

## Module 5 – Mernstack – HTML5

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

ans)

Feature	HTML (Old)	HTML5
Multimedia support	Via plugins	Native <audio>, <video>
Semantic tags	No	Yes (<header>, <nav>, etc.)
Mobile-friendly design	Limited	Strongly supported
Form enhancements	Limited	New input types & validation
APIs	Not available	Web Storage, Canvas, Geolocation
Doctype	Complex	Simple

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

HTML5 introduced many new elements (tags) to enhance the structure, semantics, and functionality of web pages. Here's a categorized list of the most important ones:

### 1. Semantic Structural Tags

These tags define the structure and meaning of the content (SEO-friendly & accessible):

Tag	Purpose
<code>&lt;header&gt;</code>	Represents introductory content (title, logo, nav, etc.)
<code>&lt;nav&gt;</code>	Defines a navigation section
<code>&lt;section&gt;</code>	Represents a standalone section
<code>&lt;article&gt;</code>	Independent content (e.g., blog post, news)
<code>&lt;aside&gt;</code>	Side content (ads, sidebars, etc.)
<code>&lt;footer&gt;</code>	Footer content for section or page
<code>&lt;main&gt;</code>	Main content area (only one per page)

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### 2. Media Tags

These allow embedding audio and video without external plugins:

Tag	Purpose
<code>&lt;audio&gt;</code>	Embeds audio content
<code>&lt;video&gt;</code>	Embeds video content

<code>&lt;source&gt;</code>	Defines multiple media sources
<code>&lt;track&gt;</code>	Provides subtitles/captions for media

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### 3. Form Enhancements

HTML5 improved forms with new input types and attributes:

Tag	Purpose
<code>&lt;datalist&gt;</code>	Provides predefined options for <code>&lt;input&gt;</code>
<code>&lt;output&gt;</code>	Displays the result of a calculation
<code>&lt;progress&gt;</code>	Displays progress of a task
<code>&lt;meter&gt;</code>	Displays scalar measurement within a known range

New Input Types: email, url, tel, number, range, date, time, color, etc.

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### 4. Graphics & Drawing

For rendering graphics without plugins:

Tag	Purpose
<code>&lt;canvas&gt;</code>	Draw graphics with JavaScript
<code>&lt;svg&gt;</code>	Scalable Vector Graphics (already existed, but more used in HTML5)

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## 5. Scripting and Templates

Tag	Purpose
<code>&lt;template&gt;</code>	Holds client-side template content that is not rendered when the page loads
<code>&lt;script type="module"&gt;</code>	Supports JavaScript modules