# HTML : ch-1

Q1. **Write any five features of HTML5.**

Ans: Five features of HTML5 are given below :

1. Canvas

B Cross-document messaging

C. Drag and drop

D. Embedding of Scalable আকার পরিবর্তনযোগ্য Vector Graphics(SVG) directly in HTML

E. Geolocation

F. History Management

G.Microdata

**Q2. Write the differences between HTML4 and HTML5.**

Ans:

|  |  |
| --- | --- |
| **HTML4** | **HTML5** |
| DOCTYPE is much longer as HTML4 is based on SGML-based.  <!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01//EN"  "http://www.w3.org/TR/html4/strict.dtd"> | DOCTYPE is required to enable standards mode for HTML documents.  <!DOCTYPE html> |
| Audio and Video are not part of HTML4 specification | Audio and Videos are integral part of HTML5 specifications e.g. <audio> and <video> tags |
| Vector Graphics is possible with the help of technologies such as VML, Silverlight, Flash etc. | Vector graphics is integral part of HTML5 e.g. SVG and canvas |
| It is almost impossible to get true GeoLocation of user browsing any website especially if it comes to mobile devices. | JS GeoLocation API in HTML5 helps identify location of user browsing any website (provided user allows it) |
| Browser cache can be used as temporary storage. | Application Cache, Web SQL database and Web storage is available as client side storage. Accessible using JavaScript interface in HTML5 compliant browsers. |
| Web Sockets are not available. Generally used mechanisms are long polling and streaming. | Full duplex communication channels can be established with Server using Web Sockets. Accessible using JavaScript interface in HTML5 compliant browsers. |
| Works with all old browsers | Most of modern browser have started supporting HTML5 specification e.g. Opera, Chrome, Safari  etc. |
| Does not allow JavaScript to run in browser. JS runs in same thread as browser interface. | Allows JavaScript to run in background. This is possible due to JS Web worker API in HTML5 |

**Q3. What are Inline element and Block-level element?**

Ans: Inline element: Inline elements mostly describe brief strings of text and may include other inline elements.

Block-level elements: A block-level element may contain most other block-level elements and all inline elements. Block-level elements occupy at least one full line when rendering, while inline elements take up only as much space as their content requires.

Q4. **What is attribute?**

Ans: An HTML element’s attribute defines a property of that element. They are optional in most cases.

<p> They saw a <a href=”ducks.html” title=”Essay and photos”> Family of ducks </a> by the stream </p>

in this example title is the attribute.

**Q5. Explain the following HTML5 attributes:**

Ans:

1. accesskey:

This attribute assigns a character as a shortcut to setting focus on an element.

1. draggable:

draggable=”true/false” True means we can drag an element, false, we can’t.

1. lang:

This specifies the language of the element’s content. It had to set on html element always.

1. tabindex:

Tabindex is a very useful attribute. Using this attribute we can navigate a page using tab key. Each time we press tab in a supporting browser, the focus shifts to the next, a element (a hyperlink or anchor) or form control according to the order in which it appears in the HTML source. Tab index 1 means highest priority. Page 20 very imp for obj

1. dir:

This specifies the base directionality of the element’s text content and tables. Default dir is left to right.

1. title:

This provides a short description that does not appear on screen, though most browser render it as tooltip when the mouse or other pointer is hovered on the element.

**Q6. What are the basic data types of HTML5?**

Ans: The basic data types of HTML5 are given bellow:

A.CDATA and id and name Attribute values

B. Character Encoding

C. Content types(MIME Types)

D. Language Codes

E. Link Types

**Q7. What are deprecated and obsolete elements and attributes?**

Ans: Deprecated অননুমোদিত element or attribute is one that you shouldn’t use but that browser still support for backward-compatibility reasons.

Deprecated attributes: alink, background, bgcolor,link,text

Obsolete অপ্রচলিত elements and attributes are the elements or attributes that are valid in X/HTML but not in HTML 5.

Obsolete attribute: size, width

# HTML : ch-2

**Q1. Write any five body element attributes.**

Ans: body attributes:

onafterprint, onbeforprint, onbeforeunload, onblur, onerror, onfocus, onhashchange, onmessage, onoffline, ononline, onpagehide, onpageshow, onopstate, onredo, onresize, onstorage, onundo.

**Q2. What is the function of manifest attribute of HTML element?**

Ans: The application cache manifest lists the files an application needs to operate when disconnected the network. The browser saves a copy of the files when we access the site online.

Syntax : <html manifest= “myapplication.manifest”>

\*imp for obj page 41

# HTML : ch-3

**Q1. What is benefit of using base element?**

<head>

<base href=” ”> or <base href=” ”/>

</head>

benifit: The base element defines the page’s absolute URI from which relative paths to external resources are resolved. If base is not defined, the page’s base URI defaults to the current page.

**Q2. Mention any five elements that the head element can contains.**

Base, link, meta, script, style and title.

**Q3. What are the purposes of rel and rev attributes?**

rel and rev have opposite meanings and are used in conjunction with href. The rel attribute indicates the relation from the current document to the linked resource. rev indicates the relationship from the linked resource to the current document. rev is obsolete in HTML 5.

**Q4. Meta element is useful for what purposes?**

meta specifies information about the current HTML document in a name value pair format, primarily for the for the benefit of browsers, search engine spiders, and other user agents. Meta data does not appear on our page’s content.

# HTML : ch-4

Q1. What is nested list?

When we make a list inside another list we call it nested list. Example as follows:

<ol>

<li> Take an Italian berlitz course.</li>

<li> Move to italy.</li> <!—start of a nested list-->

<ol>

<li> Have a yard sale.</li>

<li> Pack what’s left.</li>

<li> Ship boxes.</li>

</ol> <!--- end of the nested list-->

<li> Say Ciao upon landing.

</ol>

Q2. How many ways you can define list in HTML page?

Lists are one of the most commonly used semantic elements across the web. HTML has got three types of lists. definition list(dl) , ordered list (ol), unordered list (ul).

<dl>

<dt> .... </dt>

<dd> ... </dd>

</dl>

<ol>

<li> ...</li>

</ol>

<ul>

<li> ... </li>

<li>... </li>

</ul>

# HTML : ch-5

Q1. What are the differences between link and anchor element.

Ans: The link element defines a link between the current document and another resource, but in a much different way then the element.

The anchor element is essential to the web providing the means to create a hyperlink to another page or serve as an anchor with in a page to which a hyperlink points.

Q2. How does del and ins elements are related with each other?

**Ans:** The <del> tag defines a text that has been deleted from a document. Browsers will normally strike a line through deleted text. example: ~~text~~

The <ins> tag defines a text that has been inserted into a document. Browsers will normally underline inserted text. example: text

# HTML : ch-6

Q1. What are the purposes of alt and usemap attribute of img tag?

Ans: "usemap" attribute is used to map image associated with image tag. It's value followed by # sign. Other associated tag is used to incorporate with usemap attribute value.

**Q2. What is the benefit of using map tag?**

Ans: The <map> tag is used to define a client-side image-map. An image-map is an image with clickable areas.

The name attribute of the <map> element is associated with the <img>'s usemap attribute and creates a relationship between the image and the map.

OR

An image map specifies one or more regions with in a single image, typically for the purposes of linking it to another page or resource. The map element contains the area elements that define the linked regions

**Q3. Object tag is used for what purpose?**

Ans: The <object> tag defines an embedded object within an HTML document. Use this element to embed multimedia (like audio, video, Java applets, ActiveX, PDF, and Flash) in your web pages. You can also use the <object> tag to embed another webpage into your HTML document

**Q4. What are the two param types and when used?**

Ans: Two common params to pass SWF are flashvars amd wmode. The first passes a string of variable into movie and second allow to position HTML on top of SWF with the CSS z-index property (it may impact performance, thought, so keep an eye out for that).

**HTML : ch-7**

**Q1. In IE6, what problem arises when multiple buttons are used? How can you solve this problem?**

Ans: In IE6 if multiple buttons are used it submits the name of all the buttons, not just the one the user-selected. So, one can’t process the form accordingly.

To solve the problem we have to use input type=image instead of button.

**Q2. What are the values of method attribute of form tag? How get and post method works?**

Ans: The method attribute tells the server how to submit the form information. There are two methods, get and post. The default method is get.

|  |  |
| --- | --- |
| Get | Default. Appends the form-data to the URL in name/value pairs: URL?name=value&name=value |
| Post | Sends the form-data as an HTTP post transaction |

**Q3. What is the function of autocomplete and placeholder attribute of input tag?**

Ans: The autocomplete attribute specifies whether a form should have autocomplete on or off.

When autocomplete is on, the browser automatically complete values based on values that the user has entered before.

Syntax: <form autocomplete="on|off">

The placeholder attribute specifies a short hint that describes the expected value of an input field (e.g. a sample value or a short description of the expected format).

The hint is displayed in the input field when it is empty, and disappears when the field gets focus.

Syntax: <input type="text" name="fname" placeholder="First name" />

**HTML : ch-8**

Q1. When colgroup tag is used in html document and for what purpose?

Ans: The <colgroup> tag is used to group columns in a table for formatting.

The <colgroup> tag is useful for applying styles to entire columns, instead of repeating the styles for each cell, for each row.

The <colgroup> tag can only be used inside a <table> element.

<table width="100%" border="1">  
  <**colgroup** span="2" style="background-color:#FF0000;">**</colgroup>**  
  <**colgroup** style="background-color:#0000FF;">**</colgroup>**  
  <tr>  
    <th>ISBN</th>  
    <th>Title</th>  
    <th>Price</th>  
  </tr>

  <tr>

    <td>3476896</td>

    <td>My first HTML</td>

    <td>$53</td>

  </tr>

</table>

Output:



Q2. What are the purpose of thead, tbody and tfoot tag and which tags can be declared under these

tags?

**HTML : ch-10**

Q1. What was the main benefit of using frame?

Ans: Advantages of Using Frames

1. One of the most beneficial feature of frames is it lets the user to have multiple pages in the same browser.

2. Using frames we can keep one part of the page static while changing the other parts of the page.

3. If we create a top frame we can use it as a header i.e, as that page is static it acts like an include page.

4. Frames can be used to reduce server load, as there is no need to reload all the pages when ever a new page is visited.

Q2. What is iframe? How can you declare it?

**HTML : ch-11**

Q1. What do you understand by HTML5 document outline?

Ans: The document outline is the structure of a document, generated by the document’s headings, form titles, table titles, and any other appropriate landmarks to map out the document. A typical html5 document outline looks like-

<!DOCTYPE html>

<html lang=”en”>

<head>

<meta charset=”utf-8”/>

<title>Your document title</title>

</head>

<body>[…..body content goes here…]</body>

</html>

**HTML : ch-12**

Q1. What is the purpose of using figcaption tag?

Q2. Mention some use of mark tag?

Ans: The <mark> tag defines marked text.

We use the <mark> tag to highlight parts of our text.

<p>Do not forget to buy <mark>milk</mark> today.</p>

Q3. Meter tag is used for what purpose?

Q4. Explain two types of progress element.

Ans: 1. The <progress> tag represents the progress of a task. This tag is new in HTML5 and currently supported in Firefox, Opera, and Chrome.

<progress value="22" max="100"></progress>

2. The <meter> tag is currently supported in Opera and Chrome.

The <meter> tag defines a scalar measurement within a known range, or a fractional value. This is also known as a gauge.

Examples: Disk usage, the relevance of a query result, etc.

<meter value="2" min="0" max="10">2 out of 10</meter><br />

<meter value="0.6">60%</meter>

**HTML : ch-13**

Q1. What the differences are between embed and object element?

Ans: The <embed> tag defines a container for an external application or interactive content (a plug-in).

<embed src="helloworld.swf" />

The <object> tag defines an embedded object within an HTML document. This element is used to embed multimedia (like audio, video, Java applets, ActiveX, PDF, and Flash) in our web pages.

<object width="400" height="400" data="helloworld.swf"></object>

Q2. What formats are supported by video element?

Ans:

|  |  |
| --- | --- |
| **File Format** | **Media Type** |
| MP4 | video/mp4 |
| WebM | video/webm |
| Ogg | video/ogg |

Q3. Briefly describe the preload attribute values of video element.

Ans: The preload attribute specifies if and how the author thinks that the video should be loaded when the page loads.

The preload attribute allows the author to provide a hint to the browser about what he/she thinks will lead to the best user experience. This attribute may be ignored in some instances.

Note: The preload attribute is ignored if autoplay is present.

<video controls="controls" preload="none">

<source src="movie.mp4" type="video/mp4" />

<source src="movie.ogg" type="video/ogg" />

Your browser does not support the video tag.