1. Difference b/w HTML & HTML5?

HTML stands for Hyper Text Markup Language. It is used to design web pages using a markup language. HTML is a combination of Hypertext and Markup language. Hypertext defines the link between the web pages. A markup language is used to define the text document within the tag which defines the structure of web pages. This language is used to annotate (at the note for the computer) text so that a machine can understand it and manipulate text accordingly.

- **HTML:**
  - It allows the creation of hyperlinks with the <a> tag, connecting different web pages.
  - Uses tags to mark elements and content, such as headings (<h1> to <h6>).
  - It supports embedding images (<img>), videos (<video>), and audio (<audio>) for multimedia content.
  - It provides form elements like <form>, <input>, and <button> for user input and data submission.
  - Semantic tags like <article>, <section>, and <nav> for better document structure and accessibility.

HTML 5 is the fifth and current version of HTML. It has improved the markup available for documents and has introduced application programming interfaces(API) and Document Object Model(DOM). It has introduced various new features like drag and drop, geo-location services

- **HTML5:**
  - Introduced new semantic elements like <header>, <footer>, <section>, and <article> for improved structure.
  - Enhances multimedia capabilities with native support for audio and video elements.
  - Provides the localStorage API, allowing web applications to store data locally on the user's device.
  - Enables websites to access a user's geographical location.
  - Uses SQL database to store data offline.

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.

2. What are the additional tag used in HTML5?

1. Structural and Semantic Tags

- <header>: Represents the header of a document or section.
- <footer>: Represents the footer of a document or section.
- <article>: Represents a self-contained piece of content, such as a blog post or news article.
- <section>: Defines a section of content, typically with its own heading.
- <nav>: Represents a navigation block for links to other parts of the site.
- <aside>: Represents content tangentially related to the main content, like sidebars or pull quotes.
- <main>: Represents the primary content of a document.
- <figure>: Groups media content with its caption, often used with images, charts, or illustrations.
- <figcaption>: Provides a caption for the <figure> element.
- <mark>: Highlights or emphasizes text.
- <time>: Represents a specific time or duration.

2. Multimedia Tags

- <audio>: Embeds audio content with optional controls for playback.
- <video>: Embeds video content with optional controls for playback.
- <source>: Specifies multiple media resources for <audio> or <video> elements.
- <track>: Provides subtitles, captions, or other text tracks for <video> or <audio>.

3. Form and Input Tags

- <datalist>: Provides an autocomplete feature for input fields.
- <output>: Represents the result of a calculation or user action.
- <progress>: Represents the completion progress of a task.
- <meter>: Displays a scalar measurement within a known range (e.g., temperature, speed).
- <keygen>: Used for key pair generation in forms (deprecated in modern browsers).

4. Graphics and Interactive Tags

- <canvas>: Provides a space for rendering 2D graphics via JavaScript.
- <svg>: Embeds Scalable Vector Graphics directly in the HTML document (SVG was supported before HTML5 but became a core feature).
- <details>: Represents additional information the user can view or hide.
- <summary>: Acts as a summary or label for the <details> element.
- <dialog>: Represents a dialog box or interactive component, such as a modal.

5. Deprecated or Replaced Tags in HTML5

- (replaced by CSS for alignment).
- <font> (replaced by CSS for text styling).
- <big> (replaced by CSS for font sizing).
