Modules-Fronted-HTML5

Theory Assignment

.Question-1: Difference b/b HTML/HTML5?

ANS :

HTML HTML5

1 HTML stand for Hyper Text Markup 2 HTML Stand for Hyper Text

Language Markup Language Version5

2 HTML is a version 4.01 2 HTML5 is a Latest Version

3 HTML is <audio> and <video> tag 3 HTML is <audio> and

Not supported <video> tag supported

4 Does not allow JS To run in the 4 Allow JS to run is the Back-

Browser ground. This is possible

Due to JS web worker API

In HTML5

5 HTML tag <div>,<span>,<body> 5 HTML5 tag <header>,

<div id=”header”>,<div class=”nav”>. <footer>,<nav>,<setction>,

<aside>,<main>.

6 HTML form are first name, last 6 HTML5 form are New

name , e-mail, gender,pssword, attributes number,date,

Checkbox,etc……… time,calender,range,url,

And img.

.Question-2 : What are the addition tags used in HTML5?

ANS

HTML Semantic and Structuring Tag

Header : page are header section

Footer : represents the footer (information) section

Article : Used for self-contained content (blog post, new article)

Section : Define section or blocks or related content

Nav : Nav tag used navigation link (menus,sidebar)

Multi-media Elements

<audio> and <video> tag

New Graphic Elements

<sag> <canvas>

Draw graphic using JS Create vector graphics

games logos and icon

image Charts and graphs

animation Interactive maps

Lab Assignment(Task)

Create a audio video tag

Also applied properties like muted loop autoplay

Create some shape using canvas tag in html

Create some shape using svg tag in html

1.

<html>  
 <head>

<title>documents</title>

</head>

<body>

<video width="320" height="240" autoplay muted loop controls>

<source src="sample.mp4" type="video/mp4">

Your browser does not support the video tag.

</video>

</body>

</html>

2.

<html>  
 <head>

<title>documents</title>

</head>

<body>

<canvas id="myCanvas" width="300" height="150" style="border:1px solid #000;"></canvas>

<script>

var canvas = document.getElementById("myCanvas");

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

// Rectangle

ctx.fillStyle = "blue";

ctx.fillRect(10, 10, 100, 50);

// Circle

ctx.beginPath();

ctx.arc(180, 50, 30, 0, 2 \* Math.PI);

ctx.fillStyle = "red";

ctx.fill();

</script>

</body>

</html>

3.

<html>  
 <head>

<title>documents</title>

</head>

<body>