

Module-15) Website Designing - Html5

Question 1: Difference between HTML and HTML5

Answer: HTML and HTML5 both refer to Hyper Text Markup Language, the only difference is in their versions. HTML5 is newer and latest version of HTML which is used currently in web. Many new tags, functionalities and features like semantic elements, multimedia support, powerful APIs, enhanced form controls, and better cross-platform compatibility are added to HTML5.

Some major updates in HTML5, compared to HTML are as follows:

1. Added new Semantic Elements:

- **HTML:** It lacked modern semantic tags to describe the structure of a webpage.
- **HTML5:** Introduced new semantic elements like <article>, <section>, <header>, <footer>, <nav>, and <aside>, making the structure of webpage, more meaningful and easier to understand both developers as well as search engines. Improves accessibility and SEO operations.

2. Multimedia Support:

- **HTML:** Relied on external plugins (e.g., Flash) for multimedia content like audio and video.
- **HTML5:** Provides native support for audio and video through the <audio> and <video> tags, making multimedia playback easier without using any third-party plugins.

3. Form Controls and Input Types:

- **HTML:** Had basic input types like text, password, and submit.
- **HTML5:** Added new input types like email, date, number, range, and url, allowing for better form validation and user experience.

4. Doctype Declaration:

- **HTML:** Required a complex doctype declaration (e.g., <!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01//EN" ...>).
- **HTML5:** Simplified the doctype declaration to <!DOCTYPE html>, making it cleaner and easier to write.

5. Deprecated Elements:

- **HTML:** Supported outdated elements like ``, `<center>`, and `<big>` for styling.
- **HTML5:** Removed these deprecated elements, promoting the use of CSS for styling and creating cleaner, more semantic code.

6. Graphics and Animation:

- **HTML:** Had no native support for graphics or animation.
- **HTML5:** Introduced the `<canvas>` element for drawing graphics and interactive animations, as well as improved support for Scalable Vector Graphics (SVG).

7. Cross-Platform Compatibility:

- **HTML:** Was designed primarily for desktop browsers.
- **HTML5:** Focused on providing consistent performance across all devices, including mobile devices and tablets, making it more versatile for modern web development.

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

Answer: HTML5 introduced several new tags to improve the structure and functionality of web pages. Here are some of the main additional tags used in HTML5:

- **`<article>`:** Defines a self-contained piece of content that can be distributed independently, such as a blog post, news article, or forum post.
- **`<section>`:** Defines sections within a document, typically for grouping related content, like chapters or groupings of articles.
- **`<nav>`:** Defines a navigation menu or links to other sections or pages within the website.
- **`<header>`:** Defines the header of a page or section, typically used for introductory content or navigation links.
- **`<footer>`:** Defines the footer of a page or section, typically containing information like contact details, copyright information, or links to privacy policies.
- **`<aside>`:** Defines content that is tangentially related to the content around it, like sidebars, pull quotes, or advertisements.

- **<main>**: Represents the main content of the document, excluding headers, footers, and sidebars. There should only be one <main> element per document.
- **<mark>**: Highlights text, usually for search results or important content.
- **<details>**: Represents a disclosure widget from which the user can obtain additional information or controls.
- **<summary>**: Defines a summary or heading for the <details> element. It is the part that is visible when the details are collapsed.
- **<time>**: Represents a specific time or a range of time, often used for dates and times.
- **<canvas>**: Provides an area on the page where graphics can be drawn using JavaScript, typically used for rendering game graphics, data visualizations, and other dynamic content.
- **<svg>**: Allows for scalable vector graphics to be embedded in HTML documents, used for drawing shapes, paths, and other graphical elements.