Uses of HTML Tags

1. [<abbr>](https://www.tutorialrepublic.com/html-reference/html-abbr-tag.php)

* stands for "abbreviation" and is used to define an abbreviation or an acronym within a document.
* For example: “www” will be abbreviated to World Wide Web

1. [<address>](https://www.tutorialrepublic.com/html-reference/html-address-tag.php)

* used to define contact information for the author or owner of a document or an article.

1. [<article>](https://www.tutorialrepublic.com/html-reference/html5-article-tag.php)

* used to define an independent, self-contained piece of content that can be reused or distributed separately from the rest of the page.

1. [<aside>](https://www.tutorialrepublic.com/html-reference/html5-aside-tag.php)

* used to define content that is related to the main content of a webpage but is considered secondary or tangential

1. [<audio>](https://www.tutorialrepublic.com/html-reference/html5-audio-tag.php)

* used to embed audio content, such as music or sound effects, directly into a webpage.

1. [<blockquote>](https://www.tutorialrepublic.com/html-reference/html-blockquote-tag.php)

* used to indicate that a block of text is a direct quotation from another source.

1. [<data>](https://www.tutorialrepublic.com/html-reference/html5-data-tag.php)

* used to provide machine-readable data within the content of a webpage.

1. [<embed>](https://www.tutorialrepublic.com/html-reference/html5-embed-tag.php)

* used to embed external content, such as multimedia (like audio, video, or interactive content), documents, or other types of media, directly into a webpage.
* **src** attribute specifies the URL of the external content to be embedded.
* **type** attribute specifies the MIME type of the embedded content.
* **width and height** attributes specify the dimensions of the embedded content.

1. [<kbd>](https://www.tutorialrepublic.com/html-reference/html-kbd-tag.php)

* used to define keyboard input.

1. [<canvas>](https://www.tutorialrepublic.com/html-reference/html5-canvas-tag.php)

* used to draw graphics, animations, or other visual effects on a webpage using JavaScript.
* The <canvas> tag creates a canvas element with an ID of "myCanvas" and a width of 200 pixels and a height of 100 pixels.
* You can use JavaScript to access this canvas element and draw on it using various drawing methods and functions provided by the HTML5 Canvas API.