Module 5 – Mernstack – HTML5

Theory Assignment

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

Ans:

| **HTML** | **HTML5** |
| --- | --- |
| It didn’t support audio and video without the use of flash player support. | It supports audio and video controls with the use of <audio> and <video> tags. |
| It uses cookies to store temporary data. | It uses SQL databases and application cache to store offline data. |
| Does not allow JavaScript to run in the browser. | Allows JavaScript to run in the background. This is possible due to JS Web worker API in HTML5. |
| Vector graphics are possible in HTML with the help of various technologies such as VML, Silver-light, Flash, etc. | Vector graphics are additionally an integral part of HTML5 like SVG and Canvas. |
| It does not allow drag and drop effects. | It allows drag and drop effects. |
| Not possible to draw shapes like circle, rectangle, triangle etc. | HTML5 allows to draw shapes like circle, rectangle, triangle etc. |
| It works with all old browsers. | It supported by all new browser like Firefox, Mozilla, Chrome, Safari, etc. |
| <HTML>,<Body> , and <Head> tags are mandatory while writing a HTML code. | These tags can be omitted while writing HTML code. |
| Older version of HTML are less mobile-friendly. | HTML5 language is more mobile-friendly. |
| Doctype declaration is too long and complicated. | Doctype declaration is quite simple and easy. |

• Question 2: What are the additional tags used in HTML5?

Ans: Many new elements are added in [HTML5](https://www.geeksforgeeks.org/html5-new-tags/) like nav, audio, figcaption, progress, command, time, datalist, video, figure, meter, data, section, time, aside, canvas, summary, rp, rt, details, wbr, header, footer, keygen, embed, article, hgroup, bdi, mark, output, source, track, section, ruby and many more.

Lab Assignment

Task: Create a audio video tag

• Also applied properties like muted loop autoplay

• Create some shape using canvas tag in html

• Create some shape using svg tag in html

Ans:

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>Favorite song</title>

</head>

<body>

    <h2>This are my favourite song which are available in audio form.</h2>

    <audio src="Alan-Walker-Faded-(RawPraise.ng).mp3" controls muted loop autoplay ></audio>

    <h2>This are my favourite song which are available in video form.</h2>

    <video src="faded---alan-walker.mp4" controls muted loop autoplay></video>

<svg xmlns="http://www.w3.org/2000/svg" height="100" width="100">

        <circle cx="50" cy="50" r="40" stroke="black" stroke-width="3" fill="red"/>

    </svg><br>

    <canvas id="myCanvas" width="100" height="100" style="border: 1px solid black;"></canvas>

    <script>

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

        var ctx= c.getContext("2d");

        ctx.fillStyle='green';

        ctx.fillRect(20,20,50,50);

    </script>

</body>

</html>