**HTML-5**

**1- what is html -5 ?**

html -5 is updated version of html, its introduce some new elements, it is support audio,vedio, multi-media,svg canvas etc..

**2- what is DOCTYPE ?**

<!DOCTYPE html> defined that document is html5 documents and it help the browser to display page correctly, it is not case sensetive

**3-what is HTML UTF-8 ?**

HTML UTF-8 is the World Wide Web's most common character encoding. Each character is represented by one to four bytes. UTF-8 is backward-compatible with ASCII and can represent any standard Unicode character.

**4- what is URL ?**

uniform resource locator(URL) , which is used to address a document (or other data) on the web.

**5-what is html 5 attributes?**

attributes provide additional information about element

for example <input type="" name="" value=""> so here name and value know as attribute of html element

**6-what are the html semantic elements?**

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

1- Examples of non-semantic elements: <div> and <span> - Tells nothing about its content.

2- Examples of semantic elements: <form>, <table>, and <article> - Clearly defines its content

**7- HTML audio video and Multimedia support**

html 5 support multimedia facilities like audio vedio youtube etc, to add audio <audio> tag is there, for video <video tag is there, and to add youtube videos in your web page <embed> is there

**8- What is HTML Canvas?**

html canvas elements used to drwa graphical design in web page but you must use java script to draw graphic Canvas has several methods for drawing paths, boxes, circles, text, and adding images.

**9- what is SVG?**

SVG stand for Scalable Vector Graphics, it is also used for graphic design,SVG has several methods for drawing paths, boxes, circles, text, and graphic images.

**10-What is grid system in HTML?**

Grid Layout Module offers a grid-based layout system, with rows and columns, making it easier to design web pages without having to use floats and positioning.