

MODULE: 3 (HTML 5)

1. What are the new tags added in HTML5?

`<article>` `<aside>` `<figcaption>` `<figure>` `<footer>` `<header>` `<main>` `<mark>` `<nav>` `<section>` `<summary>` `<time>` `<audio>` `<video>` `<command>` `<datalist>` `<details>` `<embed>` `<meter>` `<mark>` `<output>` `<ruby>` `<progress>` `<keygen>` `canvas` `<hgroup>`

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

To embed video in HTML, we **use the `<video>` tag**. It contains one or more video sources at a time using `<source>` tag. It supports MP4, WebM, and Ogg in all modern browsers.

To embed audio in HTML, we **use the `<audio>` tag**. Before HTML5, audio cannot be added to web pages in the

Internet Explorer era.

3. Semantic element in HTML5?

- `<article>`
- `<aside>`
- `<figure>`
- `<footer>`
- `<header>`
- `<main>`
- `<mark>`
- `<nav>`
- `<section>`
- `<summary>`
- `<time>`

4. Canvas and SVG tags

The `<canvas>` tag is used to draw graphics, on the fly, via scripting (usually JavaScript). The `<canvas>` tag is transparent, and is only a container for graphics, you must use a script to actually draw the graphics.

The `<svg>` tag defines a container for SVG graphics. SVG has several methods for drawing paths, boxes, circles, text, and graphic images. SVG is a language for describing 2D graphics in XML.