* **What are the new tags added in HTML5?**
* <**article**>: Represents an independent piece of content of a document, such as a blog entry or newspaper article.
* <**aside** > : Represents a piece of content that is only slightly related to the rest of the page.
* <**audio**>: Defines an audio file.
* <**canvas**>: This is used for rendering dynamic bitmap graphics on the fly, such as graphs or games.
* <**command**>: Represents a command the user can invoke
* <**datalist**>: Together with the a new list attribute for input can be used to make comboboxes.
* <**embed**>: Defines external interactive content or plugin.
* <**figure**>: Represents a piece of self-contained flow content, typically referenced as a single unit from the main flow of the document.
* <**footer**>: Represents a footer for a section and can contain information about the author, copyright information, et cetera.
* <**header**>: Represents a group of introductory or navigational aids.
* <**hgroup**>: Represents the header of a section.
* <**keygen**>: Represents control for key pair generation.
* <**mark**>: Represents a run of text in one document marked or highlighted for reference purposes, due to its relevance in another context.
* <**meter**>: Represents a measurement, such as disk usage.
* <**nav**>: Represents a section of the document intended for navigation.
* <**output**>: Represents some type of output, such as from a calculation done through scripting.
* <**progress**>: Represents a completion of a task, such as downloading or when performing a series of expensive operations.
* <**ruby**>: Together with <rt> and <rp> allow for marking up ruby annotations.
* <**section**>: Represents a generic document or application section
* <**time**>: Represents a date and/or time.
* <**video**>: Defines a video file.
* <**wbr**>: Represents a line break opportunity.
* **How to embed audio and video in a webpage?**

-To play an audio file in HTML, use the <audio> element:

<!DOCTYPE html>

<html>

<body>

<audio controls>

<source src="horse.ogg" type="audio/ogg">

<source src="horse.mp3" type="audio/mpeg">

</audio>

</body>

</html>

-To play a video file in HTML, use the <video> element:

<!DOCTYPE html>

<html>

<body>

<video width="320" height="240" controls>

<source src="movie.mp4" type="video/mp4">

<source src="movie.ogg" type="video/ogg">

</video>

</body>

</html>

* **Semantic element in HTML5**

A semantic element clearly describes the meaning to both the browser and the developer.

In HTML there are some semantic elements that can be used to define different parts of a web page:

-<article>: Defines independent, self-contained content

-<aside>: Defines content aside from the page content

-<details>: Defines additional details that the user can view or hide

-<figcaption>: Defines a caption for a <figure> element

-<figure>: Specifies self-contained content, like illustrations, diagrams, photos, code listings, etc.

-<footer>: Defines a footer for a document or section

-<header>: Specifies a header for a document or section

-<main>: Specifies the main content of a document

-<mark>: Defines marked/highlighted text

-<nav>: Defines navigation links

-<section>: Defines a section in a document

-<summary>: Defines a visible heading for a <details> element

-<time>: Defines a date/time

* **Canvas:**

The HTML <canvas> element is used to draw graphics on a web page. The graphic to the left is created with <canvas>.

It shows four elements: a red rectangle, a gradient rectangle, a multicolor rectangle, and a multicolor text.

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.

Ex:

<!DOCTYPE html>

<html>

<body>

<canvas id="myCanvas" width="200" height="100" style="border: 1px solid #d3d3d3;">

<script>

var c = document.getElementById("myCanvas");

var ctx = c.getContext("2d");

ctx.font = "30px Arial";

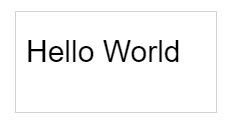
ctx.fillText("Hello World",10,50);

</script>

</body>

</html>

Output:



**SVG:**

SVG stands for Scalable Vector Graphics.

SVG is used to define graphics for the web. SVG has several methods for drawing paths, boxes, circles, text and graphic images.

Ex.

<!DOCTYPE html>

<html>

<body>

<svg height="100" width="100">

<circle cx="50" cy="50" r="40" stroke="yellow" stroke-width="4" fill="blue">

</circle>

</svg>

</body>

</html>

Output:

