1. **What are the new tags added in HTML5?**

**Ans:**

1. article
2. audio
3. canvas
4. command
5. datalist
6. details
7. embed
8. figcaption
9. figure
10. footer
11. header
12. hgroup
13. keygen
14. mark
15. math
16. meter
17. nav
18. output
19. progress
20. rp
21. rt
22. ruby
23. section
24. source
25. summary
26. svg
27. time
28. track
29. vide
30. wbr
31. **how to embed audio and video in a webpage?**

**Ans:** 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.

Video- <video with = “300” height = “200” controls autoplay>

<source src = “/html5/foo.ogg” type = “video/ogg”/>

<source src = “/html5/foo.mp4” type = “video/mp4”/>

</video>

Audio- <audio controls autoplay>

<source src = “/html5/foo.ogg” type = “audio/ogg”/>

<source src = “/html5/foo.mp4” type = “audio/wav”/>

</audio>

1. **Semantic elements in HTML5?**

**Ans:** Semantic elements: Semantic elements have meaningful name which tells about type of content. For example header, footer, table, …etc. HTML5 introduces many semantic elements as mentioned below which make the code easier to write and understand for the developer as well as instructs the browser on how to treat them.

1. Article
2. Aside
3. Details
4. Figcaption
5. Figure
6. Footer
7. Header
8. Main
9. Mark
10. Nav
11. Section
12. **Canvas and SVG tags**

Ans: SVG: the scalable vector graphics (SVG) is an XML-based image format that is used to define two-dimensional vector-based graphics for the web.

-syntax - <svg id=”svgelem” height=”200” >

<circle id=”greencircle” cx=”60”

cy=”60” r=50” fill=”green” />

</svg>

Canvas- The HTML element is used to draw graphics on the fly, via scripting (usually JavaScript). The element is only a container for graphics.

Syntax- <canvas id=”newCanvas” width= “100” height=”100”

Style= “ border: 1px solid #000000”>

</canvas>

<script>

Var c = document.getElementByID(‘newCanvas’);

Var ctx = c.getContext(‘2d’);

Ctx.fillStyle = ‘#7cce2b’;

Ctx.fillRect(0,0,100,100);

</script>