

HTML 5

1.What are the new tags added in HTML5?

Ans:

<article> - defines an independent, self-contained content

<aside> - defines content that is related to the main content but can be considered separate from it

<audio> - embeds audio content into a web page

<canvas> - provides a drawing area for graphics and animations

<datalist> - provides a pre-defined list of options for input controls

<details> - defines additional details that the user can view or hide

<embed> - embeds external content such as multimedia files into a web page

<footer> - defines a footer for a document or section

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<nav> - defines a set of navigation links

<output> - displays the result of a calculation or user action

<progress> - displays the progress of a task

<section> - defines a section in a document

<source> - specifies multiple media resources for media elements such as **<audio>** and **<video>**

<video> - embeds video content into a web page

2.How to embed audio and video in a webpage?

Ans:

For audio

<audio controls>

<source src="audiofile.mp3" type="audio/mpeg">

Your browser does not support the audio tag.

</audio>

For video

```
<video controls width="640" height="360">
```

```
<source src="videofile.mp4" type="video/mp4">
```

Your browser does not support the video tag.

```
</video>
```

2. Semantic element in HTML5?

Ans :

1. **<header>** - Defines a header section for a document or a section of a document
2. **<nav>** - Defines a set of navigation links
3. **<article>** - Defines an independent, self-contained content
4. **<section>** - Defines a section in a document
5. **<aside>** - Defines content that is related to the main content but can be considered separate from it
6. **<footer>** - Defines a footer section for a document or a section of a document
7. **<main>** - Defines the main content of a document
8. **<figure>** - Defines self-contained content, such as images or diagrams, that are referenced in the main content
9. **<figcaption>** - Defines a caption or description for a **<figure>** element
10. **<time>** - Defines a date or time in a standard format

4.Canvas and SVG tags

Ans:

The **<canvas>** and **<svg>** tags are both used for creating graphics on a web page, but they differ in their approach and functionality.

The **<canvas>** tag provides a drawing area on the page using JavaScript, and allows for dynamic rendering of graphics, animations, and interactive elements. It's essentially a bitmap canvas that you can draw on using JavaScript code. The content inside a **<canvas>** element is rendered using a scripting language, typically JavaScript, which means that it's highly dynamic and can respond to user input and other events. Examples of use cases for **<canvas>** include games, data visualizations, and photo editors.

The **<svg>** tag, on the other hand, is a vector graphics language that allows for the creation of scalable, resolution-independent graphics that can be manipulated using CSS or JavaScript. It's essentially a markup language for defining shapes, lines, curves, and other geometric elements using XML. The content inside an **<svg>** element is not rendered using a scripting language, but rather by the browser, which means that it's more static and less dynamic than **<canvas>**. Examples of use cases for **<svg>** include logos, icons, and illustrations.