**Round-18**

**Descriptive Questions on HTML**

**Q01. Write any five features of HTML5.**

**HTML5 features:**

1. New doctype

 <!DOCTYPE html>

2. No need to use type attribute in script and style tag

 <link rel="stylesheet" href="stylesheet.css" />

 <script src="script.js"></script>

3. HTML5 is not based on XHTML. We don’t have to wrap our attributes in quotation marks

 <p class=myClass id=someId>

4. Email input

 <input id="email" name="email" type="email" />

5. Placeholder

 <input name="email" type="email" placeholder="doug@givethesepeopleair.com" />

**Q02. Write the differences between HTML4 and HTML5.**

|  |  |
| --- | --- |
| **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 |

**Q03. What are Inline element and Block-level element?**

A block-level element creates large blocks of content like <p> or page <div>. They start new lines of text when we use them, and can contain other blocks as well as inline elements and text or data.

An inline element defines text or data in the document like <STRONG> makes the enclosed text strongly emphasized and <Q> says the enclosed text is a quotation. They don't start new lines when we use them, and they generally only contain other inline tags and text or data. Or they include nothing at all, like the <BR> tag.

**Q04. What are the basic data types of HTML5?**

1. CDATA, id and name attribute value

2. Link Types

3. Content Types (MIME Types)

4. Language Codes

5. Character Encoding

**Q05. What is the function of manifest attribute of HTML element?**

The manifest attribute specifies the location of the document's cache manifest. Using the cache interface gives an application three advantages: <html manifest="*URL*">

1. Offline browsing - users can navigate the full site when they're offline
2. Speed - cached resources are local, and therefore load faster
3. Reduced server load - the browser will only download resources from the server that have changed

**Q06. Meta element is useful for what purposes?**

Meta elements are typically used to specify page description, keywords, author of the document, last modified, and other metadata. The <meta> tag provides metadata about the HTML document. Metadata will not be displayed on the page, but will be machine parsable.

**Q07. How many ways you can define list in HTML page?**

#### 1. Single Definition Term – Single Description

<dl>  
<dt> </dt>  
<dd> </dd>  
</dl>

**2. Single Definition Term – Single Description with block level elements**

<dl>  
<dt> </dt>  
<dd><p>Some text</p>  
<p> Some text </p></dd>

</dl>

#### 3. Multiple Terms – Single Description

<dl>  
<dt> </dt>  
<dt> </dt>  
<dt> </dt>  
<dd></dd>  
</dl>

#### 4. Multiple Terms – Multiple Descriptions

<dl>  
<dt> </dt>  
<dt> </dt>  
<dd> </dd>  
<dd> </dd>  
</dl>

**Q08. What are the differences between link and anchor element.**

The <link> tag defines the relationship between a document and an external resource.  
The <link> tag is most used to link to style sheets. The <link> element is an empty element, it contains attributes only. This element goes only in the head section, but it can appear any number of times.

<link rel="stylesheet" type="text/css" href="style.css" />

The anchor element **A** is used to link different documents together. It contains at least one attribute. For the function of linking to a different document, the attribute **HREF** (Hyper REFerence) is used. The value of the attribute **HREF** is the path to the location of the target document (either a complete URL or a relative path - explained below).

<a href="http://www.somewhere.com">Visit www. somewhere.com</a>

**Q09. How does del and ins elements are related with each other?**

The <del> tag defines a text that has been deleted from a document.

the <ins> tag to markup inserted text.

Browsers will normally strike a line through deleted text and underline inserted text.

<p>My favorite color is <del>blue</del> <ins>red</ins>!</p>

**Output= My favorite color is red!**

**Q10. What are the purposes usemap attribute of img tag?**

The usemap attribute specifies an image as a client-side image-map.

An image-map is an image with clickable areas.

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

Syntax: <img usemap="*#mapname*" />

**Q11. What is the benefit of using map tag?**

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.

**Q12. In IE6, what problem arises when multiple buttons are used? How can you solve this problem?**

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.

**Q13. What is the function of autocomplete and placeholder attribute of input tag?**

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" />

**Q14. When colgroup tag is used in html document and for what purpose?**

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:



**Q15. What do you understand by HTML5 document outline?**

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>

**Q16. Mention some use of mark tag?**

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>

**Q17. Explain two types of progress element.**

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>

**Q18. What the differences are between embed and object element?**

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>

**Q19. Briefly describe the preload attribute values of video element.**

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.  
</video>

**Q20.Why canvas tag is used?**

The <canvas> tag is used to draw graphics, on the fly, via scripting (usually JavaScript).

The <canvas> tag is only a container for graphics, you must use a script to actually draw the graphics.

<canvas id="myCanvas"></canvas>  
  
<script type="text/javascript">  
var canvas=document.getElementById('myCanvas');  
var ctx=canvas.getContext('2d');  
ctx.fillStyle='#FF0000';  
ctx.fillRect(0,0,80,100);  
</script>