

XHTML - History

What is XHTML

XHTML - The Extensible Hypertext Markup Language is a markup language that has the same depth of expression as HTML, but also conforms to XML syntax. While HTML is an application of Standard Generalized Markup Language (SGML), a very flexible markup language, XHTML is an application of XML, a more restrictive subset of SGML. Because they need to be well-formed, true XHTML documents allow for automated processing to be performed using standard XML tools. Unlike HTML, which requires a relatively complex, lenient, and generally custom parser. XHTML can be thought of as the intersection of HTML and XML in many respects, since it is a reformulation of HTML in XML. XHTML 1.0 became a <http://www.w3.org> World Wide Web Consortium (W3C) Recommendation.

This was the first XHTML standard to be released. It was created to redesign HTML 4.0 to act more like an XML file. To make the change from HTML 4.0 to XHTML 1.0, there was three standards: strict, transitional and frameset.

*Strict was the standard that accepted the full XHTML standard.

*Transitional was used by developers to either make it easier to migrate over from HTML 4.0.

*Frameset was very simply the standard that allowed frames in the XHTML file.

XHTML has the capability to be used with XML files and applications that work with XML files.