# What is the need of mentioning <!DOCTYPE HTML> at the beginning of an HTML page?

The <!DOCTYPE HTML> indicates the version of HTML which in this case is 5

# What are “web workers”?

A web worker is a script that runs in the background (i.e., in another thread) without the page needing to wait for it to complete. The user can continue to interact with the page while the web worker runs in the background. Workers utilize thread-like message passing to achieve parallelism.

# Explain the two web storage in HTML5.

In HTML 5 data storage can be done in two ways:

* **Session Storage**: The current session (i.e., a user who is browsing the website) details are stored. Once the user closes the browser, the storage is cleared.
* **Local Storage**: Data stored in local storage will not be cleared automatically or when the user closes the browser.

# What is the difference between span and div?

The difference is that span gives the output with display: inline and div gives the output with display: block.

span is used when we need our elements to be shown in a line, one after the other.

# What is the Geolocation API in HTML5?

HTML5’s Geolocation API lets users share their physical location with chosen web sites. JavaScript can capture a user’s latitude and longitude and can send it to the back-end web server to enable location-aware features like finding local businesses or showing their location on a map.

A Geolocation object can be created as follows:

var geolocation = navigator.geolocation;

# What’s the difference between the <svg> and <canvas> elements?

The <svg> element is a container for SVG graphics. SVG has several methods for drawing paths, boxes, circles, text, and even bitmap images.

SVG is a language for describing 2D graphics, but <canvas> allows you to draw 2D graphics on the fly using JavaScript.

SVG is XML-based, which means that every element is available within the SVG DOM. You can attach JavaScript event handlers for an element.

In SVG, each drawn shape is remembered as an object. If attributes of an SVG object are changed, the browser can automatically re-render the shape.

Canvas is rendered pixel by pixel. In canvas, once the graphic is drawn, it is forgotten by the browser. If its position should be changed, the entire scene needs to be redrawn, including any objects that might have been covered by the graphic.

# List few input type attributes that are new in HTML5.

An input tag can take some attributes based on the requirement. ie <input type=”text”> creates a textbox that takes text/number/special characters into it. The attribute type can take more values, these are:

* **Datetime**: Gives a datetime accepted textbox.
* **Placeholder**: Places an editable text in the textbox.
* **Number**: Takes only numbers and no text and special characters.
* **Tel**: Takes inputs like a telephone number.
* **Email**: Takes text with email format.

# What is the usage of a novalidate attribute for the form tag that is introduced in HTML5?

The form attribute novalidate is a Boolean type which takes true/false values. If disabled or made false, the form data is not validated when submitted.