

HTML5 FOR FLASH DEVELOPERS

Lee Ann Sue Salvucci

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Internet of Things. Incorporating Audio and Video. Mobile Application Development.

ThousandsoffreeaddictiveFlashgameslikeMarioForeverFlashandmany. For content in a single format such as just text, HTML5 for Flash Developers, or audioother alternatives may provide better performance and consume less CPU power than the corresponding Flash movie, for example, when using transparency or making large screen updates such as photographic or text fades. On July 25th, shortly after Google's decision to no longer support Flash-based technology in ads, Adobe announced that they plan to completely kill Flash by the end of

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