

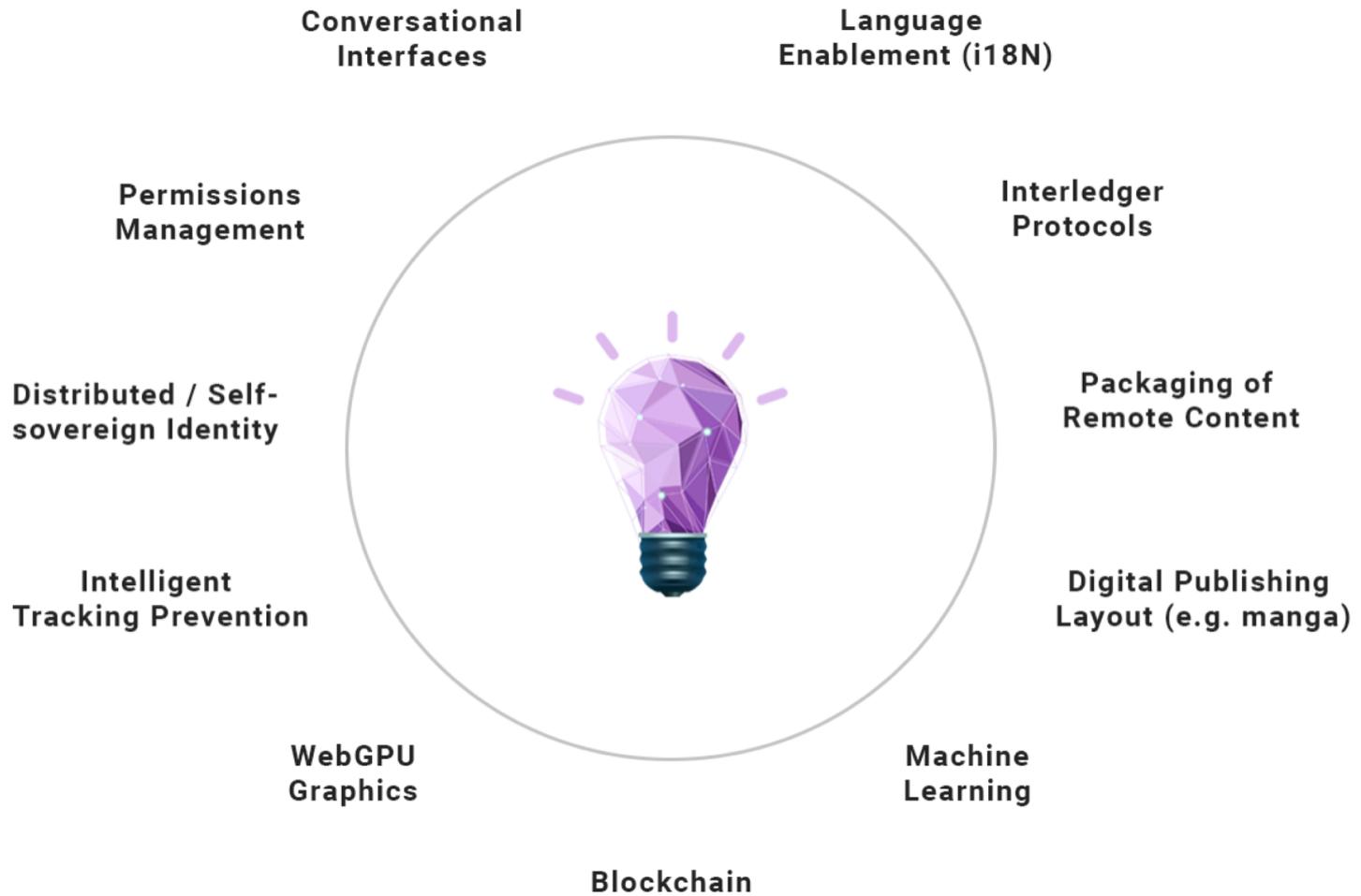
nic.br egi.br

ceweb.br

# TENDÊNCIAS DA WEB SEGUNDO O W3C

Vagner Diniz

ceweb.br nic.br cgi.br



# Web Imersiva

A WebXR Device API fornece acesso a recursos de entrada e saída normalmente associados a hardware de Realidade Virtual (VR) e Realidade Aumentada (RA)

# Web Imersiva

Google Daydream



# Web Imersiva

Daydream do Google  
Oculus Rift



# Web Imersiva

Daydream do Google

Oculus Rift

Samsung Gear VR



# Web Imersiva

Daydream do Google

Oculus Rift

Samsung Gear VR

HTC Vive



# Web Imersiva

Daydream do Google

Oculus Rift

Samsung Gear VR

HTC Vive

headsets Windows Mixed Reality



# Web Imersiva

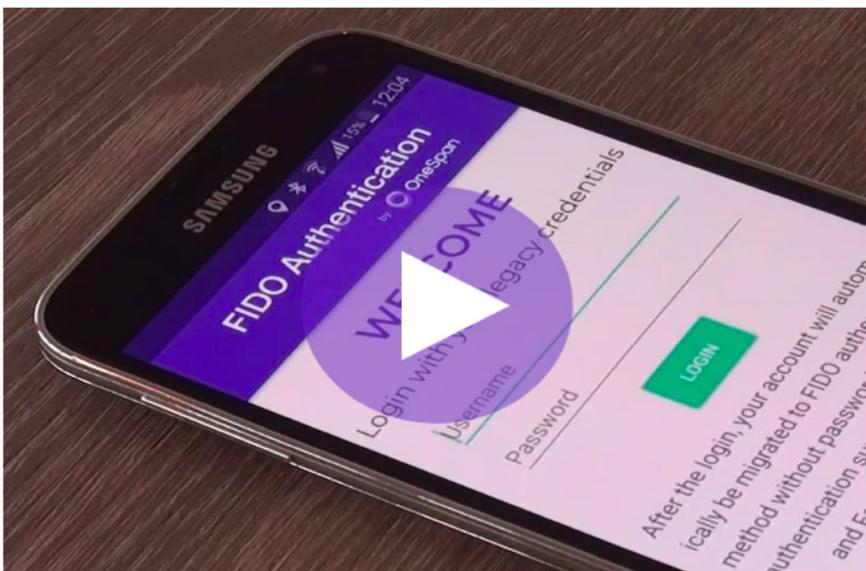
Permite que você crie aplicações Web de Realidade Virtual e de Realidade Aumentada que possam ser visualizadas com o hardware apropriado.

# Segurança, Privacidade e Identidade

Home » Cybersecurity » Identity & Access » FIDO2: The Passwordless Web is Coming

## FIDO2: The Passwordless Web is Coming

by Sarah Van de Vyver on September 17, 2018



Recently, the FIDO Alliance (Fast Identity Online) announced the availability of its FIDO2 protocol. What is this, how does it impact the traditional login password, and why should financial institutions (FIs) pay attention?

### FIDO: Eliminating the Traditional Password

Improving the overall user experience and removing friction is key for financial institutions deploying online and mobile applications. User experience has a direct impact on customer retention, ROI of online services, and operational costs. In fact, studies have shown that customers who have the ability to easily engage with their financial institution anywhere and at any

**DARK**Reading

Join us live at  
**DARK**Reading  
VIRTUAL EVENT

Authors Slideshows Video Tech Library University Radio Calendar Black Hat News

ANALYTICS ATTACKS/BREACHES APP SEC CAREERS & PEOPLE CLOUD ENDPOINT IOT MOBILE OPERATIONS

## ENDPOINT

9/19/2018  
02:30 PM



John Fontana  
Commentary

5 COMMENTS  
[COMMENT NOW](#)

Login



50% 50%

[Tweet](#)

## WebAuthn, FIDO2 Infuse Browsers, Platforms with Strong Authentication

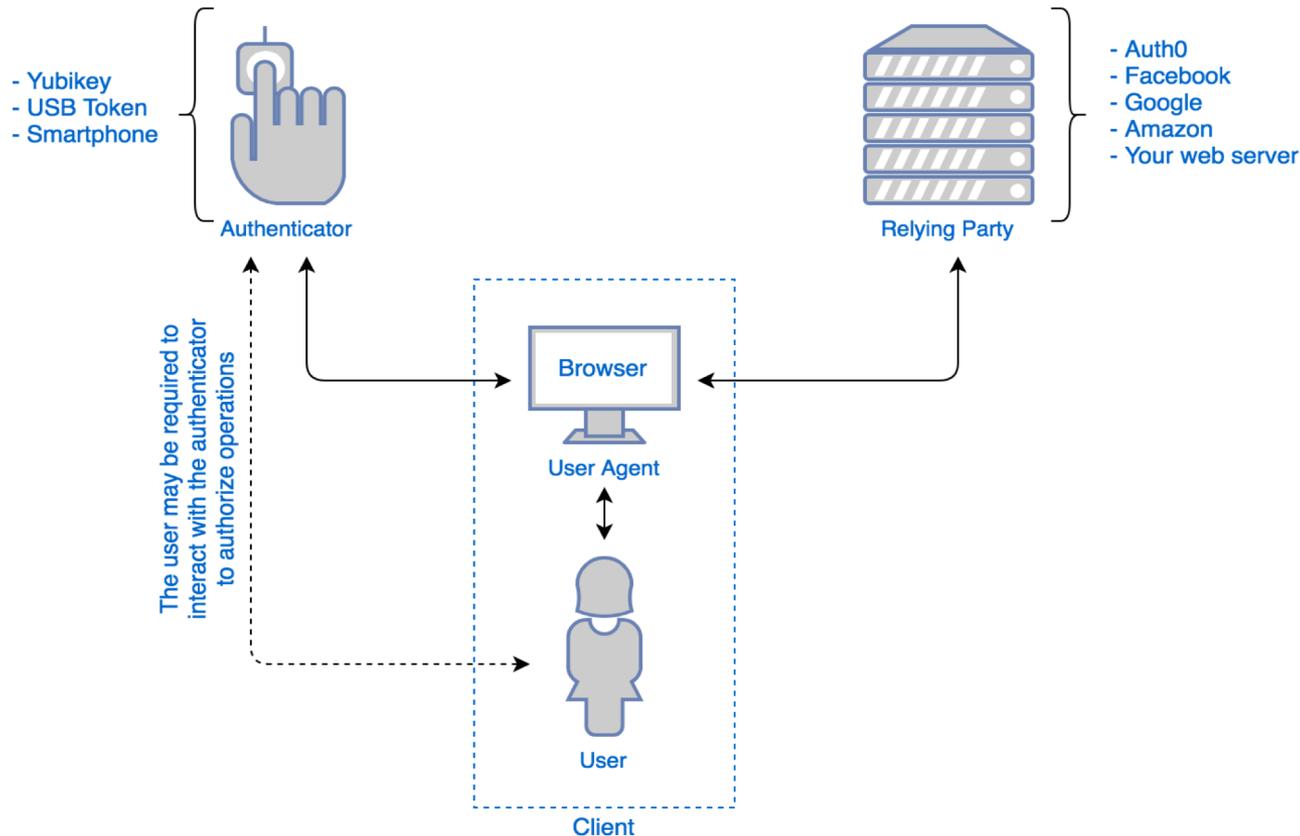
**New standards offer protection against hacking, credential theft, phishing attacks, and hope for the end of an era of passwords as a security construct.**

The Internet began without an identity layer and has suffered since with a password retrofit, but new open, standards-based innovations for protecting log-ins to applications on the web, desktop, and mobile devices are ready for service providers and end users hoping for better access controls.

Two modern authentication innovations born from collaboration between the World Wide Web Consortium (W3C) and the FIDO Alliance now offer cross-platform standards that enable strong authentication based on battle-tested public key cryptography.

# Segurança, Privacidade e Identidade

## Web Authentication (WebAuthn)



[Play vídeo](#)

# Segurança, Privacidade e Identidade

## Web Authentication (WebAuthn)

[Play vídeo](#)

# Segurança, Privacidade e Identidade

## Web Authentication (WebAuthn)

WebAuthn define uma API que permite a criação e o uso de credenciais fortes, certificadas, com escopo público e baseadas em chaves por aplicativos Web, com o propósito de autenticar usuários com mais segurança.

# Segurança, Privacidade e Identidade

## Secure Contexts e Mixed Content

Recurso criptografado e autenticado solicita sub-recursos (scripts, imagens, etc.) em um canal inseguro.



```
https://example.com/
```

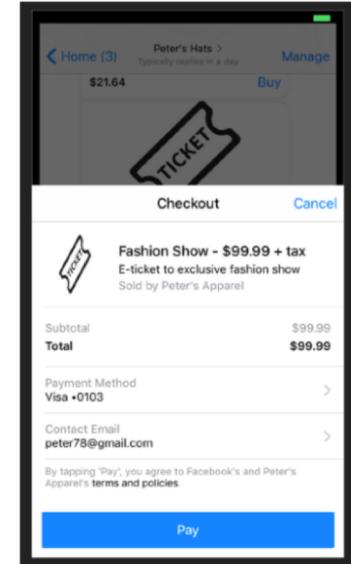
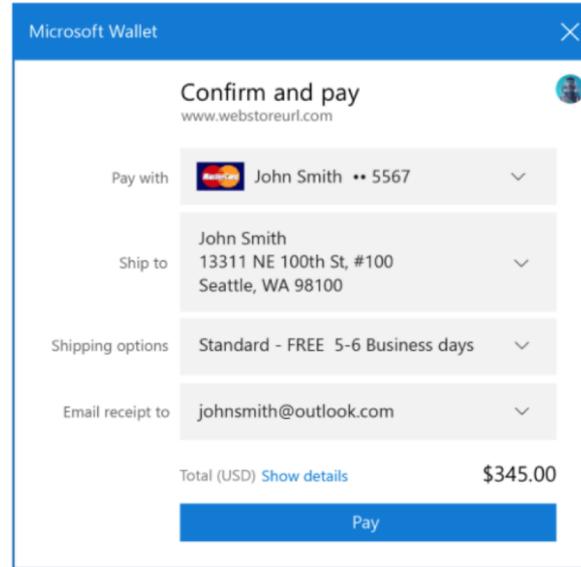
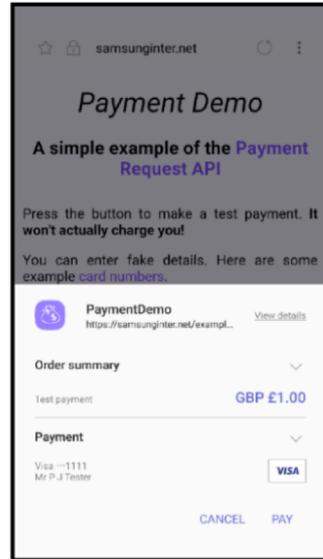
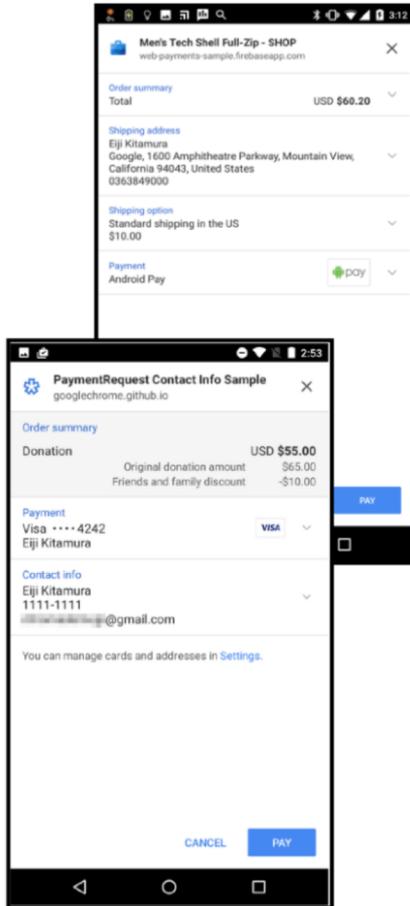
```
http://non-secure.example.com/
```

# Segurança, Privacidade e Identidade

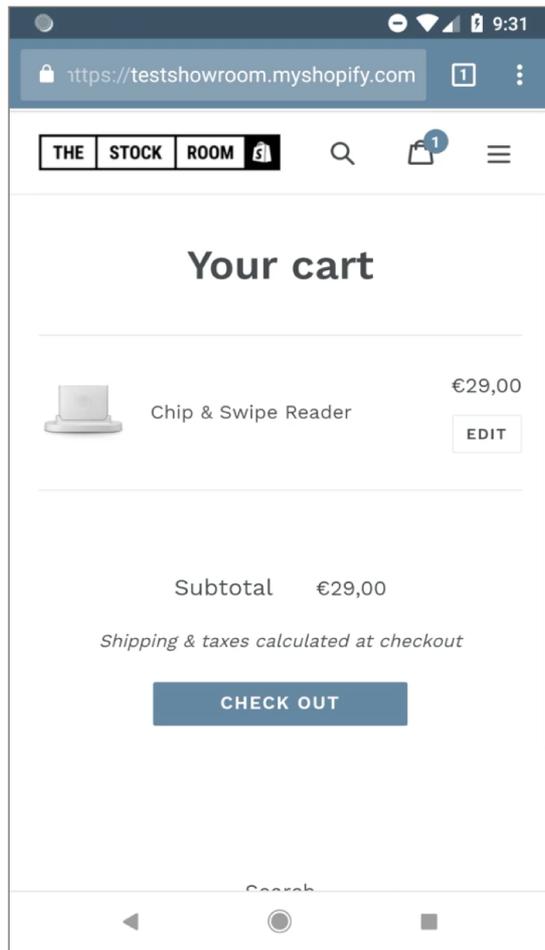
## Secure Context e Mixed Content

Esta especificação detalha como um agente do usuário pode reduzir esses riscos à segurança e à privacidade, limitando a capacidade de um recurso de se comunicar inadvertidamente.

# Pagamentos na Web



# Pagamentos na Web



Vídeo: <https://www.w3.org/2018/08/shopify.html>

# Códigos de status HTTP

(200, 404, 500, etc)

part of [Hypertext Transfer Protocol -- HTTP/1.1](#)  
*RFC 2616 Fielding, et al.*

## 10 Status Code Definitions

Each Status-Code is described below, including a description of which method(s) it can follow and any metainformation required in the response.

## 10.4.4 403 Forbidden

The server understood the request, but is refusing to fulfill it. Authorization will not help and the request **SHOULD NOT** be repeated. If the request method was not **HEAD** and the server wishes to make public why the request has not been fulfilled, it **SHOULD** describe the reason for the refusal in the entity. If the server does not wish to make this information available to the client, the status code 404 (Not Found) can be used instead.

## 10.4.5 404 Not Found

The server has not found anything matching the Request-URI. No indication is given of whether the condition is temporary or permanent. The 410 (Gone) status code **SHOULD** be used if the server knows, through some internally configurable mechanism, that an old resource is permanently unavailable and has no forwarding address. This status code is commonly used when the server does not wish to reveal exactly why the request has been refused, or when no other response is applicable.

## 10.4.6 405 Method Not Allowed

The method specified in the Request-Line is not allowed for the resource identified by the Request-URI. The response **MUST** include an Allow header containing a list of valid methods for the requested resource.

### 10.4.3 402 Payment Required

This code is reserved for future use.

# Pagamentos na Web

- Chrome
- Edge
- Safari
- Samsung browser
- Firefox
- Shopify
- Braintree
- Wepay
- Stripe
- Payone
- Paysafe
- Bluesnap

- acelera significativamente o checkout

- conclui transações on-line com mais rapidez e precisão, reutilizando informações nos dispositivos

# Publicação Digital



Adoção do JSON-LD e do vocabulário schema.org

EPUB 4 – Packaged Web Publication

# Ainda no forno

Web Assembly

Web Automotive

Web Credibility

Web Machine Learning

# Machine Learning for the Web Community Group Charter

- This Charter: <https://webmachinelearning.github.io/charter/>
- Previous Charter: n/a
- Start Date: 2018-10-11
- Last Modified: [commits/master](#)

## Goals

Machine learning (ML), and especially its subset deep learning, are being successfully used in native platforms in advanced computationally-heavy areas such as image recognition, speech recognition, and natural language processing. Currently, the Web is unable to support advanced machine learning use cases in a performant manner due in part to lack of optimized low-level APIs for machine learning. This Community Group will develop Web APIs to enable the creation of machine learning web experiences that are embeddable in the Web of today, and enable progressive enhancement of existing web applications and frameworks. With these Web APIs, web developers can make interoperable content on all hardware platforms.

The mission of the Machine Learning for the Web Community Group (WebML CG) is to make Machine Learning a first-class web citizen by incubating and developing a dedicated low-level Web API for machine learning inference in the browser and in products using modern web engines. Following the precepts of the [Extensible Web Manifesto](#), by exposing these low-level capabilities, high-level capabilities that are task-specific—such as vision and natural language processing using built-in models—could be explained and implemented in terms of the low-level capabilities that use custom models pre-trained and deployed by web developers. In other words, the low-level Web API allows high-level feature experimentation and iteration by web developers.

# Obrigado(a)

[www.ceweb.br](http://www.ceweb.br)

© [ceweb@nic.br](mailto:ceweb@nic.br)    © [@cewebbr](https://www.instagram.com/cewebbr)

17 de outubro

Web Media 2018

**nic.br** **cgi.br**

[www.nic.br](http://www.nic.br) | [www.cgi.br](http://www.cgi.br)