Programming in HTML5 with JavaScript and CSS3 Chapter 11: HTML5 supports multimedia

Q1. Why the developer must provide formats that are available across most browsers when incorporating media element such audio or video in web pages?
   A. So that browsers can decide which plugin or extension they should use to play the media
   B. So that browsers allow user to choose which format they want to load
   C. So that browsers can decide which format they want to support
   D. All of the above
Answer: C
[Ref. Page 437]

Q2. What one of the following is not HTML5 supported video format?
   A. Ogg/Theora (.ogv extension)
   B. WebM/VP8 (.webm extension)
   C. MPEG-4/H.264 (.mp4 extension)
   D. Flash Video (.flv
extension) Answer: D
[Ref. Page 438]

Q3. Which one is the most popular video format based on performance when comparing data-stream size to picture quality?
   A. Ogg/Theora
   B. WebM/VP8
   C. MPEG-4/H.264
   D. video/x-ms-wmv
Answer: C
[Ref. Page 438]

Q4. Why should you should include more than one <source> element in <video> element?
   A. To allow users to play one video after another
   B. To provide many sources so that the browser can choose the most appropriate video codec.
   C. To provide user a playlist from where users can choose which video to play
   D. It is not possible to add more than one <source> element
Answer: B
[Ref. Page 440]

Q5. Which one does not correctly embeds video?
   A. <video width="320" height="240" controls="controls">
            <source src="movie.mp4" />
            You need a browser that supports HTML5!
      </video>
   B. <video src="movie.mp4" width="320" height="240" controls="controls">
            You need a browser that supports HTML5!

```
        </video>
  C.  <video width="320" height="240" controls="controls">
            <source url="movie.mp4" />
            You need a browser that supports HTML5!
        </video>
  D.  <video width="320" height="240" controls="controls">
            <source src="movie.mp4" />
        </video>
```

Answer: C
[Ref. Page 438
At a minimum, you need to set the src attribute to the URL of the video.
Syntax: <video src="source path" width=".." height=".." ></video>
You should include more than one <source>

```
<video .......>
        <source src="source path" ....>
        <source src="source path" ....>
        <source src="source path" ....>
         Fallback text
</video>]
```

Q6. How do the browsers choose the format of the audio/video when you provide multiple sources of various formats?
  A. The browser checks all the sources and selects one which has the minimum size
  B. The browser checks all the sources and selects one which takes the minimum time to download
  C. The browser checks all the sources and selects one which provides the best performance
  D. The browser starts looking at the top and stops when it finds a file that it can
display Answer: D
[Ref. Page 439]

Q7. When providing multiple source of video, what is the recommended order?
  A. Start with .mp4, then .ogv and then .webm
  B. Start with .webm, then .ogv and then .mp4
  C. Start with .ogv, then .webm and then .mp4
  D. Start with .ogv, then .mp4 and then
.webm Answer: B
[Ref. Page 439]

Q8. Which attribute of the video element control how the video should be loaded when the page loads?
  A. controls
  B. loop
  C. preload
  D. autoplay
Answer: C [Ref.
Page 441]

Q9. How do you specify the video in a web page starts loading when the page
    loads? A. By setting the preload attribute to true

B. By setting the preload attribute to auto
C. By setting the preload attribute to metadata
D. By setting the preload attribute to

none Answer: B

[Ref. Page 441

The preload attribute specifies how the video should be loaded when the page loads. It can be set to auto, metadata, or none. The auto setting starts loading the video when the page loads. The metadata setting loads only the metadata, and the none setting doesn't load anything.]

Q10. Which attribute should you add to <video> element so that the video will repeat when it has reached the end of its stream?

A. controls
B. autoplay
C. loop
D. peload

Answer: C [Ref.

Page 441]

Q11. Which attribute of <video> element specifies that the URL of an image is to be shown when the video is not playing?

A. image
B. img
C. src
D. Poster

Answer: D [Ref.

Page 441]

Q12. Which one is the developed and recommended by W3C for subtitling video?

A. SRT
B. WebVTT
C. VTT
D. XML

Answer: B

[Ref. Page 441

New standard by W3C for subtitling is WebVTT (Web Video Text Tracks)
Popular one is SubRip Text (SRT) (not a statndard from W3C]
A less-used standard called Timed Text Markup Language (TTML) is an XML-based
format W3C recommends WebVTT and TTML]

Q133. Which of the following is or are HTML5 standards for providing captions in video?

A. SRT
B. WebTT
C. TTML
D. XHTML

Answer: B, C

[Ref. Page 441]

Q14. You want to add caption to a video which will start from at 10th second and end at 20th second. Which one is the valid content of your WebVTT file?

A. WebTT

For more information visit: www.idb-bisew.org 00:00:10.000 --> 00:00:20.000
B. WebTT

00:00:10.000 --> 00:00:20.000
For more information visit: www.idb-bisew.org
C. WebTT

For more information visit: www.idb-bisew.org
00:00:10.000 --> 00:00:20.000
D. WebTT

From: 00:00:10.000 To: 00:00:20.000
For more information visit: www.idb-bisew.org

Answer: B
[Ref. Page 442]

Q15. You want to include a video on your webpage that has an .avi file extension. If you supply the codec information, what will be displayed in browsers that support the <video> element but don't have the codec?

A. The browser will show the <video> element, but will not play the video.
B. The browser will automatically download the codec and play the video.
C. The browser will display the contents of the <video> element.
D. The browser will automatically download a version of the browser that supports the codec. Answer: A
[Ref. Page 443]

Q16. You don't want to supply an .ogg video because you find that the .ogg format is choppy and low quality. What other video formats can you include to be compatible with most browsers? (Choose all that apply.)

A. .webm
B. .avi
C. .mpg
D. .mp4
E. .mjpg

Answer: A, D
[Ref. Page 443]

Q17. Which one repeats the audio continuously when it completes?

A. <audio controls>
    <source src="media.mp3" />
    </audio>
B. <audio loop>
    <source src="media.mp3" />
    </audio>

C. <audio autoplay>
<source src="media.mp3" />
</audio>
D. <audio continuous>
<source src="media.mp3" />
</audio>
Answer: B
[Ref. Page 445]

Q18. Which object do the <audio> and <video> elements inherit from?
A. HTMLControl
B. HTMLElement
C. HTMLMediaElement
D. Media
Answer: C
[Ref. Page 447]

Q19. Which one of the following is not a method of the HTMLMediaElement object?
A. load ()
B. play ()
C. pause ()
D. stop ()
Answer: D [Ref.
Page 447
Methods available
addTextTrack() Adds a new text track to the audio or video
canPlayType() Determines whether the browser can play the specified audio or video
type load() Reloads the audio or video
play() Plays the audio or video
pause() Pauses the currently playing audio or video]

Q20. Which property of the HTMLMediaElement gets the URL of the current audio or video?
A. src
B. currentSrc
C. played
D. videoTracks
Answer: B
[Ref. Page 448]

Q21. Which property of the HTMLMediaElement can be used to determine whether the media is playing?
A. played
B. muted
C. paused
D. readyState
Answer: C
[Ref. Page 451]

Q22. You want to trigger some code when the media is loaded. Which event should you subscribe to?

    A. onstalled

    B. onseeked

    C. onplay

    D. onloadeddata

Answer: D

[Ref. Page 449]

Q23. The W3C standardized using which format for video?

    A. .webm

    B. .mpg

    C. .mp4

    D. No standard has been

selected. Answer: D

[Ref. Page 438]