**[HTML5 Interview Questions](http://www.csharpstar.com/html5-interview-questions/" \o "Permalink to HTML5 Interview Questions)**

In this article,we will go through top 20 frequently asked interview questions on HTML5.

1. [What’s new in HTML 5 DocType and Charset?](http://www.csharpstar.com/html5-interview-questions/#01)
2. [How can we embed Audio in HTML 5?](http://www.csharpstar.com/html5-interview-questions/#02)
3. [How can we embed Video in HTML 5?](http://www.csharpstar.com/html5-interview-questions/#03)
4. [What are the new media element in HTML 5 other than audio and video?](http://www.csharpstar.com/html5-interview-questions/#04)
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6. [What are the different types of storage in HTML 5?](http://www.csharpstar.com/html5-interview-questions/#06)
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1.What’s new in HTML 5 DocType and Charset?

Normally for HTML files first line of code is DocType which basically tells browser about specific version of HTML. HTML5 is now not subset of SGML. As compared to previous version/standards of HTML, DocType is simplified as follows:  
***<!doctype html>***  
And HTML 5 uses UTF-8 encoding as follows:  
***<meta charset=”UTF-8″>***

2.How can we embed Audio in HTML 5?

HTML 5 comes with a standard way of embedding audio files as previously we don’t have any such support on a web page. Supported audio formats are as follows:

* **MP3**
* **Wav**
* **Ogg**.

**Syntax**:

***<audio controls>***  
***<source src=”testAudio.mp3″ type=”audio/mpeg”>***  
***Your browser does’nt support audio embedding feature.***  
***</audio>***

**Description**:

***src***value can be relative as well as absolute URL. We can also use multiple **<source>** elements pointing to different audio files.

* **controls** – it adds controls such as volume, play and pause.
* **autoplay** – it’s a boolean value which specifies that audio will start playing once it’s ready.
* **loop** – it’s also a boolean value which specifies looping (means it automatically start playing after it ends).
* **preload** – auto, metadata and none are the possible values for this attribute.
  + auto means plays as it loaded.
  + metadata displays audio file’s associated data
  + none means not pre-loaded.

3.How can we embed Video in HTML 5?

Same like audio, HTML 5 defined standard way of embedding video files which was not supported in previous versions/standards. Supported video formats are as follows:

* **MP4**
* **WebM**
* **Ogg**

**Syntax**:

**<video width=”450″ height=”340″ controls>**  
**<source src=”testVideo.MP4″ type=”video/mp4″>**  
**Your browser does’nt support video embedding feature.**  
**</video>**

**Description**:

<video> tag has associated optional attributes as controls, autoplay, preload, loop, poster, width, height and other global attributes etc. Controls, loop, preload and autoplay are already explained above. Others are explained below:

* **poster** – it’s basically a URL of the image that needs to display until video get started.
* **width** – video player width
* **height** – video player’s height

4.What are the new media element in HTML 5 other than audio and video?

HTML 5 has strong support for media. Other than audio and video tags, it comes with the following tags:

**<embed> Tag:**<embed> acts as a container for external application or some interactive content such as a plug-in. Special about <embed> is that it doesn’t have a closing tag as we can see below:

**<embed type=”video/quicktime” src=”Fishing.mov”>**

**<source> Tag:**<source> is helpful for multiple media sources for audio and video.

**<video width=”450″ height=”340″ controls>**  
**<source src=”jamshed.mp4″ type=”video/mp4″>**  
**<source src=”jamshed.ogg” type=”video/ogg”>**  
**</video>**

**<track> Tag:**<track> defines text track for media like subtitles as:

**<video width=”450″ height=”340″ controls>**  
**<source src=”jamshed.mp4″ type=”video/mp4″>**  
**<source src=”jamshed.ogg” type=”video/ogg”>**  
**<track kind=”subtitles” label=”English” src=”jamshed\_en.vtt” srclang=”en” default></track>**  
**<track kind=”subtitles” label=”Arabic” src=”jamshed\_ar.vtt” srclang=”ar”></track>**  
**</video>**

5.What is the usage of canvas Element in HTML 5?

<canvas> is an element in HTML5 which we can use to draw graphics with the help of scripting (which is most probably JavaScript).  
This element behaves like a container for graphics and rest of things will be done by scripting. We can draw images, graphs and a bit of animations etc using <canvas> element.

**<canvas id=”canvas1″ width=”300″ height=”100″>**  
**</canvas>**

6.What are the different types of storage in HTML 5?

HTML 5 has the capability to store data locally. Previously it was done with the help of cookies.  
Exciting thing about this storage is that its fast as well as secure.

There are two different objects which can be used to store data.

* **localStorage**object stores data for a longer period of time even if the browser is closed.
* **sessionStorage**object stores data for a specific session.

|  |  |
| --- | --- |
| **SessionStorage** | **LocalStorage** |
| It persists data until we close the window or tab in which it was stored. | It persist data even if the window or tab is closed (but can be explicitly removed or expires). |
| Values stored in ***sessionStorage*** are not shared. These will be visible only to respective window or tab. | Values stored in ***localStorage*** are shared for all windows and tabs from same origin. |
| Maximum size is 5MB. | Maximum size for localStorage is more between 10-15MB. |

Working with localStorage is quite simple and having following methods:

1. localStorage.getItem(key) -> fetch an item from storage against provided key.
2. localStorage.setItem(key, value) -> add an item to storage.
3. localStorage.removeItem(key) -> removes an item from storage against provided key.
4. localStorage.clear() -> clearing the storage removing all items from it.

7.What are the new Form Elements introduced in HTML 5?

There are a number of new form elements has been introduced in HTML 5 as follows:

* **datalist** provides functionality for auto-complete feature.
* **datetime** facilitate selecting a datetime along with Time Zone.
* **output** represents the result of a calculation.
* **keygen** generates a key-pair field in a form to implement secure authentication.
* **date** is an input field for date and applies validation accordingly.
* **month** for selecting a month and year in a form input field.
* **week** for selecting a week and year in an input field.
* **time** is an input field for selecting time i.e. Hours:Minutes: AM/PM. For example, 10:30 AM.
* **color** is an input field for color.
* **number** that only allows numeric values.
* **range** is an input field for selecting value within a specified range.
* **email** is input field for email with standard email validations.
* **url** is for an URL(Uniform Resource Locator) and validated accordingly.

8.What are the deprecated Elements in HTML5 from HTML4?

Elements that are deprecated from HTML 4 to HTML 5 are:

* frame
* frameset
* noframe
* applet
* big
* center
* basefront

9.What are the new APIs provided by HTML 5 standard?

HTML 5 standard comes with a number of new APIs. Few of it are as follows:

* Media API
* Text Track API
* Application Cache API
* User Interaction
* Data Transfer API
* Command API
* Constraint Validation API
* History API

10. What is the difference between HTML 5 Application Cache and regular HTML Browser Cache?

One of the key feature of HTML 5 is “Application Cache” that enables us to make an offline version of a web application. It allows to fetch few or all of website contents such as HTML files, CSS, images, javascript etc locally. This feature speeds up the site performance. This is achieved with the help of a manifest file defined as follows:

*<!doctype html>*  
*<html manifest=”example.appcache”>*  
*…..*  
*</html>*

11.Is it possible to get the geographical location of a user using HTML5?

Yes. It’s quiet possible to get the geographical location of a user using HTML5. As it has user’s privacy concerns so user’s approval needed. As we discussed above about new HTML5 API including Media API, Text Track API, Application Cache, User Interaction, Data Transfer API, Command API etc: HTML5 introduced new Geolocation API for locating a user’s position.

In order to get user position, *getCurrentPosition()* method is used as:

*navigator.geolocation.getCurrentPosition(show\_map);*

12.What are HTML5 Semantic Elements? Explain with Example.

Semantic elements are those elements that clearly explains the purpose or meaning of the element to user  
(developer). For example, <div> and <span> elements in HTML doesn’t explain what they will contain as contents. On the other hand, <img> and <form> elements clearly explains the contents it can contain.

HTML5 introduces many new semantic elements:

* <header>
* <nav>
* <aside>
* <section>
* <article>
* <footer>
* <details>
* <figure>
* <figcaption>
* <main>
* <mark>
* <nav>
* <summary>
* <time>

13.Article Vs Section tags in HTML5?

An <article> tag is a complete and independent piece of content of a document or page. For Example, this article about HTML5 interview Question is a complete and independent piece of content on this page that covers a specific topic.

On the other hand, <section> tag refers to specific section of a document or page for grouping purpose. For Example, at the end of this page, we have a specific section for related list of “Top Interview Questions And Answers Series”. Or in right nav, we have a section for “Top Posts and Pages” of this website.

An <article> can wrap a <section> to represents a sub-topic as follows:

<article>  
<h1>Interview Questions Series</h1>  
<p>List of Interview Questions on Java>  
<section>  
<h1>HTML5 Interview Questions</h1>  
<p>List of Interview Questions on HTML5</p>  
</section>  
<section>  
<h1>JavaScript Interview Questions</p>  
<p>List of Interview Questions on JavaScript</p>  
</section>  
<section>  
<h1>ASP.NET MVC Interview Questions</p>  
<p>List of Interview Questions on ASP.NET MVC</p>  
</section>  
</article>

14.What is an HTML5 Web Worker and what all are the limitations of HTML5 Web Worker?

Normally if some script is executing in an HTML page, the page remains unresponsive until the scripts execution stops. But an **HTML5 web worker** is a script (i.e. JavaScript) that keeps executing in background. At the same time user can interact with the page and will not feel any performance degradation.

HTML5 web worker normally exists in external files and used for long-running CPU intensive tasks but without affecting the User Interface or other scripts.

**Limitations**:

Few JavaScript objects are not accessible to HTML5 web worker as:

* parent object
* window object
* document object

15.Canvas Vs SVG?

|  |  |
| --- | --- |
| **Canvas** | **SVG** |
| Only ONE HTML Element for rendering graphics i.e. canvas element | Multiple Graphics Elements including (Circle, Rect, Boxes, Path, Line, Polygon etc.) |
| Draws Graphics on the fly using only Script i.e. JavaScript. | Support Script as well as CSS. |
| Primarily based on Pixels. | Based on Graphics elements as discussed above. |
| No manipulation using Event Handling due to pixel based interaction. | Can manipulate by attaching event handlers to SVG elements. |
| Better in Performance. | Slow in rendering when manipulating complex scenarios |

16. How HTML5 is different from HTML?

HTML5 renders rich web contents without using any additional plugins as compared to previous HTML versions/standards.

HTML5 comes with a lot new things as follows:

* New multimedia elements that supports for embedding audio, video and much more.
* Support for interactive graphics.
* New Form elements introduced in HTML5 including datalist, datetime, output, keygen, date, month, week, time, number, range, email, url etc.
* Elements deprecated in HTML5 are frame, frameset, noframe, applet, big, center etc.
* New APIs (Media API, Text Track API, Application Cache, User Interaction, Data Transfer API, Command API etc.) provided.
* HTML5 supports on different plateform like PC, TV , Mobile devices etc.
* Supporting web applications for offline data storage.

17. What are the Data attributes in HTML5?

Data- attributes in HTML5 facilitates us to embed custom data to an element. Consider a scenario where we have some sensitive or private data related to a particular page or application without relevant attributes or elements, data- attributes can be used to serve the purpose.

There are few constraints in using data- attribute

* starts with “data-“
* at least one character after “data-“
* no upper case character in attribute name
* attribute value must be a string

18. What is SVG?

SVG – Scalable Vector Graphics is a vector image format based on W3C SVG specification. It’s used to draw two-dimensional graphics that are:

* more lightweight as compared to other image formats like jpeg and gif etc.
* XML-based
* support for animation
* maintain better quality even if re-sized
* faster rendering

19.What all are the browser support for local storage in HTML5?

Browser support for localStorage in HTML5 is as follows:

* Chrome 4
* IE 8+
* firefox 3.5+
* Safari 4
* Opera 10.5

20. What is Local storage in HTML5?

In order to store data locally, HTML5 supports for localStorage object. It stores data for a longer time in a client browser but it doesn’t lost data even if browser is closed. This purpose was achieved previously with the help of Cookies.

localStorage has following advantages as compared to using Cookies:

* localStorage has better performance even for larger amount of data.
* localStorage can store data for longer period.
* localStorage is more secure as compared to cookies.