Module (HTML5) – 3

Que1- What are the new tags added in HTML5?

Ans. The new tags added in HTML5-

**1. section** − This tag represents a generic document or application section. It can be used together with h1-h6 to indicate the document structure.

**2.article** − This tag represents an independent piece of content of a document, such as a blog entry or newspaper article.

**3.aside** − This tag represents a piece of content that is only slightly related to the rest of the page.

**4.header** − This tag represents the header of a section.

**5.footer** − This tag represents a footer for a section and can contain information about the author, copyright information, et cetera.

**6.nav** − This tag represents a section of the document intended for navigation.

**7.dialog** − This tag can be used to mark up a conversation.

**8.figure** − This tag can be used to associate a caption together with some embedded content, such as a graphic or video.

Que-2. How to embed audio and video in a webpage?

Ans. The HTML5 <audio> and <video> tags make it simple to add media to a website. You need to set **src** attribute to identify the media source and include a controls attribute so the user can play and pause the media.

Embedding Video-

Here is the simplest form of embedding a video file in your webpage −

<video src = "foo.mp4" width = "300" height = "200" controls>

Your browser does not support the <video> element.

</video>

Que-3.Semantic element in HTML5?

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

Examples of non-semantic elements: -

<div> and <span> - Tells nothing about its content. Examples of semantic elements: <form> , <table> , and <article> - Clearly defines its content.

Que-4.Canvas and SVG tags

Ans. SVG is a language for describing 2D graphics in XML. Canvas draws 2D graphics, on the fly (with JavaScript). SVG is XML based, which means that every element is available within the SVG DOM. You can attach JavaScript event handlers for an element. In SVG, each drawn shape is remembered as an object.