WEB TECHNOLOGIES

HTML 5 – Audio, Video and Progress elements

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Audio elements

- A standard approach for browser to play audio without the use of plug-in.
- Mp3, Wav and ogg formats supported by HTML5

Syntax

```
<audio controls="c1">
    <source src="song.ogg" type="audio/ogg" />
    <source src="song.mp3" type="audio/mp3" />
    Your browser does not support the audio element.
</audio>
```

Audio element properties

Attribute	Value	Description
autoplay	autoplay	Specifies that the audio will start playing as soon as it is ready.
controls	controls	Specifies that controls will be displayed, such as a play button.
loop	loop	Specifies that the audio will start playing again (looping) when it reaches the end
preload	preload	Specifies that the audio will be loaded at page load, and ready to run. Ignored if autoplay is present.
src	url	Specifies the URL of the audio to play

Video elements

- A standard approach for browser to play video without the use of plug-in
- Any content between the opening and closing tags is fallback content. This content is displayed only by browsers that don't support the <video> tag

Syntax

```
<video width="320" height="240" controls="controls">
    <source src="movie.ogg" type="video/ogg" />
    <source src="movie.mp4" type="video/mp4" />
    <source src="movie.webm" type="video/webm" />
    Your browser does not support the video tag.
</video>
```

Video element properties

Attribute	Value	Description
audio	muted	Defining the default state of the the audio. Currently, only "muted" is allowed
autoplay	autoplay	If present, then the video will start playing as soon as it is ready
controls	controls	If present, controls will be displayed, such as a play button
height	pixels	Sets the height of the video player
loop	loop	If present, the video will start over again, every time it is finished
poster	url	Specifies the URL of an image representing the video
preload	preload	If present, the video will be loaded at page load, and ready to run. Ignored if "autoplay" is present
src	url	The URL of the video to play
width	pixels	Sets the width of the video player

- The <progress> tag represents the completion progress of a task.
- Always add the <label> tag for describing the task!
- Use JavaScript to manipulate the value of the progress bar

Syntax:
<label for="file">Downloading progress:</label>
<progress id="file" value="32" max="100"> 32% </progress>

Attribute	Value	Description
max	*number*	Specifies how much work the task requires in total. Default value is 1
value	*number*	Specifies how much of the task has been completed

1. Which HTML5 tag is used to embed audio files in a web page?
A) <video>
B) <sound>
C) <audio>
D) <music>

2. In the <audio> tag, which attribute is used to display the browser's default audio controls?
A) autoplay
B) controls
C) loop
D) muted

3. What happens to the content placed between <video> and </video> tags if the browser does not support the <video> tag?
A) It is ignored.
B) It acts as fallback content and is displayed.
C) It throws an error.
D) It is automatically converted to audio.

4. Which attributes are used in the <progress> tag to indicate task completion?
A) loop and autoplay
B) src and controls
C) max and value
D) muted and preload

5. What is an "indeterminate" progress bar in HTML5?
A) A progress bar without color
B) A progress bar showing cyclic movement without exact progress value
C) A vertical progress bar
D) A disabled progress bar

Answer 1: C) <audio>

Answer 2: B) controls

Answer 3: B) It acts as fallback content and is displayed.

Answer 4: C) max and value

Answer 5: B) A progress bar showing cyclic movement without exact progress value

THANK YOU

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