HTML Interview Questions & Answers

Basic HTML Questions

Q: What is HTML?

A: HTML (HyperText Markup Language) is the standard language used to create the structure of web pages. It defines elements like headings, paragraphs, links, images, tables, and forms.

Q: What are HTML tags?

A: Tags are predefined keywords in HTML enclosed within angle brackets (< >). Example: is a paragraph tag. Most tags come in pairs: opening and closing .

Q: What is the difference between block-level and inline elements?

A: Block-level elements always start on a new line and take full width (e.g., <div>, , <h1>). Inline elements do not start on a new line; they only take as much width as needed (e.g., , <a>,).

Q: What are semantic elements in HTML?

A: Semantic elements clearly describe their meaning to the browser and developer. Examples: <header>, <footer>, <article>, <section>. They improve SEO and readability.

Q: What is the purpose of <!DOCTYPE html>?

A: It defines the document type and version of HTML being used. In HTML5: <!DOCTYPE html>. This ensures the browser renders the page in standards mode.

Tricky HTML Questions

Q: Is HTML a programming language?

A: No, HTML is not a programming language. It is a markup language used to structure content on a webpage.

Q: What happens if you forget to close an HTML tag?

A: Browsers are forgiving and try to automatically close unclosed tags. However, it can cause unexpected rendering issues, especially in nested elements or strict XHTML.

Q: What is the difference between vs and <i> vs ?

A: & <i> are just visual styling (bold & italic). & give semantic meaning (important & emphasized). Helps SEO and screen readers.

Q: What is the difference between localStorage, sessionStorage, and cookies in HTML5?

A: localStorage stores data with no expiration. sessionStorage stores data until the tab is closed. Cookies store small data on the client and are sent with every HTTP request.

Q: What is the difference between <canvas> and <svg> in HTML5?

A: <canvas> is pixel-based, best for dynamic/interactive graphics. <svg> is vector-based, scalable without losing quality, better for static images/icons.</svg></canvas>