

Practical -7**Working with Multimedia in HTML5**

1. Create an HTML5 webpage which demonstrates following Multimedia tags with attributes.
 - a. Audio
 - b. Video
 - c. EMBED Tag
 - d. OBJECT Tags
 - e. FIGURE and Figcaption
 - f. Canvas
 - g. IMG

Tag	Description
<audio>	<p>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.</p> <p>The text between the <audio> and </audio> tags will only be displayed in browsers that do not support the <audio> element.</p> <p>There are three supported audio formats in HTML: MP3, WAV, and OGG.</p> <p>Attributes are : autoplay, controls, loop, preload, scr</p> <p><audio controls></p> <p><source src="songs.ogg" type="audio/ogg"> <source src="songs.mp3" type="audio/mpeg"> Your browser does not support the audio tag.</p> <p></audio></p>
<video>	<p>The <video> tag is used to embed video content in a document, such as a movie clip or other video streams. The <video> tag contains one or more <source> tags with different video sources. The browser will choose the first source it supports. The text between the <video> and </video> tags will only be displayed in browsers that do not support the <video> element.</p> <p>There are three supported video formats in HTML: MP4, WebM, and OGG.</p> <p>Attributes are : audio, autoplay, controls, height, loop, preload, poster, src, width,</p>

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syntax **<VIDEO src="video.ogv" autoplay="true" loop="3" controls>**

</VIDEO>

embed

The **<embed>** tag defines a container for an external resource, such as a web page, a picture, a media player, or a plug-in application.

Attributes are : height, type, width, hspace(horizontal padding), vspace (vertical padding), src

<EMBED src="Music.mp3" width=600 height=100> </EMBED>

<object>

The **<object>** tag defines a container for an external resource. The external resource can be a web page, a picture, a media player, or a plug-in application.

Attributes are : data, form, height, name, type, usemap, width

<figure>

The **<figure>** tag specifies self-contained content, like illustrations, diagrams, photos, code listings, etc. While the content of the **<figure>** element is related to the main flow, its position is independent of the main flow, and if removed it should not affect the flow of the document.

Tip: The **<figcaption>** element is used to add a caption for the **<figure>** element.

<FIGURE>

<FIGCAPTION>Listing 1: Showing the alert box**</FIGCAPTION>**

<PRE><CODE>alert('Hello World!'); **</CODE></PRE>**

</FIGURE>

<figcaption>

The **<figcaption>** tag defines a caption for a **<figure>** element. The **<figcaption>** element can be placed as the first or last child of the **<figure>** element.

<canvas>

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. Any text inside the **<canvas>** element will be displayed in browsers with JavaScript disabled and in browsers that do not support **<canvas>**.

Attribute are : height, width

img

The **** tag is used to embed an image in an HTML page. Images are not technically inserted into a web page; images are linked to web pages. The ****

tag creates a holding space for the referenced image.

The tag has two required attributes:

- src - Specifies the path to the image
- alt - Specifies an alternate text for the image, if the image for some reason cannot be displayed

Note: Also, always specify the width and height of an image. If width and height are not specified, the page might flicker while the image loads.

Attributes are : alt, height, title, style, src, width, ismap, usemap