



Module (HTML5) – 3

ASSIGNMENT

- **What are the new tags added in HTML5?**

<article>	Represents an independent piece of content of a document, such as a blog entry or newspaper article
<aside >	Represents a piece of content that is only slightly related to the rest of the page.
<audio>	Defines an audio file.
<canvas>	This is used for rendering dynamic bitmap graphics on the fly, such as graphs or games.
<command>	Represents a command the user can invoke.
<datalist>	Together with the a new list attribute for input can be used to make comboboxes

<details>	Represents additional information or controls which the user can obtain on demand
<embed>	Defines external interactive content or plugin.
<figure>	Represents a piece of self-contained flow content, typically referenced as a single unit from the main flow of the document.
<footer>	Represents a footer for a section and can contain information about the author, copyright information, et cetera.

These are the same example of HTML5 tags.

- **How to embed audio and video in a webpage?**

The HTML5 <audio> and <video> tags make it simple to add media to a website. You need to set src attribute to identify the media source and include a controls attribute so the user can play and pause the media.

- **Semantic element in HTML5?**

Semantic HTML elements are those that clearly describe their meaning in a human- and machine-readable way. Elements such as <header> , <footer> and <article> are all considered semantic because they accurately describe the purpose of the element and the type of content that is inside them.

Examples of **non-semantic** elements: <div> and - Tells nothing about its content.

Examples of **semantic** elements: <form>, <table>, and <article> - Clearly defines its content.

- **Canvas and SVG tags**

SVG	HTML	Canvas
SVG has better scalability. So it can be printed with high quality at any resolution		Canvas has poor scalability. Hence it is not suitable for printing on higher resolution
SVG gives better performance with smaller number of objects or larger surface.		Canvas gives better performance with smaller surface or larger number of objects.
SVG can be modified through script and CSS		Canvas can be modified through script only
SVG is vector based and composed of shapes.		Canvas is raster based and composed of pixel.