

# Exam 98-375: HTML5 Application Development Fundamentals

## Skills measured

This exam measures your ability to accomplish the technical tasks listed below. The percentages indicate the relative weight of each major topic area on the exam. The higher the percentage, the more questions you are likely to see on that content area on the exam.

Please note that the questions may test on, but will not be limited to, the topics described in the bulleted text.

### Manage the application life cycle (20–25%)

- Understand the platform fundamentals
  - Packaging and the runtime environment: app package, app container, credentials/permission sets, host process, leverage existing HTML5 skills and content for slate/tablet applications
- Manage the state of an application
  - Manage session state, app state, and persist state information; understand states of an application; understand the differences between local and session storage
- Debug and test an HTML5-based, touch-enabled application
  - Touch gestures; understand which gestures you test on a device

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### Build the user interface (UI) by using HTML5 (25–30%)

- Choose and configure HTML5 tags to display text content
- Choose and configure HTML5 tags to display graphics
  - When, why, and how to use Canvas; when, why, and how to use scalable vector graphics (SVG)
- Choose and configure HTML5 tags to play media
  - Video and audio tags
- Choose and configure HTML5 tags to organize content and forms
  - Tables, lists, sections; semantic HTML
- Choose and configure HTML5 tags for input and validation

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### Format the user interface by using Cascading Style Sheets (CSS) (20–25%)

- Understand the core CSS concepts
  - Separate presentation from content (create content with HTML and style content with CSS); manage content flow (inline versus block flow); manage positioning of individual elements(

float versus absolute positioning); manage content overflow (scrolling, visible, and hidden); basic CSS styling

- Arrange UI content by using CSS
  - Use flexible box and grid layouts to establish content alignment, direction, and orientation; proportional scaling and use of "free scale" for elements within a flexible box or grid; order and arrange content; concepts for using flex box for simple layouts and grid for complex layouts; grid content properties for rows and columns; use application templates
- Manage the flow of text content by using CSS
  - Regions and using regions to flow text content between multiple sections (content source, content container, dynamic flow, flow-into, flow-from, msRegionUpdate, msRegionOverflow, msGetRegionContent); columns and hyphenation and using these CSS settings to optimize the readability of text; use "positioned floats" to create text flow around a floating object
- Manage the graphical interface by using CSS
  - Graphics effects (rounded corners, shadows, transparency, background gradients, typography, and Web Open Font Format); two-dimensional (2-D) and three-dimensional (3-D) transformations (translate, scale, rotate, skew, and 3-D perspective transitions and animations); SVG filter effects; Canvas

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#### Code by using JavaScript (30–35%)

- Manage and maintain JavaScript
  - Create and use functions; jQuery and other third-party libraries
- Update the UI by using JavaScript
  - Locate/access elements; listen and respond to events; show and hide elements; update the content of elements; add elements
- Code animations by using JavaScript
  - Use animation; manipulate the canvas; work with images, shapes, and other graphics
- Access data access by using JavaScript
  - Send and receive data; transmit complex objects and parsing; load and save files; App Cache; datatypes; forms; cookies; localStorage
- Respond to the touch interface
  - Gestures, how to capture and respond to gestures
- Code additional HTML5 APIs
  - GeoLocation, Web Workers, WebSocket; File API
- Access device and operating system resources

- In- memory resources, such as contact lists and calendar; hardware capabilities, such as GPS, accelerometer, and camera