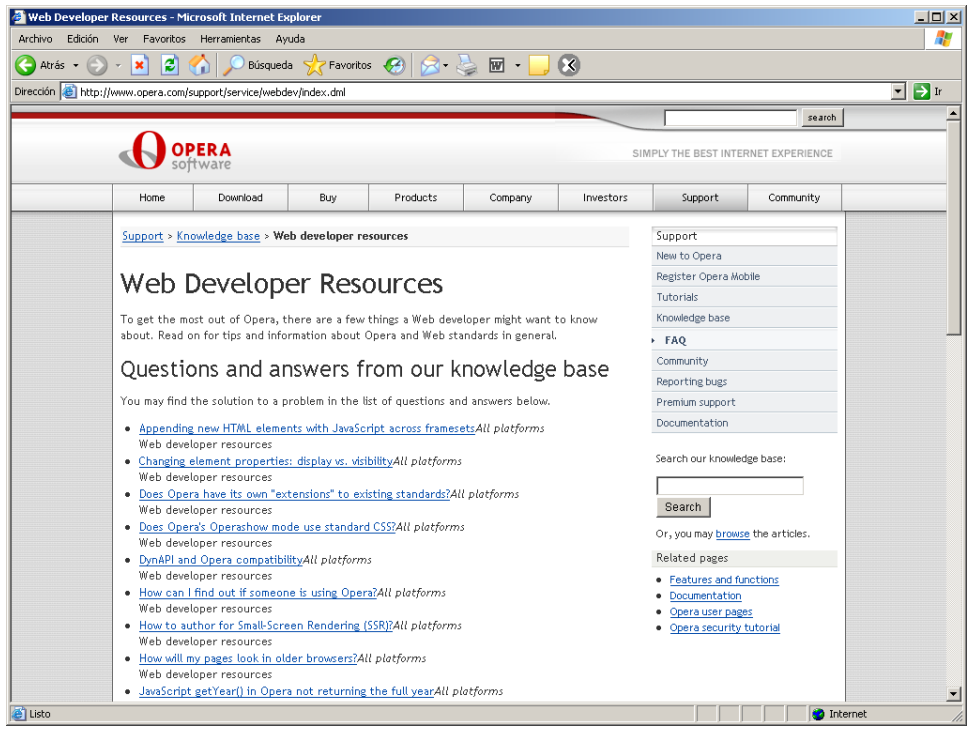
Store
Developers
About
Roadmap
Projects
Coding
Module Owners
Hacking
Get the Source
Build It
Testing
Releases
Nightly Builds
Report A Problem
Tools
Bugzilla
Tinderbox
Bonsai
LXR
FAQs
Web developer documentation
Mozilla developer
web developer
end user
This page provides links to documentation for web developers (people who write web pages) who are interested in the languages used to write web pages for Mozilla and other browsers that support the same standards.
1. Writing for Mozilla
2. Document Formats
3. Style
4. Scripting
Writing for Mozilla
Mozilla Web Author FAQ
Netscape DevEdge - articles, technotes, and cross-browser scripting tools from Netscape's evangelism group, including sidebar tabs that can be installed in Mozilla
Using Web Standards in Your Web Pages - tools, tips, recommendations and resources for upgrading Web pages for Firefox, Seamonkey, Mozilla browsers and any/all web standards compliant browsers
Mozilla's quirks mode



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Sources of information

- Opera Web Standards Curriculum
  - http://www.opera.com/company/education/curriculum/
- Offers a full course on the technologies used in the client programming: HTML + CSS + JavaScript


Opera: Web Standards Curriculum - Windows Internet Explorer
http://www.opera.com/company/education/curriculum/
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In your lab
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Forums
Job opportunities
Be heard
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Show your support
If you want to show your support for the Opera Web Standards Curriculum, link to it using one of these buttons.
Making the WSC work for you
Opera Web Standards Curriculum
As the most standards-compliant Web browser, Opera is dedicated to promoting Web standards across the globe. Web standards make the Web available to anyone, on any device, anywhere in the world.
Opera has created the Web Standards Curriculum (WSC) in association with the Yahoo! Developer Network. This tutorial course takes students from complete beginner to having a solid grounding in standards-based Web design, including HTML, CSS, and JavaScript development. The course is supported by top companies and organizations such as the Web Standards Project (WaSP) and Yahoo!.
Split into more than 50 focused articles, students can follow the curriculum from start to finish or simply read
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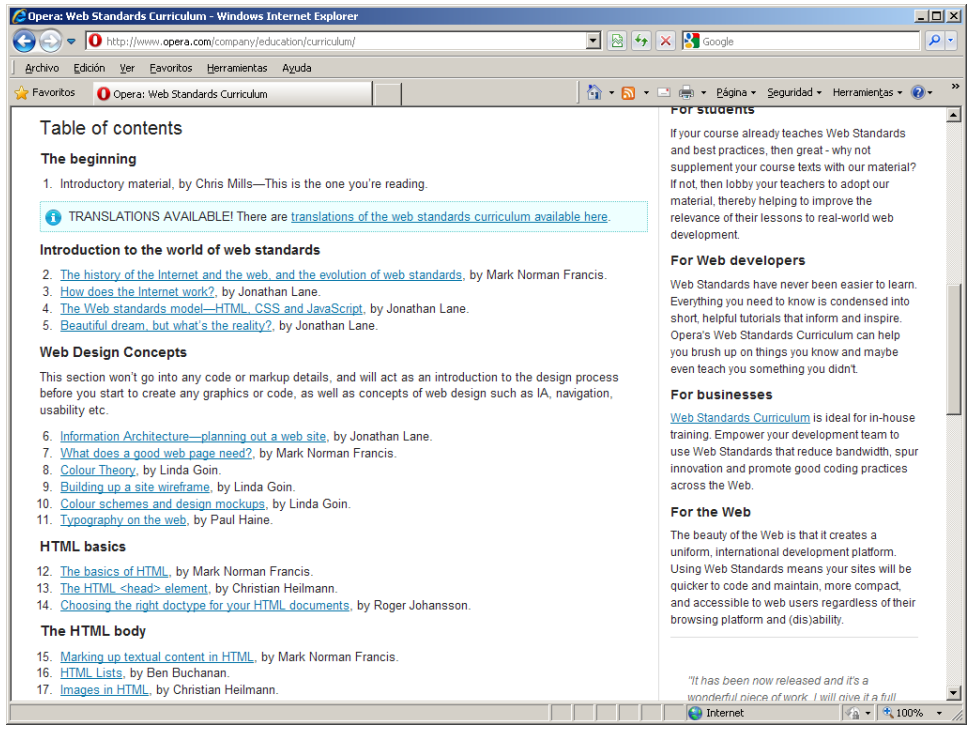
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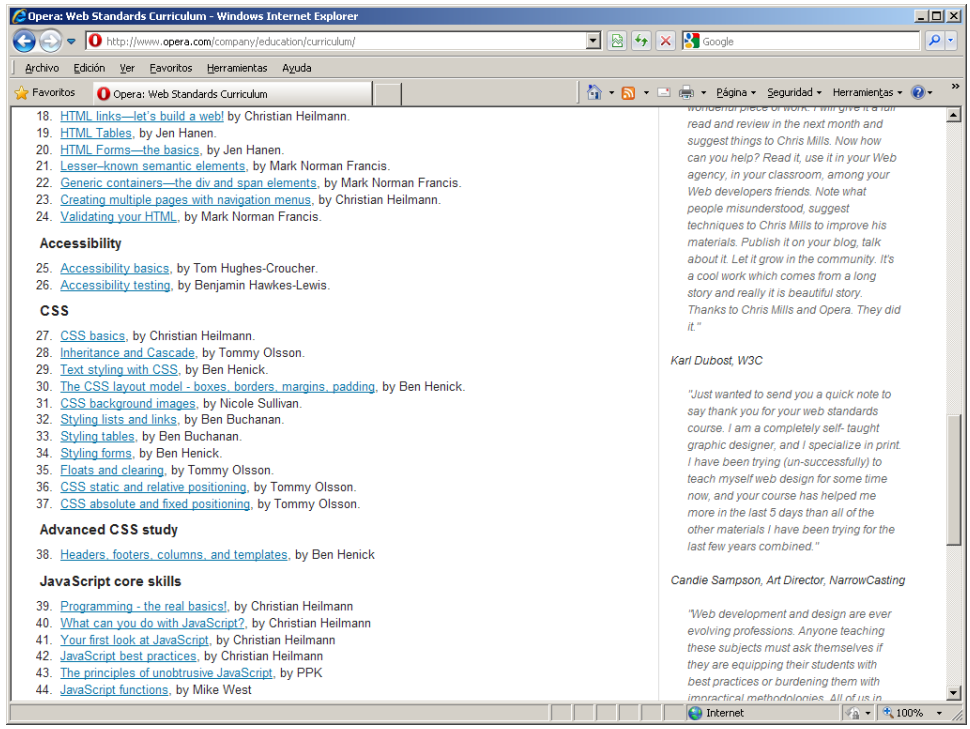
Página Seguridad Herramientas
Table of contents
The beginning
1. Introductory material, by Chris Mills—This is the one you're reading.
TRANSLATIONS AVAILABLE! There are translations of the web standards curriculum available here.
Introduction to the world of web standards
2. The history of the Internet and the web, and the evolution of web standards, by Mark Norman Francis.
3. How does the Internet work?, by Jonathan Lane.
4. The Web standards model—HTML, CSS and JavaScript, by Jonathan Lane.
5. Beautiful dream, but what's the reality?, by Jonathan Lane.
Web Design Concepts
This section won't go into any code or markup details, and will act as an introduction to the design process before you start to create any graphics or code, as well as concepts of web design such as IA, navigation, usability etc.
6. Information Architecture—planning out a web site, by Jonathan Lane.
7. What does a good web page need?, by Mark Norman Francis.
8. Colour Theory, by Linda Goin.
9. Building up a site wireframe, by Linda Goin.
10. Colour schemes and design mockups, by Linda Goin.
11. Typography on the web, by Paul Haine.
HTML basics
12. The basics of HTML, by Mark Norman Francis.
13. The HTML <head> element, by Christian Heilmann.
14. Choosing the right doctype for your HTML documents, by Roger Johansson.
The HTML body
15. Marking up textual content in HTML, by Mark Norman Francis.
16. HTML Lists, by Ben Buchanan.
17. Images in HTML, by Christian Heilmann.
For students
If your course already teaches Web Standards and best practices, then great - why not supplement your course texts with our material? If not, then lobby your teachers to adopt our material, thereby helping to improve the relevance of their lessons to real-world web development.
For Web developers
Web Standards have never been easier to learn. Everything you need to know is condensed into short, helpful tutorials that inform and inspire. Opera's Web Standards Curriculum can help you brush up on things you know and maybe even teach you something you didn't.
For businesses
Web Standards Curriculum is ideal for in-house training. Empower your development team to use Web Standards that reduce bandwidth, spur innovation and promote good coding practices across the Web.
For the Web
The beauty of the Web is that it creates a uniform, international development platform. Using Web Standards means your sites will be quicker to code and maintain, more compact, and accessible to web users regardless of their browsing platform and (dis)ability.
"It has been now released and it's a wonderful piece of work. I will give it a full
Internet
100%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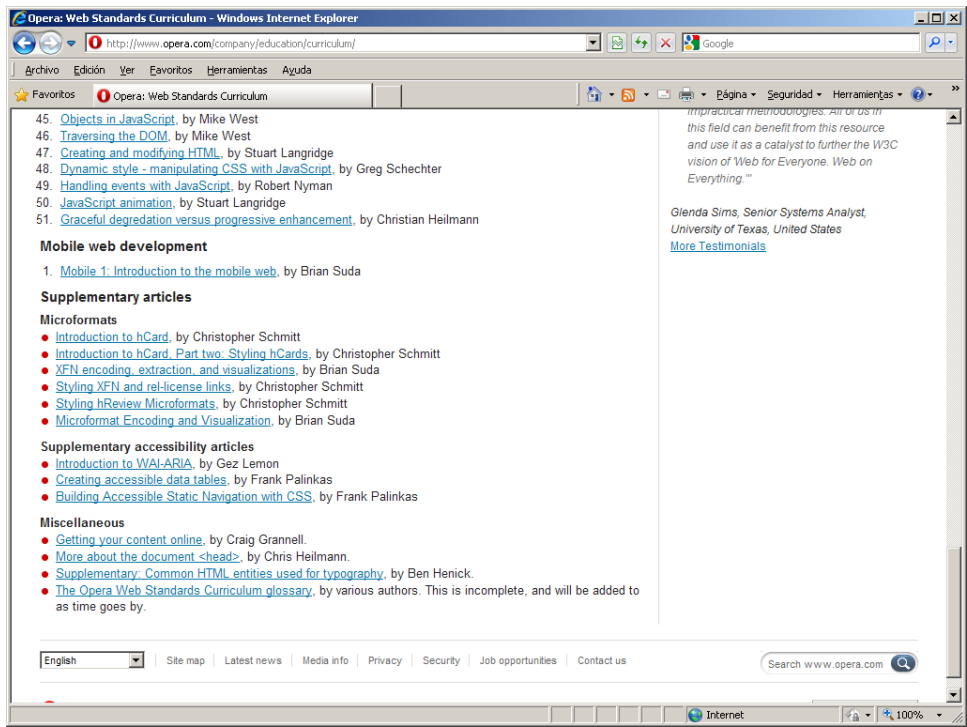
18. HTML links—let's build a web! by Christian Heilmann.
19. HTML Tables, by Jen Hanen.
20. HTML Forms—the basics, by Jen Hanen.
21. Lesser–known semantic elements, by Mark Norman Francis.
22. Generic containers—the div and span elements, by Mark Norman Francis.
23. Creating multiple pages with navigation menus, by Christian Heilmann.
24. Validating your HTML, by Mark Norman Francis.
Accessibility
25. Accessibility basics, by Tom Hughes-Croucher.
26. Accessibility testing, by Benjamin Hawkes-Lewis.
CSS
27. CSS basics, by Christian Heilmann.
28. Inheritance and Cascade, by Tommy Olsson.
29. Text styling with CSS, by Ben Henick.
30. The CSS layout model - boxes, borders, margins, padding, by Ben Henick.
31. CSS background images, by Nicole Sullivan.
32. Styling lists and links, by Ben Buchanan.
33. Styling tables, by Ben Buchanan.
34. Styling forms, by Ben Henick.
35. Floats and clearing, by Tommy Olsson.
36. CSS static and relative positioning, by Tommy Olsson.
37. CSS absolute and fixed positioning, by Tommy Olsson.
Advanced CSS study
38. Headers, footers, columns, and templates, by Ben Henick
JavaScript core skills
39. Programming - the real basics!, by Christian Heilmann
40. What can you do with JavaScript?, by Christian Heilmann
41. Your first look at JavaScript, by Christian Heilmann
42. JavaScript best practices, by Christian Heilmann
43. The principles of unobtrusive JavaScript, by PPK
44. JavaScript functions, by Mike West
read and review in the next month and suggest things to Chris Mills. Now how can you help? Read it, use it in your Web agency, in your classroom, among your Web developers friends. Note what people misunderstood, suggest techniques to Chris Mills to improve his materials. Publish it on your blog, talk about it. Let it grow in the community. It's a cool work which comes from a long story and really it is beautiful story. Thanks to Chris Mills and Opera. They did it."
Karl Dubost, W3C
"Just wanted to send you a quick note to say thank you for your web standards course. I am a completely self- taught graphic designer, and I specialize in print. I have been trying (un-successfully) to teach myself web design for some time now, and your course has helped me more in the last 5 days than all of the other materials I have been trying for the last few years combined."
Candie Sampson, Art Director, NarrowCasting
"Web development and design are ever evolving professions. Anyone teaching these subjects must ask themselves if they are equipping their students with best practices or burdening them with
Internet
100%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45. Objects in JavaScript, by Mike West
46. Traversing the DOM, by Mike West
47. Creating and modifying HTML, by Stuart Langridge
48. Dynamic style - manipulating CSS with JavaScript, by Greg Schechter
49. Handling events with JavaScript, by Robert Nyman
50. JavaScript animation, by Stuart Langridge
51. Graceful degredation versus progressive enhancement, by Christian Heilmann
Mobile web development
1. Mobile 1: Introduction to the mobile web, by Brian Suda
Supplementary articles
Microformats
Introduction to hCard, by Christopher Schmitt
Introduction to hCard, Part two: Styling hCards, by Christopher Schmitt
XFN encoding, extraction, and visualizations, by Brian Suda
Styling XFN and rel-license links, by Christopher Schmitt
Styling hReview Microformats, by Christopher Schmitt
Microformat Encoding and Visualization, by Brian Suda
Supplementary accessibility articles
Introduction to WAI-ARIA, by Gez Lemon
Creating accessible data tables, by Frank Palinkas
Building Accessible Static Navigation with CSS, by Frank Palinkas
Miscellaneous
Getting your content online, by Craig Grannell.
More about the document <head>, by Chris Heilmann.
Supplementary: Common HTML entities used for typography, by Ben Henick.
The Opera Web Standards Curriculum glossary, by various authors. This is incomplete, and will be added to as time goes by.
this field can benefit from this resource and use it as a catalyst to further the W3C vision of 'Web for Everyone. Web on Everything.'"
Glenda Sims, Senior Systems Analyst, University of Texas, United States
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Erroneous examples

- Access to a web form:

```
<form name="myForm" id="formId"
  action="action.php" method="post">
<!-- Controls of the form -->
Name: <input type="text" name="name"
  id="nameId"/>
<input type="submit" value="Send" />
</form>
```

HTML5 & CSS3

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Erroneous examples

- Non-standard (but it works):

```
var formElement = document["myForm"];
var formElement = document.myForm;
```

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Erroneous examples

- Standard in HTML 4.01 (but it's not allowed in XHTML 1.0 Strict, because `<form>` element doesn't have the `name` attribute):

```
var formElement = document.forms["myForm"];
var formElement = document.forms.myForm;
```

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Erroneous examples

- Standard, but not very useful:

```
var formElement = document.forms[0];
```

- Standard, fast and simple:

```
var formElement =
  document.getElementById("formId");
```

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Erroneous examples

- Creation of new content:
  - How is the content of a text paragraph changed?

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Erroneous examples

```
<body>
<p id="p1">
This is paragraph 1.
</p>
<p id="p2">
This is paragraph 2.
</p>
<p id="p3">
This is paragraph 3.
</p>
</body>
```

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Erroneous examples

```
// Incorrect: this is DOM 0, it's not standard
p.innerHTML = txt;
// Correct, it's standard, but it doesn't work in Internet
   Explorer
p.textContent = txt;
// Incorrect, it's not standard, it works only in Internet
   Explorer
p.text = txt;
// Incorrect, it's not standard, it works only in Internet
   Explorer
p.innerText = txt;
// It only works with the following types of nodes:
   CDATASection, Comment, ProcessingInstruction, Text
// It doesn't work with a paragraph (Element)
p.nodeValue = txt;
```

HTML5 & CSS3

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Erroneous examples

```
var p = document.createElement("p");

// Correct, it works in all browsers
p.appendChild(document.createTextNode(txt));

// Correct, it works in all browsers
var tn = document.createTextNode("");
tn.nodeValue = txt;
p.appendChild(tn);
```