



## HTML5 Tags - Video, Audio, and Canvas<

# What is HTML Canvas?

- The HTML `<canvas>` element is used to draw graphics, on the fly, via JavaScript.
- The `<canvas>` element is only a container for graphics. You must use JavaScript to actually draw the graphics.
- Canvas has several methods for drawing paths, boxes, circles, text, and adding images.

# HTML5: New Features

- **Canvas element for drawing**
- **Video/audio elements for media playback**
- **Better support for local offline storage**
- **New content specific elements, like article, footer, header, nav, section**
- **New form controls, like calendar, date, time, email, url, search**

# Video

## How it Works

- The `controls` attribute adds video controls, like play, pause, and volume.
- It is a good idea to always include `width` and `height` attributes. If height and width are not set, the page might flicker while the video loads.

- The `<source>` element allows you to specify alternative video files which the browser may choose from. The browser will use the first recognized format.
- The text between the `<video>` and `</video>` tags will only be displayed in browsers that do not support the `<video>` element.

- It is a good idea to always include `width` and `height` attributes. If height and width are not set, the page might flicker while the video loads.
- The `<source>` element allows you to specify alternative video files which the browser may choose from. The browser will use the first recognized format.
- The text between the `<video>` and `</video>` tags will only be displayed in browsers that do not support the `<video>` element.