MODULE 5 :- HTML5

1. Difference b/w HTML & HTML5?

- HTML :-
  - It didn't support audio and video without the use of flash player support.
  - It uses cookies to store temporary data.
  - Does not allow JavaScript to run in the browser.
  - Vector graphics are possible in HTML with the help of various technologies such as VML, Silver-light, Flash, etc.
  - It does not allow drag and drop effects.
  - Not possible to draw shapes like circle, rectangle, triangle etc.
  - Older version of HTML are less mobile-friendly.
  - Elements like nav, header were not present.

- HTML5 :-
  - It supports audio and video controls with the use of <audio> and <video> tags.

- ➢ It uses SQL databases and application cache to store offline data.
- ➢ Allows JavaScript to run in the background. This is possible due to JS Web worker API in HTML5.
- ➢ Vector graphics are additionally an integral part of HTML5 like SVG and Canvas.
- ➢ It allows drag and drop effects.
- ➢ HTML5 allows to draw shapes like circle, rectangle, triangle etc.
- ➢ HTML5 language is more mobile-friendly.
- ➢ New element for web structure like nav, header, footer etc.

2. What are the additional tags used in HTML5?

- Here the some additional tags in HTML5
  - ➢ **Sementic structure tags:-**
    - o <header>,<footer>,<article>,<section>, <nav>,<aside>,<main>,<figure>, <figcaption>

  - ➢ **Multimedia tags:-**

o <audio>,<video>,<source>,<track>

➢ **Graphics tags:-**
  o <canvas>,<svg>

➢ **Form input enhancements:-**
  o <datalist>,<output>,<progress>,<meter>