W3C: HTML5 (HTML5)

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Table 1: Data sheet for HTML5

Title	HTML5
Acronym	HTML5
Version	5.3
Series	TR
Document Number	
Release Date	18 October 2018 – **Working Draft**
Download	https://www.w3.org/TR/2018/WD-html53-20181018/

Note: The following is an excerpt from the W3C site. It is provided here as a convenience and is not authoritative. Refer to the original document as the authoritative reference.

Abstract

This specification defines the 5th major version, third minor revision of the core language of the World Wide Web: the Hypertext Markup Language (HTML). In this version, new features continue to be introduced to help Web application authors, new elements continue to be introduced based on research into prevailing authoring practices, and special attention continues to be given to defining clear conformance criteria for user agents in an effort to improve interoperability.

Scope

This specification is limited to providing a semantic-level markup language and associated semantic-level scripting APIs for authoring accessible pages on the Web ranging from static documents to dynamic applications.

The scope of this specification does not include providing mechanisms for media-specific customization of presentation (although default rendering rules for Web browsers are included at the end of this specification, and several mechanisms for hooking into CSS are provided as part of the language).
The scope of this specification is not to describe an entire operating system. In particular, hardware configuration software, image manipulation tools, and applications that users would be expected to use with high-end workstations on a daily basis are out of scope. In terms of applications, this specification is targeted specifically at applications that would be expected to be used by users on an occasional basis, or regularly but from disparate locations, with low Central Processing Unit (CPU) requirements. Examples of such applications include online purchasing systems, searching systems, games (especially multiplayer online games), public telephone books or address books,

communications software (e-mail clients, instant messaging clients, discussion software), document editing software, etc.

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