XHTML: What You Should Do About It, and When

Last month we covered what was hot at the big annual XML event the GCA produces. At XML 2000, XHTML was out-buzzed by the Semantic Web, Topic Maps, Schemas, and XSLT. Yet XHTML is certainly more important than some of those popular topics, and should be looked at carefully by anyone thinking strategically about web applications.

We know many of you are already struggling with multiple versions of HTML, and some of you with mixed XML, HTML, and even SGML marked-up content. No doubt you are wondering what the relation is between XML and XHTML, and why we need yet another markup language. The very short answer is that, while XML allows you to build applications that extend well beyond the limitations of HTML, it would be a whole lot easier and less costly if there were something more flexible and robust than HTML to start from. This is true even, or especially, for simply publishing to multiple channels (e.g., wireless devices).

This month guest contributor Sebastian Holst joins David to describe how XHTML fits into the evolution of the web and to provide advice on what to do about it.