**First.html**

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8" />

<title></title>

</head>

<body>

<input type="text" id="txt1" /><br /><br />

<input type="number" id="txt2" /><br /><br />

<input type="date" id="txt3" /><br /><br />

<input type="time" id="txt4" /><br /><br />

<input type="email" id="txt5" /><br /><br />

<input type="url" id="txt6" /><br /><br />

<input type="range" id="txt7" value="70" /><br /><br />

<input type="color" id="txt8" /><br /><br />

<input type="file" id="txt9" /><br /><br />

<meter value="2" min="0" max="10"></meter>

</body>

</html>

**Second.html**

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8" />

<title></title>

</head>

<body>

<video controls height="400" width="400">

<source src="abc.mp4" />

</video>

<br /><br />

<audio controls>

<source src="xyz.mp3" />

</audio>

</body>

</html>

**Third.html**

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8" />

<title></title>

</head>

<body>

<svg width="80">

<circle cx="30" cy="30" r="27" stroke="red" stroke-width="5" fill="blue"></circle>

</svg>

<br />

<svg width="100">

<rect width="50" height="30" stroke="red" stroke-width="5" fill="blue"></rect>

</svg>

<br />

<svg width="100">

<rect width="50" height="50" stroke="red" stroke-width="5" fill="blue"></rect>

</svg>

<br />

<svg width="350">

<ellipse cx="110" cy="90" rx="100" ry="50" stroke="red" stroke-width="5" fill="blue"></ellipse>

</svg>

</body>

</html>

**Four.html**

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8" />

<title></title>

</head>

<body>

<canvas height="100" width="200" id="can1" style="border:2px solid red"></canvas>

<script>

var c = document.getElementById("can1");

var ctx = c.getContext("2d");

ctx.fillStyle = "blue";

ctx.fillRect(0, 0, 150, 75);

</script>

<canvas height="200" width="200" id="can2" style="border:2px solid red"></canvas>

<script>

var c = document.getElementById("can2");

var ctx = c.getContext("2d");

ctx.moveTo(0, 0);

ctx.lineTo(150, 170);

ctx.stroke();

</script>

<canvas height="200" width="300" id="can3" style="border:2px solid red"></canvas>

<script>

var c = document.getElementById("can3");

var ctx = c.getContext("2d");

var grd = ctx.createLinearGradient(0, 0, 200, 0);

grd.addColorStop(0, "pink");

grd.addColorStop(1, "purple");

ctx.fillStyle = grd;

ctx.fillRect(10, 10, 150, 80);

</script>

<canvas height="200" width="300" id="can4" style="border:2px solid red"></canvas>

<script>

var c = document.getElementById("can4");

var ctx = c.getContext("2d");

ctx.font = "20px Arial"

ctx.fillStyle = "blue";

ctx.fillText("welcome to accenture", 0, 20);

</script>

</body>

</html>

**Five.html**

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8" />

<title></title>

<style>

header

{

color:red;

}

nav

{

color:blue;

}

aside

{

color:green;

}

main

{

color:red;

}

footer

{

color:pink;

}

</style>

</head>

<body>

<header>Header is here</header>

<nav>Menu is here</nav>

<aside>Sidebar is here</aside>

<main>Main is here</main>

<footer>Header is here</footer>

<article></article>

</body>

</html>

**Six.html**

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8" />

<title></title>

</head>

<body>

<input type="text" id="txt1" required /><br /><br />

<input type="number" id="txt2" min="18" max="25" /><br /><br />

<input type="number" id="txt3" min="18" max="25" step="2" /><br /><br />

<input type="text" id="txt4" minlength="4" maxlength="10" /><br /><br />

<input type="text" id="txt5" pattern="\d\d\d\d\d\d\d\d\d\d" /><br /><br />

</body>

</html>