**Module (HTML5) – 3**

**(1) What are the new tags added in HTML5?**

**Ans :** <article> <aside > <audio> <canvas>

<command> <datalist> <details> <embed>

<figure> <footer> <header> <hgroup> <keygen>

<mark> <meter> <nav> <output> <progress>

<ruby> <section> <time> <video> <wbr>

**(2) How to embed audio and video in a webpage?**

**Ans : The <video> element allows us to embed video files into an HTML**, very similar to the way images are embedded. Attributes we can include are: src This attribute stands for the source, which is very similar to the src attribute used in the image element. We will add the link to a video file in the src attribute.

The **<audio>** tag is used to embed sound content in a document, such as music or other audio streams. The <audio> tag contains one or more <source> tags with different audio sources. The browser will choose the first source it supports.We will add the link to a audio file in the src attribute.

**(3) Semantic element in HTML5?**

**Ans :** <article> <aside> <details>

<figcaption> <figure> <footer>

<header> <main> <mark> <nav>

<section> <summary> <time>

**(4) Canvas and SVG tags**

**Ans : SVG stands for Scalable Vector Graphics. SVG is used to define graphics for the Web.**

**The <svg> tag defines a container for SVG graphics. SVG has several methods for drawing paths, boxes, circles, text, and graphic images.**

**The <canvas> tag is used to draw graphics, on the fly, via scripting (usually JavaScript). The <canvas> tag is transparent, and is only a container for graphics, you must use a script to actually draw the graphics.**

**SVG provides better scalability as it can be printed with high quality at any resolution. Canvas provides poor scalability as it is not suitable for printing higher resolution. SVG provides better performance with a larger surface or a smaller number of objects.**

**SVG stands for Scalable Vector Graphics. SVG is used to define vector-based graphics for the Web. SVG defines the graphics in XML format. Every element and every attribute in SVG files can be animated.**

**A canvas is a rectangular area on an HTML page. By default, a canvas has no border and no content. The markup looks like this: <canvas id="myCanvas" width="200" height="100"></canvas> Note: Always specify an id attribute (to be referred to in a script), and a width and height attribute to define the size of the canvas.**

**<canvas> gives you an easy and powerful way to draw graphics using JavaScript. It can be used to draw graphs, make photo compositions or do simple (and not so simple) animations.**