

The correct code for this class is:

```
<!-- Example of using various image formats -->






```

It has been fixed, and the fallback part, which I wanted to showcase you can try with the following code:

```
<picture>
  <!-- Example of using various image formats -->
  <source srcset="image.webp" type="image/webp" />
  <source srcset="image.avif" type="image/avif" />
  <source srcset="image.jp2" type="image/jp2" />
  <source srcset="image.tiff" type="image/tiff" />
  
</picture>
```

It'll display the image we have in the development environment, versus that one available behind this URL. That is because, one of the modern format within `source` is supported and the image will be displayed in the browser.

If you, for example would have only the unsupported formats:

```
<picture>
  <!-- Example of using various image formats -->
  <source srcset="image.jp2" type="image/jp2" />
  <source srcset="image.tiff" type="image/tiff" />
  
</picture>
```

Then, you'll a different image; a random one from behind the URL.

Additionally:

- `source` must have `srcset`, not `src`,
- all code must be wrapped within the `picture` HTML tag.

Sorry for that confusion during the recording, but that's quite hot question in the internet; many people struggle with having this example working.