

## Question 1: Difference b/w HTML & HTML5?

HTML (HyperText Markup Language) and HTML5 are both versions of the language used to create and structure content on the web. HTML5 is the latest version, introduced to address the limitations of previous HTML versions and to support modern web development needs. Here are the key differences between HTML and HTML5:

### 1. Doctype Declaration

- **HTML:** The doctype declaration for HTML used to be more complex, such as:
  - `<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01//EN" "http://www.w3.org/TR/html4/strict.dtd">`
- **HTML5:** Simplified to just:
  - `<!DOCTYPE html>`

### 2. New Elements

- **HTML:** HTML had fewer semantic elements for structuring the web.
- **HTML5:** Introduced several new semantic elements to improve document structure and accessibility:
  - `<header>`, `<footer>`, `<article>`, `<section>`, `<nav>`, `<aside>`, etc.

### 3. Multimedia Support

- **HTML:** Multimedia content like audio and video needed third-party plugins such as Flash or Java.
- **HTML5:** Introduced built-in support for embedding multimedia:
  - `<audio>` for audio files.

- `<video>` for video files.
- Both elements allow native playback of multimedia content without external plugins.

#### 4. Form Controls

- **HTML:** Had a limited set of form controls.
- **HTML5:** Introduced new form elements and input types, such as:
  - `<input type="email">`, `<input type="date">`, `<input type="range">`, etc.
  - New attributes like placeholder, autofocus, required, and pattern for better form validation and user experience.

#### 5. APIs (Application Programming Interfaces)

- **HTML:** HTML didn't provide APIs to interact with the browser's features directly.
- **HTML5:** HTML5 introduced various powerful APIs for enhanced functionality:
  - Geolocation API
  - Web Storage (localStorage and sessionStorage)
  - Web Workers for multi-threaded processing
  - WebSocket for real-time communication
  - Canvas API for dynamic, scriptable rendering of 2D shapes and bitmap images
  - Drag-and-drop API

#### 6. JavaScript Integration

- **HTML:** JavaScript integration was present, but HTML5 provides more robust and standardized support for scripts.
- **HTML5:** Improved support for integrating JavaScript through APIs, enabling new functionalities like offline storage, better event handling, and more advanced interactivity.

## 7. Deprecated Tags

- **HTML:** Older HTML versions used tags like `<font>`, `<center>`, and `<big>`, which were used for styling.
- **HTML5:** Deprecated many presentational tags in favor of CSS for styling. For example:
  - `<font>` is replaced by CSS styles like font-family, font-size, etc.
  - `<center>` and `<big>` are no longer supported.

## 8. SVG and MathML

- **HTML:** Support for Scalable Vector Graphics (SVG) and MathML was limited and not natively integrated.
- **HTML5:** Natively supports both SVG (for vector graphics) and MathML (for mathematical formulas) elements within the HTML document.

## 9. Compatibility

- **HTML:** Older versions of HTML may not support modern browsers and features.
- **HTML5:** Designed with backward compatibility in mind but also introduces new features that modern browsers support, making it the preferred choice for web development.

## 10. Local Storage and Offline Capabilities

- **HTML:** Lacked native support for storing data on the client side.
- **HTML5:** Introduced local storage (through the localStorage and sessionStorage APIs) that allows web applications to store data locally in the browser, enabling offline capabilities.

## 11. Performance

- **HTML:** Older HTML versions were less optimized for modern web applications.
- **HTML5:** Designed with performance in mind, supporting faster rendering, multimedia, and rich interactivity, making web applications feel more like native apps.

## Conclusion

HTML5 is a major upgrade over HTML, introducing new semantic elements, multimedia support, modern APIs, enhanced form controls, and better performance. It enables developers to create richer, more interactive, and dynamic websites without relying on third-party plugins or complex workarounds.

## Question 2: What are the additional tags used in HTML5?

HTML5 introduced several new tags to enhance the functionality and structure of web pages. These new tags provide better semantic meaning, support for multimedia, and improve interactivity. Here are the **additional tags** introduced in HTML5:

### 1. Semantic Elements

These tags help define the structure and meaning of the content:

- **<header>**: Represents the introductory content or navigation section of a page or section.

- **<footer>**: Represents the footer of a section or page, typically used for copyright information, contact links, or author details.
- **<article>**: Represents a self-contained piece of content that can be independently distributed or reused, such as a blog post or news article.
- **<section>**: Represents a section of content, typically with a heading, for organizing content into logical groups.
- **<nav>**: Defines a navigation block containing links to other pages or sections.
- **<aside>**: Represents content that is tangentially related to the content around it, like sidebars or call-out boxes.
- **<main>**: Represents the primary content of the document, excluding headers, footers, and sidebars.
- **<mark>**: Highlights or emphasizes text, typically used to mark search results or important terms.
- **<figure>**: Represents content such as images, diagrams, or illustrations that are referenced in the main content.
- **<figcaption>**: Provides a caption or description for content within a <figure>.

## 2. Multimedia Elements

HTML5 introduced native support for multimedia:

- **<audio>**: Embeds audio content like music or sound effects. It supports multiple audio formats without requiring plugins.
- <audio controls>
- <source src="audio.mp3" type="audio/mp3">
- </audio>
- **<video>**: Embeds video content directly into the page.
- <video controls>
- <source src="video.mp4" type="video/mp4">

- `</video>`
- **`<source>`**: Specifies multiple media resources for `<audio>` and `<video>`, allowing the browser to select the best one based on supported formats.
- **`<track>`**: Provides text tracks (such as subtitles or captions) for `<audio>` and `<video>`.

### 3. Form Elements

HTML5 enhanced forms with new input types and attributes for better usability:

- **`<input type="email">`**: Validates email input automatically.
- **`<input type="date">`**: Provides a date picker.
- **`<input type="range">`**: Creates a slider for selecting a value within a range.
- **`<input type="color">`**: Provides a color picker input.
- **`<datalist>`**: Specifies a list of predefined options for an `<input>` element, which can be displayed to the user.
- **`<keygen>`**: Used to generate a key pair for form submission (useful for cryptographic operations).
- **`<output>`**: Represents the result of a calculation or user action, such as form input processing.

### 4. Interactive Elements

HTML5 introduced tags for better user interactivity:

- **`<details>`**: Represents a disclosure widget, where the user can toggle to show or hide additional content.
- **`<summary>`**: Serves as a summary or heading for the content within a `<details>` element.

### 5. Other Tags

Additional tags for specific use cases:

- **<progress>**: Represents the progress of a task, such as downloading or uploading a file.
- **<meter>**: Represents a scalar measurement within a known range, like a gauge or progress bar.
- **<time>**: Represents a specific time or date.
- **<wbr>**: Specifies a line break opportunity within a word, where the word can break if needed.

## Summary

HTML5 introduces several new elements that provide more semantic meaning, better multimedia integration, and enhanced interactivity. These tags allow developers to create more structured, accessible, and dynamic web pages.