Futuristic Programmer Unveils TotaLand's HTML5 Mapping

TotaLand is proud to introduce another one of its outstanding programmers, Josh Bain, international programmer. When creating and programming, Bain looks to the future of the world as quoted by his favorite author, Isaac Asimov.

When Bain speaks, you can't help but notice his intelligence and his poetic accent from his upbringing in New Zealand, where he began programming at an early age. Bain's parents bought Bain his first computer (a Dick Smith VZ 200) with 8k of ram, ROM BASIC and a cassette drive for data storage when he was very young. Teaching Bain the importance of learning, his parents first had Bain learn the BASIC programming language before he could play Space Invaders.

Bain said, "I quickly learned, I preferred trying to figure out how to make the machine do what I wanted it to do instead of playing games." Bain added, "It was a couple of years later when I started reading Asimov's robot novels that I really decided programming was what I wanted to do with my life."

Bain moved to the United States in 1993 where he continued developing software in a variety of markets. TotaLand was honored Bain joined the team in 2012. Bain recently completed TotaLand's HTML5 development. HTML5 which stands for "Hypertext Markup Language." It is the standard web language which makes loading elements easier. Various elements make up a web page, including web applications of all kinds such as buttons, input fields, videos, and graphics. With HTML5, for example, there is no need to install a Flash plug-in because the element will run by itself. One of the design goals for HTML5 is support for multimedia on mobile devices which is important to our TotaLand users who are always "on-the-go" and rely on fast and efficient software.

HTML5 is combined with CSS3 (Cascading Style Sheet), a language that defines styles and the appearance of elements generated in HTML5. In addition, JavaScript is included which allows behaviors that execute on the client machine (within the context of the browser) – a critical element in the development of web applications.

To quote the non-programmers who viewed Josh's HTML5 creation, "It is cool and fast."

Prior to HTML5, TotaLand's mapping software was based on Silverlight, which was a powerful tool but had a number of shortcomings, especially in terms of the future of our map application. One drawback was that within a few years Silverlight will no longer be supported by Microsoft. As of now, no further development on the platform itself has occurred. Another limitation of Silverlight is that it required software (other than a standard browser) to be installed on the machine accessing the application which limits its scope of deployment, especially when it comes to machines with less computing power, lighter operating systems and smaller amounts of ram – such as virtually all mobile devices, iPads and smart phones.

Always looking to the future, Bain keeps in mind the ease and speed for TotaLand's users. Bain's innovation continues and everyone looks forward to his future TotaLand software designs to assist in the efficiency everyone's day-to-day life.

When Bain is not working on TotaLand's software, he continues programming for fun on various projects and applications for his personal use. Bain also enjoys gaming and traveling.