# Module 5 - Mernstack - HTML5

# **Theory Assignment**

### Question 1: Difference b/w HTML & HTML5?

| HTML   | HTML5  |
|--|--|
| Cookies are used to store temporary data.                                  | SQL databases and application cache are used to store offline data.                            |
| It works with all old browsers.  | It supported all new browsers like Mozilla, Firefox,etc.                                       |
| It is less mobile friendly.  | It is more mobile friendly.  |
| It didn't support audio and video without the use of flash player support. | It supports audio and video controls with the use of <audio> and <video> tags.</video></audio> |
| It is not fast as compared to HTML5.                                       | It is faster compared to HTML.   |
| Character encoding is long and complicated.                                | Character encoding is simple and easy.   |
| It does not allow drag and drop effects.                                   | It allows drag and drop effects.   |
| HTML does not allow drawing shapes like rectangles, triangles, etc.        | HTML5 allows drawing shapes like rectangles, triangles, etc.                                   |

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

HTML5 introduced new tags to improve the structure, semantics, and functionality of webpages. Here's a categorized list of the additional tags:

## 1. Semantic Tags:

<header>, <footer>, <article>, <section>, <nav>, <aside>, <main>, <figure>,</figcaption>, <mark>, <time>.

### 2. Multimedia Tags:

• <audio>, <video>, <source>, <track>.

#### 3. Graphics Tags:

<canvas>, <svg>.

- 4. Form-Related Tags:
- <datalist>, <output>, <progress>, <meter>.
- 5. **Interactive Tags**:
- <template>, <dialog>, <details>, <summary>, <embed>.

These tags improve structure, interactivity, and multimedia support for modern web development.

#### Lab Assignment

- Task: Create a audio video tag
- Also applied properties like muted loop autoplay
- Create some shape using canvas tag in html
- Create some shape using svg tag in html

```
<!DOCTYPE html>
<html lang="en":
 <meta charset="UTF-8">
 <meta name="viewport" content="width=device-width, initial-scale=1.0">
 <title>HTML Multimedia and Graphics</title>
 <h1>HTML Multimedia and Graphics</h1>
 <audio controls muted loop autoplay>
   <source src="romantic-song-tera-roothna-by-ashir-hindi-top-trending-viral-song-231771.mp3" type="audio/mpeg">
  <video controls muted loop autoplay width="400">
   <source src="1721303-hd_1920_1080_25fps.mp4" type="video/mp4">
 <canvas id="canvas" width="300" height="200" style="border: 1px solid □black;"></canvas>
  const ctx = document.getElementById('canvas').getContext('2d');
  ctx.fillStyle = 'blue'; ctx.fillRect(20, 20, 100, 50); // Rectangle
   ctx.beginPath(); ctx.arc(200, 100, 40, 0, Math.PI * 2); ctx.fillStyle = 'red'; ctx.fill(); // Circle
 </script>
 <svg width="300" height="200" style="border: 1px solid □black;">
   <rect x="20" y="20" width="100" height="50" fill="blue" />
   <circle cx="200" cy="100" r="40" fill="red" />
```

#### **Output:**

# HTML Multimedia and Graphics

